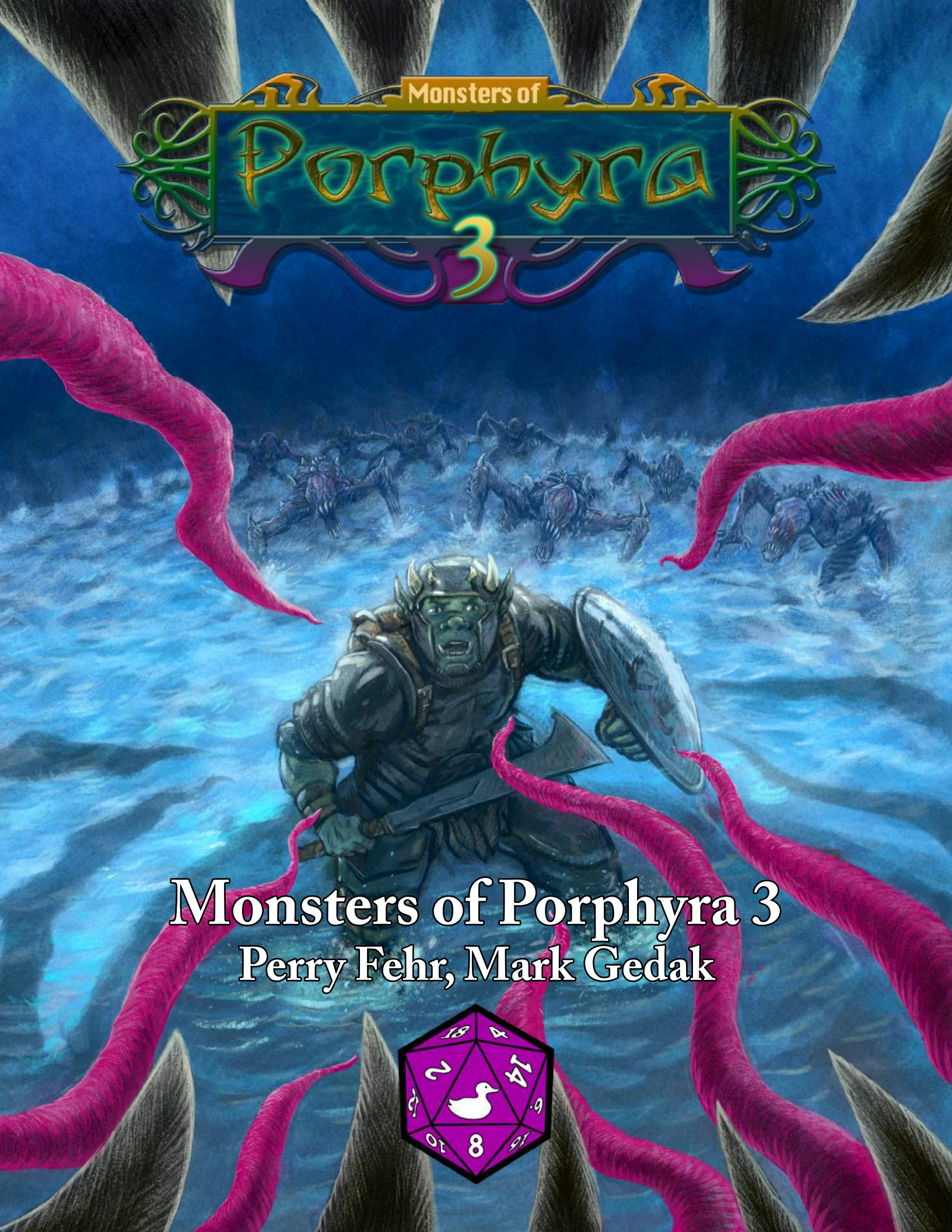

Monsters of Porphyra 3

Perry Fehr, Mark Gedak

Monsters of Porphyra 3

Authors	Perry Fehr, Mark Gedak
Additional Monsters	Derek Blakely
Editing	Perry Fehr, Mark Gedak
Porphyra Logo	Rick Hershey
Interior Art	Bob Greyvenstein, Brett Neufeld, Brian Brinlee, Carlos Torreblanca, Gary Dupuis, Gennifer Bone, Jacob Blackman, Jayaraj Paul, Justine Stilborn, Kristen Collins, Matt Morrow, Michael Syrigos, Rick Hershey, Ryan Rhodes, Tamas Baranya, Theresa Guido
Cover Art	Matt Morrow
Layout	Mark Gedak
Publisher	Purple Duck Games



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Introduction

We are back again with another monster book. This is the third monster book in the "of Porphyra" series and the first book using the *Porphyra Roleplaying Game* as our base rule set. There are a few changes to the monster statistic block in this book as described in the How To Use section on page 7.

This book has been in development for a long time. We started working on *Monsters of Porphyra 3* immediately after completing *Monsters of Porphyra 2* in the summer of 2016. We built at least half of the book by the time that the playtest of Pathfinder 2e was announced by Paizo Publishing. At that point we made the decision to write the *Porphyra Roleplaying Game* instead of waiting on Pathfinder 2e or its predecessor. So MoP3 went on hold while the core rules were being written. Of course, we couldn't stick to that committment and we did do some development of MoP3 with a partially constructed ruleset. Which resulted in a monster book that didn't work with 1st edition Pathfinder and didn't work for the Porphyra Roleplaying Game. In essence, this book has been written, rewritten, rewritten, and rewritten again. Just two days before publishing this book we removed two more monster subtypes, so we are always in development.

Monsters of Porphyra 3 would not be possible without the support of Perry Fehr, my co-author and editor, over a dozen artists that worked on it, creators of open game content, and all of our fans. I love working on monster books and I hope you enjoy this book.

- Mark Gedak,
Purple Duck Games

Porphyra Rpg Website

We are working on maintaining a wiki of our open game content over on http://porphyrarpg.wikidot.com. On the site you will find many things including:

Backcompatible Content: We created a lot of content for the 1st edition of the *Pathfinder Roleplaying Game* including two other monster books. We are slowly updating this content and adding it to the website instead of republishing our own work.

Core Content: This is work that has been published by *Purple Duck Games* in under the Porphyra Roleplaying Game System. That will eventually include the monsters from this book. Some of them may be posted already.

Experimental Content: Sometimes when I am working on things I will post them to the website for ease of use and reference.

"Missing" Content: Sometimes when we are creating content for this book or others we reference material that didn't make it into the *Porphyra Roleplaying Game*. Instead of adding a huge index of supplemental material into this book for feats, spells, and psionics we have just added the material to the website.

New Content: Both Perry and I will write new content that is not significant enough to warrant its own release. One example of this is the six new Elemental Lords (that align with the metal and wood elements).

Supplemental Content: Other publishers have created a ton of content for the 1st edition of the *Pathfinder Roleplaying Game*. This includes Dreamscarred's *Psionics rules* or Frog God Games' *Tome of Horror* series. We have always used the open game content of others in our products and will continue to do so in the future. When we use and update 3rd party content for use in our products we will also post it to the website.

Updates & FAQ: The Porphyra Roleplaying Game is always a work in progress. As we continue to playtest and run our normal campaign we discover errors or issues that we never noticed. It is simplest to post these updates and fixes on the website.

Posting content to the wiki though takes time away from development, layout, and writing so that is why we have a patreon to support the website.

Patreon: https://www.patreon.com/porphyrarpgwiki?fan_landing=true

Contact the Wiki: If you have suggestions about what should be on the wiki or what content is missing, you can email me at porphyrarpgwiki@gmail.com.

Contact

If you have any questions about this product or about any Purple Duck Games product you can send me emails at purpleduckgames@gmail.com.

If there is a particular product we should be working on let me know at the above email address as well.

Artists of Porphyra

There are many people that have worked on our books over the years. They do not get enough credit for their work. Below is a list of artists that worked on this book any the pieces they contributed.

Bob Greyvenstein: Assassin's Bane, Liopleurodon Dinosaur, Tulgorth

Brett Neufeld: Abaasy Giant, Agropelter, Anakim Giant, Annoad Ogdoad, Arid Dragon, Ashen Dragon, Azagon La Croix, Backdraft, Botach, Boxbiter, Chikram Asura, Chingatrull Troll, Contemplative Angel, Crypt Mother, Crimson Horror Demon, Crystallax Creature, Cthonic Cyclops, Dancer in the Glade, Darkstone Dragon, Darlith, Decimator Zicree, Deep One, Diprotodon Megafauna, Dire Penguin, Divine Vessel, Dragon Mite, Drainpipe Troll, Draumgeiss, Drone Zicree, Eagle Eye Drone, Electroid Zicree, Falazyr Genie, Fur-Bearing Trout, Giant Wolf Spider, Grabast, Guardian Drake, Hovara, Huhhoad Ogdoad, Jakulus, Jellybears, Kukkoad Ogdoad, Latranal Agathion, Lavalantula, Lepidoral Agathion, Makesh, Masagmasvima, Megamind Zicree, Mentoid Zicree, Minion of Kadeg, Mutaziq, Nature Spirit, Nunnoad Ogdoad, Ocular Swarm, Palindroid Zicree, Parabythos Aeon, Piasa, Pyrhedon, Qi Dragon, Racing Snail, Retrieval Drone, Rot Monster, Shadowcat, Shajara Genie, Sheepsquatch, Siccuros, Slithering Abomination, Starfallen Inquisitor, Subterranoid Zicree, Suppligon Devil, Techtonic Terror, Teo-Selerai, Thunderstorm Jellyfish, Thylacoleo Megafauna, Urisk, Vagadoia Aeon, Wasteland Linnorm, Zicriformer Zicree

Brian Brinlee: Blindbraun

Carlos Torreblanca: Alcestus, Snowy Owlbear, Zhu Ru

Gary Dupuis: Abaia, Burrowing Lamprey, Deist Spirits, Fire Eel, Emissary of Najim, Hexenbeist, Moldering Creature, Myxini, Old Man Winter, Sailor's Bane, Sluu'gho, Typhoean, Umbral Angler

Gennifer Bone: Bosch Fiend, Moddey Dhoo, Yaramayahu

Jacob Blackmon: Arachnid Mark III Turret, Grizzlyboar, Hagiographical Drake, Harpooner, Katalut Inevitable, Porphyrite Drake, Rancor Daemon, Stalactaur, Strigifal Agathion, Terrorpins, Urseloct

Jayaraj Paul: Bladeleaf

Justine Stilborn: Deigen

Kristen Collins: Battle Corgi, Coral Dryad, Salt Ooze, Werejaguar, Whalecroc

Matt Morrow: A'peril, Attractor, Balakor, Blood Scarecrow, Blooded Guardian, Bloodfrenzy Shark Swarm, Brine Sea Serpent, Brute Flood, Children of the Dead, Crater Beetle, Crawler Netherian, Dasshenpyrosaurus Dinosaur, Deep Hunter Sea Serpent, Dire Owlbear, Grovenger, Hevaka, Hoard Dragon, Jaggerfanigle, Madtockian Worm, Mahrog, Ndragg, Paper Dragon Golem, Rochahoposaurus Dinosaur, Sleet Dragon, Trog Fly, Unknowing Creature, Vaar's Raven, Wendigo, Windrune, Xeberrack

Michael Syrigos: Apiary Devil, Beavertail, Deep Flailer

Rick Hershey: Haunted Doll, Meadow Maid Angel, Organ Thief, Plague Doctor

Ryan Rhodes: Bukavac, Karkadann, Leucrotta

Tamas Baranya: Mounted Dragon Head

Teresa Guido: Colossus of Dhu, Glerp, Nightmare Collector, Psyros, Roog, Xexenaeth Qlippoth

How to Use

While each monster is a unique creature, many possess similar special attacks, defenses, and qualities. Unique abilities are described below the monster's stat block. Many abilities common to several monsters appear in the universal monster rules (see p. 240). If a monster's listed special ability does not appear in its description, you'll find it there.

Each monster description on the following pages is presented in the same format, split into three specific areas: Stat Block, and Description.

Stat Block

This is where you'll find all of the information you need to run the monster in an encounter. A stat block is organized as follows. Note that in cases where a line in a stat block has no value, that line is omitted.

Name and CR: The monster's name is presented first, along with its challenge rating (CR). Challenge rating is a numerical indication of how dangerous a monster is—the higher the number, the deadlier the creature.

Race, Class, and Level: Humanoids do not possess racial Hit Dice and are instead defined by their class levels. For these humanoids, their race, class, and level appear here.

Size, Type, and Subtypes: A creature's size often defines the space that it occupies and its reach. The type controls many aspects of the creature's statistics. Subtypes are used to modify a creature's type or grant additional common abilities.

Init, Senses, Notice: Initiative is listed as a passive total equal to 10 + Initiative modifier, senses list all the ways that the creature can detect opponents, and Notice is a passive form of Perception equal to 10 + Perception skill check modifier.

Aura: If the creature has a particular magical or exceptional aura, it is listed here along with its radius from the creature and, as applicable, a save DC to resist the aura's effects.

AC/SR: The creature's Armor Class and flat-footed Armor Class. The modifiers that generate its AC are listed parenthetically at the end of this entry. Since spell resistance is essentially another form of armor class against magic it is listed on this line. It is typically equal to 10 + 1/2 creature's HD + Cha modifier.

HP: The creature's hit points, followed by its Hit Dice (including modifiers from Constitution, creature type modifiers, and the Toughness feat).

Creatures with PC class levels receive maximum hit points for their first HD, but all other HD rolls are assumed to be average. **Fast healing** and **regeneration** values, if any, follow the creature's HD.

Saving Throws: The creature's Fortitude, Reflex, and Will saves, followed by **situational modifiers** to those rolls.

DR/Defensive Abilities/Immune/Resist: All of the creature's unusual defensive abilities. Damage reduction, immunities, and resistances are called out separately as necessary.

Weaknesses/Vulnerable: All of the creature's unusual weaknesses or vulnerabilities are listed here. A weakness that is not described further inflicts a -4 penalty on all saves against the weakness. A vulnerablebility that is not described further deals x1-1/2 damage against the creature.

Speed: The creature's land speed, and additional speeds as necessary for the creature. Special movement benefits such as freedom of movement or earth glide are often listed here as well.

Creatures with a climb speed gain a +8 racial bonus to climb checks (as part of Athletics). Creatures with a fly speed gain a +8 racial bonus to fly checks (as part of Acrobatics). Creatures with a swim speed gain a +8 racial to swim checks (as part of Athletics). These bonuses are not listed in the statblock.

Melee: The creature's melee attacks are listed here, with its attack roll modifier listed after the attack's name followed by the damage in parentheses.

Ranged: As Melee above, but for ranged attacks.

Space/Reach: The creature's space and reach—if the creature's space and reach are standard (one 5-foot square and a reach of 5 feet), this line is omitted.

Special Attacks: The creature's special attacks. Full details for these attacks are given at the end of the stat

block or in the universal monster rules section.

Spell/Psi-Like Abilities: After listing the caster level of the creature's spell-like abilities, this section lists all of the creature's spell-like abilities, organized by how many times per day it can use the abilities. Constant spell-like abilities function at all times but can be dispelled. A creature can reactivate a constant spell-like ability as a swift action. Psi-Like Abilties are similarly noted in this section. This entry includes a caster level equal to the creature's HD and a caster check that is based on the creature's Cha modifier. Psi-like abilities are psionic powers that can be manifested by the creature.

Spells/Powers Known/Prepared: If the creature can actually cast spells, its caster level and caster check are indicated here followed by the spells it knows or typically has prepared. Creatures with psionic abilities are listed as having Powers Known.

Ability Scores: The creature's ability scores are listed here. Creatures with heroic class levels have the elite array (15, 14, 13, 12, 10, 8).

Base Atk/CMB/CMD: These values give the creature's base attack, its Combat Maneuver Bonus, and its Combat Maneuver Defense score. Creatures of Tiny or smaller size may use their Dex modifier for CMB. Swarms do not have CMB or CMD scores.

Combat Maneuvers: Common combat maneuver bonuses are listed here. Any benefit here applied to both the CMB and the CMD of the creature. The bonuses here come from feats or monster abilities such as grab, pull, or trip.

Feats: The creature's feats are listed here. A bonus feat is indicated with a superscript "B" but bonus feats are exceedingly rare, they are often the result of template use or a circumstancial bonus.

Skills: The creature's skills are listed here. Racial modifiers to skills tend to be related to the skill being used in a different way or attached to an alternate ability score. Racial modifiers due to climb speeds, fly speeds, swim speeds, or camouflage are not listed here.

Languages: The languages most commonly spoken by the creature are listed here. For unusual creatures, you can swap out the languages known for other choices as needed. A creature with a higher-than-normal Intelligence score may learn an appropriate number of bonus languages.

SQ: Any special qualities possessed by the creature.

Environment: This book uses a simplified set of environmental terrains for more detail on the environments used see p. 254.

Organization: This lists how the creature is organized, including number ranges as appropriate.

Treasure Value: This is the value of treasure for the creature assumine a medium game. It was easier to list a base value here than require the GM to always need to look up an amount. Some monsters have no treasure , incidental treasure (HDd6 gp), double, or triple amounts. Actual treasure descriptions are left to the GM. Treasure is often located within a lair, as a creature rarely carries all its wealth on itself. "NPC gear" indicates the monster has treasure as normal for an NPC of alevel equal to the monster's CR.

Special Abilities: Finally, any of the creature's more unique special abilities are detailed in full here.

Description

Here you'll find information on how the monster fits into the world, notes on its ecology and society, and other bits of useful lore and flavor that will help you breathe life into the creature when your PCs encounter it.

Poison Update

Poison has undergone a couple changes from the release of the *Porphyra Roleplaying Game*. The most notable changes are listed below:

- All poisons have a frequency of 1/round unless listed otherwise.
- Poisons do not have a fixed duration. When you are poisoned, you are poisoned until cured or until the poison kills you.
- Poisons deal damage equal to their (DC-10) each round as poison damage.

A'peril (CR 6)

Small aberration
Init 15; **Senses** darkvision; **Notice** 11

Defense

AC 18, flat-footed 12
(+1 Dex, +6 natural, +1 size)
HP 76 (9d8+36)
Fort +5, **Ref** +6, **Will** +7
DR 5/slashing; **Defensive Abilities** transmit damage;
Immune acid

Offense

Speed 10 ft.
Melee 2 slams +10 (1d4+4 plus adhesive [R-DC 17])
Special Attacks constrict (2d6+4), strangle
Spell-Like Abilities (CL 9th; caster check +12)
At will—detect thoughts (W-DC 15)

Statistics

Str 17, **Dex** 12, **Con** 15, **Int** 13, **Wis** 13, **Cha** 16
Base Atk +6; **CMB** +8; **CMD** 19
Combat Maneuvers grapples automatically
Feats Improved Initiative, Lightning Reflexes, Skill Focus (Deception, Stealth), Toughness
Skills Athletics +15, Deception +18, Escape Artist +13, Knowledge (dungeoneering) +13, Stealth +20
Language Common, Undercommon
SQ mimic clothing

Ecology

Environment urban
Organization solitary
Treasure Value 2,000 gp

Special Abilities

Mimic Clothing (Ex) An a'peril can assume the general shape of any clothing item for a Small to Large creature. An a'peril's body is soft and has a smooth texture, no matter what appearance it might present. An a'peril gains a +20 racial bonus on Deception checks when imitating a clothing item. Deception is always a class skill for an a'peril.
Transmit Damage (Ex) When an a'peril that has become adhered to a creature is damaged by an attack, the creature suffers an equal amount of damage.

Manipulating creatures to create new and usually terrible species has been the playground of wizards for millennia. Such is the origin of the a'peril, a magically-manipulated derivation of the subterranean monster known as a cloaker. Which faction did such manipulation is lost to the knowledge of modern society, but their use was noted during the NewGods War, frequently by looters trying to scavenge a set of clothes



found on the battlefield or in a plundered castle, only to be strangled and eaten by the same. A'perils are smart enough to wait until a target is alone and can systematically decimate an entire camp of greedy soldiers intent on keeping their finery to themselves.

Though engendered from a subterranean species, a'perils prefer a life above ground, in the castles and homes of humanoid species. These creatures will always attempt to live in such locations, and will rarely be found in wilderness settings, where their preferred prey, humanoid life, is hard to find. If such are not available, they can go into a state of estivation which requires little activity or food. It seems apparent that the desire to kill humanoids is bred into their magical makeup, consuming blood and entrails very efficiently and cleanly. A victim of an a'peril can be easily stashed in preparation for the next meal. They do not scheme or have grand plans as cloakers do, and collect treasure only as a lure. They reproduce asexually as cloakers do, producing wallet-shaped 'buds' that grow into the adult form.

Abaia (CR 13)

Huge magical beast (amphibious)
Init 12; **Senses** darkvision; **Notice** 35

Defense

AC 28, flat-footed 28; **SR** 20
(-2 Dex, +32 natural, -2 size)
HP 171 (18d10+72); **fast healing** 5
Fort +15, **Ref** +9, **Will** +10; +5 vs. enchantment
Immune cold, fear, sleep

Offense

Speed swim 60 ft.
Melee bite +25/+25/+20/+20 (4d6+12 plus grab)
Ranged water blast +15/+15/+10/+10 (7d6 plus push)
Space 15 ft.; **Reach** 10 ft.
Special Attacks iterative attacks (bite, water blast), push (water blast, 15 ft.), swallow whole (4d6+12 bludgeoning damage, AC 26, 17 HP), tidal wave, water wall
Spell-Like Abilities (CL 18th; caster check +19)
Constant—know direction
At will—calm animals (W-DC 12), detect magic, telekinesis
2/day—summon nature's ally V

Statistics

Str 26, **Dex** 6, **Con** 18, **Int** 15, **Wis** 19, **Cha** 12
Base Atk +18; **CMB** +28; **CMD** 36 (can't be tripped)
Combat Manuevers +4 awesome blow, bull rush, drag, grapple
Feats Awesome Blow, Improved Drag, Improved Initiative, Power Attack, Skill Focus (Knowledge [arcana]), Swim-By Attack, Vital Strike, Weapon Focus (bite, water blast)
Skills Athletics +29, Diplomacy +19, Knowledge (arcana) +26, Perception +25
Languages Aquan, Common, Zif
SQ camouflage

Ecology

Environment marine
Organization solitary
Treasure Value 23,200 gp

Special Abilities

Tidal Wave (Ex; water) As a full-round action, an abaia can slap its massive tail against the surface of water and create a massive tidal wave. The tidal wave washes ashore the next round, moving inland a total of 65 feet, at a rate of 30 feet per round. The wave is 30 feet wide and 15 feet high when it initially meets the shore. Anyone caught in the path of the tidal wave takes 5d10 points of bludgeoning damage and must make a DC 15 Athletics check to avoid being swept back into the water as the wave recedes (the wave recedes at a rate of 20 feet per round). An abaia can muster the strength to create a tidal wave twice per day.
Water Blast (Ex; water) The abaia's attack is a pressurized blast of water. The attack has a range of 30 feet with no range increment.
Water Wall (Su; cold, water; Cha) Three times per day an abaia can create a wall of rapidly moving water. The water wall will deflect normal projectiles as a wind wall spell. Any creature that attempts to move through the water suffers 3d6 points of cold damage and must make a Reflex save (DC 20) or be knocked prone within the water wall. A creature knocked prone will take an additional 3d6 points of cold damage every round they are within the water wall. The water wall lasts for 10 rounds, but it can be destroyed by at least 100 points of fire damage.

The abaia is a creature almost more myth than truth, and yet the creatures do exist. No one knows exactly how many exist or even if all the tales of them are true. Those folks who talk most openly of encounters with abaia are exactly the sort known to embellish a tale or even to fabricate one entirely. From those whose word is less subject to skepticism come tales with surprising uniformity, painting a clear picture of the creature and its dealings with those who live within the area it chooses to call home.

Abaia are giant freshwater-dwelling eels with a command of elemental – especially water - magic. They inhabit ponds, lakes and rivers and seem to have a preference for remotely situated, well-hidden bodies of water. A typical abaia is 30 to 45 feet long, though rumors persist of rare and powerful abaia of nearly twice that size. No young abaia or abaia smaller than 20 feet long have ever been encountered.

Despite their preferred habitat, abaia are not antisocial. Indeed, they regularly deal with those intelligent races living in the areas they protect, and are fair, accurate judges of right and wrong. Abaia protect all who live in the environs of the ponds they call home, including native flora and fauna. The territory an abaia claims varies, but is usually at least a 1- to 2-mile radius around its home. Abaia are very protective of not just the inhabitants but the very environment of its home. To an abaia, there is little difference between wanton waste of resources and murder.



Aeon, Parabythos (CR 8)

Medium outsider (aeon)
Init 16; **Senses** darkvision; **Notice** 27

Defense

AC 21, flat-footed 18; **SR** 17; void form
(+2 deflection, +2 Dex, +1 dodge, +6 natural)
HP 115 (10d10+60); **fast healing** 5
Fort +6, **Ref** +9, **Will** +13
Immune aeon immunities; **Resist** electricity 10, fire 10

Offense

Speed 30 ft., fly 30 ft.
Melee slam +15/+10 (1d8+5)
Ranged eye blast +12/+7 (1d6+2 plus punitive duality)
Special Attacks punitive duality (F-DC 19), ruinous strikes
Spell-Like Abilities (CL 10th; caster check +12)

At will—command (W-DC 13), doom (W-DC 13), glitterdust (W-DC 14), porphyrite passage

3/day—bestow curse (W-DC 15), dimensional anchor, haste, slow (W-DC 15), dispel magic, plane shift, remove curse, suggestion (W-DC 14)

1/day—charm monster (W-DC 16)

Statistics

Str 20, **Dex** 14, **Con** 19, **Int** 11, **Wis** 19, **Cha** 14
Base Atk +10; **CMB** +15; **CMD** 29 (can't be tripped)
Feats Ability Focus (punitive duality), Dodge, Improved Initiative, Iron Will, Toughness
Skills Intimidate +18, Knowledge (local) +18, Knowledge (planes) +18, Perception +17, Sense Motive +17, Spellcraft +13; **Racial Modifiers** extension of all
Languages envisaging

Special Abilities

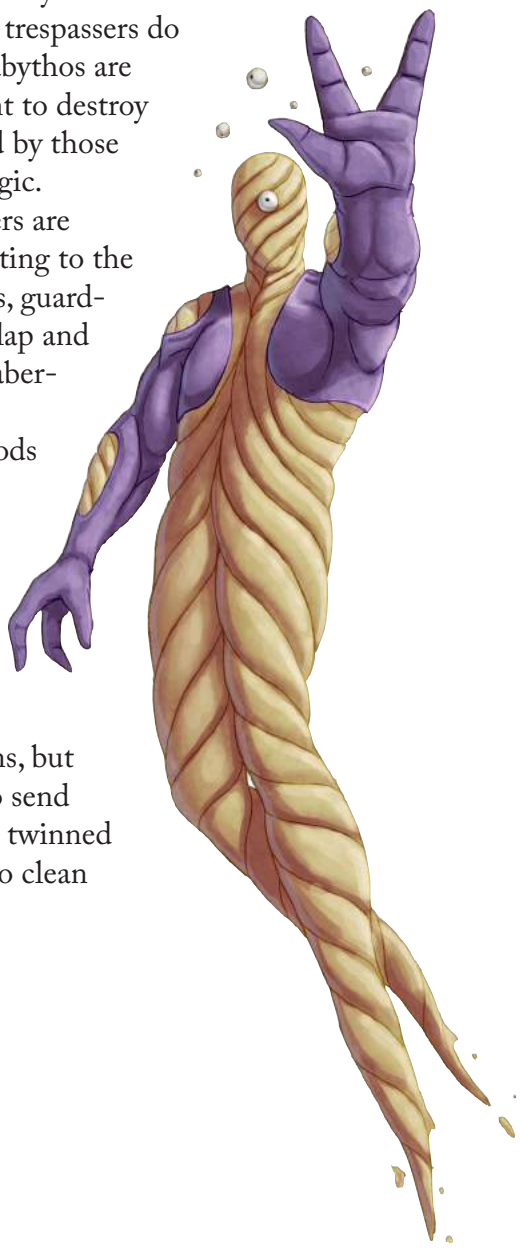
Punitive Duality (Su; Cha) The eye blast of a parabythos can split a mortal being who fails a Fortitude save into two forms. One is the primary form the character controls and the other is an immobile, crystalline form with a hardness of 8. Both possess one-half the creatures current hit poins. This immobile form can be placed up to 30 ft. away from the mobile form. The crystalline form can be healed with a mending spell. Only break enchantment, meld with stone, remove curse, or stone to flesh can restore the two forms, and only if they are touching.

Ecology

Environment Realms Beyond (The Expanse)
Organization pair
Treasure Value none

There are certain planar phenomena that are offensive to the balance of the Multiverse, and as such become targets for the enigmatic caretaker race known as the aeons. An ongoing, permanent planar aberration would prove a constant irritation to the aeon race. Even the concerted efforts of all the bythos in existence cannot oppose the firm will of the gods and their planar meddling, so they must relent. The bythos developed lesser proxies to raid the borders of these affronts to planar wholeness, and give pause to those taking advantage of the proximity of other planes to easily travel to. This lesser race are the parabythos, who work in pairs that firmly place themselves on either side of a planar overlap anomaly, to 'discourage' easy travel from one to the other.

The apparently unique ability of the parabythos to separate the physical reality of mortals into opposing forms is daunting to most that are opposed by them, and the parabythos have no compunctions about attacking the crystal-forms thus created, if the trespassers do not withdraw. Parabythos are also sometimes sent to destroy demiplanes created by those who abuse this magic.



Porphyrite borders are particularly infuriating to the aeon race of bythos, guardians of planar overlap and other such planar aberrations. To prevent war between the gods and the aeon species, there is a sort of 'treaty' among such outsiders that bythos aeons will avoid waging open war in those regions, but reserve the right to send proxies such as the twinned parabythos aeons to clean house occasionally.

Aeon, Vagadoia (CR 10)

Medium outsider (aeon)
Init 14; **Senses** darkvision; **Notice** 29

Defense

AC 25, flat-footed 18; **SR** 19; void form
(+4 deflection, +2 Dex, +1 insight, +8 natural)
HP 115 (10d10+60); **fast healing** 5
Fort +7, **Ref** +13, **Will** +15
Immune aeon immunities; **Resist** electricity 10, fire 10

Offense

Speed 30 ft.
Melee 4 slams +12 (1d4+5 energy [any type]) or masterwork dagger +13/+13/+8 (1d4/19-20)
Ranged energy blast +16/+16/+11 (1d6+5 [any energy type])
Special Attacks quantified revelation, void magic
Spell-Like Abilities (CL 13th; caster check + 21)
7/day—any simple or complex, non-conjuration spell of 6th level or lower
1/day—summon monster VI (1d3 theletos aeons)

Statistics

Str 10, **Dex** 18, **Con** 18, **Int** 22, **Wis** 22, **Cha** 18
Base Atk +12; **CMB** +12; **CMD** 26
Feats Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Toughness
Skills Deception +17, Escape Artist +17, Intimidate +17, Knowledge (any five) +25, Perception +19, Spellcraft +19; **Racial Modifiers** extension of all
Languages envisaging; truespeech

Ecology

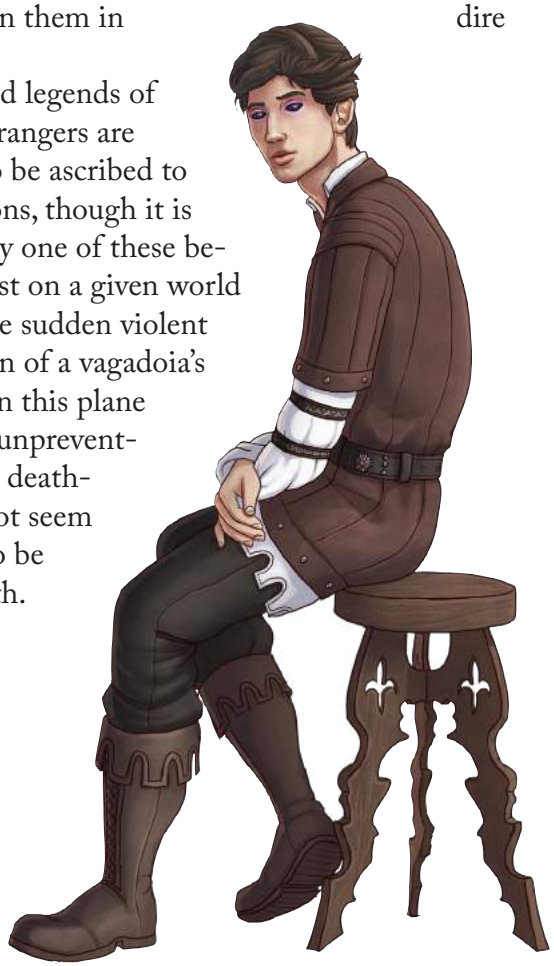
Environment Realms Beyond (The Expanse)
Organization solitary
Treasure Value NPC gear (masterwork dagger)

Special Abilities

Quantified Revelation (Ex) If a vagadoia is injured below 0 hit points, its true aeon form is revealed; a humanoid outline of eye-searing light filled with the star-filled blackness of outer space. This form has no spells or skills, receives double the number of slams and energy blasts, and exists until ten rounds pass or it fails a saving throw of any kind, whereupon it vanishes.
Void Magic (Sp) Vagadoia typically impersonate humanoid spellcasters, but need not carry spellbooks or pay allegiance to gods, for they have the power of the void. This magical manipulation mirrors allows them to mimic any simple or complex non-conjuration spell of 6th level or lower up to seven times per day.

The race of aeons, inasmuch as mortals know anything about these servants of balance and the universe, is utterly alien in all aspects; appearance, communication, and motivation. But there is a rare manifestation of the aeon race that attempts to bridge this difference, and typically appears in humanoid form, to interact with mortal humanoids and bring about the balance programmed into aeons in a subtler or cooperative way. This variety, the vagadoia aeon, manifests as human or near-human, and are fairly competently skilled in emulating 'normal' humanoid behaviour. One in close contact with a vagadoia for a week or so, however, would notice that their behaviour was stilted and formal, as though eating, for example, was a programmed protocol and not a necessary and enjoyable experience. This is not to say that vagadoia are robotic in aspect, and they do not declare their true nature casually. They take appropriate names and interact with mortals as necessary, being well-equipped to do so, and can be found, when they are found, in many different roles, unlike their brethren who are constituted for specific cosmic tasks. A vagadoia can be found on any side of a conflict; "good" or "evil", rebellious or establishment-based, or even as a dispassionate observer. They inject themselves single-mindedly in their assigned cause, but will join or involve others readily, as they see fit. They respond in no special way to other aeons, and only summon them in dire need.

Stories and legends of enigmatic strangers are likely able to be ascribed to vagadoia aeons, though it is said that only one of these beings may exist on a given world at a time. The sudden violent manifestation of a vagadoia's disruption on this plane seems to be unpreventable, as their death-form does not seem to be able to be reasoned with.



Agathion, Latranal (CR 10)

Medium outsider (agathion)
Init 19; **Senses** darkvision, scent; **Notice** 32
Aura mischief aura (10 ft., W-DC 17)

Defense

AC 27, flat-footed 21; 31 vs. AoO; **SR** 17
(+5 Dex, +1 dodge, +11 natural)
HP 115 (11d10+55); **regeneration** 5 (acid, fire)
Fort +6, **Ref** +12, **Will** +7; +4 vs. poison
DR 10/hellstone; **Immune** agathion immunities; **Resist** cold 10, sonic 10

Offense

Speed 50 ft.
Melee bite +17 (1d8+5 plus grab), 2 claws +16 (1d6+5)
Special Attacks mournful howl, pounce
Spell-Like Abilities (CL 11th; caster check +13)

At will—alter self, charm person (W-DC 13), cup of dust (F-DC 15), detect magic, feast of ashes (F-DC 14), hold person (W-DC 14)

3/day—charm monster (W-DC 16), confusion (W-DC 16), dimension door, sonic scream (R-DC 14)

1/day—arcane sight, dream

Statistics

Str 20, **Dex** 20, **Con** 17, **Int** 16, **Wis** 10, **Cha** 14
Base Atk +11; **CMB** +16; **CMD** 30
Feats Dodge, Improved Initiative, Spring Attack, Skilled (Perception, Sense Motive), Toughness, Weapon Focus (bite)
Skills Acrobatics +19, Deception +16, Intimidate +16, Knowledge (planes) +17, Knowledge (religion) +17, Perception +22, Sense Motive +18, Sleight of Hand +19, Stealth +19; **Racial Modifiers** Perception +4
Languages Celestial, Draconic, Infernal; truespeech (animal)
SQ lay on hands (5d6, 5/day), rise up

Ecology

Environment Realms Beyond (Wilderlands)
Organization solitary, pair or pack (3-8)
Treasure Value 5,450 gp

Special Abilities

Mournful Howl (Su; sonic; Cha) Up to three times per day, a latranal can emit a mournful howl as a standard action. All enemies within 60 ft. who fail a DC 19 Will save are shaken for the next 2d6 rounds.
Rise Up (Su) Unless a slain latranal is completely dissolved in acid or burned to ash, it will regenerate back to full health in 24 hours.

Latranals are no noble warriors, but resort to trickery to best those who are more powerful, often enlisting mortals to help in tasks that they have bragged themselves into and cannot complete. Though their powers are many, latranals dislike a stand-up fight, preferring hit and run tactics.

Many latranals serve Neria Dreamweaver, as spirit guides, or advisors to her faithful that undergoing missions against the powers of death. They are also stationed as wandering "holy men" of dry wastelands in many regions of Porphyra. Though faithful to Her orders and obedient to the letter of Her missions, coyote agathions delight in indulging their whims when off-duty, eating, drinking and chasing mortals for carnal pleasure. Many agathion-blooded aasimars have the grinning smiles and bright yellow eyes of their erstwhile planar fathers.



Agathion, Lepidoral (CR 13)

Medium outsider (agathion)
Init 21; **Senses** darkvision; **Notice** 34
Aura mischief aura (10 ft., W-DC 26)

Defense

AC 31, flat-footed 23; +4 vs. AoO; **SR** 22
(+7 Dex, +1 dodge, +13 natural)
HP 142 (15d10+60)
Fort +9, **Ref** +18, **Will** +11; +4 vs. poison, evil
DR 10/hellstone; **Immune** agathion immunities; **Resist** cold 10, sonic 10

Offense

Speed 50 ft.
Melee slams +19/+19/+14 (1d6+4 plus confuse [W-DC 22])
Ranged +1 composite longbow (+4 Str) +24/+24/+19 (1d8+5)
Spell-Like Abilities (CL 15th; caster check +20)
At will—alter self, beast shape I, quickened beast shape II, charm animal (W-DC 16), detect magic, detect thoughts (W-DC 17), message
3/day—cure serious wounds, haste, reduce person (F-DC 16), summon nature's ally V

Statistics

Str 18, **Dex** 24, **Con** 18, **Int** 16, **Wis** 15, **Cha** 20
Base Atk +15; **CMB** +19; **CMD** 36
Feats Ability Focus (aura of mischief), Deadly Aim, Deadly Calm, Dodge, Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (*beast shape II*), Weapon Focus (longbow)
Skills Acrobatics +25, Deception +23, Diplomacy +23, Knowledge (nature) +21, Perception +24, Profession (storyteller) +20, Sense Motive +20, Stealth +25, Survival +20; **Racial Modifiers** Perception +4
Languages Celestial, Draconic, Infernal; truespeech (animal, plant)
SQ lay on hands (7d6, 7/day)

Ecology

Environment Realms Beyond (Wilderlands)
Organization solitary, pair or brace (3-6)
Treasure Value +1 composite longbow (+4 Str), 10,600 gp

Special Abilities

Confusing Strike (Su; mind; Cha) The slams of a lepidoral may confuse the target for 15 rounds with an unsuccessful save.

Lepidoral agathions possess powerful shape-changing magic and are known for their love of trickery—almost always in fun, unless there are evil beings about,



at which time the hare-headed outsiders become deadly serious. Though they will act as scouts for massed military actions of their fellow agathions, they prefer a less martial role, and are especially fond of advising and teaching mortal humanoids, whether traveling in the Realms Beyond or on Porphyra.

Lepidorals stand 4 ½ feet tall and weigh 110 pounds, though they are very wiry. Their features blend those of a tawny-furred hare and a dark-skinned human, though they do not have tails. Lepidorals spend a lot of time in human form, which most always appears as a brown-skinned, black haired form wearing the same clothing as it does in natural form, fringed buckskins. As well as semi-nomadic groups in the Realms Beyond, there are several small factions of lepidorals who maintain a more-or-less permanent residence on Porphyra. Their loosely-followed purpose is to teach and guide good humanoids, oppose evil, and have fun doing it! These factions have leaders known as 'elders' that have the additional spell-like powers, usable once per week: commune, holy word, plane shift. These elder lepidorals have such personal names as Wesakachak, Menabozho, and Nanabush.

Agathion, Strigifal (CR 9)

Medium outsider (agathion)
Init 15; **Senses** arcticsight, darkvision, detect magic, true seeing; **Notice** 27
Aura fear aura (20 ft., W-DC 17)

Defense

AC 25, flat-footed 18; **SR** 17
(+6 Dex, +1 dodge, +8 natural)
HP 94 (9d10+45)
Fort +8, **Ref** +11, **Will** +11; +4 vs. poison
DR 10/hellstone; **Immune** agathion immunities, cold
Weakness light sensitivity

Offense

Speed 40 ft., fly 90 ft.
Melee 2 claws +15 (2d6+3), 2 wings +10 (2d6+1)
Special Attacks blizzard
Spell-Like Abilities (CL 9th; caster check +12)
Constant—detect magic, true seeing
At will—aid, blur, command (W-DC 14), dimension door, dispel magic, gust of wind (F-DC 15), hold person (W-DC 16)
3/day—cone of cold (R-DC 18), blackness

Statistics

Str 17, **Dex** 21, **Con** 20, **Int** 15, **Wis** 21, **Cha** 16
Base Atk +9; **CMB** +12; **CMD** 29
Feats Dodge, Flyby Attack, Iron Will, Skill Focus (Stealth), Weapon Finesse, Weapon Focus (claw)
Skills Deception +15, Diplomancy +15, Intimidate +15, Knowledge (religion) +14, Perception +17, Sense Motive +17, Spellcraft +11, Stealth +17
Languages Auran, Celestial, Common, Orcam; truespeech (animal)
SQ lay on hands (4d6, 4/day)

Ecology

Environment arctic, Realms Beyond (Wilderlands)
Organization solitary, pair, or squad (3–6)
Treasure Value 4,250 gp

Special Abilities

Blizzard (Su) As a full-round action, a strigifal can create a stationary blizzard that fills a 20-foot-radius spread centered on themselves. Every additional strigifal who aids the first increases the area of the blizzard's radius by 20 feet. Once created, the blizzard remains active for 1 hour if it was created in a cold environment, or for 1 minute if created elsewhere. The blizard region counts as difficult terrain. A strigifal can move through a blizzard without penalty.



Strigifals are owl agathions that enjoy night skies and wintry climates, stalking and destroying evil despoilers who think they can avoid good's servants by working their malice by night, in the inhospitably cold and snowy reaches of the universe. Their powerful but slender forms are built for silent flight and ambush, a tactic in which they specialize, and they are known for appearing, seemingly out of nowhere, to intercept interlopers in areas designated as protected by their overlords (or chosen as their personal territory.) Their powerful sensory perception is almost unmatched in the Outer Planes, there is little that they miss that goes on there, in the hours of darkness, at least. On their home planes they tend to avoid other agathions, hunting beasts and watching carefully for incursions of disruptive beings. They dislike hot regions and places with too little water. They enjoy travelling to the Prime Material plane on missions, and are quite eager for battle. For some reason they have a particular dislike for tengu.

Strigifals are the special servants of Ithreia, wintry goddess of Porphyra, and their special domain on the Prime Material Plane is the sea dedicated to Her name, the northern Sea of Ithreia. They travel the multiverse in Her name, carrying messages, raising troops, aiding the faithful, and protecting animals that are sacred to Old Mother Owl.

Agropelter (CR 3)

Medium magical beast (fearsome critter)
Init 17; **Senses** darkvision; **Notice** 18

Defense

AC 17, flat-footed 13; +4 AC vs. AoO
(+3 Dex, +1 dodge, +3 natural)
HP 38 (4d10+16)
Fort +5, **Ref** +7, **Will** +2

Offense

Speed 30 ft. climb 30 ft.; burst of speed
Melee 2 slams +6 (1d4+2)
Ranged 2 wooden splinters +7 (1d3+2 plus 1 bleed) or 1 branch +7 (1d10+3)

Statistics

Str 14 **Dex** 16, **Con** 12, **Int** 6, **Wis** 12, **Cha** 12
Base Atk +4; **CMB** +6; **CMD** 19
Feats Dodge[B], Improved Initiative, Point-Blank Shot, Toughness
Skills Perception +8, Stealth +10
SQ camouflage, proficiency (branch, wooden splinters)
Languages Argopeltish

Ecology

Environment forest, jungle
Organization solitary or crossfire (2-5)
Treasure Value 4d6 gp

Special Abilities

Burst of Speed (Ex) Once every 1d4 rounds, as a free action, an agropelter can summon a burst of energy that enables it either to: move twice its speed in a single move action and gain concealment vs. ranged attacks for 1 round.



Agropelters are somewhat intelligent ape-like creatures that inhabit boreal forests, with some subspecies living in more tropical climates. They speak their own language. An agropelter looks like a wiry, dark-skinned ape with no apparent elbow or knee joints; those limbs act more like a snapping whip or flexible tube, and the creature uses this property to hurl sharp splinters and heavy branches at unsuspecting passersby below. Agropelters do not do this to hunt or eat humanoids, they just enjoy doing it to see what will happen, as they have a rather sadistic sense of humor. They subsist in small family groups on nesting birds and their eggs, and rotten wood when they cannot get that. They have a well-earned reputation for speed, as they do not wish to engage victims in combat, and prefer to hurt them, hear them howl, and then flee. Their favorite position of observation of possible targets is in the hollowed-out top of a large tree, about 30 feet up, which is the effective range of their thrown wooden weapons, which they can snap off and hurl in the same round. No love is lost between agropelters and hidebehinds, with the latter attacking the former if they have a significant advantage in numbers, with hidebehinds killing any agropelter they find on the forest floor.

Agropelters are found throughout the Great Green, especially in the west where that ecosystem borders the orcish lands of Azagor. Some cast-out agropelters have been said to have joined orcish society after learning to wear clothes and be comfortable on the ground, gaining employment as javelin throwers without their hosts really knowing what race they are. Most forest-dwelling giants near the southeastern border hate agropelters and will readily push down trees that the creatures fling their wooden missiles from.

Alcestus (CR 5)

Large magical beast

Init 12; **Senses** darkvision, scent; **Notice** 22

Defense

AC 17, flat-footed 15
(+2 Dex, +6 natural, -1 size)

HP 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +5

DR 5/cold iron; **Defensive Abilities** antler point defense; **Resist** acid 10, cold 10, electricity 10

Offense

Speed 50 ft., fly 100 ft.

Melee gore +10 (1d10+5) and 2 hooves +5 (1d8+2)

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

Special Attacks antler force blasts, attacks (cold iron)

Spell-like Abilities (CL 6th; concentration +7)

Constant—pass without trace

Statistics

Str 20, **Dex** 14, **Con** 18, **Int** 10, **Wis** 12, **Cha** 12

Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Endurance, Iron Will, Skill Focus (Perception), Stealth

Skills Athletics +10, Perception +12, Stealth +7; **Racial Modifiers** +4 Perception

SQ camouflage

Languages Celestial, Sylvan (cannot speak)

Ecology

Environment forest, hills, plains

Organization solitary

Treasure Value none

Special Abilities

Antler Attack and Defense (Su; force) The antlers of the alcestus absorb the power of the sun during the day. The alcestus' antlers can destroy two small missiles fired at it per round with beams of force. As a standard action, an alcestus can fire beams of force from its antlers up to 100 ft. that always hit, doing 3d4+3 force damage.

From time to time, a champion of the forest is created in large herbivores with an infusion of celestial blood. Alcesti are larger than their terrestrial cousins, stronger and more intelligent, and bear enormous wings to fly across their chosen domain. Almost as singular as their wings are their antlers; beautiful, perfectly formed and almost crystalline in appearance. These antlers draw in the power of the life-giving sun and allow the alcestus to fire beams of force to repel arrows and dismay hunters that pursue them. There have even been reports of an alcestus destroying some ugly work of greedy humanoids, that would displease the nature gods. Alcesti do not use their force-blast power in melee combat, as they find honor in the fight; they do not participate in regular mating battles of their normal relatives, and never shed their horns.

Said to be beasts sacred to Saren, the Great Warden, alcesti stride through the forests of the Great Green and the Jotun Forest, sometimes wandering into Giant's Retreat and the Holdfast of the Celestial Parishes. Regarded with awe by most beings in these places, the largest, most silver-haired alcestus is hunted in a ritual festival in a small forest in the Scrublands, the Argo Bush. Competing teams of hunters from near and far pursue the legendary Argo Bull, with the reward of the beast's crystalline horns, which function as a pair of magical staves, casting magic missile (1 charge) and protection from arrows (2 charges) at caster level 5th.



Angel, Contemplative (CR 12)

Medium outsider (angel, psionic)
Init 18; **Senses** darkvision; **Notice** 36
Aura protective aura (asuras, demons)

Defense

AC 21, flat-footed 21; protective aura; **PR** 24
(+4 Dex, +7 natural)
HP 152 (16d10+64)
Fort +9, **Ref** +14, **Will** +17; +4 vs. poison
DR 10/hellstone; **Immune** angel immunities; **Resist** electricity 10, fire 10

Offense

Speed 30 ft., fly 80 ft.
Melee slam +23/+23/+18/+18 (2d8+3)
Psi-Like Abilities (ML 16th; manifester check +26)
At will—aversion (W-DC 24), biofeedback, conceal thoughts, detect psionics, dispel psionics, empathic transfer, fold space, mindlink, precognition, schism, slip the bounds, wrench
3/day—reddopsi
Special Attacks attacks (cold iron)
Spell-Like Abilities (CL 16th; caster check +22)
At will—aid, continual flame, cure light wounds, protection from outsiders, sanctuary

Statistics

Str 17, **Dex** 18, **Con** 18, **Int** 21, **Wis** 24, **Cha** 23
Base Atk +16; **CMB** +19; **CMD** 40
Feats Archon Style, Combat Expertise, Combat Manifestation, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Inquisitor, Power Attack, Psionic Fist
Skills Autohypnosis +26, Diplomacy +25, Knowledge (history) +24, Knowledge (local) +24, Knowledge (planes) +24, Knowledge (psionics) +24, Knowledge (religion) +24, Perception +26, Sense Motive +26, Spellcraft +24, Stealth +23
Languages Celestial, Draconic, Infernal; truespeech

Ecology

Environment Realms Beyond (Celestial Towers)
Organization solitary
Treasure Value 18,000 gp



The angelic races are far more varied than the common folk assume, at least in the modern era. In the days after The Calling, the many rankings of the angelic host were as the ranks of mortal troops, though shining with the inconceivable light of the Seven Heavens. Many were warriors, and well known (and feared), but many were of a much more peaceable attitude.

Contemplative angels are given to deep thought and introspection. They frequently aid mortal priests and ascetics by sharing their own insights into the nature of goodness. They seek to spread acceptance, knowledge, and peace throughout the land.

During the NewGods War, contemplative angels argue for restraint and negotiation. This attitude won them little favor with their planetar brethren who lead the celestial armies and outright contempt from the ranks of avoodim who fought for the freedom of the Patchwork planet. In the aftermath of the war, contemplative angels travel to Porphyra to help mortals find a new path, one that abhors the violence of the earlier age. Some say the Zendiqi movement to peace and accepted of the Landed Territories and the New Gods is the directly result of contemplative angel influence.

Though disinclined to engage in deadly combat, contemplative angels deal with difficult situations and conflicts with their wide array of psionic powers, where are rare enough on Porphyra to instill awe in enemies. Beyond that, the perfection of their angelic form allows them to use hand-to-hand combat in a very effective manner, often to stun or disable.

Angel, Meadow Maid (CR 2)

Small outsider (angel)
Init 12; **Senses** darkvision; **Notice** 17
Aura love of life (20 ft.), protective aura (daemon, demon)

Defense

AC 14, touch 12; protective aura
(+2 Dex, +1 natural, +1 size)
HP 15 (2d10+4)
Fort +2, **Ref** +5, **Will** +5; +4 vs. poison
Immune acid, cold, petrification; **Resist** electricity 10, fire 10

Offense

Speed 20 ft., fly 80 ft.
Melee cold-iron banded club +1 (1d4-2)
Ranged shortbow +5 (1d4/x3); cold iron arrows
Spell-Like Abilities (CL 2nd; caster check +4)
At will—create water, detect poison, light, purify food and drink, rally
3/day—cure light wounds, sanctuary (W-DC 13)
1/day—remove disease, neutralize poison
1/week—plane shift

Statistics

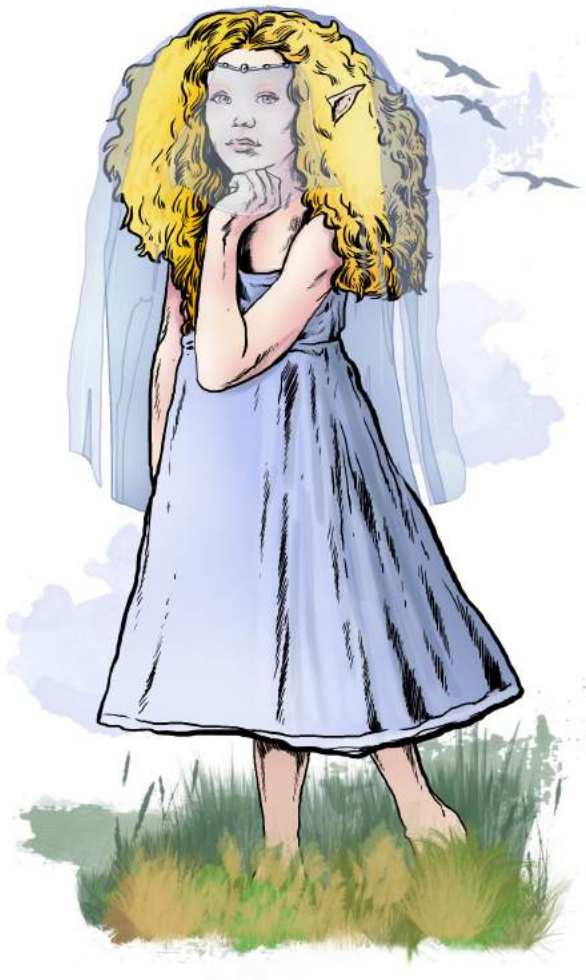
Str 6, **Dex** 15, **Con** 14, **Int** 11, **Wis** 15, **Cha** 14
Base Atk +2; **CMB** -1; **CMD** 11
Feats Skill Focus (Heal)
Skills Diplomacy +7, Heal +10, Knowledge (religion) +5, Profession (gardener) +7, Sense Motive +7
Languages Celestial; truespeech
SQ morning in the meadows

Ecology

Environment Realms Beyond (Celestial Towers)
Organization pair, band (3-8)
Treasure Value 550 gp

Special Abilities

Love of Life (Su) Meadow maids may project an aura of positive energy as a free action that acts as a consecrate spell in a 20 ft. radius. Additionally, living creatures within the aura recover hit points at twice the normal rate and undead creatures take 1 point of damage per round in the aura.
Morning in the Meadows (Su) Meadow maids may travel freely to the Material Plane at dawn to a meadowland. They are able to assist farmers and gardeners in the area before returning to their celestial home at midday.



The small, childlike angels known as meadow maids are not warriors like many of their brethren, but helpers to the simple folk like farmers, gardeners, and country people that need aid with the everyday issues of life. This is not to say that they are not brave in their own way, or reluctant to join the battle against evil. Meadow maids, who are always found in pairs or small groups (unless summoned) act as support medics when called upon, messengers, guardians to ward against dangerous areas, and many other tasks of worth, as well as aiding those who love growing things. Meadow maids are said to form from the souls of the children of farmers and country folk who loved life and worked hard.

Meadow maids are planar allies of Aleria, The Love of Life. Priests of Aleria have a special hymn that can be used at dawn to alert a meadow maid that her service is needed.

Arachnid Mark III Turret (CR 15)

Huge construct (robot)

Init 11; **Senses** darkvision, tremorsense 120 ft.; **Notice** 37

Defense

AC 32, flat-footed 30; +4 vs. AoO
(+1 Dex, +1 dodge, +22 natural, -2 size)
HP 230 (20d10+120)
Fort +6, **Ref** +7, **Will** +10
DR 10/adamantine; **Immune** construct traits
Vulnerable critical hits (F-DC 15), electricity

Offense

Speed 30 ft., climb 20 ft.
Melee slam +27/+27/+22/+22 (2d6+8/17-20)
Ranged electrowebs +22/+22/+17/+17 (entangle + 2d6 electricity; R-DC 20; HP 20)
Special Attacks iterative attacks (electrowebs, slam), targeting (Wis)

Statitics

Str 26, **Dex** 13, **Con** —, **Int** 10, **Wis** 18, **Cha** 1
Base Atk +20; **CMB** +30; **CMD** 41 (57 vs. trip)
Feats Dodge, Far Shot, Improved Critical (slam), Point-Blank Shot, Precise Shot, Spring Attack, Toughness, Warning Shot, Weapon Focus (slam), Wind Stance
Skills Athletics +31, Perception +27
Languages Common, Xenarth

Ecology

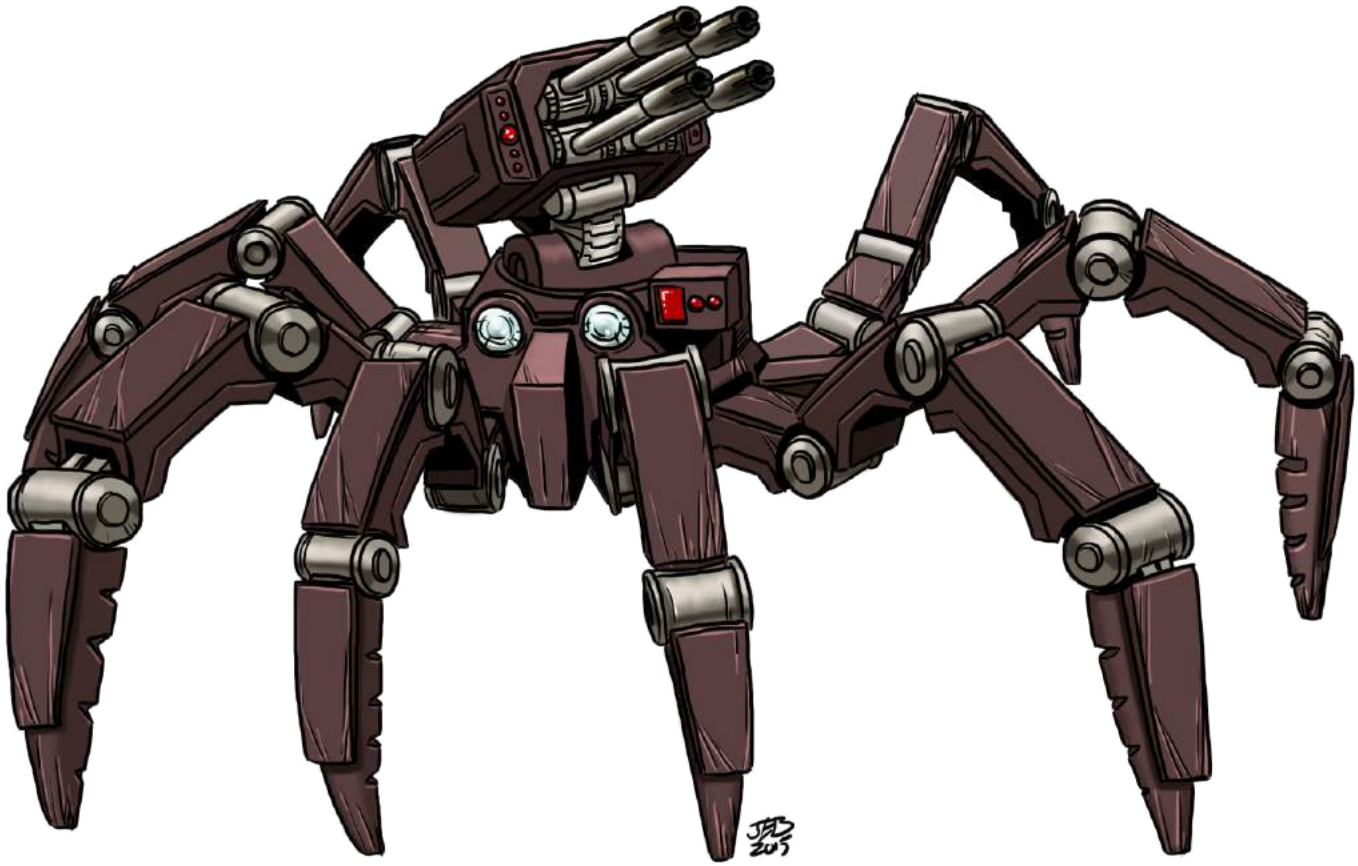
Environment any
Organization solitary, pair, pack (3-6)
Treasure Value none

Special Abilities

Electrowebs (Ex) The Arachnid Mark III Turret can fire four webs each round as if it possess the web special ability except that the webs are technological in nature and electrified to deal 2d6 points of electricity damage to anyone entangled by them.

The Arachnid Mark III Turret is an autonomous robot that is used by some armies to incapacite the enemy before combat is fully engaged. The turret is able to target up to four different enemies each round with its electrowebs.

Arachnid Mark III Turrets have only been seen in the Advent Imperiax. The femanx who rule this technological land did not create these robots but instead they are stolen from one of their extraterrestrial enemies, the xenarthans. So far, incursions by the xenarthani have been minor, as if testing the femanx's defenses.



Assassin's Bane (CR 2)

Tiny magical beast
Init 11; **Senses** darkvision, detect poison; **Notice** 21

Defense

AC 15, flatfooted 14
(+1 Dex, +2 natural, +2 size)
HP 16 (3d10)
Fort +3, **Ref** +4, **Will** +3
Immune poison

Offense

Speed 30 ft., climb 20 ft.
Melee bite +2 (1d4-2)
Ranged spray +5 (musk)
Space 2-1/2 ft.; **Reach** 0 ft.
Spell-Like Abilities (CL 3rd; caster check +3)
Constant—detect poison
At will—bane (W-DC 12)

Statistics

Str 6, **Dex** 13, **Con** 11, **Int** 5, **Wis** 14, **Cha** 12
Base Atk +2; **CMB** -2; **CMD** 9 (13 vs. trip)
Feats Skill Focus (Perception, Stealth)
Skills Perception +11, Stealth +18
SQ camouflage
Languages Common (cannot speak)

Ecology

Environment forest, hills, plains, urban
Organization solitary
Treasure Value none

Special Abilities

Musk (Ex; poison) An assassin's bane can express a spray of musk at an opponent within 30 ft. Those struck by the musk are sickened for one hour as they are overwhelmed by the scent of the creature.

One of the Landed territories of Porphyra brought to that world by The Calling already had a breeding program in place to create the valuable little animal known colloquially as an assassin's bane. Such creatures are kept by royalty and the powerful rich as pampered pets, guardians against attempts on their lives, as their names would suggest. Bred from stock of the wily mongoose, with perhaps a touch of fox or raccoon, an assassin's bane is nearly as intelligent as a human and quite magical. Its senses are such that it can detect poison in or on any being nearby, and they are quite immune to it. A trained assassin's bane will, upon detecting a being possessing poison, spray the offender with a powerful musk that will not only identify them as a possible killer, but weaken them with the stench so that they can be easily caught or dispatched by their masters' bodyguards. Further, any beings that threaten the life of an assassin's bane's master are targeted magically with the enhanced ill will of the beast, in a manner identical to the bane spell. Ill-suited for combat, an assassin's bane will use its musk and spell-like power on enemies until it or they are defeated.

Assassin's banes are difficult to breed and valuable, with a base market value of 2,500 gp per adult specimen. Occasionally one will escape, if subjected to cruel treatment by those it was bred to protect, whereupon they may be found in the wild. They can mate with weasel-like animals but rarely breed true. In captivity assassin's banes are fed delicacies and magic potions to enhance their powers, but in the wild they hunt rodents and vermin, especially poisonous spiders and snakes. A full grown assassin's bane is 2 feet long and weighs 12 pounds.



Asura, Chikram (CR 9)

Large outsider (asura, psionic)
Init 10; **Senses** darkvision, tremorsense 60 ft.; **Notice** 29
Aura fear (10 ft.; W-DC 17), elusive (50 ft.; DC 27)

Defense

AC 23, flat-footed 23; **SR** 17
(+14 natural, -1 size)
HP 120 (12d10+36); **regeneration** 5 (fire)
Fort +7, **Ref** +8, **Will** +12; +2 vs. enchantment
DR 10/dreamstone; **Immune** cold, curse, disease, poison
Resist acid 10, electricity 10, radiant 10, sonic 10

Offense

Speed 40 ft.
Melee +1 shocking burst longsword +17/+17/+12 (2d6+6/19-20 plus 1d6 electricity)
Space 10 ft.; **Reach** 10 ft.
Psi-Like Abilities (ML 12th; manifester check +17; Int)

At will—mind thrust (W-DC 21), mindlink, planar travel

3/day—dissolving touch, empty mind, metamorphosis, mindwipe (W-DC 21), mind control (W-DC 21), memory modification (W-DC 19)

1/day—cloud mind (W-DC 21), metaconcert, mind probe (W-DC 21), psychic crush (W-DC 21), summon (level 4, 1d6 chikram 35%), thought shield

Statistics

Str 20, **Dex** 11, **Con** 16, **Int** 20, **Wis** 19, **Cha** 13
Base Atk +12; **CMB** +18; **CMD** 28
Combat Maneuvers +4 sunder
Feats Focused Sunder, Improved Sunder, Interrogator, Power Attack, Psionic Endowment, Psionic Weapon
Skills Athletics +20, Deception +16, Diplomacy +16, Escape Artist +15, Intimidate +16, Linguistics +20, Knowledge (psionics) +20, Knowledge (planes) +20, Perception +19, Sense Motive +19
Languages Abyssal, Common, plus 12 additional; telepathy

Ecology

Environment Realms Beyond (Foothills of Wrath)
Organization solitary
Treasure Value +1 shocking burst longsword,



The strangely ascetic race of asuras exist to sow ruin and destroy the works of the gods, in whatever form they assume. Some among their number are of a more individualistic bent, using their powers and the might of united asuras to ferret out secrets using psionic powers. These are the chikram asuras, infernal specialists with eclectic tastes and a decadent lust for secrets and hidden information, especially that torn from unwilling minds.

Borderline renegades among their own, chikram are tolerated by their fellows for their unique skills, and large asura enclaves will include at least one of these insectile interrogators. As proficient with their shocking burst swords as they are with their mental powers, chikram asuras are sometimes found in the courts of rulers both mortal and from Realms Beyond, as bodyguards, spymasters and torturers.

The asuras watched in disgust as The Calling brought the gods to Porphyra, a world blessedly free of their divine influence. They have, since then, allied themselves with whatever Elementalist movement would have them. Chikram asuras are common in the courts of the Vhirs and Rajas of The Pyynian Coast, seemingly with Vortain's approval.

Attractor [Sin-Spider] (CR 4)

Large magical beast

Init 15; **Senses** darkvision, detect desires; **Notice** 20

Defense

AC 15, flat-footed 14
(+1 Dex, natural +4)
HP 37 (5d10+10)
Fort +6, **Ref** +5, **Will** +2
Defensive Ability lure charge; **Resist** cold 5 or fire 5

Offense

Speed 20 ft., burrow 20 ft., climb 20 ft., swim 20 ft.
Melee bite +8 (1d8+4 plus grab plus poison)
Space 10 ft. **Reach** 5 ft.
Special Attacks attractive lure (W-DC 17), constrict (1d8+4)
Spell-like Abilities (CL 5th; caster check +8)
At will—detect desires (W-DC 16, see below), ghost sound (Wd-DC 13)

Statistics

Str 17, **Dex** 12, **Con** 14, **Int** 2, **Wis** 14, **Cha** 16
Base Atk +5; **CMB** +9; **CMD** 21 (33 vs. trip)
Feats Ability Focus (attractive lure), Improved Initiative, Weapon Focus (bite)
Skills Perception +10, Stealth +5
SQ no breath

Ecology

Environment any
Organization solitary, clutch (2-5)
Treasure Value 5d6 gp

Special Abilities

Attractive Lure (Su; Cha) The iridescent organ on an attractor's back takes on the appearance of that which at least one viewer desires most, such as an attractive member of one's desired gender, a pile of food or gold, etc. In a dormant state, this is typically what the last victim wanted when the attractor killed it. If the attractor can use its detect desires ability for 3 rounds, one target within range must make a DC 17 Will save at the end of this time or be unable to resist attaining the lure, subjecting itself to shieldless, flat-footed surprise attack from the attractor.

Lure Charge (Ex) If an opponent uses a ranged attack specifically against a hidden attractor's lure and does damage, the attractor will become enraged and get a free charge attack against that opponent.

Attractor Poison (Ex; Con) Bite—injury; save F-DC 14 (4 poison damage), track Dex, effect W(1-6)—I(1-6)—H(1-4)—D(1-4), cure 2 consecutive saves

The attractor is an ambush predator that looks like a large, flabby-bodied spider with a distended abdomen, bearing a raised, iridescent organ on its top. Also called 'sin-spiders', attractors are not sentient but have a low cunning when it comes to what its prey desires, and the magical abilities to detect what that is. Attractors bury or submerge themselves in whatever medium is handy; water, sand, coins, snow- exposing their abdomens, which resemble a round stone. They can produce magical sounds to draw prey to their location, scan their desires, and then lure them to their doom. If prey is plentiful, a group of attractors will share a hunting space, perhaps with different dormant 'lures' presented to maximize feeding success. Attractors adapt well to their surroundings, and either resist fire (to live in deserts or even in large coal-pits) or cold (to live in snowbound locations) and are frequently found in shallow pools or streams. They have even been known to infiltrate garbage dumps and middens by submerging themselves in filth, though otyughs jealously defend their territory against attractors and will fight the beasts ferociously. Attractors are hermaphrodites and lay clutches of 1-6 stonelike eggs every other year; their young are treated as giant crab spiders until they grow their lure organ at about 2 years of age. There have been attempts by various 'morality' based religious cults to domesticate sin-spiders as temple guards, with various degrees of success; they will not cooperate unless they can make their kills themselves.

Attractors are found in many parts of Porphyra, in almost every terrain, rural, urban and wilderness. The zendiqi call them al-khadae, deceivers, and warn of them lurking in dunes and at oases, and the sikoyans of the northern tundra name them var-tulipalo, "false fires" as they often appear as such. As for temple guardians, any deity with the Charm or Trickery domain may have attractors lurking somewhere, especially Lyvalia but excepting Aleria, whose church finds the things loathsome.



Backdraft (CR 17)

Large outsider (air, elemental, fire)
Init 20; **Senses** darkvision; **Notice** 43

Defense

AC 30, flat-footed 24; **SR** 25
(+6 Dex, +15 natural, -1 size)
HP 275 (22d10+154)
Fort +16, **Ref** +19, **Will** +15
DR 10/—; **Defensive Abilities** elemental traits; **Immune** electricity, fire

Offense

Speed fly 40 ft.
Melee slam +27/+27/+22/+22 (8d6 fire or electricity damage)
Space 10 ft.; **Reach** 10 ft.
Special Attacks conflagration, explosion (R-DC 28)

Statistics

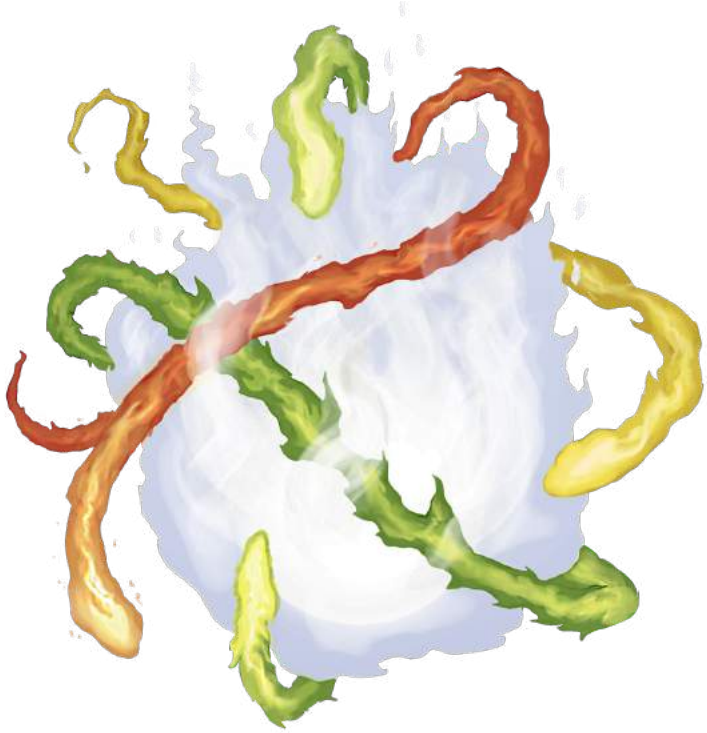
Str 10, **Dex** 22, **Con** 25, **Int** 12, **Wis** 14, **Cha** 19
Base Atk +22; **CMB** +29; **CMD** 39
Feats Agile Maneuvers, Blind-Flight, Combat Reflexes, Counter Missile, Great Fortitude, Quick Flight, Improved Initiative, Skill Focus (Perception, Stealth), Step Up, Weapon Finesse
Skills Acrobatics +31, Diplomacy +29, Intimidate +29, Knowledge (nature) +26, Knowledge (planes) +26, Perception +33, Stealth +33
SQ luminous (daylight; 60 ft.)
Languages Auran, Ignan

Ecology

Environment Realms Within (Atmosphaira, Ignatius)
Organization solitary
Treasure Value none

Special Abilities

Conflagration (Su; fire; Con) A backdraft can make a combat maneuver check to occupy the same space as up to four Medium or smaller opponents. The opponent is cannot move out of the backdraft without making a successful grapple or Escape Artist check against the backdraft's CMD. While sharing space, the target suffers 8d6 fire damage per round but may attack the backdraft. All targets outside the backdraft have cover. The backdraft may make additional combat maneuver checks to move and engulf others while dragging along its original target.
Explosion (Su; electricity, fire, force; Con) As a full-round action, a backdraft consumes all the oxygen within a 60 ft. radius. During this round, all opponents within 60 ft. must make a Reflex save or be knocked prone and pulled 10 ft. toward the backdraft. Immediately at the start of the backdraft's next round, it



explodes outward dealing 8d6 fire damage, 8d6 electricity damage, and 8d6 force damage to all creatures within 60 ft. Creatures that are prone receive no save to this damage, while others can make a Reflex save for half damage if they are within a single move of the edge of the explosion radius.

The elemental planes of Atmosphaira and Ignatius are kept separate and non-porous because of simple physics. That much pure air combined with primordial fire would likely set ablaze the substance of the Multiverse, or at the very least, singe it badly. But occasional pores do develop, and the meddling of elemental wizards can bring about a strange para-elemental such as the so-called backdraft. Some puzzlement exists over whether these lethal creatures have a native environment of their own or just surf the fringes of Fire and Air.

Some sages have speculated upon the existence of a Para-Elemental Plane of Ash, an overlapping of the Air and Fire planes. Such a place, inhospitable though it might be, might house several of the things, which would be where they would be summoned from by a foolish magic-user that discovered the right formula. A backdraft appears as a 10-foot spherical ball of combusting blue gas, surrounded by orbiting jets of multicolored flame. They float constantly above the ground and make little noise, merely the hiss of combusting gas, giving off minimal heat until they wish to start something on fire. The heavy gases that compose the being give it a weight of 500 lbs.

Battle Corgi (CR 1/2)

Small animal

Init 11; **Senses** low-light vision, scent; **Notice** 15

Defense

AC 12, flat-footed 11
(+1 Dex, +1 size)
HP 6 (1d8+2)
Fort +4, **Ref** +3, **Will** +3; +2 vs. emotion, fear

Offense

Speed 40 ft.
Melee bite +2 (1d4+1)

Statistics

Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)
Feats Iron Will
Skills Athletics +5, Perception +5, Survival +1 (+5 tracking by scent)
SQ combat trained, optimism

Ecology

Environment forests, plains
Organization solitary, pair, or pack (3-12)
Treasure Value none

Special Abilities

Optimism (Ex) Battle corgis gain a +2 morale bonus to Will saves against fear and emotion effects.

Corgis are small working dogs with bright dispositions. They stand about one foot at the shoulder and weigh around 25 pounds. They are fast for their size and agile as well, though their legs are almost comically short. Most corgis are light brown or reddish-brown in color, but some are a darker brown. A corgi always has a white stripe along the top of its nose and a white ring around its neck. White feet, chest and underbelly are also always present.

Frequently used to drive cattle and sheep, a working, trained corgi will nip at the livestock's heels to keep it moving and then quickly roll away to avoid a kick. Farmers also use corgis to control pests on their land, such as rats and burrow-mawts, and some royal families have used them as guard animals for children, due to their quick and piercing bark. According to folklore, corgis are the favored dogs of tiny fey, especially brownies, atomies and, rarely, sprites. These races of fey use them as mounts and draft animals, and the white markings on a corgi's back are supposedly the sign of the saddle, tack and gear that are used on them.

While working dogs are common throughout civilized lands on Porphyra where livestock is kept, the corgi breed is special due to its connection with the fey races, and farmers and ranchers that want good relations with those folk will bring a pup from a litter to a nearby faerie ring for adoption into the band. This relationship is common in Blix and the Holdfast of the Celestial Parishes, and they are also prevalent in Kesh and the Vale of Belq in Vinterre.



Beavertail [Bebruzila] (CR 3)

Small fey

Init 12; **Senses** low-light vision; **Notice** 21

Defenses

AC 18, flat-footed 17
(+3 armor, +4 natural, +1 size)
HP 51 (6d6+30)
Fort +5, **Ref** +5, **Will** +7
DR 5/cold iron; **Resist** cold 5
Defensive Abilities immortal

Offense

Speed 20 ft., fly 20 ft., swim 40 ft.
Melee bite +10 (1d6+3), 2 claws +10 (1d3+3), tail slap +6 (1d4+1 plus dazed [2 rounds])
Special Attacks adamantine teeth
Spell-like Abilities (CL 6th, caster check +7)
1/day—create food and water
3/day—enthrall (W-DC 14), mud buddy
5/day—enhance water, mending, summon instrument

Statistics

Str 16, **Dex** 10, **Con** 16, **Int** 14, **Wis** 14, **Cha** 14
Base Atk +4; **CMB** +6; **CMD** 16
Feats Improved Natural Attack (bite), Skill Focus (Knowledge [engineering]), Weapon Focus (tail slap)
Skills Athletics +11 (+19 swim), Knowledge (engineering) +11, Knowledge (local) +14, Knowledge (nature) +14, Perception +11, Profession (carpenter) +11, Profession (storyteller) +11, Sense Motive +11;
ACP -1
Languages Common, Grippli, Sylvan
SQ hold breath, enhanced creation, grace

Ecology

Environment forest, marine
Organization pair, lodge (3-10)
Treasure Value mwk artisan's tools, mwk studded leather armor, 575 gp

Special Abilities

Adamantine Teeth (Ex) The teeth of a beavertail have the same damage-resistance and hardness bypassing qualities of adamantine.
Enhanced Creation (Sp) Beavertail have great skill in making things. They spend no craft points to construct nonmagical items out of wood. They can craft any other item as a cost of 1/2 the number of craft points.

Known by amused humans and giants as "beavertails" due to their close resemblance of the riparian rodent, the industrious fey that call themselves bebruzila in the Sylvan tongue live along forested rivers. They serve



at the call of the Faerie Court, acting as intermediaries with agricultural peoples, making them happy and content to get along with the fey. Though they work hard maintaining their wood-lodge houses and keeping rivers and ponds free of debris, beavertails also love to bring happiness to groups of humanoids, in the forms of food, drink and music. At the behest of the Faerie Court, lodges of beavertails organize festivals in the summer season, whereby they entertain local folk and create goodwill among all. One of their favorite events is to offer prizes to those that can catch their small magical mud servants, which they typically used to patch dams and lodges.

Beavertails are native to the Holdfast of the Celestial Parishes and the Great Green, but can be found anywhere that there are forests and rivers. Because they were close allies to the Cormazog Alliance, the bebruzila race suffered much at the hands of the Zendiq Order, as they did not flee before their invasion of the Great Green.

Bladeleaf (CR 1)

Tiny fey

Init 18; **Senses** low-light vision; **Notice** 18

Defense

AC 17, flat-footed 12
(+4 Dex, +1 dodge, +2 size)
HP 25 (3d6+9)
Fort +3, **Ref** +7, **Will** +5
Defensive Abilities immortal, natural invisibility; **Immune** poison

Offense

Speed 20 ft., fly 40 ft.
Melee 2 claws +3 (1d2-1)
Ranged mwk longbow +9 (1d4+4/19-20 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks bow mastery, leafstorm (R-DC 12)

Statistics

Str 8, **Dex** 18, **Con** 14, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +1; **CMB** -2; **CMD** 12
Feats Dodge, Improved Initiative
Skills Knowledge (geography) +6, Knowledge (nature) +6, Perception +8, Sense Motive +8, Stealth +28, Survival +8

Ecology

Environment forest, jungle
Organization solitary, circle (2–12), clan (13–40)
Treasure Value 260 gp

Special Abilities

Leafstorm (Su; Cha) Three times per day, as a full-round action a bladeleaf can create a leafstorm. This whirling clould of sharp leaves appears within 10 ft. of the bladeleaf. It can maintain this storm for 3 rounds as a free action. The storm can be directed to move up to 20 feet per round as a move action. When the storm enters a square of a creature, it deals 2d6 points of slashing damage, with a Reflex save (DC 12) for half.

The leafstorm can be disrupted by 10 points of fire damage or by a wind of more than 20 miles per hour.

Poison (Ex; Con) Bladeleafs brew a nerve toxin for their arrows which causes numbness. They may poison their weapons as a free action.

Bladeleaf Toxin—injury; save F-DC 14 (4 poison damage); track Dex; effect H(1-4)—D(1-4); cure 1 save



Bladeleafs are cruel, sadistic fey that nonetheless see themselves as guardians of the forest, and they often work with evil druids towards that goal. Unlike thorn sprites, they are found mostly in healthy woods, rich in plant life, though their own forms bespeak the desiccation of summer and high autumn. They oppose all intrusion into 'protected' areas of the forest, though they feel obliged to post 'fair warning' – usually the skull of some Tiny creature dangling from a thin vine, hardly noticeable without a Perception check (DC 25.Once someone passes by this warning (whether he sees it or not), the bladeleaf considers him fair game.

Bladeleafs are ancient native fey creatures most commonly found in the Graspwood iand Snakewood of the Barony of Tuthon. The citizens of Sanity Lost know well the signs that mark the territory of the bladeleafs and are extremely respectful of their natural borders.

A bladeleaf stands about 20 inches tall, with a similar wingspan, and weighs about 5 lbs. A circle of these fey will claim a territory of several square miles, and a well-established clan with allies will occupy a forest of a hundred square miles, traveling incessantly to patrol its borders.

Blindbraun (CR 2)

Medium undead
Init 14; **Senses** blind, lifesense; **Notice** 21

Defense

AC 14, flat-footed 14; **SR** 14
(+4 natural)
HP 26 (4d8+8)
Fort +3, **Ref** +1, **Will** +6
Immune undead traits, visual effects

Offense

Speed 30 ft., swim 30 ft.
Melee greataxe +6 (1d12+4)
Special Attacks blinding gaze
Spell-Like Abilities (CL 4th; caster check +4)
At will—detect creature
1/day—find traps

Statistics

Str 16, **Dex** 11, **Con** —, **Int** 10, **Wis** 14, **Cha** 15
Base Atk +3; **CMB** +6; **CMD** 16
Feats Improved Initiative, Skilled (Perception, Sense Motive)
Skills Disable Device +4, Perception +12, Sense Motive +12, Stealth +7
Languages Common, Dwarven

Ecology

Environment underground
Organization solitary or haunting (2-13)
Treasure Value 550 gp

Special Abilities

Blinding Gaze (Su; Cha) Blinded for 1 minute, 30 feet, Fortitude DC 14 negates.
Unnerving Wail (Su; fear ; Cha) As a standard action once per minute, a blindbraun can unleash a low, eerie wail. Anyone that hears within 30 feet must succeed on a Will save (DC 14) or become shaken for 1 minute. Creatures that cannot see the blindbraun are frightened instead of shaken. Neither effect stacks with any other fear effect. The wail echoes magically and does not help pinpoint the blindbraun's location.



Seething with frustration and blind rage, blindbrauns linger in death to seek revenge for being killed ignobly. Most blindbrauns were once dwarves or other stoutly honorable souls, slain by sabotage, betrayal, or underhanded deception. They generally died with the knowledge that, if their enemies had fought fairly, they would have lived and prevailed instead of perishing.

In undeath, blindbrauns haunt the areas where they died. They attempt to kill any person that reminds them of their frustration, such as thieves, rogues, tricksters, charlatans, and sometimes even politicians. Others may also be targeted if they associate with such characters. Anyone else with the misfortune to run into a blindbraun may be terrorized by the frustrated and jealous spirit, but their lives are not usually jeopardized by the encounter.

Blindbrauns have the same build as dwarves and average 4 feet in height. They tend to look over, under or otherwise just past an undead creature. They likewise seldom interfere with vermin, animals or similar creatures of less than humanoid intelligence, unless their activities have a potential for damaging the structure of their environment, typically a mine, dwarf-hold, fortress or fortification.

The Purple Mountain Hargrymsdotter mine, for example is haunted by several blindbraun who died from sabotage of their mining equipment. On a few occasions, subterranean neighbours of such undead have been able to come to some agreement with blindbraun for protection or cooperation, as they are intelligent, if blinded, so to speak, by their tragic state.

Blood Scarecrow (CR 4)

Medium undead
Init 16; **Senses** lifesense; **Notice** 21

Defense

AC 16, flat-footed 14
(+2 Dex, +4 natural)
HP 45 (6d8+18)
Fort +5, **Ref** +4, **Will** +7
DR 5/slashing; **Immune** undead traits

Offense

Speed 30 ft., fly 60 ft.
Melee +1 keen throwing pitchfork +9 (1d8+5/19-20) or 2 slams +8 (1d4+4 plus grab)
Ranged +1 keen throwing pitchfork +7 (1d8+5)
Special Attack choke (1d2 Con), paralyzing fear gaze, pitchfork, strangle
Spell-Like Abilities (CL 6th; caster check +9)
3/day—summon monster III (1d4+ fiendish ravens)

Statistics

Str 18, **Dex** 14, **Con** —, **Int** 10, **Wis** 15, **Cha** 17
Base Atk +4; **CMB** +8 (+12 grapple); **CMD** 20
Combat Maneuvers +4 grapple
Feats Improved Initiative, Nimble Moves, Skill Focus (Stealth)
Skills Deception +12, Intimidate +12, Perception +11, Stealth +14
Languages Common, Necril

Ecology

Environment hills, plains
Organization solitary or pair
Treasure Value 1,150 gp

Special Abilities

Choke (Su) When a blood scarecrow grapples an opponent, it attempts to smother its opponent each round by holding them tight against its body. On a successful grapple check to deal damage its opponent takes an additional 1d2 points of Con damage.
Moonlight Flight (Su) At night, the blood scarecrow can fly 60 ft. per round.
Paralyzing Fear Gaze (Su; Cha) frightened and paralyzed for 2d6 rounds, 30 ft., W-DC 16 [each effect rolled separately].
Pitchfork (Su) A blood scarecrow can turn any normal farming tool into a +1 keen throwing pitchfork with a touch. The pitchfork returns to its normal form when the blood scarecrow is slain or when it transforms a new implement.



The blood scarecrow is a free-willed corporeal undead creature which is created when an ordinary scarecrow is dressed in the clothing once worn by a murdered man. Sometimes, when conditions are correct, the spirit of the deceased returns and inhabits the scarecrow, looking for vengeance on those who killed him.

Blood scarecrows are dangerously obsessed creatures. While they can be talked to, they cannot be reasoned with, and no amount of persuasion can convince them to abandon their quest. They are immune to any spell effects which would likewise cause them to do so, even if such spells are somehow tailored to affect undead. If they feel someone or something is keeping them from their mission, they attack; otherwise, they ignore anyone but those they feel they must avenge themselves upon.

"Old Straw Jack" is said to hunt corrupt clergy and adventurers on the outskirts of Beacon on the Island of Calopia. Rumors persist that the malevolent spirit that now inhabits the creature was refused sanctuary by the Church of Gerana and was then later killed by members of the Golden Quest. Children along the Crystalbridge are heard to sing the skipping song The Moonlight Flight of Old Straw Jack.

Blooded Guardian (CR 24)

Huge construct
Init 9; **Senses** darkvision; **Notice** 10

Defense

AC 40, flat-footed 40
(-1 Dex, + 33 natural, -2 size)
HP 344 (48d10+80)
Fort +16, **Ref** +15, **Will** +16
DR 15/mawine; **Immune** construct traits, magic, radiant, slashing weapons; **Resist** acid 30, cold 30, electricity 30, sonic 20
Weakness blood link

Offense

Speed 30 ft.
Melee claw +62/+62/+57/+57 (4d6+24 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks iterative attacks (claws), powerful blows (claws), rampage, rend (8d6+48)

Statistics

Str 42, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 1
Base Atk +48; **CMB** +62; **CMD** 71
Combat Maneuvers +4 grapple
SQ alternate form (pool of blood), blood link

Ecology

Environment urban
Organization solitary
Treasure Value none

Special Abilities

Alternate Form (Ex) When at rest a blooded guardian forms a huge pool of blood. As a full-round action, it can assume the form of a humanoid body and defend its charge.
Blood Link (Su) When a blooded guardian is created its life is tied to a specific creature. While the blooded guardian lives and is within 1 mile of its charge, the charge benefits from a constant combat power spell. If the specific creature is killed the blooded guardian is destroyed as well.
Magic Immunity (Ex) A blooded guardian is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spell descriptors function differently against the creature, as noted below.

- Any cold spell slows the blooded guardian for 1 round per spell level.
- Any spell that specifically affects the target's blood functions normally.



Historians point out to those who think of that the NewGod Wars as abstract battles between genies and angels, giants and devils that mortal life was involved in conflict for over two centuries and that whole nations came close to being wiped out. Outsiders and elementals care not at all for the lives of the mortals beside them as their ensouled substance simply meant more future immortal warriors for the effort. The nation-building mortal races such as humans, dwarves, elves, and erkunae feared for the intact nature of their countries, as a battle for the capital city of a land could easily exterminate all inhabitants, including the royal family. For many of these nations, they were so intent on preserving the bloodline of their royalty that they created magical guardians for their heirs—the blooded guardians. Keyed to the existence of one individual creature, the cost of a blooded guardian in materials, magical effort and even the health of the nation is extremely high. Though the secret of their making is kept a secret, it is known that at least 5,000 citizens, from all regions of the land ruled by the royal personage to be guarded, must donate blood to create the blooded guardian, in addition to powerful powders and oils.

A blooded guardian contains nearly 2,000 litres of thick fluid, weighing about 400 lbs and standing over 20 ft. in height when in its active state.

Bosch Fiend

A bosch fiend is an example of a horde fiend, one of a multitude of damned creatures with a multitude of forms and ability. Despite their varied abilities and form they share the following characteristics.

Bosch Fiend

Languages Abyssal, Infernal, +1d4 random languages

Ecology

Environment Realms Beyond (Nine Hells)
Organization solitary
Treasure Value none

Special Abilities

Bosch Diversity (Ex/Sp/Su) Bosch fiends are a diverse group of creatures in a multitude of forms. Each bosch fiend possesses one or more special abilities based upon their form. As detailed below.

Bosch Fiend Menu A

A 1st level, 2nd level, or 3rd level bosch fiend selects one special ability for each level it possesses.

Amphibious: The bosch fiend gains the amphibious subtype. It gains a swim speed equal to it base speed +10 ft.

Blindsight: The bosch fiend is eyeless but possesses blindsight 60 ft.

Bonus Feat: The bosch fiend may select any combat feat that it qualifies for as a bonus feat. This ability can be taken multiple times.

Climbing: The bosch fiend has a climb speed equal to one-half its base speed.

Energy Resistance, Lesser (Ex): The bosch fiend gains resistance 5 to two of the following energy types: acid, cold, electricity, fire, radiant, or sonic. This ability can be taken multiple times, if the same energy types are selected the resistance value stacks.

Wings, Lesser: The bosch fiend gains wings that are capable of flight. Its fly speed is equal to its base speed.

Long Limbs: The bosch fiend's reach with its natural attacks is increased by 5 ft. This ability can be taken multiple times and the reach increase stacks.

Quadruped: The bosch fiend's base speed is increased by +10 ft. Additionally, quadrupeds are able to carry heavier loads and qualify for additional attack forms from menu B and C.

Subterranean: The bosch fiend can see in blackness and gains a burrow speed equal to one-half their base speed.

Superior Body: The bosch fiend gains +2 Str, +2 Dex, and +2 Con. This ability can be taken multiple times. Its effects stack.

Superior Mind: The bosch fiend gains +2 Int, +2 Wis, and +2 Cha. This ability can be taken multiple times. Its effects stack.

Tougher Skin: The bosch fiend's natural armor bonus is increased by +2. This ability can be taken multiple times. Its effects stack.

Bosch Fiend Menu B

A 4th level, 5th level, or 6th level bosch fiend selects one special ability for each level it possesses greater than 3rd. Alternatively, it can select two menu A abilities in place of a single menu B ability.

Armored Form: Hard chitinous plates, metallic armor or warty skin covers the bosch fiend. The fiend's natural armor bonus is increased by +4. This ability can be taken multiple times. Its effects stack.

Damage Reduction (Ex): The bosch fiend gains DR 5/silver.

Energy Attacks (Ex): The bosch fiend deals an additional 1d6 points of acid, cold, fire, electricity, radiant, or sonic (select one) damage with its natural attacks. This ability can be taken multiple times. If the same energy type is chosen the damage stacks.

Energy Resistance, Greater (Ex): The bosch fiend gains resistance 10 to two of the following energy types: acid, cold, electricity, fire, radiant, or sonic. This ability can be taken multiple times, if the same energy types are selected the resistance value stacks.

Fiendish Weapon: The bosch fiend is proficient and carries a +1 melee or ranged weapon. This fiendish weapon often appears to be strangely formed but acts normally as a martial weapon of their choice. This ability may be taken multiple times. Each additional time taken it can either grant the bosch fiend an additional weapon (and limb to wield it) or it increases the enhancement bonus of the weapon.

Grab (Ex): The bosch fiend gains the grab special ability with one natural attack.

Insane Body: The bosch fiend gains +4 Str, +4 Dex, +4 Con. This ability can be taken multiple times. Its effects stack.

Insane Mind: The bosch fiend gains +4 Int, +4 Wis, +4 Cha. This ability can be taken multiple times. Its effects stack.

Multiple Limbs: The bosch fiend gains two additional secondary natural attack forms (hoof, pincers, tail slap, tentacle, or wing). This ability can be taken



multiple times. Each additional time taken only adds one more secondary natural attack.

Poisonous Bite (Ex; Con): The bosch has an additional bite attack from fanged jaws that delivers poison as well as normal damage for its size.

Bosch Poison—injury; save F-DC 10 + 1/2 Hit Dice + Con modifer (DC-10 poison damage), track Con, effect W(1-4)—I(1-4); cure 2 consecutive saves

This ability may be taken multiple times. Each time it is taken the bosch fiend adds an additional set of fanged jaws.

Serpentine: The bosch fiend has a serpentine body that gives it the constrict special ability. This ability deals damage equal to a bite attack for its size plus 1-1/2 times its Strength modifier.

Wings, Greater: The bosch fiend gains wings that are capable of flight. Its fly speed is based on the fiend's size as follows: Small 40 ft., Medium 60 ft.

Bosch Fiend Menu C

A 7th level, 8th level, or 9th level bosch fiend selects one special ability for each level it possesses greater than 6th from this menu. Alternatively, it can select two menu B abilities in place of a single menu C ability.

Acidic Skin (Ex; Con): A layer of acidic slime coats a bosch fiend's skin. Any creature that strikes it with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a Reflex save. A creature that strikes a bosch fiend with a melee weapon must make a Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition.

Breath Weapon (Su; Con): HD/2 times per day, the bosch fiend can breathe a 30 ft. line or 20 ft. cone of acid, cold, electricity, fire, or sonic damage (pick one) from one of its orifices. The breath deals 4d6 points of the appropriate damage but may be halved with a successful Reflex save.

Damage Reduction, Improved (Ex): The bosch fiend gains DR 10/silver.

Fast Healing (Ex): The bosch fiend gains fast healing 5.

Fiend of Fire (Su): The bosch fiend gains the fire subtype. Additionally, it is surrounded by a fiery nimbus of energy that deals 1d6 points of fire damage each round to any creatures or objects within its reach. Combustibles within this nimbus immediately catch fire. You may not select the Fiend of Fire if you have already selected the Fiend of Ice option.

Fiend of Ice (Su): The bosch fiend gains the cold subtype. Additionally, it is surrounded by a chilling nimbus of energy that deals 1d6 points of cold damage each round to any creatures or objects within its reach. All terrain within it reach becomes caked with snow and ice and is treated like difficult terrain. This ice and snow will melt naturally after the fiend is gone. You may not select the Fiend of Ice if you have already selected the Fiend of Fire option.

Hollow Thing (Ex): The bosch fiend is hollow and can carry smaller creatures within it. The bosch fiend may allow creatures to enter it or exit is as a move action. Additionally, the bosch fiend gains the swallow whole special ability. The damage taken when swallowed is equal to ¼ the bosch fiends Hit Dice in d6s of acid damage.

Trample (Ex): The bosch fiend gains the trample special ability.

Bosch Fiend Leveled Templates

Use these templates when creating bosch fiends. Note that no two bosch fiends have the same appearance, though their statistics may be identical.

1st level Bosch Fiend (CR 1/2)

Small outsider

Init 12; **Senses** darkvision, scent; **Notice** 15

Defense

AC 13, flat-footed 11
(+2 Dex, +1 size)
HP 7 (1d10+2)
Fort +0, **Ref** +4, **Will** +3

Offense

Speed 20 ft.
Melee natural attack +3 (1d4+1)

Statistics

Str 12, **Dex** 14, **Con** 11, **Int** 5, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +1; **CMD** 13
Feats Toughness
Skills Acrobatics +6, Perception +5, Stealth +10

Special Abilities

Bosch Diversity (Ex/Sp/Su) One special ability from Menu A.

2nd level Bosch Fiend (CR 1)

Medium outsider

Init 11; **Senses** darkvision, scent; **Notice** 16

Defense

AC 12, flat-footed 11
(+1 Dex, +1 natural)
HP 17 (2d10+6)
Fort +2, **Ref** +4, **Will** +4

Offense

Speed 30 ft.
Melee natural attack +5 (1d6+4)

Statistics

Str 16, **Dex** 12, **Con** 13, **Int** 6, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 16
Feat Toughness
Skills Acrobatics +6, Intimidate +5, Perception +6, Stealth +6

Special Abilities

Bosch Diversity (Ex/Sp/Su) Two special abilities from Menu A.

3rd level Bosch Fiend (CR 2)

Medium outsider
Init 11; **Senses** darkvision, scent; **Notice** 17

Defense

AC 14, flat-footed 13
(+1 Dex, +3 natural)
HP 25 (3d10+9)
Fort +2, **Ref** +4, **Will** +4

Offense

Speed 30 ft.
Melee natural attack +6 (1d6+4)

Statistics

Str 16, **Dex** 12, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +6; **CMD** 17
Feats Power Attack, Toughness
Skills Acrobatics +7, Intimidate +6, Knowledge (planes) +5, Perception +7, Stealth +7

Special Abilities

Bosch Diversity (Ex/Sp/Su) Three special abilities from Menu A.

4th level Bosch Fiend (CR 3)

Large outsider
Init 10; **Senses** darkvision, scent; **Notice** 18

Defense

AC 15, flat-footed 15
(+6 natural, -1 size)
HP 42 (4d10+20)
Fort +4, **Ref** +4, **Will** +5

Offense

Speed 40 ft.
Melee natural attack +10 (1d8+10)
Space 10 ft.; **Reach** 10 ft.

Statistics

Str 24, **Dex** 10, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +4; **CMB** +12; **CMD** 22
Feats Power Attack, Toughness
Skills Acrobatics +7, Intimidate +7, Knowledge (planes) +6, Perception +8, Stealth +3

Special Abilities

Bosch Diversity (Ex/Sp/Su) One special ability from Menu B or two special abilities from Menu A.

5th level Bosch Fiend (CR 5)

Large outsider
Init 10; **Senses** darkvision, scent; **Notice** 20

Defense

AC 18, flat-footed 18
(+9 natural, -1 size)
HP 63 (6d10+30)
Fort +5, **Ref** +5, **Will** +6

Offense

Speed 40 ft.
Melee natural attack +12/+7 (1d8+10)
Space 10 ft.; **Reach** 10 ft.
Special Attacks iterative attacks (natural attack)

Statistics

Str 24, **Dex** 10, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +14; **CMD** 24
Feats Cleave, Power Attack, Toughness
Skills Acrobatics +9, Intimidate +9, Knowledge (planes) +8, Perception +10, Stealth +5

Special Abilities

Bosch Diversity (Ex/Sp/Su) Two special abilities from Menu B, or one from Menu B and two special abilities from Menu A, or four special abilities from Menu A.

6th level Bosch Fiend (CR 7)

Huge outsider
Init 9; **Senses** darkvision, scent; **Notice** 22

Defense

AC 20, flat-footed 20
(-1 Dex, +13 natural, -2 size)
HP 84 (8d10+40)
Fort +7, **Ref** +5, **Will** +7

Offense

Speed 50 ft.
Melee natural attack +17/+12 (2d6+16)
Space 15 ft.; **Reach** 15 ft.
Special Attacks iterative attacks (natural attack)

Statistics

Str 32, **Dex** 8, **Con** 21, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +8; **CMB** +21; **CMD** 30
Combat Maneuvers +4 awesome blow, bull rush
Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack
Skills Acrobatics +10, Intimidate +11, Knowledge (planes) +10, Perception +12, Stealth +2

Special Abilities

Bosch Diversity (Ex/Sp/Su) Three special abilities from Menu B, or two from Menu B and two special abilities from Menu A, or one special abilities from Menu B and four special abilities from Menu A, or six special abilities from Menu A.

7th level Bosch Fiend (CR 9)

Huge outsider
Init 9; **Senses** darkvision, scent; **Notice** 24

Defense

AC 23, flat-footed 23
(-1 Dex, +16 natural, -2 size)
HP 125 (10d10+70)
Fort +8, **Ref** +6, **Will** +8

Offense

Speed 50 ft.
Melee natural attack +19/+14 (2d6+16)
Space 15 ft.; **Reach** 15 ft.
Special Attacks iterative attacks (natural attack)

Statistics

Str 32, **Dex** 8, **Con** 21, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +10; **CMB** +23; **CMD** 32
Combat Maneuvers +4 awesome blow, bull rush
Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Toughness
Skills Acrobatics +12, Intimidate +13, Knowledge (planes) +12, Perception +14, Stealth +4

Special Abilities

Bosch Diversity (Ex/Sp/Su) One special ability from Menu C, or two items from menu B.

8th level Bosch Fiend (CR 11)

Gargantuan outsider
Init 9; **Senses** darkvision, scent; **Notice** 26

Defense

AC 25, flat-footed 25
(-1 Dex, +20 natural, -4 size)
HP 174 (12d10+108)
Fort +11, **Ref** +7, **Will** +9

Offense

Speed 60 ft.
Melee natural attack +23/+23/+18 (2d8+22/19-20)
Space 20 ft.; **Reach** 20 ft.
Special Attacks iterative attacks (natural attack)

Statistics

Str 40, **Dex** 8, **Con** 25, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +12; **CMB** +31; **CMD** 40
Combat Maneuvers +4 awesome blow, bull rush
Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (natural attack), Power Attack, Toughness
Skills Acrobatics +14, Intimidate +15, Knowledge (planes) +14, Perception +16, Stealth +2

Special Abilities

Bosch Diversity (Ex/Sp/Su) Two special abilities from Menu C, or one special abilities from Menu C and two special abilities from Menu B, or four special abilities from Menu B.

9th level Bosch Fiend (CR 13)

Gargantuan outsider
Init 9; **Senses** darkvision, scent; **Notice** 28

Defense

AC 28, flat-footed 28
(-1 Dex, +23 natural, -4 size)
HP 203 (14d10+126)
Fort +11, **Ref** +8, **Will** +10

Offense

Speed 60 ft.
Melee natural attack +25/+25/+20 (2d8+22/18-20)
Space 20 ft.; **Reach** 20 ft.
Special Attacks iterative attacks (natural attack)

Statistics

Str 40, **Dex** 8, **Con** 25, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +14; **CMB** +33; **CMD** 42
Combat Maneuvers +4 awesome blow, bull rush
Feats Awesome Blow, Cleave, Critical Focus, Improved Bull Rush, Improved Critical (natural attack), Power Attack, Toughness
Skills Acrobatics +16, Intimidate +17, Knowledge (planes) +16, Perception +18, Stealth +4

Special Abilities

Bosch Diversity (Ex/Sp/Su) Three special abilities from Menu C, or two special abilities from Menu C and two special abilities from Menu B, or one special ability from Menu C and four special abilities from Menu B, or six special abilities from Menu B.

During the NewGods War many bosch fiends fought alongside deist forces. After the war, they seem to pop up unexpectantly when conjuration magic goes awry.

Botach (CR 3)

Medium undead
Init 15; **Senses** lifesense; **Notice** 18
Aura ill luck (30 ft.)

Defense

AC 14, flat-footed 13
(+3 deflection, +1 Dex)
HP 30 (4d8+12); **fast healing** 2
Fort +4, **Ref** +2, **Will** +5; +2 vs. channel
Immune undead traits

Offense

Speed 30 ft.
Melee incorporeal touch +6 (1d2 Dex damage)
Special Attacks usher soul
Spell-like Abilities (CL 4th; caster check +7)
At will—bleed (W-DC 13), ghost sound (Wd-DC 13), mage hand, open
2/day—alter self

Statistics

Str —, **Dex** 12, **Con** —, **Int** 12, **Wis** 12, **Cha** 16
Base Atk +3; **CMB** +4; **CMD** 17
Feats Improved Initiative, Skill Focus (Intimidate),
Skills Deception +10, Intimidate +11, Knowledge (local) +5, Perception +8, Stealth +8
Languages Abyssal, Common, Sylvan
SQ portend disaster

Ecology

Environment ruins, urban
Organization solitary, grumble (2-5)
Treasure Value none

Special Abilities

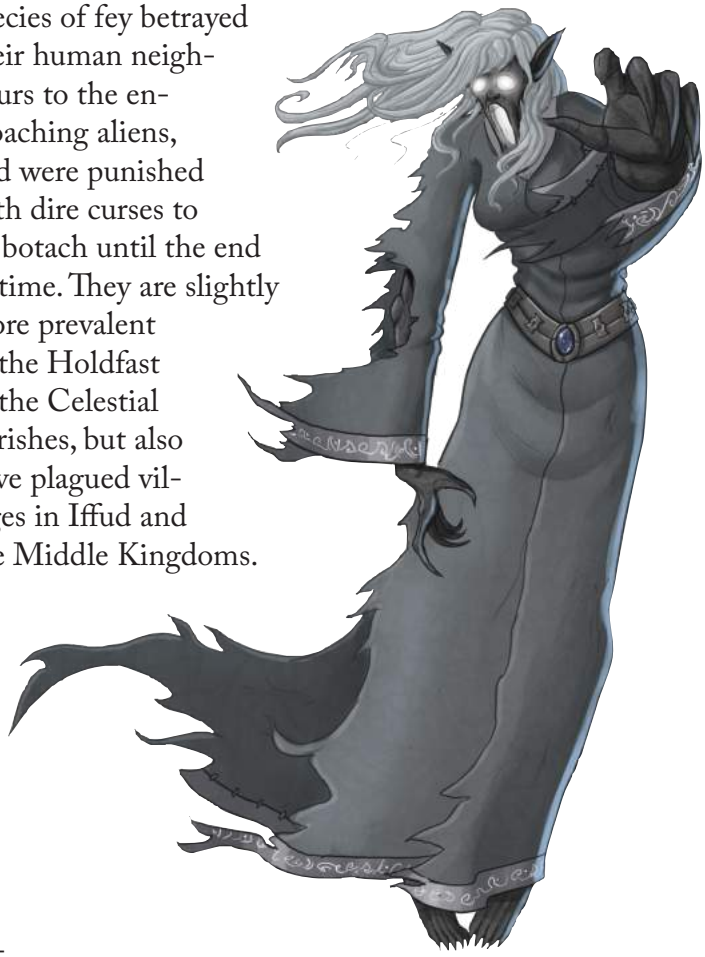
Aura of Ill Luck (Su) All those living creatures within 30 ft. of a botach must roll twice for any d20 roll, and take the lesser of the two rolls.
Portend Disaster (Su) The presence of botach attracts misfortune. If a botach has been actively seen in an area, there is a base 5% per hour that some dire event will take place within a 60 ft. radius of it. Botach often leave an area after some death has been generated by these events, ushering souls away.
Usher Soul (Su) If a soul-bearing creature dies within 30 ft. of a botach, it will cease all other activities and leave with the departing soul, not to return for at least 9 hours. The soul is unable to leave the botach during that time.

Botach are cantankerous spirits that seem to straddle the line between fey and undead. They play an important role in ferrying souls to the afterlife. Some who know of their lore say they are formed as they are from the spirits of fey that have failed the gods and rulers of the fey type, and are punished with their incorporeal form and nasty nature, and must do penance. They appear as dirty, ragged old men of vaguely human-elven appearance, bearing rusty tools or weapons, though they can change their shape if they so wish to achieve mischief.

Botach are ushers of departed spirits, and may balance the proliferation of civilized and dominant humanoids with cruel and random disasters that might afflict communities and individuals. They lurk in the shadows in places where disaster may occur and usher the souls away that perish there. The presence of more than one botach is sign of dire events, indeed, and may signal the extreme displeasure of a fairy noble.

Though not particularly dangerous combatants, they are definitely hazardous to be around, due to their oppressive aura of unluck, which brings misfortune to all around them. They are quite difficult to destroy, though they will likely flee if seriously threatened, vowing vengeance on those that thwart them. Botach can sometimes be a source of information about the goings-on of an area, as they are prone to spying and watching others.

During the Great Invasion of the Great Old Ones around 2000 BC, an entire species of fey betrayed their human neighbours to the encroaching aliens, and were punished with dire curses to be botach until the end of time. They are slightly more prevalent in the Holdfast of the Celestial Parishes, but also have plagued villages in Iffud and the Middle Kingdoms.



Boxbiter (CR 4)

Small aberration

Init 14; **Senses** all-around vision, darkvision; **Notice** 18

Defense

AC 16, flat-footed 16; **SR** 10
(+5 natural, +1 size)
HP 42 (5d8+20)
Fort +3, **Ref** +3, **Will** +4
DR 10/piercing or slashing; **Defensive Abilities** amorphous, no scent

Offense

Speed 20 ft.; climb 20 ft.
Melee 6 claws +6 (1d3+2)
Special Attacks multiple rend (per each 2 claws, 1d3+3)

Statistics

Str 14, **Dex** 10, **Con** 14, **Int** 3, **Wis** 10, **Cha** 6
BAB +3; **CMB** +4; **CMD** 14 (can't be tripped)
Feats Improved Initiative, Lightning Reflexes, Toughness
Skills Perception +8, Stealth +12
SQ no breath, spin flesh

Ecology

Environment underground, urban
Organization solitary or trove (2-4)
Treasure Value 5d6 gp

Special Abilities

Multiple Rend (Ex) The extruded attack-arms of a boxbiter possess hardened claw-tips that can rend and tear flesh, and a boxbiter can do so up to three times per round, if all three pairs of claws hit, even if directed at multiple targets.

Spin Flesh (Ex) A boxbiter has no discrete organs to speak of and has considerable abilities to manipulate its flesh. It can pass its body through a hole no bigger than the average keyhole or a crack of the same width. A boxbiter cannot do this quickly, taking at least a minute to pass its body through such an opening. A boxbiter can also flatten and spread its body out to cover a 10 ft. by 10 ft. square, at a few inches thick.

A menace to treasure hunters above and below ground, the term 'boxbiter' is the most common name for a malleable ambush hunter whose favorite hiding place is within good-sized containers, typically treasure chests. Drawn to small enclosed spaces, a boxbiter will seek such locations out, drawing its rubbery body out like wire and entering through a keyhole or crack. Boxbiters have also been found flattened out at the bottom of shallow pits, unaffected by falling meals that would do bludgeoning damage, most of which the creature shrugs off. When in a comfortable lurking venue, the boxbiter goes into a torpor where its metabolism slows considerably, waiting to be discovered by greedy searchers. After leaping out of its hiding place and ferociously ripping tasty treasure -seekers apart with rending claws, the boxbiter slurps up the remains with a toothless maw in its underside.



Found in a color range of bilious green to nauseous yellow, the body of a boxbiter is studded with glassy, transparent eyespots, and as such it cannot be flanked in combat. Boxbiters are believed to reproduce through fission, budding off small replicas after feasting heavily. Many of the habits of this strange species have evolved to draw adventurer prey: its droppings quickly support fluorescent fungi to light to the way to their waiting lairs, a nesting boxbiter scoops out a small amount of treasure to make room for itself (the listed type) and it is preternaturally quiet, as they do not even draw breath to indicate its presence.

Bukavac (CR 11)

Large animal
Init 12; **Senses** darkvision, scent; **Notice** 36

Defense

AC 29, flat-footed 26
(+2 Dex, +1 dodge, +17 natural, -1 size)
HP 97 (15d8+30)
Fort +11, **Ref** +11, **Will** +7

Offense

Speed 20 ft., jump 40 ft.
Melee bite +14 (1d8+4), 2 claws +14 (1d6+4 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks jumping shriek (F-DC 16), rake (2 claws +14, 1d6+4), strangle

Statistics

Str 18, **Dex** 14, **Con** 14, **Int** 2, **Wis** 15, **Cha** 8
Base Atk +11; **CMB** +16; **CMD** 28 (36 vs. trip)
Combat Maneuvers +4 grapple
Feats Dodge, Combat Reflexes, Skill Focus (Perception, Stealth), Spring Attack, Step Up, Wind Stance
Skills Perception +26, Stealth +22
SQ hold breath

Ecology

Environment marine, marsh
Organization solitary
Treasure Value 11d6 gp

Special Abilities

Jumping Shriek (Ex; fear; Cha) Bukavac can jump 40 ft. from their watery lairs as a move action. When they do they emit a terrible shriek. Those creatures within 30 ft. must make a Fortitude save of be paralyzed by fear for 1 round.

Bukavac are ambush hunters that lurk is sluggish and stagnant waters in virtually every warm region of Porphyra. Humanoids living near their hunting grounds call them "swamp screamers" and fear them greatly; ridding an area of such a beast is guaranteed to put a village in an adventuring party's debt. The beasts seem to be some solitary-dwelling species of alligator or crocodile, but with a more flexible tail, and backward-pointing horns. Bukavac use their tails to anchor themselves to snags and rocks, defying the sluggish currents of their habitats. Their reddish-brown hides blend well with the tea-colored waters of their native swamps.

Mating season for these beasts changes the danger they present, as the beasts leave the water and roam the banks of sluggish streams, stagnant lakes, and miry swamps to find a mate. Though at this time they are less stealthy, they are irritable and hungry, bellowing horrible shrieks and lashing their tails. If two males meet there is likely to be a fight, and all creatures best leave the area. A successfully mated pair will swiftly part, and the female returns to her territory, laying 2-5 eggs in a dry nest, guarding it obsessively. Except for certain jaded gladiatorial arenas, there is not much value to such eggs, and they are difficult to obtain!



Children of the Dead (CR 1)

Small monstrous humanoid (dhampir)
Init 13; **Senses** see in blackness, scent; **Notice** 16

Defense

AC 15, flat-footed 12
(+3 Dex, +1 natural, +1 size)
HP 17 (2d10+6)
Fort +1, **Ref** +6, **Will** +4; +2 vs. disease, mind
Defensive Abilities negative energy affinity, resist level drain
Weakness light sensitivity

Offense

Speed 30 ft.
Melee bite +6 (1d3+1), dagger +1 (1d3+1/19-20)
Special Attacks swarming

Statistics

Str 14, **Dex** 17, **Con** 12, **Int** 11, **Wis** 13, **Cha** 12
Base Atk +2; **CMB** +3; **CMD** 16
Feats Toughness, Weapon Finesse[B]
Skills Athletics +7, Deception +3, Perception +6, Stealth +12
Languages Common, Old Porphyran
SQ devotion to mother

Ecology

Environment underground
Organization 10-60 (with crypt mother)
Treasure Value dagger

Special Abilities

Devotion to Mother (Ex) Children of the dead of a particular area are all the spawn of a single crypt mother are completely dedicated to her, and cannot be forced to disobey her or bring her to harm; any attempt to do so ends the controlling effect, magic or otherwise. When within 30 feet of their mother, they gain a +1 morale bonus to hit, damage, and saves vs. mind and fear effects. If their crypt mother dies, all of her spawn suffer a permanent -1 penalty to all rolls.



The horrific children of the dead are the half-undead spawn of the tragic blasphemies known as crypt mothers, aristocratic princesses of the walking dead. They typically look like stunted, deformed children, though they age and have life spans of normal humans. They are created by and totally devoted to their crypt mother, and do her telepathic bidding in the catacombs and necropolises in which they are found. They are always very hungry and swarm over intruders into their territory, hacking them to bits and eating them; it is rumored that they sometimes capture humanoids alive for darker or more disgusting purposes… Children of the dead are not undead, though they share some characteristics, having more in common with those half-undead known as dhampirs, of which a rare few children of the dead resemble. Children of the dead are not undead, though they share some characteristics, having more in common with those half-undead known as dhampirs. Children of the dead have little will outside that impressed upon them by their mother, and if she is destroyed, they become even more feral, lacking direction and motivation to do much of anything but hunt and hide in their dark holes.

Locations where these pathetic creatures live are always underground regions where powerful necromantic energies have blasted Porphyra, creating crypt mothers. It is rumored that some powerful dhampir lords are exceptional offspring of these terrifying beings. Children of the dead are only found with their crypt mothers, in the places where those macabre undead are found. Those extremely rare children of the dead that can pass for human make their way in the world more or less as dhampir, who are welcome in such places as Avandrool, the Empire of the Dead, and the Pyynian Coast.

Class Templates

Class templates function in much the same way as all other simple templates. They enable GMs to customize creatures by giving them the flavor and abilities of classes without the complexity of adding class levels.

These templates grant their respective classes' class features, which are denoted by a dagger (†). Many of these function slightly differently than the original class ability, as noted in the templates.

Spellcasting: These templates only grant spells for the three highest spell levels the creature has access to. If the creature casts all of the spells of its higher levels, you can keep the combat challenging by adding lower-level spells—denoted by a double dagger (‡)—but no more than two for any given spell level.

Cleric Creature (CR +1, +2, or +3)

As a conduit of divine power, a cleric creature is often viewed with great respect by its community. A cleric creature's CR increases by 2 if the creature has 7 or more HD, and it increases by 3 if the creature has 13 or more HD.

- A cleric creature must worship a deity (which must be determined when the template is added.
- +2 on all rolls based on Wis
- Can channel energy† a number of times per day equal to 3 + its Wis modifier
- Can cast a small number of simple spells, spells of the faith, spells with the healing, positive, or negatve energy descriptors using its HD as its CL (see table).

Fighter Creature (CR +1 or +2)

A fighter creature gains bonus combat feats, and both armor and weapon training. A fighter creature's CR increases by 2 if the creature has 10 or more HD.

- +2 on all rolls based on Str
- Gains a bonus combat feat and an additional bonus combat feat for every 4 HD (to a maximum of 10 feats; a fighter creature is considered a fighter with a level equal to its HD and gains martial training†).
- If the creature has 3 or more HD, it gains armor training† (the bonus increases and penalty decreases for every 4 HD the creature possesses thereafter, to the class feature's normal maximums).
- If the creature has 5 or more HD, it gains weapon training†

Rogue Creature (CR +1 or +2)

A rogue creature gains sneak attack. It also gains defensive abilities and rogue talents if it has 10 or more Hit Dice. A rogue creature's CR increases by 2 if the creature has 10 or more HD.

- +2 to AC and on all rolls based on Dex
- Gains sneak attack† with a number of sneak attack dice equal to 1/2 its HD
- Gains evasion† and uncanny dodge† (if the creature has 10 or more HD, it also gains improved uncanny dodge† and two rogue talents†, one of which can be an advanced talent†).

Wizard Creature (CR +1, +2, or +3)

A wizard creature is skilled in the ways of magic, and its spellcasting ability is unmatched. Beyond casting damaging spells, a wizard creature can call upon mighty forces to serve the will of the creature and its allies. A wizard creature's CR increases by 2 if the creature has 7 or more HD, and it increases by 3 if the creature has 13 or more HD.

- Select a magic school† when the template is added.
- +2 on all rolls based on Int
- Gains the magic school abilities† of its chosen school
- Can cast a small number of simple or complex spells using its HD as its CL
- Can designate one item as its arcane bond† and use that item to cast any one spell it knows once per day.

Cleric and Wizard Spells Slots

HD	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1–3	2	1	—	—	—	—	—	—	—	—
4–6	2	2	1	—	—	—	—	—	—	—
7–9	‡	2	2	1	—	—	—	—	—	—
10–12	‡	‡	2	2	1	—	—	—	—	—
13–15	‡	‡	‡	2	2	1	—	—	—	—
16–18	‡	‡	‡	‡	2	2	1	—	—	—
19–21	‡	‡	‡	‡	‡	2	2	1	—	—

Colossus of Dhu (CR 22)

Colossal construct

Init 14; **Senses** darkvision, see invisible, tremorsense 200 ft.; **Notice** 44

Defense

AC 35, flat-footed 35
(+33 natural, –8 size)
HP 475 (30d10+310); **fast healing** 20
Fort +10, **Ref** +12, **Will** +11
DR 20/adamantine and bludgeoning; **Immune** construct traits, magic

Offense

Speed 60 ft.
Melee slam +41/+41/+36/+36 (2d8+22/17-20)
Space 30 ft.; **Reach** 30 ft.
Special Attacks attacks (adamantine), iterative attacks (slam), scorching blast (70 ft. cone, R-DC 26 halves, 15d6 fire and slashing; 15/day), commanding gaze 100 ft. (W-DC 26 negates)
Spell-like Abilities (CL 30th, caster check +31)
At will—greater dispel magic, seek thoughts (W-DC 13), true seeing
3/day—mass heal

Defense

Str 40, **Dex** 10, **Con** —, **Int** 12, **Wis** 12, **Cha** 12
Base Atk +30; **CMB** +53; **CMD** 63
Combat Manuevers +4 awesome blow, bull rush
Feats Arcane Strike, Awesome Blow, Blind-Fight, Cleave, Critical Focus, Dreadful Carnage, Fleet, Furious Focus, Improved Critical (slam), Improved Bull Rush, Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Toughness
Skills Knowledge (geography) +31, Knowledge (local) +31, Perception +31
SQ oasis defender
Languages Common, Old Porphyran

Ecology

Environment desert
Organization solitary
Treasure Value none

Special Abilities

Commanding Gaze (Su; Cha) As a standard action, the commanding gaze of the colossus of Dhu can be unleashed, affecting all targets within 100 ft. in front of it. Those affected are as the spell mass charm monster, and will all be commanded to leave the area of the Dhuhi Oasis by the most expedient manner, remaining away for a month.
Oasis Defender (Su) The colossus of Dhu gains 150 bonus hit points as long as it's within 1 mile of the Dhuhi Oasis. It also can use all of the senses it possesses within one mile of the Dhuhi Oasis, if it is also within that one mile radius.

The immense construct that is the colossus of Dhu guards an oasis far from the beaten paths of commerce, all the more valuable for its isolation in the trackless sands.

The colossus guards the oasis from the taint of conflict, as well as a mile radius around it. Those that engage in combat harsher than that of words will be quickly met with a command to leave by the massive, intelligent statue. Those that refuse will be commanded by the power of its gaze or word- those that still resist, or have taken a life, will be annihilated, their bodies left to feed the palm trees of the tranquil oasis. The colossus is intelligent and dedicated to its task, no mere automaton, and it will readi-ly question those in the oasis as to their purpose and intentions, judging those it deems unworthy of its respite and removing them if it deems necessary. Permanent residence at the oasis is not allowed, and caravans must move on at the colossus's request after a period of no longer than a month. Typi-cally, no more than 500 persons may visit the oasis, with the colossus the untiring and unflappable keeper of record and number. Legends that desert dwellers tell around the campfire speak of the co-lossus's arrival at the oasis as the favor from a god for the courageous service of single denizen of the desert lands, protecting the livelihood of his people in perpetuity.

The colossus of Dhu, and the Dhuhi Oasis itself is named for a Ghadabi wizard of the NewGod Wars era named Dhu. This courageous mortal saved the denizens of the oasis, the Elementalist army that defended it, and the Deist army about to attack it by singlehandedly intervening with the Risen god Toma Thule, pleading for tolerance for all sides, imparting his soul into a golem with the power to temporarily hold back the conflict. The Lion who Rules was so moved by Dhu's sacrifice that he enlarged and empowered the golem into the powerful colossus that guards the oasis to this day, a God's penance for blood shed in the name of war.



Crater Beetle, Juvenile (CR 1/2)

Small vermin
Init 11; **Senses** darkvision, scent, tremorsense 30 ft.; **Notice** 10

Defense

AC 12, flat-footed 11
(+1 Dex, +1 size)
HP 4 (1d8)
Fort +2, **Ref** +1, **Will** +0
Defensive Abilities hive mind (1 mile); **Immune** fire, flat-footed, flanking, mind

Offense

Speed 20 ft., climb 10 ft.
Melee gore +1 (1d4-1), bite +1 (1d4-1 plus grab)

Statistics

Str 8, **Dex** 12, **Con** 11, **Int** —, **Wis** 10, **Cha** 3
Base Atk +0; **CMB** -1; **CMD** 10 (18 vs. trip)
Skills Athletics -1
Combat Maneuvers +4 grapple
Feats Weapon Finesse[B]

Ecology

Environment mountains, underground
Organization solitary, brood (2-8), or swarm (9-15)
Treasure Value none

Crater Beetle, Young (CR 2)

Medium vermin
Init 11; **Senses** darkvision, scent, tremorsense 30 ft; **Notice** 10

Defense

AC 15, flat-footed 14
(+1 Dex, +4 natural)
HP 19 (3d8+6)
Fort +5, **Ref** +2, **Will** +1
DR 2/—; **Defensive Abilities** hive mind (1 mile); **Immune** fire, flat-footed, flanking, mind

Offense

Speed 30 ft., climb 20 ft.
Melee gore +3 (1d6+1), bite +3 (1d6+1 plus grab)

Statistics

Str 13, **Dex** 12, **Con** 15, **Int** —, **Wis** 10, **Cha** 3
Base Atk +2; **CMB** +3; **CMD** 14 (22 vs. trip)
Skills Athletics +1
Combat Maneuvers +4 grapple
Feats Weapon Finesse[B]

Crater Beetle, Adult (CR 4)

Large vermin
Init 10; **Senses** darkvision, scent, tremorsense 30 ft; **Notice** 10



Defense

AC 17, flat-footed 17
(+8 natural, -1 size)
HP 37 (6d8+24)
Fort +9, **Ref** +2, **Will** 2
DR 5/—; **Defensive Abilities** death throes (R-DC 17), hive mind (1 mile); **Immune** fire, flat-footed, flanking, mind

Offense

Speed 30 ft., climb 20 ft.
Melee gore +9 (1d8+6), bite +9 (1d8+6 plus 1d6 fire plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks powerful charge (2d8+12 plus 1d6 fire)

Statistics

Str 23, **Dex** 10, **Con** 19, **Int** —, **Wis** 10, **Cha** 3
Base Atk +4; **CMB** +11; **CMD** 21 (29 vs. trip)
Skills Athletics +6
Combat Maneuvers +4 grapple
Feats Weapon Finesse[B]

Special Abilities

Death Throes (Ex; fire; Con) When an adult crater beetle dies, lava erupts from its body dealing 2d6 fire damage to all creatures within 5 ft. unless they make a Reflex save for half damage.

Crater beetles live near the volcanos of Porphyra. The various growth stages of the species can be found in any combina-tion of juvenile, young and adult, though only adults lay eggs.

Crypt Mother (CR 6)

Medium undead

Init 12; **Senses** lifesense; **Notice** 27

Aura haunting lullaby (30 ft., confused for 1d4 rounds, W-DC 20 negates)

Defense

AC 18, flat-footed 16
(+2 Dex, +6 natural)

HP 68 (8d8+32)

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

DR 10/magic; **Defensive Abilities** channel resistance +2; **Immune** sonic, undead traits

Offense

Speed 20 ft.

Melee 2 claws +9 (1d8+3)

Special Attacks channel negative energy 7/day (W-DC 20, 4d6)

Statistics

Str 16, **Dex** 14, **Con** —, **Int** 13, **Wis** 16, **Cha** 18

Base Atk +6; **CMB** +9; **CMD** 21

Feats Ability Focus (lullaby aura), Command Undead, Improved Channel, Skill Focus (Perception)

Skills Knowledge (nobility) +17, Knowledge (religion) +20, Perception +17, Sense Motive +14, Stealth +13;

Racial Modifier +8 on any Knowledge skill check

Languages Common, Necril, Old Porphyran; speak with dead

SQ mother of dead children

Ecology

Environment underground

Organization solitary plus 10-60 children of the dead

Treasure Value 4,000 gp

Special Abilities

Haunting Lullaby (Su; sonic; Cha) A crypt mother constantly issues a haunting, wordless lullaby to her children, which causes confusion to all within its affected area.

Mother of Dead Children (Ex) A crypt mother gives abominable birth to the quasi-undead children of the dead on a regular basis, and they are totally devoted and obedient to her mental commands, and are always found in her company. The amount accompanying a crypt mother depends on the space and food available to the children of the dead, but is never less than 10.

Speak With Dead (Ex) A crypt mother can speak to any dead creature provided she has access to its body. Crypt mothers regularly talk to the dead to gain knowledge of the world above.

The tragic story behind each crypt mother would bring tears to the hardest heart capable of such feeling. These aristocratic, merciless undead were once princesses, queens and lauded ladies of nobility, but in each case were propelled in a state of undeath, typically by some necromantic catastrophe, while pregnant.

The haughty will of the noble, determined to provide an heir for her lord carries on unto undeath, and the crypt mother surrounds herself with a 'court' of half-undead children of the dead who obey her every whim and are succored by her haunted lullabies of misbegotten motherhood. They usually roam the ruined catacombs of their once-home castle or estate, what remains of a proud life; some might exist under the halls of a functioning castle, if they met their fate secretly, through some dark rite or accident. Some believe that these macabre beings can be put to rest much like certain ghosts, fulfilling some need that they left unfulfilled in life; those seeking to communicate with them, for it is possible, normally find themselves driven mad by hearing "Mother"s endless lullabies to the dead, and consumed by the ravenous children of the dead that are found in large quantities around them. A crypt mother can spawn a 'child' once per month, and as many as 60 can be in her environs, if there is a food supply; her children are not undead themselves, only having certain characteristics of that monster type.

Some crypt mothers can be identified by their disintegrating clothing and features, and the monster can be identified with Knowledge (nobility) as well as Knowledge (religion). Crypt mothers speak easily and conversationally with the dead, and as such may learn a lot of information about the outside world and the past.

The most infamous crypt mother positively identified in lore is Im-Fakhur, the Red Empress of Ghadab. The catacombs beneath the curse-blasted Ghadabi Plateau crawl with her spawn, the children of the dead, and other undead blasphemies. Others have been reported in jungle ruins in the Pyynian Coast, the blasted moors of the Plains of Ash, and, of course, the Empire of the Dead - anywhere that the touch of powerful necromantic energies has blasted Porphyra. It is rumored that some powerful dhampir lords are actually exceptional offspring of these terrifying beings.



Crystallax Creature

Thought by some to be undead creature, a crystallax is actually a malevolent psionic infection given physical form. Slowly this infection hides in the body of the infected until upon its death they are rebuild as a psionic crystalline lifeform.

Appearance Changes

The creatures flesh has been replaced by a green, sharp crystalline shell. No natural flesh remains and they often appear skeletal.

Creating a Crystallax

"Crystallax" is a template that can be added to any corporeal creature with flesh and a skeletal system (referred to hereafter as the "base creature"). A crystallax uses all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +2

Type: The creature's type changes to aberration. They gain the earth and psionic subtypes. Do not recalculate Hit Dice, BAB, saves, or skills.

Senses: Crystallax gain darkvision and tremorsense 30 ft.

AC: Natural armor bonus increases by +5.

Defensive Abilities: A crystallax gains DR 5/bludgeoning, resist (cold 10, electricity 10, and fire 10), immune (critical hits, disease, petrification, poison, and sleep), they do not need to eat or breathe, but they are vulnerable to sonic attacks.

Melee: The creature gains two natural claw attacks based upon its size, if it did not previously possess them.

Special Abilities: A crystallax gains the following special abilities, in addition to those it previously possessed.

Implant (Ex; Con): Any creature struck with a crystallax's natural attacks must make a Fortitude save or be infected with crystallax shards. An infected creature shows no ill effects until it dies, at which point crystallax shards begins growing through its flesh. An infected creature will rise as a new crystallax in 3d4 days unless remove disease, shatter or stone to flesh is cast on the corpse. A creature that rises as a crystallax cannot be restored to life by any means short of a ritual magic unless the crystallax matter is destroyed (see below).

Any corporeal undead creature with flesh that contracts crystallax shards must make a new Fortitude save each day or take 1d4 points of Dexterity damage per day as the crystal grows through its body. Creatures immune to ability damage are still affected normally. An undead creature reduced to 0 Dexterity by this infection is destroyed and becomes a crystallax. Three consecutive successful saves cures the undead of the infection and all damage dealt thus far.



Psi -Like Abilities: A crystallax has natural psionic abilities as indicated on table below. Its manifester level is equal to its Hit Dice and its saving throws are Charisma-based.

HD	Psi-Like Abilities
1–2	3/day—far hand; 1/day—crystal shard
3–4	3/day—mind thrust, my light
5–6	1/day—body adjustment, read thoughts
7–8	1/day—psionic blast, flight
9–10	3/day—energy adaptation; 1/day—psychic crush
11–12	1/day—claw of energy
13–14	1/day—energy current, planar travel
15–16	3/day—psychoport

17–18	1/day—reddopsi
19–20	1/day—energy conversion

Abilities: Str +6, Dex +2, Con +6, Wis -2 (minimum 1), Cha +6

Organization: solitary.

Sample Crystallax Creatures

For this template I have decided to use the minotaur and the wyvern as my base creatures.

Crystallax Minotaur (CR 6)

Large aberration (earth, psionic)

Init 11; **Senses** darkvision, tremorsense 30 ft.; **Notice** 18

Defense

AC 20, flat-footed 19
(+1 Dex, +10 natural, –1 size)
HP 63 (6d10+30)
Fort +9, **Ref** +6, **Will** +4
DR 5/bludgeoning; **Defensive Abilities** natural cunning; **Immune** acid, critical hits, disease, petrification, poison, sleep; **Resist** acid 10, electricity 10, fire 10
Vulnerable sonic

Offense

Speed 30 ft.
Melee greataxe +12 (3d6+11/×3), gore +7 (1d8+3 plus implant) or 2 claws +12 (1d6+7 plus implant), gore +12 (1d8+7 plus implant)
Space 10 ft.; **Reach** 10 ft.
Special Attacks powerful charge (gore +14, 2d8+11 plus implant)
Psi-Like Abilities (ML 6th; manifester check +8)
3/day—far hand[A], mind thrust[A] (W-DC 15), my light[A]
1/day—body adjustment[A], crystal shard[A], read thoughts[A] (W-DC 15)

Statistics

Str 25, **Dex** 12, **Con** 21, **Int** 7, **Wis** 8, **Cha** 14
Base Atk +6; **CMB** +14; **CMD** 25
Combat Maneuvers +4 bull rush
Feats Great Fortitude, Improved Bull Rush, Power Attack
Skills Intimidate +16, Perception +8
Languages Giant, Terran

Ecology

Environment ruins, underground
Organization solitary
Treasure greataxe, 1,925 gp

Special Abilities

Implant (Ex; Con) As template.
Natural Cunning (Ex) As a minotaur.

Crystallax Wyvern (CR 8)

Large aberration (earth, psionic)

Init 16; **Senses** darkvision, tremorsense 30 ft., scent; **Notice** 23

Defense

AC 25, flat-footed 23
(+2 Dex, +14 natural, –1 size)
HP 94 (7d12+49)
Fort +12, **Ref** +7, **Will** +8
DR 5/bludgeoning; **Immune** acid, critical hits, disease, paralysis, petrification, poison, sleep; **Resist** acid 10, electricity 10, fire 10
Vulnerable sonic

Offense

Speed 20 ft., fly 60 ft.
Melee sting +13 (1d6+7 plus poison plus implant), bite +13 (2d6+7 plus grab plus implant), 2 claws +13 (1d6+7 plus implant)2 wings +8 (1d6+3 plus implant)
Space 10 ft.; **Reach** 5 ft.
Special Attack rake (2 talons +13, 1d6+7)
Psi-Like Abilities (ML 8th; manifester check +10)
3/day—far hand[A], mind thrust[A] (W-DC 16), my light[A]
1/day—body adjustment[A], crystal shard[A], flight, psionic blast[A] (W-DC 16), read thoughts[A] (W-DC 16)

Statistics

Str 25, **Dex** 14, **Con** 24, **Int** 7, **Wis** 10, **Cha** 15
Base Atk +7; **CMB** +15; **CMD** 27
Combat Manuevers +4 grapple
Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)
Skills Acrobatics +12, Perception +13, Sense Motive +10, Stealth +8
Languages Draconic, Terran

Ecology

Environment hills
Organization solitary
Treasure Value 3,350 gp

Special Abilities

Implant (Ex; Con) As template.
Wyvern Poison (Ex; Con) Sting—injury; save F-DC 20 (10 poison damage) track Con; effect W(4)—I(4)—H(1-2)—D(1-2)—death; cure 2 consecutive saves.

Cyclops, Chthonic (CR 16)

Huge monstrous humanoid
Init 16; **Senses** darkvision, dimensional vision; **Notice** 36

Defense

AC 30, flat-footed 28
(+2 Dex, +20 natural, -2 size)
HP 250 (20d10+140)
Fort +21, **Ref** +14, **Will** +11
DR 10/elysian bronze; **Defensive Abilities** ferocity, rock catching; **Immune** acid, sonic; **Resist** cold 10, electricity 10, fire 10

Offense

Speed 40 ft.
Melee gore +29 (4d6+15) and great club +24 (3d6+15/17-20) or gore +29 (4d6+15), 2 slams +29 (2d6+11), 2 hooves +24 (2d6+5)
Ranged rock +21 (2d6+15) or spear +20 (3d6+11)
Space 15 ft.; **Reach** 15 ft.
Special Attacks rock throwing (140 ft.), trample (2d6+22, R-DC 21)
Spell-Like Abilities (CL 20th; caster check +20)
3/day—earthquake, transmute rock to mud, wall of stone
1/day—summon nature's ally VIII (giants, metal, earth only)

Statistics

Str 32, **Dex** 14, **Con** 24, **Int** 12, **Wis** 16, **Cha** 10
Base Atk +20; **CMB** +33; **CMD** 45
Combat Manuevers +4 awesome blow, +4 bull rush, +4 overrun
Feats Cleave, Combat Reflexes, Critical Focus, Great Fortitude, Improved Awesome Blow, Improved Bull Rush, Improved Critcal (great club), Improved Initiative, Iron Will, Power Attack
Skills Athletics +34, Intimidate +34, Perception +26, Sap +34, Survival +26
Languages Giant

Ecology

Environment ruins, underground
Organization solitary or tribe (one plus 10-50 normal cyclops)
Treasure Value 25,000 gp

Special Abilities

Dimensional Vision (Su) The single eye of the great cyclops penetrates into realms invisible to most other creatures. It gains permanent true seeing and death watch spell effects.
Trample (Ex) The great cyclops's hooves deal double its Strength modifier damage on a trample attack.

The chthonic cyclops occupies the step between mortals and the forces of the underworld. In ancient times they were the war beasts of the cyclops empire, bred to fight and slay dragons and giants. Some say it was the presence of the chthonic cyclops in their armies that convinced the cyclops race a war against the god was possible. Others claim the chthonic cyclopses were merely the dupes their more intelligent brethren used to assault the heavens.

What greatness that was there is gone, leaving behind a fallen creature that once ruled continents, but now contents itself with prowling through ancient and tumbled ruins. More intelligent than its half-animal appearance indicates, the chthonic cyclops fights with brutal cunning. They are forces of death themselves. The chthonic cyclops can control the ground, causing it to tremble and shake. To ensure their solitude, the chthonic cyclops often scours his territory with daily earthquakes and tremors. It attacks and kills any creature intruding into its territory.

In AC 15, the dwarven converts to Ferrakus faced off against chthonic cyclops on the Cyclops Mesa. The dwarves were routed but Delkan Farringtown, a sacerdote of Ferrakus, was able to call upon his god's divine wrath to split the mesa. The chthonic host and Delkan were swallowed up and never seen again.



Daemon, Rancor (CR 14)

Large outsider (daemon)
Init 11; **Senses** darkvision; **Notice** 34

Defense

AC 28, flat-footed 27
(+10 armor, +8 natural, +1 Dex, -1 size)
HP 237 (19d10+133)
Fort +13, **Ref** +12, **Will** +13
DR 10/geranite; **Defensive Abilities** unshakable; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

Offense

Speed 40 ft. (50 ft. without armor)
Melee +1 shocking burst greatsword +28/+23/+18/+13 (3d6+13/16-20 plus 1d6 electricity), tongue +21 (1d8+4 plus grab plus poison)
Space 10 ft.; **Reach** 10 ft. (15 ft. with tongue)
Special Attacks rend (tongue and grab, 2d8+12), strength in numbers
Spell-Like Abilities (CL 14th; caster check +18)
At will—rage (daemons only)
1/day—summon (level 9; 5d4 daemons of CR 3 or less 100%)
1/week—gate

Statistics

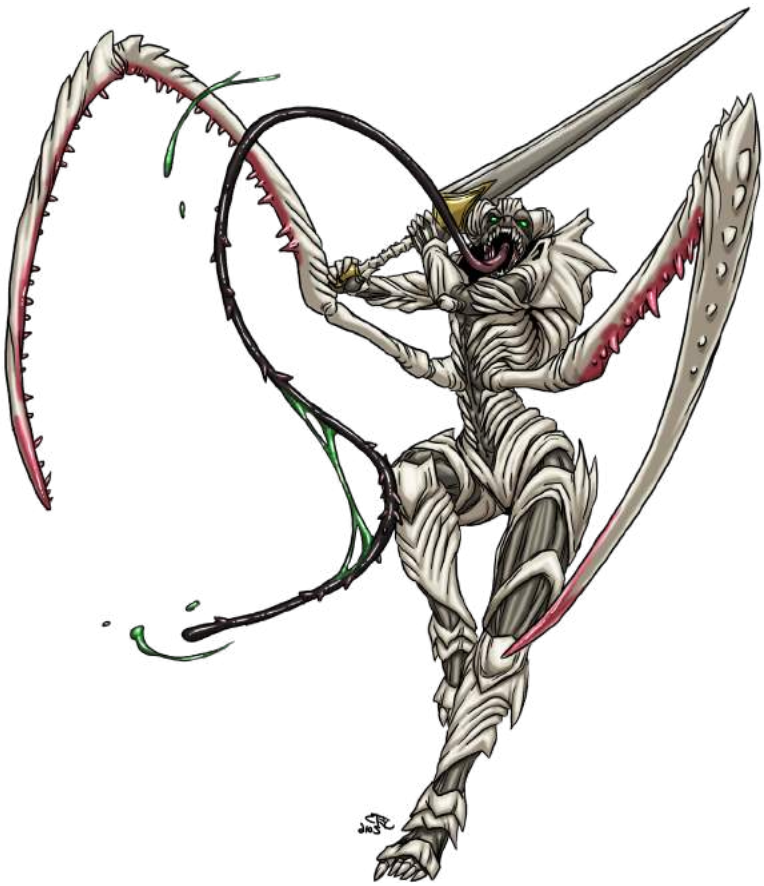
Str 27, **Dex** 13, **Con** 21, **Int** 14, **Wis** 14, **Cha** 18
Base Atk +19; **CMB** +28; **CMD** 39 (43 vs. bull rush, trip)
Combat Maneuvers +4 dirty trick, grapple
Feats Diehard, Endurance, Great Fortitude, Improved Critical (greatsword), Improved Dirty Trick, Power Attack, Shield of Swings, Toughness, Vital Strike, Weapon Focus (greatsword)
Skills Athletics + 30, Acrobatics +23, Diplomacy +26, Intimidate +26, Knowledge (history) +24, Knowledge (planes) +24, Perception +24, Survival +24
Languages Abyssal, Celestial, Common, Draconic, Infernal
SQ stability

Ecology

Environment Realms Beyond (Perdition)
Organization solitary, force (1 + 2d4 other daemons)
Treasure Value +1 shocking burst greatsword, +2 bone full plate

Special Abilities

Rancor Poison (Ex; Con) Tongue—injury; save F-DC 24 (14 poison damage); track Str; effect W(2,4)—I(2,4)—H(1-4)—D(1-2)—death; cure 2 consecutive saves.
Unshakable (Ex) While under the obligation of a contract, rancor daemons gain a +1 profane bonus for every daemon in the company to all saving throws against any spells or effects that would force one or more daemons back to the Realms Beyond. In addition, while employed, all Companions in the company are immune to all spells with the fear and mind descriptors.



Rancors are the masters of the daemonic mercenary companies. Unlike other daemonic soldiers, they do not give over to pure hatred of their for-hire enemies. Rather, they plot the unraveling of their opponents' plans with an accomplished ease. When the mercenary company has taken a job, the rancors meet and discuss their new assignment, mulling over their foe's every weakness and taking the deepest pleasure in determining the path the company will take in fulfilling the bargain.

In the aftermath of the NewGod Wars, captured rancors became elite gladiators in the arenas of the Jheriak Continuance.

Dancer in the Glade (CR 1)

Medium fey

Init 16; **Senses** low-light vision; **Notice** 17

Defense

AC 16, flat-footed 10
(+6 Dex)
HP 15 (3d6+15)
Fort +3, **Ref** +9, **Will** +4
DR 5/cold iron; **Defensive Abilities** acrobatic grace, infinite endurance

Offense

Speed 40 ft.
Melee 2 claws +10 (1d4)
Ranged sling +10 (1d4)
Special Attacks compel dance (W-DC 16)

Statistics

Str 10, **Dex** 22, **Con** 15, **Int** 11, **Wis** 13, **Cha** 16
Base Atk +1; **CMB** +1; **CMD** 17
Feats Ability Focus (compel dance), Weapon Finesse
Skills Acrobatics +12, Deception +9, Diplomacy +9, Perception +7, Profession (dancer) +7, Stealth +12
Languages Common, Elvish, Sylvan
SQ grace, immortal

Ecology

Environment forest
Organization solitary or troupe (2-8)
Treasure Value 260 gp

Special Abilities

Compel Dance (Su; Cha) A dancer can compel a creature to dance as a free action if any of the following conditions is met:

- The creature is already dancing.
- The creature asks for a dance, or accepts the invitation of another to dance.
- The creature moves in two successive combat rounds.

The creature may resist the compulsion with a successful Will save (DC 16). Those that fail are forced to dance for 1d6 rounds and suffer 1d6 points of damage each round. This compulsion may be renewed any time it expires. Any creature who successfully resists the compulsion is immune to this ability for 24 hours.



Dancers in the glade dance in clearings in the deep forest. These glades can be identified by the tracks of other dancers, by the grinning stones, or sacred sigils that mark the trees. The dancers in the glade love to dance, so sprites and fauns bring pipes and harps to the forest glades to provide the music. Not all their dances are gentle and courtly ones – there are tales of mortals who were torn apart by frenzying dancers caught up in bloody, violent music. They are quite friendly to trespassers in their woods – as long as the trespassers will dance with them for a night…

There are tales of mortals who entered the Great Green to find the dancers and dance with them freely, thereby winning a magical boon or blessing from the fey. Dancers are thought to reward those mortals who can keep up with their dancing throughout the night.

Darlith (CR 3)

Medium aberration

Init 14; **Senses** darkvision, tremorsense 60 ft.; **Notice** 17

Defense

AC 15, flat-footed 15
(+5 natural)
HP 30 (4d8+12)
Fort +4, **Ref** +3, **Will** +4
DR 5/adamantine

Offense

Speed 20 ft.
Melee 4 tentacles +5 (1d2+2 plus adhesive [R-DC 14])
Special Attacks adhesive, constrict (2d2+4), rolling charge

Statistics

Str 15, **Dex** 10, **Con** 16, **Int** 1, **Wis** 10, **Cha** 5
Base Atk +3; **CMB** +5; **CMD** 15 (can't be tripped)
Combat Maneuver grapple automatically
Feats Improved Initiative, Lightning Reflexes
Skills Perception +7, Survival +7

Ecology

Environment desert
Organization solitary or pack (3-5)
Treasure Value none

Special Attacks

Rolling Charge (Ex) By retracting its tentacles as a free action, the darlith may move up to eight times its speed as a rolling charge. During this movement it may turn any direction it wishes to hunt down prey. If the charge attack is successful, it hits with all four tentacles.



Rolling across the desert, darliths attack anything that appears to be a potential food source from within its protective shell. Out of its shell, a darlith is a six-legged, squid-like creature 4 to 6 feet long. Its skin is soft and rust-colored, and a half-dozen tentacles surround its bulbous mouth. To protect its vulnerable body, a darlith secretes a natural adhesive. As it scuttles over sand and rocks, all manner of debris clings to its skin, eventually forming a thick, hardened casing over most of its body. The darlith can safely roll inside the shell, propelling itself with its tentacles and dragging in prey close enough to feed through small holes in the stone.

Once a year, darliths shed their shells to mate. Newborn darliths nest in the discarded casings, and both parents vigorously defend their offspring until the newborns are mature enough to venture out on their own.

A darlith's adhesive-producing glands can be removed from its corpse with a DC 17 Survival or Knowledge (dungeoneering) check. Failing the check by 5 or more destroys the glands. The glands can be used to create a dose of all-purpose glue worth 50 gp. The glue can be used to coat half a square foot of material. It takes 1 round to set, and objects glued together require a DC 20 Strength check to pry apart.

Darliths are fairly common aberrations at the edge of the Glass Sea in Southern Blix. Halfling alchemists in Junt will pay handsomely for adhesive glands of a darlith. The merchant militia of Junt, Sart, and Daftin have erected barricades around each of their cities to prevent an errant darlith from rolling into town and disrupting business.

Deep Flailer (CR 2)

Medium vermin (aquatic)
Init 11; **Senses** blindsight 30 ft., tremorsense 30 ft.; **Notice** 10

Defense

AC 12, flat-footed 11
(+1 Dex, +1 natural)
HP 26 (4d8+8)
Fort +6, **Ref** +2, **Will** +1
Defensive Abilities deep dweller, suction anchor; **Immune** emotion, mind, visual effects; **Resist** cold 10

Offense

Speed 30 ft., climb 30 ft., swim 40 ft.
Melee slam +5 (1d6+2 plus grab)
Special Attacks heat absorption

Statistics

Str 14, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 16 (cannot be tripped)
Combat Maneuvers +4 grapple
SQ camouflage, suction anchor

Ecology

Environment marine, underground
Organization brood (3-8)
Treasure Value none

Special Abilities

Heat Absorption (Ex; cold) A deep flailer that successfully grapples an opponent does 1d6 cold damage and 1 point of Strength damage as it draws heat out of the target's body.
Suction Anchor (Ex) The strong sucker organ on the broad end of a deep flailer anchors it against movement by the streams it lives near and within. If not swimming, the deep flailer can anchor itself to a nearby surface and gain +4 to its combat maneuver defense rating.



Pale white relatives of surface-dwelling giant leeches, the strange creatures known to explorers as "deep flailers" live only in very deep caves more than 500 fathoms underground, in cold, shallow waters running through the depths of the world. They are completely blind and colorless, and seem to subsist on the minerals and organic material that washes down from the sunlit world; they anchor themselves in running water and filter bits of food from the flowing current. As flowing streams and food/mineral content changes, so the deep flailers swim about, sensing their environment through alien sensory organs.

Though they seldom come into contact with warm-blooded creatures, a deep flailer will instinctively lash out at any that come near, seeking to absorb that rare heat-generating phenomenon. Creatures grappled by a deep flailer that do not have cold resistance or immunity will take cold damage and have their strength sapped by their clammy clutches. A decaying corpse among a deep flailer brood's vicinity would be a rare prize, indeed, possibly doubling the size of the colony with its minerals and organic material.

The extreme depths of Creeper's Rift are home to several colonies of deep flailers, which are kept as sentinels and food sources for many communities of charda, violent creatures of the cold depths of Porphyra. They can be found in any caves deep enough that has a source of running water. Some vermin-loving cults have tried transplanting deep flailers, with minimal success.

Deep One (CR 1)

Medium monstrous humanoid (amphibious)
Init 9; **Senses** darkvision; **Notice** 17

Defense

AC 12, flat-footed 12
(-1 Dex, +3 natural)
HP 17 (2d10+6)
Fort +5, **Ref** +2, **Will** +5
Defensive Abilities deep dweller, immortal; **Resist** cold 5

Offense

Speed 20 ft., swim 40 ft.
Melee 2 claws +5 (1d4+3)

Statistics

Str 17, **Dex** 9, **Con** 16, **Int** 12, **Wis** 15, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 14
Feats Great Fortitude
Skills Athletics +8, Intimidate +5, Knowledge (religion) +6, Perception +7, Stealth +4, Survival +7
Languages Aklo, Common
SQ devoted, item use

Ecology

Environment marine
Organization solitary, gang (2-5), cult (6-12), or shoal (13+)
Treasure Value 260 gp

Special Abilities

Devoted (Ex) Deep ones are fanatically religious, be it to the worship of a Great Old One, an elder deep one, or some other divinity. A deep one gains one bonus skill rank per Hit Die that must be placed in Knowledge (religion), and this skill is a class skill for all deep ones.
Item Use (Su) A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.



Deep ones are as at ease dwelling in the most remote of ocean trenches as they are in the shallows that hug secluded shorelines, although their favorite haunts combine the two. The largest deep one cities are located at places not far off shore, but nestled in vast submerged canyons unusually close to those coastlines. This proximity allows deep ones to pursue one of their favorite goals—commingling with and corrupting surface-dwelling humanoids. Unlike skum, a similar aquatic race that reproduces with surface dwellers, deep ones do so not out of a biological need but as a way to spread their blasphemous religion above the ocean waves. The hybrid children of deep ones and humans form a race of their own. These offspring typically live near others of their kind, assuming positions of leadership in their small towns.

Deep ones usually worship the alien entities known as the Outer Gods or the Great Old Ones, with Cthulhu the foremost among them.

Deep ones prefer to fight with their claws. If they do resort to manufactured weapons, they prefer piercing ones, as these function best underwater. They can also use wands and staves; deep ones who pursue the study of more powerful magic often learn to create magic items for their weaker kinfolk to wield.

A deep one typically stands about 7 feet tall, but its hunched gait and lumbering stance can make it appear shorter when it shambles ashore. An average deep one weighs 300 pounds.

Deigen (CR 1/2)

Deigen fighter 1
Medium humanoid (planar)
Init 13; **Notice** 10

Defense

AC 12, flat-footed 11; flash of insight
(+1 Dex, +1 racial)
HP 11 (1d10+1)
Fort +3, **Ref** +1, **Will** +4

Offense

Speed 30 ft.
Melee spear +4 (1d8+4/x3)
Ranged shortbow +2 (1d6/x3)
Spell-Like Abilities (CL 1st; caster check +1)
0th—alleviate, mending, stabilize

Statistics

Str 17, **Dex** 12, **Con** 13, **Int** 12, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +4; **CMD** 15
Feats Iron Will, Point-Blank Shot, Precise Shot
Skills Athletics +7, Knowledge (religion) +4, Knowledge (planes) +4, Ride +5, Survival +4
SQ astral speed, martial training, stamina (2)
Language Common, Celestial, Goblin

Ecology

Environment Realms Between (Astral Plane)
Organization solitary
Treasure Value NPC gear (260 gp)

Deep within the Astral Plane float the bodies of dead gods. From these divine carcasses, the deigenae are born. They spring from the dead god's body fully formed like in the tales of legendary heroes. Though their appearance varies depending on the form of the dead god that spawned them, deigenae are able to interbreed with others of their kind and sustain their race. The personality of a deigen is often affected by their ancestor god's portfolio and personality.

Deigen are new immigrants to the Lands of Porphyra. Their "divine" heritage is hotly contested by avoodim and it is not uncommon for the two races to come to blows over interpretations of faith, scripture, planes, or the nature of divinity.

Deigenae Racial Characteristics

Deigenae are defined by their class levels-they do not possess racial Hit Dice. As a deigenae, have the following racial characteristics.

- **+2 Strength, -2 Intelligence, +2 Charisma:** Strength in body and personality characterizes your race. Though you are not stupid you often lack the "common sense" of other races.
- **Beyond Human:** You are humanoid with the planar subtype.
- **Medium:** You are a Medium creatures and have no bonuses or penalties due to your size.
- **Normal Speed:** You have a base speed of 30 ft.
- **Astral Speed:** You gain a +2 racial bonus to initiative.
- **Gods and their Domains:** You gain a +2 racial bonus to Knowledge (religion) and Knowledge (planes) checks.
- **Flash of Insight:** You gain a +1 racial bonus to AC.
- **Spell-Like Abilities (Cha):** You may use three simple or complex 0th level spells once per day.
- **Strength of Will:** You may use your Charisma modifier in place of your Wisdom modifier to determine your Will save, or you may start with Iron Will as a bonus feat.
- **Languages:** You begin play speaking Common plus any one of the following Abyssal, Celestial, or Sylvan. Deigenae with high Intelligence scores can choose any languages they want (except secret languages).



Deist Spirits (CR 7)

Medium undead (spirit)

Init 16; **Senses** darkvision; **Notice** 14

Defense

AC 16, flat-footed 14; **SR** 19
(+4 deflection, +2 Dex)

HP 85 (10d8+40)

Fort +7, **Ref** +5, **Will** +10

Defensive Abilities incorporeal, living spirit, undead traits

Offense

Speed 30 ft., fly 20 ft.

Melee incorporeal strike +11/+6 (1d8+1d6 negative or positive energy)

Special Attacks channel energy (7/day; 5d6; W-DC 19), quest (W-DC 19)

Spell-Like Abilities (CL 10th; caster check +14)
3/day—deity-specific spells
At-will—detect the faithful, guidance, peace of mind, doom (W-DC 14)

Statistics

Str —, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +7; **CMB** +7; **CMD** 19

Feats Improved Initiative, Selective Channel, Skill Focus (Knowledge [religion], Sense Motive), Spell Focus (any one school)

Skills Acrobatics +12, Diplomacy +17, Intimidate +17, Knowledge (religion) +15, Perception +16, Sense Motvie +16

SQ embodiment of the gods

Languages truespeech

Ecology

Environment any

Organization solitary

Treasure Value none

Special Abilities

Deity-specific Spells (Sp) Deist spirits have the power to cast two spells taken from the domain spells available to their patron god of 5th level or lower.

Embodiment of the Gods (Su) Deist spirits exist as a tiny fraction of the will of their constituent god. They can speak in the god's voice, giving instruction, admonition and doom to those it interacts with. Additionally, deist spirits may task followers with a quest. Failure to complete a quest within one year and a day results in affected creatures suffering 20 points of disapproval and be unable to benefit from healing magic until the quest is complete.

The interests of the gods cannot always be plainly revealed to the clerics of that deity, due to politics, competition, spies, or simply the whimsy of those who dwell Beyond. Deist spirits are materialized on the Porphyra as a minute fragment of the god's will. It is said that each god may only materialize 27 of these spirits at any given time, or risk losing cohesion of their divine selves.Thus it is extremely rare to see more than one spirit of a deity in a given place.

Deist spirits appear as humanoid representations of their patron deity, with characteristics of that god's character. It might even be possible for the spirit to walk among other humanoids without any being the wiser. These spirits have a near-immediate conduit to their patron, and the consequences for situations and secrets discovered by these representatives could be quite momentous, requiring the action of an entire religion. That being said, spirits of the New Gods rarely interact directly with a place of worship of its followers, preferring to be the hand of the god at large, dealing with more far-flung issues.

The manifested spirits of the New Gods are typically, though not exclusively, found in the Lands brought to Porphyra by their god, or in the land favored by that god; Chiuta in the Fenian Triarchy, or Rajuk Amon-Gore in Avandrool for example. Spirits of Risen Gods such as Shade, Myketa and Nemyth Vaar can be found anywhere on Porphyra, as they are of that world. Spirits of the New Gods act as heralds, guardians, messengers or even avengers of their patrons, always as a result of the willful attention of a god.

Sample Deist Spirits

The spirits of the Landed and Risen gods of Porphyra are detailed here. Each listing describes: the deity the spirit serves, the spirit's name, it's appearance, and common quests assigned.

Faith Name	Appearance	Quest
Aleria Garden Spirit	garlanded half-elven woman in a green robe	plant a city garden
Chiuta River Spirit	female humanoid with crocodilian skin and human features	catch a fish in a river with your bare hands

Eshalqua Corruption Spirit	bizarre-appearing humanoid with strange clothing with a bag of books and games	bribe an official to gain an advantage
Fenris Kul Spirit of Terror	a bare-chested orc with flaming eyes and two knives	slay a family within their home
Ferrakus Forge Spirit	flame-haired dwarf in blacksmith's apparel and hammer	forge a weapon that of steel and stone
Gerana Spirit of Truth	armored human woman with long grey hair and a book	bring a wrongdoer to justice
Ithreia Winter Spirit	slender orcam female with a white-feathered headdress and wings	Using a ranged weapon, hunt, kill and eat a wild animal
Kamus Spirit of Oppression	a bronze-skinned hobgoblin wearing armor made of chains	sell a sentient into slavery
Linium Spirit of Industry	a bald, goggled humanoid in a long white coat	build a useful device with moving parts
Lyvalia Spirit of Subtlety	vaguely reptilian-looking, silver-haired humanoid female	spread a harmful rumor
Mâl Spirit of Destruction	mâlite with glowing violet eyes	destroy a building completely
Myketa Mourning Spirit	black-robed sooty-skinned halfling female with a spear	donate 500 gp to a group of widows
Nemyth Vaar Nightmare Spirit	knight in jagged armor with a purple glow	act as a mercenary for a stranger
Neria Dreaming Spirit	an elven woman bedecked in fortune-telling trinkets	consult with oracles and learn three possible fates
Nise Battle Spirit	human female in pirate gear, constantly soaked with sea spray, shouting a lot and heavily armed	defeat seven opponents in hand-to-hand combat

Paletius Spirit of Knowledge	glowing-eyed, elderly human in a kimono with skin tattooed with moving script	build or expand a library with books
Rajuk Amon-Gore Spirit of Death	humanoid figure with concealing black robes and beautiful, bone-white limbs and face	create an artistic display using corpses
Rolterra Spirit of Revolution	bronze-masked humanoid female in outlandish red robes and a flag	denounce and overthrow a leader
Saren Forest Spirit	wereboar with greenish skin and rough hide clothes	free double your HD of animals from captivity
Shade Spirit of Greed	gleefully normal-looking elf in grey and green, always with a knife in hand	steal an item worth at least 500 gp
Shankhil Twilight Spirit	purple-robed human man with a light grey and dark grey side	cross 12 porphyrite borders
Toma Thule Spirit of Nobility	golden-armored aasimar riding a shining mount	defend a beleaguered community for 24 hours
Tulis Martyr Spirit	tall, raggedly clothed human woman with scars and a long sword	seek battle until you drop
Ul'Ul Dancing Spirit	humanoid female with animate hair and flowing silk clothing, never still	choreograph a new dance that lasts for 1 hour
Vortain Spirit of Addiction	jackal-like, hairless humanoid in heavily embroidered robes, constantly smoking	purchase and consume 500 gp worth of drugs
Veiloaria Wandering Spirit	humanoid female of extremely mixed race in dusty brown robes, a staff, and a compass	travel 100 miles on foot
Yolana Spirit of Memory	pale-skinned and hairless female humanoid with two faces, front and back, in monk's robes, carrying scrolls	transcribe your life story



Demon, Crimson Horror (CR 2)

Medium outsider (demon)
Init 14; **Senses** darkvision; **Notice** 15
Aura frightful presence (30 ft.; W-DC 11)

Defense

AC 17, flat-footed 17; **SR** 11
(+7 natural)
HP 15 (2d10+4)
Fort +2, **Ref** +3, **Will** +3
DR 5/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Offense

Speed 30 ft.
Melee falchion +5 (2d4+4/18-20) or gore +5 (1d6+4)
Special Attacks stand your ground

Statistics

Str 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 15
Feats Improved Initiative
Skills Acrobatics +5, Athletics +8, Deception +5, Intimidate +5, Perception +5, Stealth +5
Languages Abyssal, Celestial, Draconic, telepathy

Ecology

Environment Realms Beyond (Abyss)
Organization solitary, fist (1d3+1), or squad (1d8+4 plus 1 succubi)
Treasure Value falchion, 475 gp

Special Abilities

Stand Your Ground (Ex) Crimson horrors are excellent foot soldiers. As a swift action, they may enter a defensive stance that remains in place until they move again. While in this stance, they gain a +4 competence bonus to CMD and they may make attacks of opportunity against anyone entering their reach. They may make up to two attacks of opportunity per round.

Crimson horrors are native to the eleven layers of Diyu Naraka where Yog Muan, the God-Killer, dominates. There, they exist only to kill, prowling through the various layers in search of damned souls to tear apart. As outsiders, they have no need for food or drink, but they delight in feasting on the marrow of the innocent when they make forays into the Material Plane.

A crimson horror is a demon that serves Yog Muan the Destroyer, usually as a foot soldier or executioner. Few crimson horrors live long enough to become more powerful than the average member of their kind, but those with cunning or strength can grow mighty indeed.

Crimson horrors have little that might be called a society. Strength and audacity are the only values they prize, and even then, other horrors regularly try to kill those they see as the best specimens of their kind. As with all bullies, though, crimson horrors respect and fear those who are more powerful than they are, so they willingly serve other demons that prove their mettle.

Crimson horrors are often summoned in the foul blood sacrifices performed by the faithful of Yog Muan. Once summoned they are used to commit acts of genocide on whatever foe the faithful of Yog the Destroyer currently revile.



Demon Lord, Balakor (CR 25)

Huge outsider (demon lord)
Init +20; **Senses** darkvision, lifesight, trueseeing; **Notice** 52
Aura destructive aura (30 ft; 20 rounds), fear (60 ft.; Will DC 37)

Defense

AC 34, flat-footed 28; **SR** 30
(+6 Dex, +10 natural, +10 profane, -2 size)
HP 510 (20d10+400); **fast healing** 20
Fort +31, **Ref** +28, **Will** +36
DR 15/epic and cold iron; **Defensive Abilities** death's embrace; **Immune** acid, critical hits, electricity, poison; **Resist** cold 20, fire 20

Offense

Speed 40 ft., fly 60 ft.; freedom of movement
Melee Ruin +46/+46/+41/+41 (2d8+24/17-20/x3 plus 1d6 fire plus)
Space 15 ft.; **Reach** 15 ft.
Special Attacks channel negative energy 17/day (W-DC 29; 10d6), ruinous strike
Spell-Like Abilities (CL 20; caster check +30)

Constant—freedom of movement, true seeing

18/day—acid dart (30 ft.; 1d6+10 acid), bleeding touch (1d6 damage for 20 rounds), death's kiss (20 rounds), destructive smite (+10 damage)

At will—circle of death (F-DC 26), combat power, corrosive consumption, create undead, death knell (W-DC 22), destroy with sound (F-DC 27), destruction (F-DC 27), earthquake, enervation, etherealness, see in blackness, stone shape, wall of stone

3/day—gate, greater create undead, implosion (F-DC 29), summon (level 9; any 1d4, CR 13 or lower demon or 90 HD of undead; 100%)
Domains Death, Destruction, Earth, Undead

Statistics

Str 36, **Dex** 22, **Con** 30, **Int** 28, **Wis** 28, **Cha** 30
Base Atk +20; **CMB** +35; **CMD** 51
Combat Maneuvers +4 awesome blow, sunder
Feats Blind-Fight, Blinding Critical, Cleave, Combat Reflexes, Command Undead, Critical Focus, Improved Awesome Blow, Improved Critical (warhammer), Improved Initiative, Improved Sunder, Power Attack
Skills Acrobatics + 29, Athletics +36, Autohypnosis +32, Deception +33, Diplomacy +33, Escape Artist +29, Heal +32, Intimidate +33, Knowledge (arcana, engineering, history, nobility, planes, psionics, religion) +32, Perception +42, Sense Motive +32, Spellcraft +32, Survival +32, Use Magic Device +33
SQ heightened senses, legendary power, ritual magic
Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, Infernal, Old Porphyran; telepathy
SQ surefooted

Ecology

Environment Realms Beyond (Abyss - Balakoria)
Organization solitary or caravan (Balakor plus 1–2 janusarin demons, 8-10 schir demons, and 4–20 shadows or wraiths)
Treasure Value 555,000 gp

Gear

Ruin, the Hammer of Balakor: Balakor the Unrepentant wields a huge night-black adamantine hammer, crawling with sullen red runes that functions as a Gargantuan+5 adamantine flaming burst warhammer.

Special Abilities

The demon lord Balakor once boasted of an embassy-stronghold on the Prime Material Plane, the demon-city of Bhaal-aak. Surrounded by powerful undead and demons, Balakor cared little for the politics of the Abyss and held sway over much of a benighted land. When mysterious forces demanded a truce of peace, the Corpse-King defied them, and rallied his armies to destroy the lone spokesman standing before the city. With one note from an otherworldly Balehorn, the City of Demons, Bhaal-aak, was no more, destroyed, with Balakor cast back to an unfriendly Abyss and a few followers fleeing to hidden corners of the world.

Balakor blames all others for his losses, and hates all outsiders, tolerating very few demons or other outsiders in his entourage or court, most of those being shadow demons and legions of schir demons, tolerated only for their goatlike features. His forces make lightning raids on other planes- not just in the lower, either- to destroy structures and then retreat to the desolation of Balakoria, a plane of endless broken ruins that seem to grow in broken form like stony plants, interrupted by vast graveyards of suffocated petitioners, meagre replacements from the few refugees of his scattered followers. Necromancers and demoniacs claim an upper hand when dealing with Balakor, due to assumed desperation on the part of the somewhat reduced Lord, often a deadly assumption on their part.



Devil, Apiary (CR 3)

Medium outsider (devil)
Init 16; **Senses** see in blackness; **Notice** 19

Defense

AC 17, flat-footed 14; +4 vs. AoO
(+2 Dex, +1 dodge, +4 natural)
HP 34 (4d10+12)
Fort +4, **Ref** +6, **Will** +6
DR 5/silver; **Defensive Abilities** hive mind (1 mile);
Immune fire, poison; **Resist** acid 10, cold 10

Offense

Speed 40 ft., climb 40 ft.
Melee 2 claws +7 (1d6+3), bite +7 (1d4+3 plus poison)
Spell-Like Abilities (CL 4th; caster check +4)
1/day—summon (level 2; one apiary devil, 50%)

Statistics

Str 16, **Dex** 15, **Con** 17, **Int** 11, **Wis** 14, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 19
Feats Dodge, Improved Initiative
Skills Acrobatics +9, Athletics +10, Deception +7 (+15 armored warrior), Profession (construction) +9, Perception +9, Survival +9
Languages Celestial, Draconic, Infernal; telepathy
SQ armored disguise, hive making

Ecology

Environment Realms Beyond (Seven Circles)
Organization pocket (4-12), unit (13-48), or hive (50-150)
Treasure Value 800 gp

Special Abilities

Apiary Poison (Ex; Con) Bite—injury; save F-DC 15 (4 poison damage); track Con; effect W(1-4)—I(1-4); cure 1 save.
Armored Disguise (Ex) Apiary devils tend to look like heavily armored warriors from a distance. They gain a +8 racial bonus to Deception checks to disguise themselves as armored warriors.
Hive Making (Ex) Apiary devils can construct large black hives out of found objects and a foam they secrete from their bodies. A single apiary devil could construct a 20 ft. by 20 ft. room within 15 minutes. If an apiary devil is within 30 ft. of a structure they participated in the construction of they are considered to be native outsiders.



Apiary devils are a highly organized infernal caste of devil. Their job in any conflict is to establish a foothold in enemy territory and hold it. In any new invasion they will construct a multitude of hives that can serve as command posts, garrisons, or barricades as well as grounding their apiary devils to the Material Plane making it difficult for them to be driven back to the Realms Beyond.

All apiary devils are part of a hive. There is no single apiary devil that is more important than any other. For evil creatures they show a surprising amount of co-operation and selflessness with others of their kind. They will cede their hives to other strong devilish forces and then build new structures for themselves.

During the NewGod Wars, a portal was opened in the Dagger Peaks. From here a horde of apiary devils challenged the dominace of the Tower of Blood. Though they were never able to consume this land, the many apiary devils maintain black hive outposts through the region.

Devil, Suppligon (CR 8)

Large outsider (devil)
Init 18; **Senses** see in blackness; **Notice** 27
Aura fear (10 ft., W-DC 15)

Defense

AC 23, flat-footed 19; **SR** 16
(+4 Dex, +10 natural, –1 size)
HP 94 (9d10+45); **regeneration** 5 (silver)
Fort +8, **Ref** +10, **Will** +10
DR 10/silver; **Immune** fire, poison; **Resist** acid 10, cold 10

Offense

Speed 40 ft.; sprint 80
Melee 2 hooves +16 (1d6+7), gore +15 (2d6+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks infernal gaze (40-ft. cone, 4d6 fire plus 1d4 Con, R-DC 21, 4/day)
Spell-Like Abilities (CL 9th; caster check +11)
At will—greater teleport, major image (WD-DC 15), invisibility purge, wall of fire (R-DC 16)
1/day—disintegrate (F-DC 18), summon (level 4, 2d10 lemures 60% or 1 suppligon 40%)

Statistics

Str 24, **Dex** 18, **Con** 21, **Int** 15, **Wis** 14, **Cha** 15
Base Atk +9; **CMB** +17; **CMD** 31 (35 vs. trip)
Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (hooves)
Skills Acrobatics +16, Deception +14, Diplomacy +14, Intimidate +14, Knowledge (planes) +14, Perception +17, Sense Motive +14, Survival +14
Languages Common, Draconic, Infernal; telepathy

ECOLOGY

Environment Realms Beyond (Seven Circles)
Organization solitary, pair, or gang (2–4)
Treasure Value 3,350 gp

Special Abilities

Infernal Gaze (Su; fire; Str) As a standard action, the suppligon devil can emit a cone-shaped gaze of pure hellfire at its opponents. This attack deals both fire and Constitution damage.

Suppligon devils have entrenched themselves in the iconography of The Realms Below and the collective memories of mortals. Suppligons may seem bestial at first glance but have the privilege of rank among devils, used a weapons of destruction among arrogant mortals, and tools of retribution against outsider interlopers. As many of their powers are fire-based, they are not typically in conflict with other devils, and act as minor ambassadors of pit lords or even archdevils, their iconic appearance reminding even dim-witted devils not to ignore their communicated orders. Suppligons are often honored by higher Infernal powers by being allowed to invade the Material Plane when mistakes are made during summoning rituals, whereupon they may destroy many presumptuous mortals, some of whom should end up serving in Hell.

Suppligons always attack fearlessly, charging at officers of good religions and fighting fiercely to debilitate the strong or magically powerful. Their terrible eye-beams are feared throughout the Realms and in legends depicting the depredations of The Seasons of the Black Goat.

Suppligons are the favored tools of Mastema, Black Goat of the Fourth Plane of the Seven Circles, and he uses them as a terror force against the Material Plane, when his is able. They serve obediently as messengers and ambassadors for Sathax, the Dark Father, Lord of the Seven Circles, and their appearance foretells much action in the Realms Below.



Dinosaur, Dasshenpyrosaurus (CR 15)

Huge animal
Init 11; **Senses** low-light vision; **Notice** 38

Defense

AC 28, flat-footed 27; +4 vs. AoO
(+1 Dex, +19 natural, -2 size)
HP 300 (24d8+192)
Fort +20, **Ref** +15, **Will** +9

Offense

Speed 30 ft.; burst of speed (6x)
Melee bite +26 (4d6+20/17-20 plus 2d6 fire)
Ranged spit ball of fire +17 (8d6 fire; 5 ft square)
Space 15 ft.; **Reach** 15 ft.
Special Attacks fearsome roar (60 ft.; W-DC 22; frightened 1d6 rounds), powerful blows (bite), raging fire, trample (4d6+10 plus 2d6 fire; R-DC 32)

Statistics

Str 31, **Dex** 13, **Con** 23, **Int** 1, **Wis** 13, **Cha** 10
Base Atk +18; **CMB** +30; **CMD** 41
Combat Maneuvers +4 bull rush, overrun
Feats Bleeding Critical, Charge Through, Combat Manuevers, Dodge, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Overrun, Power Attack, Spring Attack, Toughness, Vital Strike
Skills Perception +28, Survival +28
SQ camouflage

Ecology

Environment forest, jungle
Organization solitary
Treasure Value 24d6 gp

Special Abilities

Raging Fire (Ex; fire) The internal metabolism of the dasshenpyrosaurus runs unusually hot. All their natural attacks deal 2d6 points of fire damage. Additionally, they may spit a ball of fire that does 8d6 points of fire damage to a single square within 60 ft. It can spit a ball once every 4 rounds.

In the unbelievably fecund forests of Californ, on the Isle of Steam, there are many creatures, natural and otherwise, that defy straightforward description. In any other place, a beast like the dasshenpyrosaurus would be ascribed to the ill-advised experiments of a mad wizard or misguided druid. In the Green Madness of Californ, however, such monstrosities are not particularly unusual. Druids and sages that have actually seen such a thing have tentatively ascribed such wild evolutionary energies to the presence of the Monolith, the great spire of copper that dominates the horizon in that jungle-covered land.



A dasshenpyrosaurus is a huge and dangerous predator, and when it is active, the whole environment suffers. The simple act of it killing and eating its prey, which are typically other huge dinosaurids, can light whole swathes of forest afire, the longer the hunt, the more devastation. Such monstrosities would have few predators, for even the largest of challenging carnivorous dinosaurs do not possess its fiery metabolism. Only a full-grown dragon can challenge a dasshenpyrosaurus, and it is these clashes that keeps them in check, it is believed.

After consuming large prey, these solitary beasts will seek a place to sleep of their meal- one that is not engulfed in fire, as they have no resistance to that element themselves. No one has seen more than one dasshenpyrosaurus at the same time, and, understandably, little is known of their reproductive or family life.

Dinosaur, Liopleurodon (CR 5)

Large animal (aquatic)
Init 16; **Senses** keen scent, low-light vision; **Notice** 22

Defense

AC 17, flat-footed 16
(Dex +2, natural +6, size -1)
HP 73 (7d8+42)
Fort +9, **Ref** +7, **Will** +4

Offense

Speed 10 ft., swim 50 ft.; burst of speed (x4; swim only)
Melee bite +12 (2d8+7 plus grab), tail slap +6 (1d10+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks ambush attack

Statistics

Str 24, **Dex** 14, **Con** 18, **Int** 2, **Wis** 14, **Cha** 8
Base Atk +5; **CMB** +13; **CMD** 25 (29 vs. trip)
Feats Improved Initiative, Toughness, Weapon Focus (bite)
Skills Perception +12, Stealth +8
SQ accelerate, camouflage

Ecology

Environment marine
Organization solitary
Treasure Value none

Special Abilities

Ambush Attack (Ex) If a liopleurodon hits a foe with its bite attack in the surprise round, it inflicts an additional 1d6 points of damage and threatens on an 18–20.

A liopleurodon is a primeval aquatic creature related to the plesiosaurs, but with a short neck and a larger head. Their jaws are extremely powerful. These beasts are ambush predators, counting on speed and unaware prey to let them quickly close in for the kill. Liopleurodons prefer warm water, and will seasonally shift hunting grounds to follow prey fish. A liopleurodon typically measures just over 20 feet in length, and weighs around 2,400 pounds.

Primeval creatures lurk and thrive around the Arm of Parl and the ocean reaches between Erkusaa and Sharira, the Pinnacle Lands. Legends tell of a land-dwelling magical leiopleurodon that knows the location to the many secret entrances to Purple Mountain.



Dinosaur, Rochahoposaurus (CR 7)

Large animal
Init 13; **Senses** low-light vision; **Notice** 26

Defense

AC 20, flat-footed 16; +4 vs. AoO
(+3 Dex, +1 dodge, +7 natural, -1 size)
HP 75 (10d8+30)
Fort +10, **Ref** +10, **Will** +6

Offense

Speed 45 ft.
Melee bite +11 (1d8+4), headbutt +11 (1d8+6 plus stunning blow)
Space 10 ft.; **Reach** 5 ft.
Special Attacks stunning blow (headbutt, 1d4 rounds; F-DC 19)

Statistics

Str 18, **Dex** 16, **Con** 16, **Int** 1, **Wis** 17, **Cha** 11
Base Atk +7; **CMB** +12; **CMD** 25
Feats Dodge, Combat Reflexes, Weapon Focus (bite, headbutt), Wind Stance
Skills Perception +16, Stealth +12
SQ camouflage, surefooted

Ecology

Environment hills, mountains, underground
Organization solitary, pair, landslide (3-8)
Treasure Value 10d6 gp

A survivor of a lost, previous age, the species of dinosaur catalogued as rochahopasaurus is known by many different names in the habitats the beast inhabit. In the Birdman Mountains and Nor-du-Mag they are known as chuggers for their habit of charging at prey, like the erstwhile mining trains of elder times. In the Mountains of Wrath they are called rockheads by the dwarves who mine there, and are hunted for sport, and to capture prime specimens to pull mine-carts. Those that have escaped captivity have spread through the Underdeep, surprising for such a large species. Occasionally one will be brought to a gladiatorial arena as a prize fighting-beast, used only for the very-most special of occasions. For a creature-type thought long-extinct, the rochahopasaurus does quite well for a species.

They are social for a reptilian predator, though the biggest of the kind hunt alone. They use their bony heads, covered with spiny protrusions, as their main weapon for acquiring prey and defending themselves from other large predators with whom they compete for prey and territory. It has been reported that orcs in Nor-du-Mag have trained a few of these beasts as mounts, when they are not riding coal-fired motorcycles.



Divine Vessel (CR 3)

Medium construct

Init 10; **Senses** darkvision; **Notice** 10

Defense

AC 16, flat-footed 16
(+6 natural)
HP 62 (4d10+40)
Fort +1, **Ref** +1, **Will** +1
Immune construct traits

Offense

Speed 30 ft.
Melee 2 slams +6 (1d8+2)

Statistics

Str 15, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 10
Base Atk +4; **CMB** +6; **CMD** 16
SQ divine possession

Ecology

Environment urban
Organization solitary
Treasure Value 550 gp

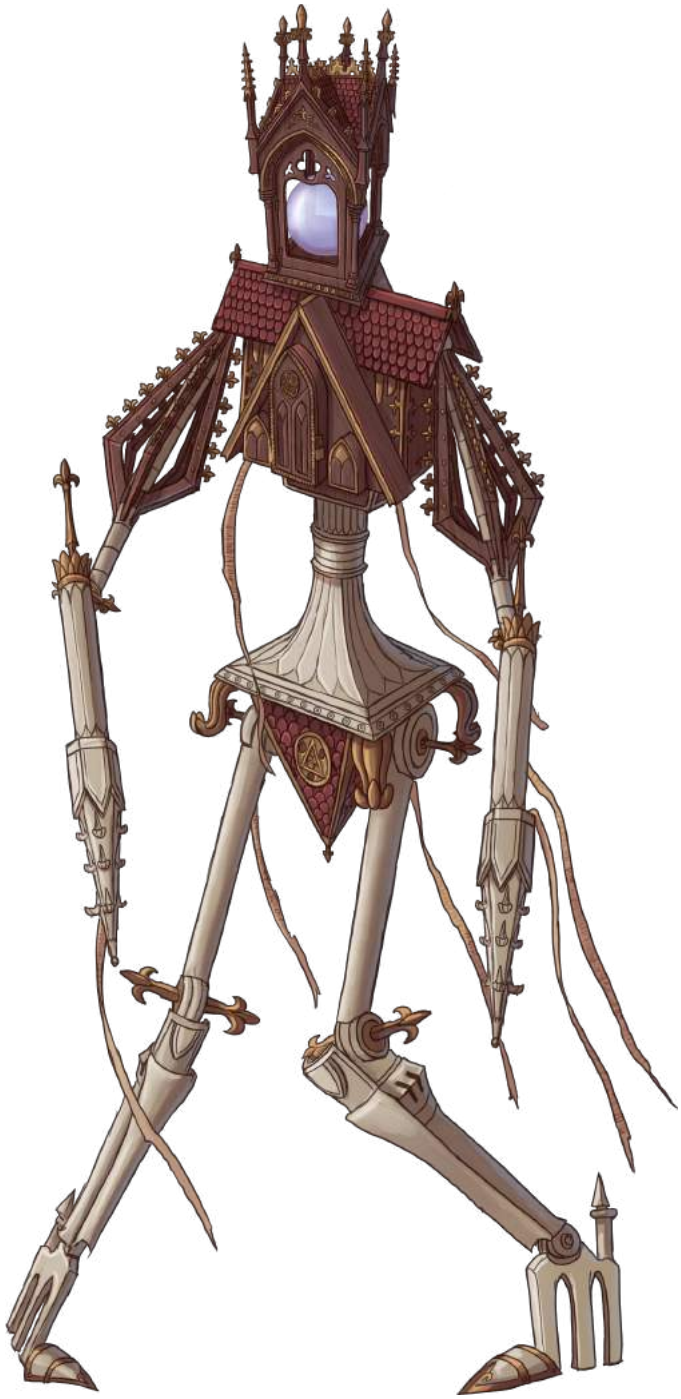
Special Abilities

Divine Possession (Su) When a divine being wants to speak directly to its faithful or act on their behalf, it may imbue an appropriate divine vessel with a fraction of its essence for up to 1 hour per month. When acting as a host for the divine the vessel gains the following abilities:

- **Melee** 2 slams +7 (2d6+2)
- **Spell-Like Abilities** (CL 4th; caster check +8)
  1/day—one third level spell
  3/day—two second level spells
  At will—three first level spells
- **Int** 18, **Wis** 18, **Cha** 18
- **Feats** Improved Natural Attack (slam), Weapon Focus (slam)
- **Skills** Diplomacy +8, Knowledge (religion) +8, Perception +8, Spellcraft +8, plus 2 other mental skills at +8
- **Languages** Common and any three others, typically Abyssal, Celestial, Infernal

Bereft of a celestial essence, a divine vessel is a witless hulk. It can obey the commands of the priests who created it, but all it can do is hammer enemies with its fists. When inhabited by a divine spark, the inhabiting being can use some of its innate abilities to bolster the vessel.

Most large deist temples have at least one divine vessel on site. They provide a sense of safety and comfort to the faithful in the fractious world. Most of the NewGods will possess each divine vessel at least once a year to let their followers know they are ever present and watching.



The appearance of a divine vessel depends specifically on the god in whose temple the construct dwells. Many are statues of the most common conception of the deity (see Deist Spirits) but composed of mundane substances. Some are built to represent more abstract concepts, like the one pictured here, found in a temple dedicated to Yolana, the Twins of Time.

Djab, Azagon La Croix (CR 20)

Medium outsider (djab, earth)
Init 19; **Senses** darkvision, **Notice** 44

Defense

AC 35, flat-footed 30; **SR** 28
(+5 deflection, +5 Dex, +15 natural)
HP 377 (26d10+234)
Fort +15, **Ref** +20, **Will** +20
DR 15/epic and mawine; **Defensive Abilities** immortal, sustained by belief; **Immune** acid, critical hits, precision damage, stunning

Offense

Speed 40 ft.
Melee +3 disruption spade +36/+36/+31/+31 (1d6+15/17-20 plus disruption F-DC 14)
Ranged rock +32 (2d6+15 plus bull rush)
Special Attacks rock throwing (300 ft.), +8d6 damage vs. undead, shaper's hands
Spell-Like Abilities (CL 26th; caster checks +31)
At will—bull's strength, meld into stone, spike stones (R-DC 19), stone call, stone shape
3/day—earthquake

Statistics

Str 31, **Dex** 20, **Con** 25, **Int** 14, **Wis** 21, **Cha** 20
Base Atk +26; **CMB** +36; **CMD** 51
Feats Arcane Strike, Blind-Fight, Cleave, Combat Reflexes, Counter Missile, Deadly Aim, Deadly Calm, Dreadful Carnage, Far Shot, Improved Critical (spade), Improved Initiative, Power Attack, Toughness
Skills Acrobatics +34, Escape Artist +34, Intimidate +34, Knowledge (engineering) +31, Knowledge (nature) +31, Perception +34, Profession (gravedigger) +34, Stealth +34
Languages Celestial, Common, Infernal, Necril, Undercommon

Ecology

Environment Realms Between (Ethereal; The Invisible Realm)
Organization solitary
Treasure Value +3 disruption spade, 16,685 gp

Special Abilities

Shaper's Hands (Su) Earth and stone move at Azagon's command. With a gesture and a standard action, he can cause a 6 ft.-deep pit to appear, or can fill in the same. All of his attacks ignore the hardness of any substance made of stone.

Azagon La Croix was an honorable gravedigger who, despite great risk to himself, continually helped ease the burdens of the living on the edge of the Empire of the Dead.



Brujo that know of him say that he is a protector of the living that is tied to the element of earth. Azagon is a master of earth and stone. Brujo call upon him to build a fort or level someone else's. His advice can allow a military commander to pound a fortress to pieces with just a few volleys of fire.

Azagon is also a patron of the Dead—specifically those that have been denied a proper burial or those that have been cheated after their demise. Those who would dare to steal from the dead, but not give them a proper burial, are targets for Azagon's wrath. He can tell at a glance if someone has ever done such and he will kill them without compunction or mercy.

Azagon appears to be a phenomenally strong hunchbacked man with dark skin, clad in dirty black breeches. His chest and face are always painted with pale grey-white paint that gives him the semblance of a skeleton.

DRAGON, TRUE

True dragons are divided into many broad categories by sages and researchers. The two most prevalent are chromatic and metallic. Chromatic dragons are almost universally destructive, seeking only to slake their endless lust for food, treasure, and bloodshed. Metallic dragons are generally benevolent and often protect the lands under their care. These are the traditional categories of dragons seen in the time before The Calling. However, with the opening of Porphyra to the multiverse a larger range of dragons has recently been appearing.

Size Categories

Many of a true dragon's abilities, attacks, and other statistics improve as a dragon grows larger. These increases are divided into seven age categories—as a dragon ages, its base statistics change as noted on the Dragon Age Categories table.

Age Category: This is the age category's name.

CR: This column modifies the dragon's base CR.

Size: This shows the size category of a dragon at any particular age. A true dragon does not gain the standard increases to ability scores when it achieves a larger size—instead, true dragons gain ability score increases according to their age category, as indicated on the Dragon Ability Scores table.

Hit Dice: This shows how many additional Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increase the dragon's base attack bonus and base save bonuses. Dragons have skill ranks equal to 6 + their Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see the Dragon Ability Scores table).

Natural Armor: This shows by what amount the dragon's base natural armor bonus increases with each age category.

Breath Weapon: Each dragon has a breath weapon (see Combat) that deals a base amount of damage. This multiplier increases the number of dice of damage dealt by the dragon's breath weapon. For example, a mature adult dragon with a base breath weapon that deals 2d6 acid damage would deal 14d6 acid damage (due to the ×7 multiplier).

Combat

The Dragon Attacks and Speeds table lists the attacks a dragon can employ and the damage it deals (a dash indicates that a dragon of that size does not possess that natural attack). Other abilities described here are gained by dragons when they reach a specific age category.

Fly Speed: A dragon's fly speed increases as indicated, according to its size.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size category larger.

Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Wings: The dragon can slam foes with its wings, even when flying. Wing attacks are secondary attacks that deal the indicated damage plus 1/2 the dragon's

Dragon Age Categories

Age Category	CR	Size	Hit Dice	Natural Armor	Breath Weapon
Wyrmling	Base	Small	Base	Base	Base
Young	Base + 2	Medium	Base + 2	Base + 3	Base × 2
Adult	Base + 7	Large	Base + 8	Base + 12	Base × 5
Old	Base +9	Huge	Base + 12	Base + 18	Base × 7
Ancient	Base + 12	Gargantuan	Base + 16	Base + 24	Base × 9
Great	Base + 16	Colossal	Base + 22	Base + 33	Base × 12
Invictus	Base +20	Titanic	Base + 26	Base +39	Base x 15

Strength bonus.

Tail Slap: The dragon can slap one foe each round with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Dragon Ability Scores

Age Category	Str	Dex	Con	Int	Wis	Cha
Wyrmling	Base	Base	Base	Base	Base	Base
Young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
Adult	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
Old	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
Ancient	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
Great	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12
Invictus	Base + 34	Base - 10	Base + 18	Base + 14	Base + 14	Base + 14

Crush (Ex; Con): A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex; Con): This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus. Affected creatures can attempt Reflex saves to take half damage.

Breath Weapon (Su; varies; Con): Using a breath weapon is a standard action. A dragon can use its breath weapon a number of times per day equalt to 1/2 their Hit Dice. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. A dragon can use its breath weapon when it is grappling or being grappled.

Additional Dragon Rules

Dragon Senses (Ex): Dragons have darkvision and blindsense 60 ft.

Frightful Presence (Ex; fear; Cha): A dragon gains the frightful presence ability when they reach the Large size. A dragon's frightful presence has a range equal to 30 feet per size, but otherwise functions as detailed in the Universal Monster Rules.

Spell Resistance (Cha): True dragons possess spell resistance equal to 10 + 1/2 HD + Cha modifier.

Dragon Attacks and Speeds

Age	Fly Speed	Bite	2 Claws	2 Wings	Tail Slap	Crush	Tail Sweep	Breath Weapon	
								Line	Cone
Wyrmling	150 ft.	1d6	1d4	—	—	—	—	40 ft.	20 ft.
Young	150 ft.	1d8	1d6	1d4	—	—	—	60 ft.	30 ft.
Adult	200 ft.	2d6	1d8	1d6	1d8	—	—	80 ft.	40 ft.
Old	200 ft.	2d8	2d6	1d8	2d6	2d8	—	100 ft.	50 ft.
Ancient	250 ft.	4d6	2d8	2d6	2d8	4d6	2d6	120 ft.	60 ft.
Great	250 ft.	4d8	4d6	2d8	4d6	4d8	2d8	140 ft.	70 ft.
Invictus	300 ft.	6d8	6d6	3d8	6d6	6d8	3d8	160 ft.	80 ft.

Spells (Cha) True dragons are innately magical. Each morning they select 4 spells for each spell level that they possess to represent their list of known spells for the day. True dragons possess spell levels at the same rate as the wizard class. They can cast any 6 spells from their known spells at each spell level (except 0th level spells which can be cast at will). All spells are on a true dragon's spell list. All spells cast by true dragons only have a verbal component. Some dragons possess the psionic subtype and manifest powers instead of known spells using similar mechanics.

Spell-Like Abilities (Sp; Cha): A dragon's caster level for its spell-like abilities is equal to its total Hit Dice.

Damage Reduction: Dragons gain damage reduction as they grow larger. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Every dragon is immune to sleep and paralysis. In addition, a dragon is immune to one or two additional forms of attack no matter what its age, as given in its description.

Invictus

The invictus is a legendary type of dragon. It is said that there is only one invictus dragon of each type in the world at any one time. Invictus dragons have a number of unique abilities as listed below.

Command Dragons (Ex; mind; Cha) Lesser dragons of the same species must make a Will save upon meeting the invictus or become willing servants of the invictus.

Summon Storm of Wrath (Su; Str) Once per day, by roaring and beating its winds as a swift action, it can call up might gusts of wind in a 450 ft. radius circle centred on itself. The wind lasts for only one round but it forces other creatures to make a Fortitude save or be forced to the ground if flying. Additionally, ranged attacks are impossible and the dragon gains total concealment for one round. Each dragon may list additional effects for the storm in their description.

Swallow Whole and Fast Swallow (Ex) When an invictus bites its prey it make an immediate grapple check to swallow its prey. It is impossible to cut yourself free from the belly of an invictus, but if a creature deals enough damage to "escape", the invictus vomits up the creature dealing an additional 4d10 points of damage to the creature and leaves them prone within the dragon's reach.

Death Throes (Ex; Str) If slain, the invictus dragon convulses and thrashes around. Its blood is harmful as well as described in the individual dragon entry. All creatures within the dragon's space or reach must make a Reflex save (halves) or suffer 14d6 points of crushing damage from the dragon's flailing tail, writhing nek, and shuddering limbs. There may be additional saves needed as detailed in the dragon's description.

Curse (Su; curse) In round following its death throes, the invictus can pronounce a curse upon its slayers. The exact nature of the curse is left to the wicked ingenuity of the Game Master. Typical curses might include:

- The dragon's treasure will bring doom to its possessors.
- The character will die at the hands of their first born child.
- Those involved in the dragon's death are condemned to slay each other.

There is no saving throw to resist the curse, but its terrible nature may be mitigated by performance of a quest or some similar character driven action.



DRAGON, ARID

Arid dragons rule over the driest places on Porphyra.

Arid Dragon (Base Statistics)

Dragon (earth)
CR 3; **Hit Dice** 4d12
Speed 60 ft., burrow 40 ft.
Natural Armor +3; **Breath Weapon** line, 2d6 salt (piercing)
Str 15, **Dex** 16, **Con** 15, **Int** 10, **Wis** 13, **Cha** 10
Languages Draconic

Ecology

Environment desert
Organization solitary
Treasure Value triple

Special Abilities

Acidic Bite (Su) At old age, an arid dragon's bite deals an additional 1d6 points of acid damage. This damage increases as indicated on the table.

Breath Weapon (Su; piercing; Con) The arid dragon breathes a line of razor sharp salt crystals.

Death Throes (Ex; Con) Acidic blood sprays in all affected areas dealing 10d6 acid damage. A successful Reflex save halves this damage.

Desert Stride (Ex) A young arid dragon can move through the desert without penalty due to difficult terrain and without leaving tracks.

Disrupt Ground (Ex) When an arid dragon is in contact with the ground all the ground within its reach is transformed into difficult terrain.

Sandstorm Concealment (Ex) Any round in which the arid dragon uses its breath weapon it gains total concealment to all creatures outside its reach.

Speak with Scorpions (Sp; Cha) A young arid dragon gains the constant spell-like ability to speak with scorpions. This functions as speak with animals, but allows communication with scorpions.

Spell-Like Abilities (Sp; Cha) An arid dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Adult—shifting sand; Ancient—transmute rock to mud; Invictus—rampart

Summon Storm of Wrath (Su; Str) All creatures within the storm must make a Reflex save or suffer 15d6 piercing damage from being sandblasted. Those that make their save suffer half damage. Creatures may not benefit from evasion to reduce this damage to zero.

Age	Special Abilities	CL
Wyrmling	Disrupt ground, immunity to acid	1st
Young	DR 5/magic, desert stride	3rd
Adult	shifting sand (at will), speak with scorpions	5th
Old	acidic bite (1d6), DR 10/magic	7th
Ancient	acidic bite (2d6), transmute rock to mud (at will)	9th
Great	acidic bite (3d6), DR 15/magic, sandstorm concealment	11th
Invictus	acidic bite (4d6), invictus abilities, rampart (at will)	13th

Arid Dragon, Wyrmling (CR 3)

Small dragon (earth)
Init 17; **Senses** dragon senses; **Notice** 18

Defense

AC 17, flat-footed 14; **SR** 12
(+3 Dex, +3 natural, +1 size)
HP 34 (4d12+8)
Fort +6, **Ref** +7, **Will** +5
Immune acid, paralysis, sleep

Offense

Speed 60 ft., burrow 40 ft., fly 150 ft.
Melee bite +7 (1d6+3), 2 claws +7 (1d4+2)
Special Attacks breath weapon (40 ft. line; 2d6 piercing; R-DC 14; 2/day)
Spells Known (CL 1st; caster check +1)
1st (6/day)—any four
0th (at will)—any four

Statistics

Str 15, **Dex** 16, **Con** 15, **Int** 10, **Wis** 13, **Cha** 10
Base Atk +4; **CMB** +5; **CMD** 18 (22 vs. trip)
Feats Improved Initiative, Skill Focus (Intimidate)
Skills Acrobatics +10, Intimidate +12, Knowledge (arcana) +7, Knowledge (geography) +7, Perception +8, Sense Motive +8

Ecology

Treasure Value 2,400 gp

Arid Dragon, Adult (CR 10)

Large dragon (earth)
Init 16; **Senses** dragon senses; **Notice** 26
Aura frightful presence (90 ft.; W-DC 17)

Defense

AC 26, flat-footed 24; **SR** 17
(+2 Dex, +15 natural, -1 size)
HP 126 (12d12+48)
Fort +12, **Ref** +10, **Will** +10
DR 5/magic; **Immune** acid, paralysis, sleep

Offense

Speed 60 ft., burrow 40 ft., fly 200 ft.
Melee bite +18 (2d6+9), 2 claws +17 (1d8+6), 2 wings +12 (1d6+3), tail slap +12 (1d8+9)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (80 ft. line; 10d6 piercing; R-DC 14; 6/day)
Spell-Like Abilities (CL 12th; caster check +13)
Constrant—speak with scorpions
At will—shifting sand (R-DC 14)
Spells Known (CL 3rd; caster check +4)
2nd (6/day)—any four
1st (6/day)—any four
0th (at will)—any four

Statistics

Str 23, **Dex** 14, **Con** 19, **Int** 12, **Wis** 15, **Cha** 12
Base Atk +12; **CMB** +19; **CMD** 31 (35 vs. trip)
Feats Blind-Fight, Flyby Attack, Improved Initiative, Skill Focus (Intimidate), Power Attack,Weapon Focus (bite)
Skills Acrobatics +17, Intimidate +21, Knowledge (arcana) +16, Knowledge (geography) +16, Perception +16, Sense Motive +16, Spellcraft +16
SQ desert stride

Ecology

Treasure Value 16,350 gp

Arid Dragon, Ancient (CR 15)

Gargantuan dragon (earth)
Init 14; **Senses** dragon senses; **Notice** 44
Aura frightful presence (150 ft.; W-DC 24)

Defense

AC 33, flat-footed 33; **SR** 24
(+27 natural, -4 size)
HP 270 (20d12+140)
Fort +19, **Ref** +12, **Will** +17
DR 10/magic; **Immue** acid, paralysis, sleep

Offense

Speed 60 ft., burrow 40 ft., fly 250 ft.
Melee bite +28 (4d6+18 plus 2d6 acid), 2 claws +28 (2d8+12), 2 wings +28 (2d6+12), tail slap +28 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (120 ft. line; 18d6 piercing; R-DC 22; 10/day), crush (4d6+18; R-DC 26), tail sweep (2d6+18; R-DC 26)
Spell-Like Abilities (CL 20th; caster check +24)
Constrant—speak with scorpions
At will—shifting sand (R-DC 17), transmute rock to mud
Spells Known (CL 9th; caster check +13)
4th (6/day)—any four
3rd (6/day)—any four
2nd (6/day)—any four
1st (6/day)—any four
0th (at will)—any four

Statistics

Str 35, **Dex** 10, **Con** 25, **Int** 18, **Wis** 21, **Cha** 18
Base Atk +20; **CMB** +36; **CMD** 46 (50 vs. trip)
Feats Ability Focus (crush, tail sweep), Blind-Fight, Flyby Attack, Improved Initiative, Multiattack, Skill Focus (Intimidate. Perception), Power Attack,Weapon Focus (bite)
Skills Acrobatics +23, Athletics +35, Intimidate +41, Knowledge (arcana) +27, Knowledge (geography) +27, Knowledge (history) +27, Perception +34, Sense Motive +28, Spellcraft +27, Use Magic Device +27
SQ desert stride

Ecology

Treasure Value
58,500 gp



DRAGON, ASHEN

Ashen dragons make their lair within the poisonous caldera of the most active volcanos.

Ashen Dragon (Base Statistics)

Dragon (fire)
CR 4; **Hit Dice** 5d12
Speed 50 ft.
Natural Armor +4; **Breath Weapon** cone, 2d6 poison or fire
Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 11
Languages Draconic

Ecology

Environment mountains
Organization solitary
Treasure Value triple

Special Abilities

Acidic Claws (Ex; claws) The volcanic gases of the ashen dragon leave an acidic residue on its claws. From a young age its claws deal an additional 1d4 points of acid damage.

Breath Weapon (Su; fire or poison; Con) The ashen dragon's breath weapon can deal either fire or poison damage.

Death Throes (Ex; poison; Con) As the ashen dragon dies, its blood aspirates creating a poisonous cloud (as below; except inhaled) in its affected area for 3 rounds.

Poisonous Bite (Ex; poison; Con) The bite of an old ashen dragon carries a powerful toxin. This toxin harms Strength at old age, but affects an additional ability score with increasing age.

Ashen Dragon Poison—injury; Fort DC varies; Track varies; Effect W(1-4)—I(1-4)—H(1-4)—D(1-4)—death; Cure varies

Smokesight (Ex) An ashen dragon can see through smoke, fog, and other atmospheric conditions created from volcanic activity as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Spell-Like Abilities (Sp; Cha) An ashen dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Adult—fireball; Ancient—geyser; Invictus—firebrand

Summon Storm of Wrath (Su; acid; Str) All creatures within the storm must make a Reflex save or suffer 15d6 acid damage from volcanic gases. Those that make their save suffer half damage. Creatures may not benefit from evasion to reduce this damage to zero.

Age	Special Abilities	CL
Wyrmling	Immunity to acid, fire, and poison, smokesight	1st
Young	DR 5/obsidian, acidic claws (1d4)	4th
Adult	earth glide, fireball (at will)	7th
Old	DR 10/obsidian, poisonous bite (Str; 1 save)	10th
Ancient	geyser (at will), poisonous bite (Dex, 2 saves)	13th
Great	DR 15/obsidian, poisonous bite (Con, 2 consecutive saves)	16th
Invictus	firebrand (at will),invictus abilities, poisonous bite (Wis, 3 consecutive saves)	19th

Ashen Dragon, Wyrmling (CR 4)

Small dragon (fire)
Init 16; **Senses** dragon senses, smokesight; **Notice** 18

Defense

AC 16, flat-footed 15; **SR** 12
(+1 Dex, +4 natural, +1 size)
HP 47 (5d12+15)
Fort +5, **Ref** +5, **Will** +4
Immune acid, fire, paralyis, poison, sleep

Offense

Speed 50 ft., fly 150 ft.
Melee bite +7 (1d6+1), 2 claws +7 (1d4+1)
Special Attacks breath weapon (20 ft. cone; 2d6 poison or fire; R-DC 13; 2/day)
Spells Known (CL 1st; caster check +1)
1st (6/day)—any four
0th (at will)—any four

Statistics

Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +5; **CMB** +5; **CMD** 17 (21 vs. trip)
Feats Improved Initiative, Power Attack, Toughness
Skills Diplomacy +8, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +8, Scrutiny +8, Survival +8

Ecology

Treasure Value 3,450 gp

Ashen Dragon, Adult (CR 11)

Large dragon (fire)
Init 15 **Senses** dragon senses, smokesight; **Notice** 27
Aura frightful presence (90 ft.; W-DC 17)

Defense

AC 26, flat-footed 25; **SR** 17
(+1 Dex, +16 natural, -1 size)
HP 149 (13d12+65)
Fort +11, **Ref** +9, **Will** +9
DR 5/obsidian; **Immune** acid, fire, paralyis, poison, sleep

Offense

Speed 50 ft., fly 200 ft.; earth glide
Melee bite +18 (2d6+7), 2 claws +17 (1d8+5 plus 1d4 acid), 2 wings +17 (1d6+5), tail slap +18 (1d8+7)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (40 ft. cone; 10d6 poison or fire; R-DC 19; 6/day)
Spell-Like Abilities (CL 13th; caster check +18)
At will—fireball (R-DC 14)
Spells Known (CL 7th; caster check +12)
3rd (6/day)—any four
2nd (6/day)—any four
1st (6/day)—any four
0th (at will)—any four

Statistics

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 13
Base Atk +13; **CMB** +19; **CMD** 30 (34 vs. trip)
Feats Combat Casting, Improved Initiative, Multiattack, Power Attack, Toughness, Weapon Focus (bite, tail slap)
Skills Diplomacy +17, Knowledge (arcana) +17, Knowledge (planes) +17, Perception +17, Scrutiny +17, Spellcraft +17, Survival +17

Ecology

Treasure Value 21,000 gp

Ashen Dragon, Ancient (CR 16)

Gargantuan dragon (fire)
Init 14; **Senses** dragon senses; **Notice** 44
Aura frightful presence (150 ft.; W-DC 24)

Defense

AC 36, flat-footed 36; **SR** 24
(-1 Dex, +31 natural, -4 size)
HP 304 (21d12+167)
Fort +18, **Ref** +13, **Will** +18
DR 10/obsidian; **Immune** acid, fire, paralyis, poison, sleep

Offense

Speed 50 ft., fly 250 ft.; earth glide



Melee bite +29 (4d6+17 plus poison [F-DC 26]), 2 claws +28 (2d8+17 plus 1d4 acid), 2 wings +28 (2d6+17), tail slap +29 (2d8+17)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60 ft. cone; 18d6 poison or fire; R-DC 26; 10/day), crush (4d6+17; R-DC 26), tail sweep (2d6+17; R-DC 26)
Spell-Like Abilities (CL 21st; caster check +29)
At will—fireball (R-DC 17), geyser (R-DC 19)
Spells Known (CL 13th; caster check +21)
7th (6/day)—any four
6th (6/day)—any four
5th (6/day)—any four
4th (at will)—any four
3rd (6/day)—any four
2nd (6/day)—any four
1st (6/day)—any four
0th (at will)—any four

Statistics

Str 33, **Dex** 8, **Con** 23, **Int** 18, **Wis** 19, **Cha** 19
Base Atk +21; **CMB** +36; **CMD** 45 (49 vs. trip)
Feats Combat Casting, Improved Initiative, Improved Natural Armor, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (bite, tail slap)
Skills Deception +28, Diplomacy +28, Intimidate +28, Knowledge (arcana) +28, Knowledge (dungeoneering) +28, Knowledge (planes) +28, Perception +34, Scrutiny +28, Spellcraft +28, Survival +28

Ecology

Treasure Value 75,000 gp

DRAGON, DARKSTONE

Despite their earthen names, darkstone dragons are common in the jungles of Porphyra.

Darkstone Dragon (Base Statistics)

Dragon (psionic)
CR 2; **Hit Dice** 3d12
Speed 60 ft.
Natural Armor +1; **Breath Weapon** line, 1d6 radiant
Str 13, **Dex** 15, **Con** 13, **Int** 11, **Wis** 12, **Cha** 11
Languages Draconic

Ecology

Environment jungle
Organization solitary, pair
Treasure Value triple

Special Abilities

Crackling Wings (Su; radiant) At adulthood, the wings of the darkstone dragon begin to crackle with radiant energy. Wing attacks deal additional radiant damage starting at this age.

Breath Weapon (Su; radiant; Con) The ashen dragon's breath weapon can deals radiant damage. This breath weapon does not hurt plants or plant creatures.

Death Throes (Ex; poison; Con) As the darkstone dragon dies, its wings send out arcs of 7d6 points of radiant energy. A successful Reflex save halves this damage. The area of the darkstone dragon's death throws becomes full daylight for 30 minutes.

Friend of the Woodland (Ex) Creatures native to the jungle in which the darkstone dragon lives have an initial attitude of friendly when encountering the dragon and are immune to its frightful presence.

Pass Without Trace (Su; self) The darkstone dragon can move through the jungle leaving no trails of any kind.

Psionic Summoner (Ex) The darkstone dragon adds summon nature's ally to each of its power levels known as if they were psionic powers.

Spell-Like Abilities (Sp; Cha) A darkstone dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Adult—entangle; Ancient—spike growth; Invictus—tree stride

Summon Storm of Wrath (Su; radiant, Str) All creatures within the storm must make a Reflex save or suffer 11d6 radiant damage from focused sunlight. Those that make their save suffer half damage. Creatures may not benefit from evasion to reduce this damage to zero.

Wood Immunity (Su) Darkstone dragons are immune to an spell or effect with the wood descriptor if the effect allows spell resistance or a saving throw.

Age	Special Abilities	ML
Wyrmling	Immunity to radiant, greensight	—
Young	DR 5/adamantine, wood immunity	2nd
Adult	Crackling wings (1d6), entangle (at will), pass without trace	4th
Old	DR 10/adamantine, friend of the woodland	6th
Ancient	Crackling wings (2d6), spike growth (at will)	8th
Great	DR 15/adamantine, psionic summoner	10th
Invictus	Crackling wings (3d6), invictus abilities, tree stride (at will)	12th

Darkstone Dragon, Wymling (CR 2)

Small dragon (psionic)
Init 16; **Senses** dragon senses, greensight; **Notice** 20

Defense

AC 14, flat-footed 13; **SR** 12
(+2 Dex, +1 natural, +1 size)
HP 22 (3d12+3)
Fort +4, **Ref** +5, **Will** +4
Immune paralysis, radiant, sleep

Offense

Speed 60 ft., fly 150 ft.
Melee bite +5 (1d6+1), 2 claws +5 (1d4)
Special Attacks breath weapon (40 ft. line, 1d6 radiant; R-DC 12; 1/day)

Statistics

Str 13, **Dex** 15, **Con** 13, **Int** 11, **Wis** 12, **Cha** 11
Base Atk +3; **CMB** +3; **CMD** 15 (19 vs. trip)
Feats Improved Initiative, Skill Focus (Perception)
Skills Autohypnosis +7, Diplomacy +6, Knowledge (nature) +6, Knowledge (psionics) +6, Perception +10, Spellcraft +6

Ecology

Treasure Value 1,100 gp

Darkstone Dragon, Adult (CR 9)

Large dragon (psionic)
Init 15; **Senses** dragon senses, greensight; **Notice** 32
Aura frightful presence (90 ft.; W-DC 16)

Defense

AC 23, flat-footed 22; **SR** 16
(+1 Dex, +13 natural, -1 size)
HP 104 (11d12+33)
Fort +10, **Ref** +8, **Will**+9
DR 5/adamantine; **Immune** paralysis, radiant, sleep, wood

Offense

Speed 60 ft., fly 200 ft.
Melee bite +15 (2d6+7/19-20), 2 claws +15 (1d8+7), 2 wings +10 (1d6+2 plus 1d6 radiant), tail slap +10 (1d8+7)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (80 ft. line; 5d6 radiant; R-DC 18; 5/day)
Spell-Like Abilities (CL 11th; caster check +12)
At will—entangle (R-DC 11)
Powers Known (ML 4th; manifester check +5)
1st (6/day)—any four
0th (at will)—any four

Statistics

Str 21, **Dex** 13, **Con** 17, **Int** 12, **Wis** 14, **Cha** 13
Base Atk +11; **CMB** +17; **CMD** 28 (32 vs. trip)
Feats Sickening Critical, Flyby Attack, Improved Critical (bite), Improved Initiative, Skill Focus (Diplomacy, Perception)
Skills Autohypnosis +16, Diplomacy +21, Knowledge (nature) +15, Knowledge (psionics) +15, Perception +22, Spellcraft +15, Survival +16
SQ pass without trace

Ecology

Treasure Value 12,750 gp

Darkstone Dragon, Ancient (CR 14)

Gargantuan dragon (psionic)
Init 13; **Senses** dragon senses, greensight; **Notice** +43 greensight
Aura frightful presence (150 ft.; W-DC 23)

Defense

AC 30, flat-footed 30; **SR** 23
(-1 Dex, +25 natural, -4 size)
HP 246 (19d12+123)
Fort +17, **Ref** +12, **Will** +17
DR 10/adamantine; **Immune** paralysis, radiant, sleep, wood

Offense



Speed 60 ft., fly 250 ft.
Melee bite +26 (4d6+17/17-20), 2 claws +26 (2d8+11), 2 wings +26 (2d6+11/17-20 plus 2d6 radiant), tail slap +26 (2d8+17)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (120 ft. line; 9d6 radiant; R-DC 26; 9/day), crush (4d6+17; R-DC 26), tail sweep (2d6+17; R-DC 26)
Spell-Like Abilities (CL 19th; caster check +23)
At will—entangle (R-DC 15), spike growth (R-DC 17)
Powers Known (ML 8th; manifester check +12)
4th (6/day)—any four
3rd (6/day)—any four
2nd (6/day)—any four
1st (6/day)—any four
0th (at will)—any four

Statistics

Str 33, **Dex** 9, **Con** 23, **Int** 19, **Wis** 20, **Cha** 19
Base Atk +19; **CMB** +34; **CMD** 43 (47 vs. trip)
Feats Sickening Critical, Flyby Attack, Improved Critical (bite, wings), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Skill Focus (Diplomacy, Perception)
Skills Acrobatics +21, Autohypnosis +33, Diplomacy +26, Knowledge (history) +26, Knowledge (nature) +26, Knowledge (psionics) +26, Perception +33, Scrutiny +27, Spellcraft +26, Survival +27
SQ friend of the woodland, pass without trace

Ecology

Treasure Value 45,000 gp

DRAGON, HOARD

Hoard dragons live in large cities with expansive libraries and universities.

Hoard Dragon (Base Statistics)

Dragon (metal, water)
CR 7; **Hit Dice** 8d12
Speed 40 ft.
Natural Armor +5; **Breath Weapon** cone, 2d6 cold or line, 2d6 sonic
Str 14, **Dex** 14, **Con** 17, **Int** 16, **Wis** 13, **Cha** 14
Languages Aquan, Draconic, Koinkin

Ecology

Environment urban
Organization solitary
Treasure Value triple

Special Abilities

Breath Weapon (Su; cold or sonic; Con) A hoard dragon can breath a cone of cold energy or a line of sonic energy.

Change Shape (Su) A young hoard dragon can assume any animal or humanoid form three times per day as if using polymorph.

Death Throes (Ex; Con) The blood of a hoard dragon causes amnesia in all those it touches for 2 days if those in the affected area fail a Will save.

Forgetful Bite (Su; Con) The bite of an old dragon causes temporary amnesia. Those bitten must make a Will save or forgot 1d3 spells (starting at the high spell level prepared) or 1d3 feats (if the creature does not prepare spells). This amnesia last 10 minutes. When the hoard dragon becomes an invictus, the amnesia becomes permanent.

Enhanced Magic (Su) An adult hoard dragon can select 6 spells to know at each spell level and cast spells of each level 8 times per day.

Ignore Spell Resistance (Su) The spells and spell-like abilities of a great hoard dragon automatically bypasses the spell resistance of other living creatures.

Read Anything (Ex) Even as a wyrmling, a hoard dragon can read and understand any written text.

Spell-Like Abilities (Sp; Cha) A hoard dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Adult—explosive runes; Ancient—song of discord; Invictus—destroy with sound

Summon Storm of Wrath (Su; slashing, Str) All creatures within the storm must make a Reflex save or suffer 17d6 slashing damage from thousands of tiny paper cuts. Those that make their save suffer half damage. Creatures may not benefit from evasion to reduce this damage to zero.

Wisdom of the Ages (Ex) Adult hoard dragons may add their Wisdom bonus to all Intelligence-based skills in addition to their Intelligence modifier. Hoard dragon my reroll any Knowledge skill check. The hoard dragon must use the second roll.

Age	Special Abilities	CL
Wyrmling	Immunity to cold and sonic, read anything, truespeech	1st
Young	Change shape (3/day), DR 5/magic	4th
Adult	Enhanced magic, explosive runes (at will), wisdom of the ages	7th
Old	DR 10/magic, forgetful bite (10 minutes)	11th
Ancient	Song of discord (at will)	15th
Great	DR 15/magic; ignore spell resistance	19th
Invictus	destroy with sound (at will), forgetful bite (permanent), invictus abilities	23rd

Hoard Dragon, Wyrmling (CR 7)

Small dragon (metal, water)
Init 12; **Senses** darkvision, read anything; **Notice** 11

Defenses

AC 19, flat-footed 17; **SR** 16
(+2 Dex, +6 natural, +1 size)
HP 92 (8d12+40)
Fort +9, **Ref** +8, **Will** +7
Immune cold, paralysis, sleep, sonic

Offense

Speed 40 ft., fly 150 ft.
Melee bite+11 (1d6+3), 2 claws +11 (1d4+1)
Special Attacks breath weapon (20 ft. cone, 2d6 cold; or 40 ft. line, 2d6 cone; R-DC 17; 4/day)

Spells Known (CL 1st; caster check +3)
1st (6/day)—any four
0th (at will)—any four

Statistics

Str 14, **Dex** 14, **Con** 17, **Int** 16, **Wis** 13, **Cha** 14
Base Atk +8; **CMB** +9; **CMD** 21 (25 vs. trip)
Feat Improved Natural Armor, Skill Focus (Knowledge [arcana]), Toughness
Skills Acrobatics +13, Diplomacy +13, Knowledge (arcana) +17, Knowledge (history) +14, Knowledge (nobility) +14, Knowledge (planes) +14, Scrutiny +14, Spellcraft +14, Perception +12
SQ read anything
Languages Draconic; truespeech

Ecology

Treasure Value 7,800 gp

Hoard Dragon, Adult (CR 14)

Large dragon (metal, water)
Init 15, **Senses** dragon sense; **Notice** 37
Aura frightful presence (90 ft.; W-DC 21)

Defense

AC 29, flat-footed 28 ; **SR** 21
(+1 Dex, +19 natural, -1 size))
HP 216 (16d12+112)
Fort +15, **Ref** +11, **Will** +12
DR 5/magic; **Immune** cold, paralysis, sleep, sonic

Offense

Speed 40 ft., fly 200 ft.
Melee bite +21 (2d6+9/19-20), 2 claws +21 (1d8+6), 2 wings +16 (1d6+3), tail slap +16 (1d8+9)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (40 ft. cone, 10d6 cold; or 80 ft. line, 10d6 cone; R-DC 17; 8/day)
Spell-Like Abilities (CL 16th; caster check +23)
At will—explosive runes
Spells Known (CL 7th; caster check +14)
3rd (6/day)—any six
2nd (6/day)—any six
1st (6/day)—any six
0th (at will)—any six

Statistics

Str 22, **Dex** 12, **Con** 21, **Int** 18, **Wis** 15, **Cha** 16
Base Atk +16; **CMB** +23; **CMD** 34 (38 vs. trip)
Feat Combat Casting, Improved Critical (bite), Improved Natural Armor, Skill Focus (Knowledge [arcana], Perception), Toughness, Vital Strike
Skills Acrobatics +20, Diplomacy +22, Knowledge (arcana) +31, Knowledge (history) +25, Knowledge (nobility) +25, Knowledge (planes) +25, Knowledge (religion) +25, Scrutiny +25, Spellcraft +25, Perception +27
SQ change shape (3/day), enhanced magic, read anything, wisdom of the ages
Languages Draconic; truespeech

Ecology

Treasure Value 45,000 gp

Hoard Dragon, Ancient (CR 19)

Gargantuan dragon (metal, water)
Init 13; **Senses** dragon senses; **Notice** 42
Aura frightful presence (150 ft.; W-DC 28)

Defense

AC 37, flat-footed 37 ; **SR** 28
(-1 Dex, +32 natural, -4 size)
HP 396 (24d12+240)
Fort +22, **Ref** +15, **Will** +19
DR 10/magic; **Immune** cold, paralysis, sleep, sonic

Offense

Speed 40 ft., fly 250 ft.
Melee bite +32 (4d6+18/17-20 plus forgetful bite [W—DC 30]), 2 claws +32 (2d8+12), 2 wings +32 (2d6+12), tail slap +32 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60 ft. cone, 18d6 cold; or 120 ft. line, 18d6 cone; R-DC 30; 12/day), crush (4d6+18; R-DC 30), tail sweep (2d6+18; R-DC 30)
Spell-Like Abilities (CL 24th; caster check +30)
At will—explosive runes, song of discord (W-DC 21)
Spells Known (CL 15th; manifester check +25)
8th (6/day)—any six
7th (6/day)—any six
6th (6/day)—any six
5th (6/day)—any six
4th (6/day)—any six
3rd (6/day)—any six
2nd (6/day)—any six
1st (6/day)—any six
0th (at will)—any six

Statistics

Str 34, **Dex** 8, **Con** 27, **Int** 24, **Wis** 21, **Cha** 22
Base Atk +24; **CMB** +40; **CMD** 50 (54 vs. trip)
Feat Cleave, Combat Casting, Improved Critical (bite), Improved Natural Armor, Lightning Reflexes, Multiattack, Skill Focus (Knowledge [arcana], Perception, Spellcraft), Power Attack, Toughness, Vital Strike
Skills Acrobatics +26, Diplomacy +32, Intimidate +32, Knowledge (arcana) +45, Knowledge (history) +39, Knowledge (nobility) +39, Knowledge (planes) +39,

Knowledge (religion) +39, Scrutiny +39, Spellcraft +45, Perception +32, Sense Motive +32, Stealth +14
SQ change shape (3/day), enhanced magic, read anything, wisdom of the ages
Languages Draconic; truespeech

Ecology

Treasure Value 159,000 gp



Dragon Mite (CR 1/3)

Diminutive vermin

Init 14; **Senses** blindsense 30 ft..; **Notice** 11

Defense

AC 20, flat-footed 14
(+2 Dex, +4 natural, +4 size)
HP 5 (1d8+1)
Fort +2, **Ref** +4, **Will** +1
Immune mind, host energy type

Offense

Speed 30 ft., climb 30 ft.
Melee bite +3 (1)
Space 1 ft.; **Reach** 0 ft.
Special Attacks breath weapon (5 foot line, 1d4 energy damage by host type, DC 11 Reflex for half, 1/day), dragon infestation

Statistics

Str 8, **Dex** 14, **Con** 12, **Int** —, **Wis** 12, **Cha** 8
Base Atk +0; **CMB** -5; **CMD** 7 (can't be tripped)
SQ dragon parasite

Ecology

Environment any
Organization infestation (10-40)
Treasure Value none

Special Abilities

Dragon Infestation (Ex) A dragon heavily infested with dragon mites is a cranky, irritated dragon indeed. For every 10 dragon mites infesting a dragon, the dragon suffers a -1 Constitution and Charisma penalty.

Dragon Parasite (Ex) Dragon mites take on the immunity to energy and breath weapon of the host species of dragon they infest.

All living beings are subject to parasites, even the haughty metareptiles known as dragons. Dragon mites quickly adapt to the various species of dragons, and resemble nothing so much as an animate dragon scale, though usually quite smaller than most dragons' scales, about 6 to 8 inches in length and weigh about ¼ of a pound.

They typically spend their entire lives on the bodies of their hosts, chewing on scales and nibbling skin from the mortified dragon. When dragon mites get knocked off from scratching by the dragon, they might be found wandering around a dragon's lair. Dragon fighters have sometimes noted having to deal with dragon mites being disturbed from weapon attacks against their hosts, and "defending" the dragon's body. If a dragon is killed, dragon mites will typically devour



much of the carcass, lay their eggs, and then migrate in a neutral configuration to find another host.

A dragon infested with dragon mites will typically do anything to keep any other creature from knowing of its predicament, but good dragons may humbly ask for help from humanoids, neutral dragons will search for unique ways of dealing with an infestation, and evil dragons will sometimes provoke combat with another breath-weapon using enemy to scour dragon mites off the hard way. Some alchemists, druids and wizards prize dragon mites for their infusion of dragon-ness, though they will return to a neutral configuration within a month of leaving their host. Their bodies (living or dead) seem to have many uses, though gathering them can be problematic.

Nearly all species of dragons on Porphyra suffer from dragon mites, even, the legend says, the great Porphyrite Dragon. The Fraternal Order of the Wyrm claims to have one of its dragon mites preserved in alcohol in their Guild-house in Green Bay, a symbol of its vulnerability. Alchemists in The Fourlands especially prize these vermin, and make much of their uses.

Dinosaur Mites

Non-dragon reptilian animals of Gargantuan or Colossal size are also subject to infestation by species of mites similar to dragon mites. These vermin, known as "dinosaur mites" are mottled green in color, and do not have the energy immunity or breath weapon of dragon mites, instead being notorious carriers of salmonella, transmitted with their bite.

Salmonella Type disease—injury, contact; save Fortitude DC 14; track physical; onset 6 hours; frequency 1/day; cure 2 saves

Drakes

A drake is a lesser form of the traditional true dragon. They are smaller in size and generally lack the magical powers of magi dragon. If raised from an egg a drake can be a loyal companion, however when encountered in the wild they cannot be broken.

Drakes like dragons are categorized by their size. As newborn dragons they are tiny and over time will grow to be Large creatures. Although scholars have posited a number of growth cycles for drake they have been shown to be very inconsistent when comparing their age to their relative size.

Each species of drake is unique but they do share several common characteristics as summarized below.

Size	CR	Hit Dice	Natural Armor	Breath Weapon
Tiny	Base	Base	Base	Base
Small	Base +1	Base +2	Base +3	Base x2
Medium	Base +2	Base +4	Base +6	Base x3
Large	Base +3	Base +6	Base +9	Base x4

Most drakes possess bite and claw attacks based upon their size as primary attacks and a tail slap as a secondary attack. Their bite and tail slap deal 1-1/2 times their strength damage. They possess the rake and scrappy grappler special abilities.

Scrappy Grappler (Ex) If grappled by another creature, on their turn the drake may make a full attack against the grappler with their bite, claws, and rake attacks.

Additional abilities include:

- **Immune:** charm, fatigue, sleep, paralysis
- **Mental Bond (Ex):** A drake may form a telepathic bond with a willing number of creatures equal to size category (1-4). They maintain this bond for a distance of 500 ft. per their size category.
- **Senses:** dragon senses
- **Skills:** Drakes have a reduced set of class skills. They consider Acrobatics, Athletics, Autohypnosis, Intimidate, Perception, Sense Motive, Scrutiny, Stealth, and Survival as their class skills.
- **Skill Sharing:** When sharing a mental bond with another creature, the creature gains a +1 competence bonus per size category to one skill listed in the drake's description.

Guardian Drake

Guardian drakes are raised to be a loyal companion to a member of the aristocracy. They serve at the side of their bonded noble. All guardian drakes share the following characteristics.

Defense

Immune drake immunities, fear

Ecology

Environment urban

Organization solitary, pack (2–4), litter (1 adult plus 2–6 hatchlings)

Treasure Value standard

Special Abilities

Fury (Ex) When an enemy scores a critical hit against one of the guardian drake's bonded companions, the drake receives a +2 competence bonus to attack and damage rolls until the enemy is slain or their bonded companion calls them off the attack.

Read Emotional Aura (Ex) As a free action, with a successful Perception check against DC 20 + creature's HD, the guardian drake can read the target's emotion state. If successful, this grants the drake a +2 circumstance bonus on Deception, Diplomacy, Intimidate and Sense Motive checks against the target.

Project Fear (Su; Fear, Cha) Once per round as an immediate action, the guardian drake can project a terrible fear into the mind of one foe within 30 ft. If the creature fails its saving throw it is panicked for 3d4 rounds.

Skill Sharing (Ex) The guardian drake also receives this bonus to their Sense Motive skill when one of their bonded companions is in range of their mental bond.

Drake, Guardian (CR 3)

Tiny dragon

Init 10; **Senses** dragon senses; **Notice** 23

Defense

AC 16, flat-footed 16 (+4 natural, +2 size)

HP 37 (5d12+5)

Fort +5, **Ref** +4, **Will** +6

Offense

Speed 30 ft.

Melee bite +7 (1d3+1), 2 claws +7 (1d2+1), tail slap +2 (1d3+1)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

Special Attacks fury, project fear (W-DC 12), rake (2 claws +7, 1d2+1), scrappy grappler

Statistics

Str 13, **Dex** 10, **Con** 13, **Int** 5, **Wis** 14, **Cha** 10
Base Atk +5; **CMB** +6; **CMD** 16 (20 vs. trip)
Feats Blind-Fight, Skill Focus (Perception, Sense Motive)
Skills Athletics +9, Perception +13, Sense Motive +15
SQ skill sharing (Sense Motive +2)

Drake, Guardian (CR 4)

Small dragon
Init 10; **Senses** dragon senses; **Notice** 26

Defense

AC 18, flat-footed 18 (+7 natural, +1 size)
HP 52 (7d12+7)
Fort +6, **Ref** +5, **Will** +7

Offense

Speed 30 ft.
Melee bite +10 (1d4+3), 2 claws +10 (1d3+1), tail slap +5 (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks fury, project fear (W-DC 14), rake (2 claws +10, 1d3+1), scrappy grappler

Statistics

Str 15, **Dex** 10, **Con** 13, **Int** 5, **Wis** 16, **Cha** 12
Base Atk +7; **CMB** +9; **CMD** 19 (23 vs. trip)
Feats Blind-Fight, Power Attack, Skill Focus (Perception, Sense Motive)
Skills Athletics +12, Perception +16, Sense Motive +20
SQ skill sharing (Sense Motive +4)

Drake, Guardian (CR 5)

Medium dragon
Init 10; **Senses** dragon senses; **Notice** 29

Defense

AC 20, flat-footed 20 (+10 natural)
HP 76 (9d12+18)
Fort +8, **Ref** +6, **Will** +10

Offense

Speed 30 ft.
Melee bite +13 (1d6+6), 2 claws +13 (1d4+4), tail slap +13 (1d6+6)
Space 5 ft.; **Reach** 5 ft.
Special Attacks fury, project fear (W-DC 16), rake (2 claws +13, 1d4+4), scrappy grappler

Statistics

Str 19, **Dex** 10, **Con** 15, **Int** 5, **Wis** 18, **Cha** 14
Base Atk +9; **CMB** +13; **CMD** 23 (27 vs. trip)
Feats Blind-Fight, Multiattack, Power Attack, Skill Focus (Perception, Sense Motive)
Skills Athletics +16, Perception +19, Sense Motive +25
SQ skill sharing (Sense Motive +6)

Drake, Guardian (CR 6)

Large dragon
Init 10; **Senses** dragon senses; **Notice** 35

Defense

AC 24, flat-footed 24 (+15 natural, -1 size)
HP 115 (11d12+44)
Fort +8, **Ref** +6, **Will** +10
DR 5/magic

Offense

Speed 30 ft.
Melee bite +18 (1d8+12), 2 claws +18 (1d6+8), tail slap +18 (1d6+12)
Space 10 ft.; **Reach** 10 ft. (15 ft. with tail slap)
Special Attacks fury, project fear (W-DC 18), rake (2 claws +16, 1d4+8), scrappy grappler

Statistics

Str 27, **Dex** 10, **Con** 19, **Int** 5, **Wis** 20, **Cha** 16
Base Atk +11; **CMB** +18; **CMD** 28 (32 vs. trip)
Feats Blind-Fight, Multiattack, Power Attack, Skill Focus (Perception, Sense Motive), Vital Strike
Skills Athletics +22, Perception +25, Sense Motive +33
SQ skill sharing (Sense Motive +8)

Special Abilities

Future Sense (Su) Guardian drakes are always aware of danger. They and their bonded companions gain +2 insight bonus to AC, reflex saves, CMD, cannot be flanked and are never caught flat-footed.



Hagiographical Drake

Hagiographical drakes delight in capturing maidens and burning villages. They neither kill the maidens nor destroy the village outright for that would do little to attract heroes to the area. Hagiographical drakes tend to be raised by evil wizards or corrupt warlords who want to distract their populance with a "dragon" threat.

Defense

Immune dragon weaknesses, drake immunities, fear

Ecology

Environment hills, plains
Organization solitary
Treasure Value standard

Special Abilities

Dragon Weakness Immunity (Ex) Any attack or ability that deals extra damage to dragons does not deal this damage to the drake.

Mental Slavery (Ex) A hagiographical drake can form a mental bond with an unwilling creature that has been in range for at least 5 days. They usually form bonds with the people they kidnap.

Skill Sharing (Ex) The hagiographical drake also receives this bonus to their Intimidate skill when one of their bonded companions is in range of their mental bond.

Variable Breath Weapon (Su; variable; Con) Once every 1d4 rounds the drake can breath a cone of energy at its opponents that deals 3d6 points of damage per size category. This attack deals acid, cold, electricity, fire, radiant, or sonic damage. It have be halved with a successful Reflex save. The energy type must be changed on each exhalation.

Drake, Hagiographical (CR 4)

Tiny dragon
Init 16; **Senses** dragon senses; **Notice** 21

Defense

AC 18, flat-footed 16
(+2 Dex, +4 natural, +2 size)
HP 59 (7d12+14)
Fort +7, **Ref** +7, **Will** +6

Offense

Speed 20 ft., fly 30 ft.
Melee bite +11 (1d3+3), gore +11 (1d3+2), 2 claws +11 (1d2+2), tail slap +6 (1d3+3)
Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)
Special Attacks breath weapon (30 ft. cone; 3d6 variable; R-DC 15; 3/day), rake (2 claws +7, 1d2+1), scrappy grappler

Statistics

Str 15, **Dex** 14, **Con** 15, **Int** 7, **Wis** 12, **Cha** 13
Base Atk +7; **CMB** +7; **CMD** 19
Feats Blind-Fight, Improved Initiative, Lunge, Skill Focus (Intimidate)
Skills Athletics +12, Intimidate +16, Perception +11, Sense Motive +11, Scrutiny +11
SQ mental slavery, skill sharing (Intimidate +2)

Drake, Hagiographical (CR 5)

Small dragon
Init 16; **Senses** dragon senses; **Notice** 23

Defense

AC 20, flat-footed 18
(+2 Dex, +7 natural, +1 size)
HP 85 (9d12+27)
Fort +9, **Ref** +8, **Will** +7

Offense

Speed 30 ft., fly 30 ft.
Melee bite +14 (1d4+4), gore +13 (1d4+3), 2 claws +13 (1d3+3), tail slap +8 (1d4+4)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)
Special Attacks breath weapon (30 ft. cone; 6d6 variable; R-DC 17; 4/day), rake (2 claws +13, 1d3+3), scrappy grappler

Statistics

Str 17, **Dex** 14, **Con** 17, **Int** 7, **Wis** 12, **Cha** 13
Base Atk +9; **CMB** +11; **CMD** 23
Feats Blind-Fight, Improved Initiative, Lunge, Skill Focus (Intimidate), Weapon Focus (bite)
Skills Athletics +15, Intimidate +20, Perception +13, Sense Motive +13, Scrutiny +13
SQ mental slavery, skill sharing (Intimidate +4)

Drake, Hagiographical (CR 6)

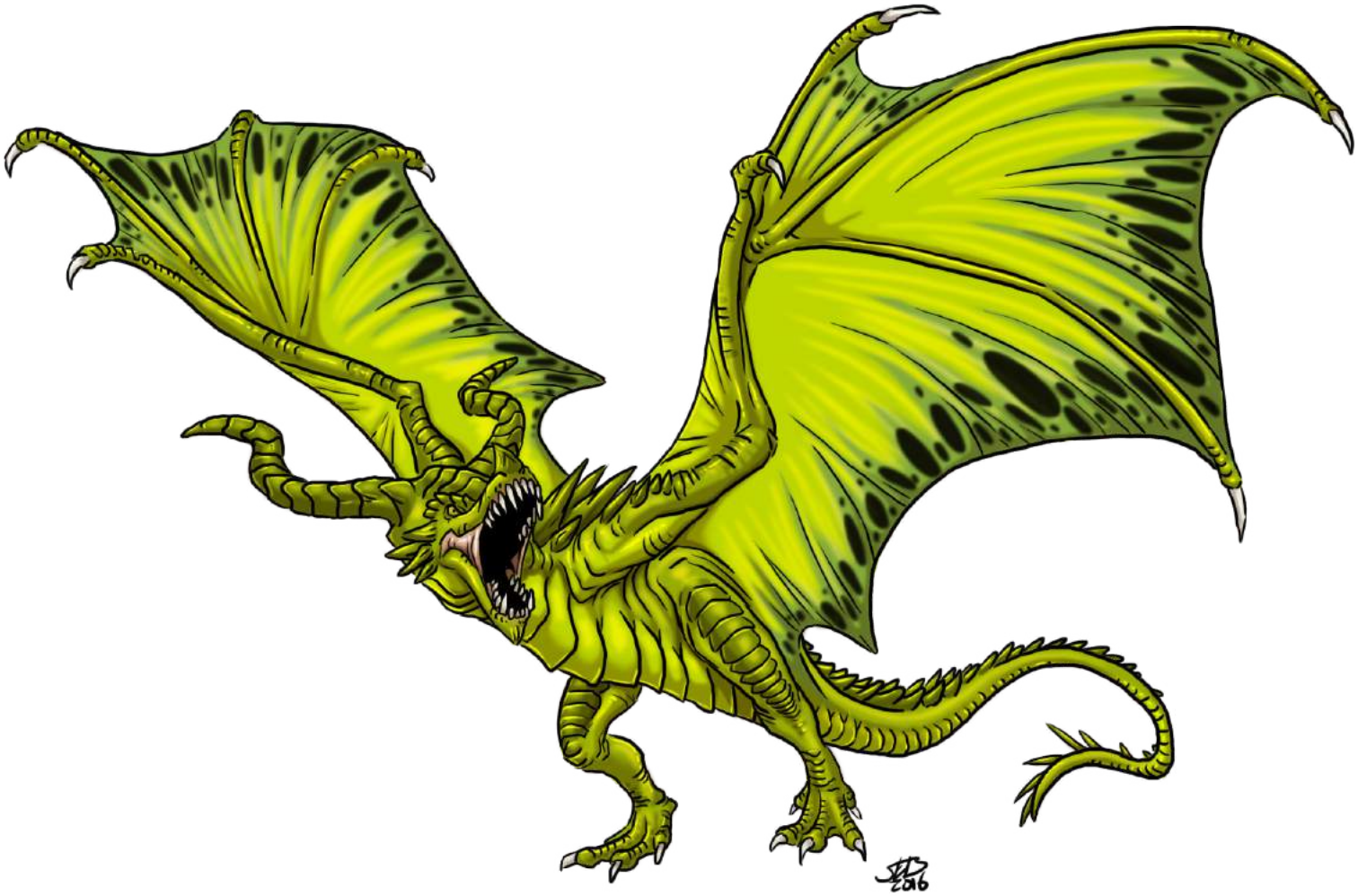
Medium dragon
Init 16; **Senses** dragon senses; **Notice** 25

Defense

AC 22, flat-footed 20
(+2 Dex, +10 natural)
HP 115 (11d12+44)
Fort +11, **Ref** +9, **Will** +8

Offense

Speed 30 ft., fly 30 ft.
Melee bite +17 (1d6+7), gore +16 (1d6+5), 2 claws +16 (1d4+5), tail slap +11 (1d6+7)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)
Special Attacks breath weapon (30 ft. cone; 9d6 variable; R-DC 19; 5/day), rake (2 claws +16, 1d4+5), scrappy grappler



Statistics

Str 21, **Dex** 14, **Con** 19, **Int** 7, **Wis** 12, **Cha** 13
Base Atk +11; **CMB** +16; **CMD** 28
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lunge, Skill Focus (Intimidate), Weapon Focus (bite)
Skills Athletics +19, Intimidate +21, Perception +15, Sense Motive +15, Scrutiny +15
SQ mental slavery, skill sharing (Intimidate +6)

Drake, Hagiographical (CR 7)

Large dragon
Init 16; **Senses** dragon senses; **Notice** 27

Defense

AC 25, flat-footed 23
(+2 Dex, +13 natural)
HP 162 (13d12+78)
Fort +14, **Ref** +10, **Will** +9

Offense

Speed 40 ft., fly 40 ft.
Melee bite +20 (2d6+10), gore +19 (1d8+7), 2 claws +19 (1d6+7), tail slap +14 (1d8+10)
Space 10 ft.; **Reach** 5 ft. (10 ft. with tail)
Special Attacks breath weapon (30 ft. cone; 12d6 variable; R-DC 22; 6/day), rake (2 claws +19, 1d6+7), scrappy grappler

Statistics

Str 25, **Dex** 14, **Con** 23, **Int** 7, **Wis** 12, **Cha** 13
Base Atk +13; **CMB** +21; **CMD** 33
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Lunge, Skill Focus (Intimidate), Weapon Focus (bite)
Skills Athletics +23, Intimidate +25, Perception +17, Sense Motive +17, Scrutiny +17
SQ mental slavery, skill sharing (Intimidate +8)

Porphyrite Drake

Porphyrite drakes are rarely found far from the porphyrite mineral. It is suspected that they feed on it regularly. Porphyrite drakes are powerful and dangerous, but prone to whims of purpose and attention, and not tractable to direction by any being less powerful than they are except clerics of Shankhil

Porphyra is the only known dimension of residence for the porphyrite drake, as they literally cannot be removed from its physical reality. They are prevalent all over the Dry Peninsula, especially the Fields of Porphyrite between Kesh and the Last Kingdom. A few rampages haunt the northern Wastes of Simoon and the peaks of Mount Xoa, and, of course, the Wyrm's Quarter.

Defense

Immune conjuration spells, drake immunities, fear

Ecology

Environment mountains, porphyrite fields
Organization solitary, pair, or rampage (3-6)
Treasure Value standard

Special Abilities

Porphyrite Bite (Ex) The bite of a porphyrite drake bypasses all types of DR.
Porphyrite Passage (Su) Porphyrite drakes ignore porphyrite borders and barriers, and may pass freely through them.
Purple Portal Breath (Su; Con) As a standard action, a porphyrite drake can breath a line of purple light that is 60 ft. long and 10 ft. wide of porphyrite energy. Those struck by it must make a Reflex save or be teleported 40 ft. (base) to an unoccupied location the drake decides. A being that rolls a natural 1 on their saving throw is instead plane shifted to a randomly determined plane.
Skill Sharing (Ex) The porphyrite drake also receives this bonus to their Knowledge (geography) skill when one of their bonded companions is in range of their mental bond.

Porphyrite Drake (CR 7)

Tiny dragon
Init 12; **Senses** dragon senses; **Notice** 22

Defense

AC 20, flat-footed 18
(+2 Dex, +6 natural, +2 size)
HP 76 (9d12+18)
Fort +8, **Ref** +8, **Will** +6

Offense

Speed 20 ft., fly 30 ft.; porphyrite passage
Melee bite +11 (1d4), 2 claws +11 (1d4), tail slap +6 (1d6)
Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)
Special Attacks breath weapon (60 ft. line; 40 ft. teleport; R-DC 16; 4/day), porphyrite bite, rake (2 claws +11, 1d4), scrappy grappler

Statistics

Str 10, **Dex** 14, **Con** 15, **Int** 10,**Wis** 11, **Cha** 14
Base Atk +9; **CMB** +7; **CMD** 19
Feats Blind-Fight, Improved Natural Attack (bite, claws, tail slap), Power Attack
Skills Acrobatics +14, Autohypnosis +12, Knowledge (geography) +9, Perception +12, Scrutiny +12, Stealth +22
SQ skill sharing (Knowledge [geography] +2)

Porphyrite Drake (CR 8)

Small dragon
Init 11; **Senses** dragon senses; **Notice** 24

Defense

AC 21, flat-footed 19
(+1 Dex, +8 natural, +2 size)
HP 115 (11d12+44)
Fort +9, **Ref** +8, **Will** +7

Offense

Speed 30 ft., fly 40 ft.; porphyrite passage
Melee bite +14 (1d8+2), 2 claws +14 (1d8+2), tail slap +9 (2d6+3)
Special Attacks breath weapon (60 ft. line; 80 ft. teleport; R-DC 17; 5/day), porphyrite bite, rake (2 claws +14, 1d8+2), scrappy grappler

Statistics

Str 14, **Dex** 12, **Con** 15, **Int** 10,**Wis** 11, **Cha** 14
Base Atk +11; **CMB** +12; **CMD** 23
Feats Blind-Fight, Improved Natural Attack (bite, claws, tail slap), Power Attack, Toughness
Skills Acrobatics +15, Autohypnosis +14, Knowledge (geography) +11, Perception +14, Scrutiny +14, Stealth +19
SQ skill sharing (Knowledge [geography] +4)

Porphyrite Drake (CR 9)

Medium dragon
Init 14; **Senses** dragon senses; **Notice** 26

Defense

AC 22, flat-footed 22
(+12 natural)
HP 149 (13d12+65)
Fort +11, **Ref** +8, **Will** +8



Offense

Speed 40 ft., fly 60 ft.; porphyrite passage
Melee bite +17 (2d6+4), 2 claws +17 (2d6+4), tail slap +12 (3d6+6)
Special Attacks breath weapon (60 ft. line; 120 ft. teleport; R-DC 19; 6/day), porphyrite bite, rake (2 claws +17, 2d6+4), scrappy grappler

Statistics

Str 18, **Dex** 10, **Con** 17, **Int** 10,**Wis** 11, **Cha** 14
Base Atk +13; **CMB** +17; **CMD** 27
Feats Blind-Fight, Improved Initiative, Improved Natural Attack (bite, claws, tail slap), Power Attack, Toughness
Skills Acrobatics +16, Autohypnosis +16, Knowledge (geography) +13, Perception +16, Scrutiny +16, Stealth +16
SQ skill sharing (Knowledge [geography] +6)

Porphyrite Drake (CR 10)

Large dragon
Init 14; **Senses** dragon senses; **Notice** 28

Defense

AC 25, flat-footed 25 (+16 natural, -1 size)
HP 149 (15d12+65)
Fort +14, **Ref** +9, **Will** +9

Offense

Speed 40 ft., fly 80 ft.; porphyrite passage
Melee bite +22 (3d6+8), 2 claws +22 (3d6+8), tail slap +17 (4d6+12)
Special Attacks breath weapon (60 ft. line; 160 ft. teleport; R-DC 21; 7/day), porphyrite bite, rake (2 claws +22, 3d6+8), scrappy grappler

Statistics

Str 26, **Dex** 10, **Con** 21, **Int** 10,**Wis** 11, **Cha** 14
Base Atk +15; **CMB** +24; **CMD** 34
Feats Blind-Fight, Cleave, Improved Initiative, Improved Natural Attack (bite, claws, tail slap), Power Attack, Toughness
Skills Acrobatics +18, Autohypnosis +18, Knowledge (geography) +15, Perception +18, Scrutiny +18, Stealth +14
SQ skill sharing (Knowledge [geography] +8)

Draumrgeiss (CR 9)

Large magical beast

Init 16; **Senses** darkvision, dreamsense 30 ft.; **Notice** 13

Defense

AC 23, flat-footed 21
(+2 Dex, +12 natural, -1 size)
HP 105 (14d10+28)
Fort +11, **Ref** +11, **Will** +9
DR 5/blood crystal; **Immune** mind

Offense

Speed 50 ft.
Melee gore +17/+17/+12 (1d8+6)
Space 10 ft.; **Reach** 5 ft.
Special Attacks gift of sleep, everyone dreams
Spells Prepared (CL 9th; caster check +17)

4th (5/day)—cure critical wounds, death ward, forgetful slumber (W-DC 18)

3rd (7/day)—animal mind (W-DC 17), cure serious wounds, deep slumber (W-DC 17), neutralize poison

2nd (7/day)—aid, consecrate, cure moderate wounds, eagle's splendor, mantle of love

1st (7/day)—attention jolt, comprehend language, cure light wounds, hide from undead, rally, sleep (W-DC 15)

0th (at will)—alleviate, detect disease, detect magic, disrupt undead, light, mage hand, mending, stabilize

Statistics

Str 18, **Dex** 14, **Con** 14, **Int** 17, **Wis** 16, **Cha** 18
Base Atk +14; **CMB** +19; **CMD** 31 (35 vs. trip)
Feats Arcane Strike, Combat Casting, Enlarge Spell, Eschew Materials, Extent Spell, Improved Initiative, Iron Will
Skills Acrobatics +19, Athletics +21, Knowledge (planes) +17, Knowledge (religion) +17, Survival +20
Languages Celestial, Common, Elven, Orcish
SQ camouflage

Ecology

Environment hills, mountains, plains
Organization herd (21-40)
Treasure Value 4,250 gp

Special Abilities

Dreamsense (Su) The draumrgeiss is able to view the dreams of any sleeping creature. It uses this knowledge to get a true understanding of the dreamer's nature. From that time on, the draumrgeiss gains a +8 bonus to Sense Motive checks with the creature.
Everyone Dreams (Su) Any spell cast by the draumrgeiss that causes sleep or dreaming is not limited by the creature's Hit Dice.
Gift of Sleep (Su; mind, sleep; Cha) The draumrgeiss may grant the gift of sleep to any willing creature within 30 ft. This sleep lasts 8 hours that cannot be interrupted. The creature heals 4 hit points for each of its Hit Dice and this sleep acts as complete rest. As a standard action, the draumrgeiss can attempt to force the gift of sleep upon an unwilling target. The target may make a Will save (DC 20) to resist.
Spells A draumrgeiss casts spells as a 9th-level oracle. Their spell list includes all simple spells, positive energy spells, and enchantment spells.

These otherworldly caprines are named 'draumrgeiss' in the language of the dwarves, who revere them as holy omens- which, in fact, they are. Draumrgeiss are the guardians of portals to the Dreamlands. Their presence indicates a conduit to that place, or the coming of those who have traffic there.

Draumrgeiss represent the protective, restorative aspect of the goddess Neria, the Dreamspeaker, Oracle of Fate, whereas the wolf, her totem animal, represents the bold visitation of destiny. These majestic beasts defend the waking lands from the creatures beyond the Wall of Sleep, and as such are found mainly in Hesteria.



Dryad, Coral (CR 9)

Medium fey (aquatic)
Init 11; **Senses** low-light vision; **Notice** 14

Defense

AC 22, flat-footed 21
(+1 Dex, +11 natural)
HP 157 (15d6+105)
Fort +7, **Ref** +10, **Will** +13
DR 5/cold iron; **Immune** poison
Weakness coral dependent

Offense

Speed 20 ft., swim 60 ft.
Melee trident +15/+10 (1d8+4) or 2 slams +15 (1d4 plus poison [F-DC 19])
Ranged underwater lt. crossbow +13/+8 (1d8/19-20)
Spell-Like Abilities (CL 15th; caster check +20)

Constant—speak with plants

At will—accelerate poison (F-DC 17), entangle (R-DC 16), hydraulic torrent, neutralize poison, spike growth (R-DC 18)

3/day—command plants (W-DC 19), cure critical wounds, elemental body I, hallucinatory terrain (Wd-DC 19)

1/day—animate plants, azimuth's freezing sphere (R-DC 21)

Statistic

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 19, **Cha** 21
Base Atk +7; **CMB** +10; **CMD** 21
Feats Improved Initiative, Furious Focus, Outflank, Power Attack, Precise Strike, Pushing Assault, Shield of Swings, Skill Focus (Diplomacy)
Skills Athletics +21, Diplomacy +29, Knowledge (geography) +18, Knowledge (nature) +18, Sense Motive +23, Survival +23; **Racial Modifiers** diplomacy can be used on plants and animals
SQ camouflage, coral meld, grace, immortal, poison use
Languages Aquan, Sylvan

Ecology

Environment marine
Organization solitary, pair, or reef (3-12)
Treasure Value 4,250 gp

Special Abilities

Coral Dependent (Su) A coral dryad is mystically bonded to a single, enormous patch of coral and must never stray more than 300 yards from it. A coral dryad who moves 300 yards beyond her bonded patch of coral immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded patch for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows—eventually, this separation kills the coral dryad.



Coral Meld (Su) A coral dryad can meld with any patch of coral for as long as she wishes, similar to how the spell meld into stone functions.
Poison (Ex; Con) The touch of a coral dryad can be poisonous to other living creatures if she wishes it to be.

> **Poison**—injury; save Fort DC 19 (9 poison damage); track Strength; effect W(1-4)—H(1-4)—paralysis; cure 2 consecutive saves.

Powerful but limited in territory, the colorful coral dryads of the warm oceans zealously protect those extensive and fragile ecosystems from those that would despoil them. They are closely allied with tritons and locathah, but are guarded against deep ones, merfolk and other undersea races.

Major reef systems on Porphyra include those near the Seven Principalities, the Isles of the Maenads, the Rainbow Isles (beleaguered by the sahuagin nation), Smuggler's Rest near Jengu-Na, and the sinister indigo dryads who inhabit Y'Ha Reef near the benighted land of Dunmark.

Eel, Fire (CR 2)

Large animal (aquatic)
Init 16; **Senses** low-light vision; **Notice** 19

Defense

AC 14, flat-footed 12
(+2 Dex, +3 natural, -1 size)
HP 26 (4d8+8)
Fort +6, **Ref** +6, **Will** +3
Resist fire 10

Offense

Speed 5 ft., swim 40 ft.
Melee bite +3 (1d6+1), fiery slap -2 (1d6 fire)
Space 10 ft.; **Reach** 5 ft.

Statistics

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 14, **Cha** 11
Base Atk +3; **CMB** +5; **CMD** 17 (can't be tripped)
Feats Fast Swim, Improved Initiative
Skills Athletics +8, Perception +9
SQ camouflage

Ecology

Environment marine
Organization solitary or school (2-40)
Treasure Value none

Special Abilities

Fiery slap (Ex; fire; Con) A fire eel can produce a powerful burst of phosphorus from its tail burning opponents. On a critical hit, the creature struck must make a DC 15 Reflex save or catch fire for 1d4 rounds. This fire burns underwater.

Fire eels are an aquatic species of large fish known for their ability to secrete an oil that bursts into flame on contact with air. Measuring 10 feet long and a foot thick, these large fish are normally inoffensive and avoid conflict if they can, though their mating habits can put them in conflict with casual swimmers and wooden boats that travel though their breeding grounds. Fire eels swim to the surface at this time and make fiery courtship-ritual patterns with their bodies to attract mates, as their incendiary body oil burns in and underwater. Fire eels will also surface or go onto a beach to deter predators with their fiery bodies. Those swimmers or hunters that attack or grab a fire eel will receive a toothy bite, and be slapped with the oil-saturated tail, dealing fire damage.

Fire eels have dark grey scales, lightening to white on their bellies. Their broad triangular heads bear many sharp teeth in the manner of their cousins, the moray eels. Each individual fire eel's flammable body oil burns a different color on contact with air, with specimens bearing green, blue, red or violet flames being observed. Thought their body oil is nearly impossible to harvest, some armorers have turned the fire eel's hide into supple, fire resistant armor.



Fire Eel Hide

This supple material offers as much protection as leather, but is more flexible and resistant to fire. Leather, hide, or studded leather armor can be produced with eel hide.

Armor: ACP reduced by 1 (minium 0). Gain fire resistance 2.
Special: Always considered masterwork.
Hardness 2; **Hit Points** 5 per inch
Armor Base Cost: 1,200 gp

Emissary of Najim (CR 4)

Large magical beast (extraterrestrial)
Init 17; **Senses** darkvision; **Notice** 11

Defense

AC 19, flat-footed 15
(+3 Dex, +1 dodge, +6 natural, -1 size)
HP 47 (5d10+20)
Fort +8, **Ref** +7, **Will** +2; -2 vs. disease
DR 5/nickel
Weakness light sensitivity

Offense

Speed 30 ft., fly 60 ft.
Melee sting +9 (1d6+6 plus 2d6 electricity plus poison)
Space 10 ft.; **Reach** 5 ft.
Spell-Like Abilities (CL 5th; caster check +8)
At will—dark light (F-DC 16), detect thoughts (W-DC 15)

Statistics

Str 18, **Dex** 16, **Con** 18, **Int** 4, **Wis** 13, **Cha** 17
Base Atk +5; **CMB** +10; **CMD** 23
Feats Dodge, Improved Initiative, Weapon Focus (sting)
Skills Stealth +7, Survival +9
SQ camouflage, no breath

ECOLOGY

Environment underground, void
Organization solitary
Treasure Value 1,150 gp

SPECIAL ABILITIES

Emissary Poison (Ex) Sting—injury; save Fort DC 16 (6 poison Damage); track Wisdom; effect W(1-2)—I(1-2)—confusion; cure 1 save.



These alien-appearing insectoid creatures are the would-be emissaries and heralds of the nascent demi-deity Najim the Starfallen, whose gigantic form has been hidden from the eyes of mortals for millennia, beneath the earth. Emissaries of Najim resemble giant wasps but are more mechanical looking, and possess an electrical sting generated by their internal organs- their whole bodies buzzing and crackling with dark energy. It is likely that they are a low-level lifeform on Najim's planet and dimension of origin, maybe some source of food or mascot for the dominant races there.

Emissaries of Najim are extremely skilled hunters, tracking their prey and stunning them with flares from their dark light power. This power and other evidence suggests that their home environment is extremely dark- they also are capable of surviving indefinitely in the outer regions of the Void of space.

As emissaries of Najim are, as far as has been reported, extremely rare on the Material Plane, it is unknown what their feeding and reproductive habits are, but it can be conjectured that they are similar to a giant wasp's. Emissaries of Najim are somewhat intelligent, unlike their insectile analogs, and can be assumed to be very cunning in their hunting and defensive behavior, even more so if it is discovered that they possess social behavior or a hive mind.

Since the rumors of the discovery of "The Hidden God", Najim, sightings of emissaries of Najim has increased, especially in the Purple Mountain region, and northern Hesteria. It has been noted that they are beginning to spread throughout Porphyra be means of access to the Underdeep, for emissaries of Najim cleave to the cover of dark, airless spaces. An established cult-cell of Najim the Starfallen will undoubtedly have one of these creatures as a protector.

The Flood, Brute (CR 10)

Large plant (extraterrestrial)
Init 14; **Senses** low-light vision; **Notice** 28
Aura blight (10 ft. radius; F-DC 14)

Defense

AC 24, flat-footed 24; **SR** 17
(+15 natural, -1 size)
HP 127 (15d8+60)
Fort +13, **Ref** +7, **Will** +5; -2 vs. disease
DR 10/fire-forged steel; **Defensive Abilities** unstoppable; **Immune** plant traits

Offense

Speed 30 ft.
Melee slam +16/+16/+11 (2d6+9)
Space 10 ft.; **Reach** 10 ft.
Special Attacks destroyer

Statistics

Str 22, **Dex** 11, **Con** 18, **Int** 7, **Wis** 11, **Cha** 10
Base Atk +11; **CMB** +18; **CMD** 28
Combar Maneuvers +4 drag, overrun, sunder
Feats Cleave, Improved Initiative, Improved Drag, Improved Overrun, Improved Sunder, Lightning Reflexes, Power Attack, Vital Strike
Skills Athletics +24, Perception +18
Languages Sylvan

Ecology

Environment forest, void
Organization solitary or pack (2-5)
Treasure Value none

Special Abilities

Aura of Blight (Su; wood; Cha) Brutes consume all organic matter they contact. They radiate a continuous blight affect as the spell.
Destroyer (Ex) The attacks of a brute are treated as adamantine with respect to overcoming hardness. Their slam attacks bypass all types of damage reduction. Brutes deal +15 damage when attempting to sunder any object.



It often happens that debris falls from the heavens; these objects are sometimes called meteorites. Occasionally, these objects, which appear like irregular porous rocks, make it to earth. These stones emit a strange radiation that warps the fabric of reality, drastically mutating the nature of life around them. From this radiation the Flood is created.

Brutes represent the pinnacle of Flood evolution. They stand nearly ten feet tall, and they look somewhat like an inverted pear with large, powerful legs that can smash everything underfoot into pulp. Two massive stumps serve as arms, existing for the sole purpose of destroying anything in the Flood's path. Brutes are a greenish-brown, and they consist primarily of primordial organic material. Brutes are destruction personified. They come at the rear of a flood advance, blasting through anything still standing. They leave nothing in their wake, carving a swath of devastation that transforms a living forest into a barren wasteland. They consume all organic material regardless of its origin.

Brutes mindlessly wade into combat, swinging madly at any non-Flood organism within reach. Brutes do not discriminate between mobile and immobile targets; they simply attack the closest object or creature. Brutes usually charge foes before smashing whatever remains.

Fur-Bearing Trout (CR 1)

Small animal (amphibious, fearsome critter)
Init 12; **Senses** low-light vision; **Notice** 16

Defense

AC 14, flat-footed 11
(+2 Dex +2, +1 natural, +1 size)
HP 9 (2d8)
Fort +3, **Ref** +5, **Will** +1
Resist cold 10

Offense

Speed 20 ft.; swim 30 ft.
Melee bite +4 (1d4 plus trip)

Statistics

Str 10, **Dex** 14, **Con** 11, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +0; **CMD** 12
Combat Maneuvers +4 trip
Feats Weapon Finesse
Skills Athletics +5, Perception +6
SQ camouflage

Ecology

Environment forest, marine, mountains
Organization pair, pack (3-5), or school (6-12)
Treasure Value none (special)

Wily aquatic critters that have a habit of turning on those who would fish for them, fur-bearing trout can be dangerous in numbers, or when extremely hungry, as they have been known to bring down a moose and eat it, hide and all, if they can surprise it from a riverbank. They have a particular taste for giant insects and will go deep into the woods to obtain such. The fur of a fur-bearing trout is soft and silky, much like a rabbit's, and waterproof; if a fur-bearing trout can be dispatched with a blunt weapon or a single blow from a piercing weapon, the fur can be removed and sold for 11-20 gp per trout.

Bush Mackerel (Variant)

Bush mackerel are a related species to the fur-bearing trout that spend almost all their time on land, entering water only to breed or to escape danger. They spend much of their time in trees, raiding nests, chewing twigs, or dropping on edible things that pass under them. They lack resistance to cold but gain a Climb speed of 20 ft. Instead of a trip attack, they gain a grab attack with their bite. They bear no fur but are said to be rather tasty when smoked. It is said that some bush mackerels serve Saren. They possess the Natural Spell feat and the cleric creature template and are refered to as a holy mackerel.



Genie, Falazyr (CR 7)

Large outsider (metal)
Init 18; **Senses** darkvision; **Notice** 23

Defense

AC 19, flat-footed 15
(+4 Dex, +6 natural, –1 size)
HP 84 (8d10+40)
Fort +5, **Ref** +10, **Will** +7
Immune sonic; **Resist** fire 5

Offense

Speed 30 ft., climb 30 ft.
Melee 2 slams +12 (1d10+5/19-20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks adaptive strikes (slam), metal mastery
Spell-Like Abilities (CL 8th; caster check +11)
At will—make whole, plane shift (not to the Realms Beyond), shatter (F-DC 15)
3/day—chill metal, glitterdust (W-DC 15), heat metal, rusting grasp
1/day—absorb metal, shout (F-DC 17)

Statistics

Str 20, **Dex** 19, **Con** 16, **Int** 14, **Wis** 15, **Cha** 16
Base Atk +8; **CMB** +14; **CMD** 28
Feats Combat Reflexes, Improved Critical (slam), Improved Initiative, Toughness
Skills Disable Device +15, Knowledge (engineering) +13, Knowledge (planes) +13, Perception +13, Profession (metalworker) +13, Sap +16, Sense Motive +13, Spellcraft +13
Languages Aquan, Arboreal, Auran, Koinkin, Ignan, Old Porphyran, Terran; telepathy
SQ metalworker

Ecology

Environment Realms Within (The Forge)
Organization solitary, pair, company (3-6), or band (7-12)
Treasure Value 2,600 gp (coins and metal only)

Special Abilities

Adaptive Strikes (Ex) A falazyr can change the damage type of their strikes as a swift action, so that they can do bludgeoning, piercing, or slashing damage. Bludgeoning attacks overcome hardness 5, piercing attacks bypass any DR 1/—, and slashing attacks also doing 1 bleed damage per strike. By default, these strikes are considered to be steel strikes but the falazyr can also change the material type to any other type of metal as a swift action.
Metalworker (Su) A falazyr can shape any type of metal with their bare hands as if they possesses the proper tools. They can can craft any masterwork or common item made of metal in 1 round per pound of metal in the object.

Falazyr are aggressive and unpredictable genies from Forge, the Elemental Plane of Metal, with flesh of steel, hair of wire, and garments of chain-link and plate. They are as likely to create as to destroy, and enjoy each equally. They enjoy combat for its own sake, and tend not to worry too much about the causes of the fights they participate in. They enjoy the company of efreeti and shaitan, especially if they can play rough or build fortifications together, but greatly dislike djinn and marids, and the feeling is mutual. Falazyr are summoned to the Material Plane to aid in bloody warfare, the creation of diabolical machinery- or metal items of great beauty and power.



Genie, Shajara (CR 6)

Large outsider (wood)
Init 11; **Senses** darkvision; **Notice** 25

Defense

AC 20, flat-footed 19
(+1 Dex, +10 natural, -1 size)
HP 76 (8d10+32); **regeneration** 3 (fire)
Fort +6, **Ref** +7, **Will** +13
Defensive Abilities meld into wood; **Immune** radiant

Offense

Speed 20 ft.
Melee 2 slams +13 (1d10+5) or mwk spear +12/+7 (1d10+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks arboreal pulse
Spell-Like Abilities (CL 8th; caster check +10)
At will—entangle (R-DC 13), plane shift (not to the Realms Beyond), tree shape
3/day—awful radiance, command plants (W-DC 16), cure moderate wounds, plant growth
1/day—flame of aurex (R-DC 16), tree stride

Statistics

Str 20, **Dex** 12, **Con** 18, **Int** 14, **Wis** 18, **Cha** 14
Base Atk +8; **CMB** +14; **CMD** 26
Feats Cleave, Iron Will, Power Attack, Weapon Focus (slam)
Skills Heal +15, Knowledge (nature) +13, Perception +15, Sap +16, Sense Motive +15, Spellcraft +13, Stealth +8, Survival +15
Languages Arboreal, Auran, Aquan, Ignan, Koinkin, Old Porphyran, Sylvan, Terran; telepathy 100 ft.

Ecology

Environment Realms Within (Arboria)
Organization solitary, pair, grove (3-6) or forest (7-12)
Treasure Value 2,000 gp

Special Abilities

Arboreal Pulse (Su; radiant) As a full-round action, a shajara can emit a 30 ft. radius pulse of warm green light that heals plants and creaturew with the wood subtype for 1d8 plus 8 hit points, even restoring hit points to wooden objects. Non-plant beings take 1d8 plus 8 points of radiant damage.
Meld into Wood (Sp; wood) With this ability, a shajara can either enter a wooden structure, living or constructed, in the same way as meld into stone except using wood as a medium, or enter a collection of trees and greenery. The shajara takes damage from attacks on the trees as though it had hardness 8, is expelled by passwall and repel wood, and takes 2d8 damage from warp wood. Melding with wood takes a full-round action.



Shajara are relatively reclusive genies from Arboria, the Plane of Wood, with flesh of wood and blood of sap, though as vital and mobile as other geniekind. They are not overfond of non-plant life, even other genies, and begrudge being summoned to the Material Plane, unless they can spend extended periods visiting with their beleaguered kin (trees and other plant life) there. They do not seek out combat but will mercilessly beat animal life to a pulp if sufficiently motivated. They are cordial with shaitan and marids, but fear efreeti and falazyr. One of their favorite places on the Material Plane are desert oases, and they are very protective of such places, monitoring them even from Arboria.

Giant, Abaasy (CR 8)

Large monstrous humanoid
Init 12; **Senses** darkvision, low-light vision, tremorsense 60 ft.; **Notice** 21

Defense

AC 20, flat-footed 18
(+2 Dex, +9 natural, -1 size)
HP 95 (10d10+40)
Fort +7, **Ref** +9, **Will** +5
DR 5/adamantine

Offense

Speed 40 ft., burrow 10 ft.
Melee mwk iron lash +17/+12 (1d6+7) or bite +16 (1d8+7), 2 claws +16 (1d6+7)
Space 10 ft.; **Reach** 5 ft. (15 ft. with iron lash)
Special Attacks attacks (adamantine), freezing gaze (60 ft.), iron lash

Statistics

Str 24, **Dex** 15, **Con** 19, **Int** 14, **Wis** 7, **Cha** 11
Base Atk +10; **CMB** +16; **CMD** 28
Combat Maneuvers +4 disarm, trip
Feats Combat Expertise, Craft Masterwork Weapon, Improved Disarm, Improved Trip, Skill Focus (Stealth)
Skills Athletics +20, Intimidate +20, Perception +11, Sap +20, Stealth +17, Survival +11
Languages Dwarf, Giant, Undercommon

Ecology

Environment underground
Organization solitary, gang (2-7)
Treasure Value 3,350 gp

Special Abilities

Freezing Gaze (Su) As a move action, an abaasy may make an Intimidate check against any intelligent creature within 60 ft. to demoralize it. If successful, the target is stunned for 1 round instead of being shaken.
Iron Lash Abassay craft special iron lashes for themselves. These weapons deal 1d6 points of lethal slashing damage, can be used in melee as well as within a reach of 15 ft. without drawing attacks of opportunity. They also possess the trip special quality.

Abaasy are horrid ogre-like monsters that stalk underground tunnels in search of prey, preferably live humanoids. Their long hair, nails and teeth are made of an iron-like substance, which suggests they may be related to earth elementals. They always tie their manes in seven whip-like braids, imitating the iron-shod lashes they use as weapons. However, their most distinguishing feature is their pupil-less, pale eye, which shine with a gloomy blue light.



Abaasy are brutal bullies, always attempting to overpower their victims via intimidation and sheer size. When forced to engage in melee combat, Abaasy prefer to use their iron lashes to punish their prey from a distance, before closing in to attack with bite and fists.

Unlike most giants, abaasy hold no allegiance to the Elemental Lords. They arrived during The Calling as did their traditional enemies the dwarves. In the aftermath of the NewGods War they have made thier home in the Underdeep.

Giant, Anakim (CR 5)

Large monstrous humanoid

Init 17; **Senses** darkvision, discerning scent; **Notice** 24

Defense

AC 18, flat-footed 15
(+4 armor, +3 Dex, +2 natural, -1 size)
HP 67 (9d10+18)
Fort +5, **Ref** +9, **Will** +8

Offense

Speed 40 ft.; desert stride
Melee mwk falchion +12/+7 (2d6+9/18-20)
Ranged mwk composite longbow +9/+4 (2d6+5/x3) or rock +9/+3 (2d6+7 plus bull rush)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rock catching, rock throwing (90 ft.)

Statistics

Str 21, **Dex** 16, **Con** 15, **Int** 11, **Wis** 15, **Cha** 12
Base Atk +6; **CMB** +12; **CMD** 25
Feats Improved Initiative, Deadly Aim, Point Blank Shot (longbow), Weapon Specialization (heavy blades), Weapon Focus (heavy blades)
Skills Knowledge (geography) +12, Perception +14, Stealth +10, Survival +14
Languages Giant, Old Porphyra
SQ desert adaptation, martial training

Ecology

Environment desert
Organization solitary, family (2-4), raiding party (6-9, one sorcerer 3rd-5th level, 6-9 dire lions, and 3-5 war chariots), tribe (31-40 plus 10-15 dire lions)
Treasure Value mwk chain shirt, mwk falchion, 925 gp

Special Abilities

Desert Adaptation (Ex) Anakim are adapted well to their desert home and possess a +4 bonus to initiative, Knowledge (geography), Perception, Stealth, and Survival skill checks.
Discerning Scent (Ex) Anakim have very a discerning sense of smell. All the ranges for their scent are tripled and they may determine a creatures type and subtype with a successful Perception check (in place of a monster knowledge check).

Anakim are some of the oldest giants to walk the world. They are a militaristic people who value combat and physical prowess over artistic pursuits. Anakim have no great craftsmen among their numbers, but are willing to trade or raid for the equipment they need. It is not uncommon for anakim to devote themselves to the pursuit of martial perfection as a monk. Though magical study is not of interest to them, occassionally a child is born of mixed elemental bloodine who is able to naturally tap into the magical energies of the world.

The anakim of Siwath and Simoon have a great distaste for all the smaller humanoid races. Many felt betrayed by the defeat of the Elemental Lords and the surrender of their followers. Most anakim will attack any of the humanoid races of Porphyra on sight but they do not have sufficient numbers to wage full-scale war with the mortal world.



Glerp

A glerp is a class of sentient oozes affected by elemental energies. They seem to have sprung naturally from the elemental chaos of the NewGods War.

Glerp

Defense

Defensive Abilities blind, coalescence; **Immune** ooze traits

Statistics

Languages one elemental tongue

Ecology

Environment any
Organization solitary or pool (2-5)
Treasure Value 1d3 glerp fragments

Special Abilities

Acid (Ex) A glerp's acid does not harm metal or stone.
Coalescence (Ex) Glerps rest in an undetectable, inactive form composed of miniscule droplets expressed over a large area.
Death Throes (Su; varies; Con) When killed, a glerp pops in a 10-foot-radius burst that deals 1d6 points of glerp damage per 4 HD (Reflex half).
Glerp Damage (Ex; varies): Glerps deal acid damage but can become attuned to any other type of energy damage (cold, electricity, fire, force, radiation, or sonic). Glerps gain the damage type of any energy damage they receive. This attunement lasts 1d6+2 rounds.
Leaping Charge (Su) Glerps can leap 30 ft. as a charge action that draws no attacks of opportunity.

Medium Glerp (CR 3)

Medium ooze
Init 7; **Senses** blindsight 60 ft.; **Notice** 19

Defense

AC 7, flat-footed 7 (-3 Dex)
HP 54 (4d8+36)
Fort +13, **Ref** -2, **Will** +3

Offense

Speed 20 ft.
Melee 2 slams +5 (1d8+3 plus 1d4 glerp)
Special Attacks death throes (W-DC 19), leaping charge

Statistics

Str 14, **Dex** 4, **Con** 24, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +3; **CMB** +5; **CMD** 12 (can't be tripped)
Feats Great Fortitude, Toughness
Skills Perception +9, Survival +9

Large Glerp (CR 5)

Large ooze
Init 7; **Senses** blindsight 60 ft.; **Notice** 23

Defense

AC 8, flat-footed 8
(-3 Dex, +2 natural, -1 size)
HP 124 (8d8+88)
Fort +17, **Ref** -1, **Will** +6

Offense

Speed 30 ft.
Melee 2 slams +11 (2d6+9 plus 1d6 glerp)
Space 10 ft.; **Reach** 5 ft.
Special Attacks death throes (W-DC 23), leaping charge

Statistics

Str 22, **Dex** 4, **Con** 28, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +6; **CMB** +13; **CMD** 20 (can't be tripped)
Feats Great Fortitude, Iron Will, Power Attack, Toughness
Skills Perception +13, Survival +13

Huge Glerp (CR 7)

Huge ooze
Init 7; **Senses** blindsight 60 ft.; **Notice** 27

Defense

AC 10, flat-footed 10
(-3 Dex, +5 natural, -2 size)
HP 210 (12d8+156)
Fort +21, **Ref** +1, **Will** +6

Offense

Speed 30 ft.
Melee 2 slams +17 (2d8+15 plus 2d4 glerp)
Space 15 ft.; **Reach** 10 ft.
Special Attacks death throes (W-DC 27), leaping charge

Statistics

Str 30, **Dex** 4, **Con** 32, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +9; **CMB** +21; **CMD** 28 (can't be tripped)
Combat Maneuvers +4 sunder
Feats Great Fortitude, Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (slam)
Skills Perception +17, Survival +17

Within the Trade Consortium of Blix there is an active market for glerp fragments that can be used as supplemental spell components for spells that deal energy damage. A glerp fragment is worth roughly 25 gp.



Golem, Paper Dragon (CR 26)

Gargantuan construct

Init 11; **Senses** darkvision; **Notice** 14

Defense

AC 39, flat-footed 38
(+1 Dex, +32 natural, -4 size)
HD 520 (40d10+300)
Fort +20, **Ref** +20, **Will** +20
DR 15/fire-forged steel; **Defensive Abilities** fortified by stories; **Immune** magic

Offense

Speed 40 ft., fly 60 ft.
Melee bite +51 (4d6+30 plus steal story)
Space 20 ft.; **Reach** 15 ft.
Special Attacks quickened spells, steal story (W-DC 36)

Statistics

Str 40, **Dex** 12, **Con** —, **Int** —, **Wis** 18, **Cha** 23
Base Atk +40; **CMB** +49; **CMD** 70

Ecology

Environment any
Organization solitary
Treasure Value 40d6 gp

Special Abilities

Fortified by Stories (Ex) Paper dragons are fortified by the lifeforce of hundreds of sacrificed creatures needed for their creation. They gain an additional 200 hit points from their foul creation.

Magic Immunity (Ex) A paper dragon is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Rune descriptor, which affect it normally.

Quickened Spells (Su; Cha) Each round the paper dragon can use one 7th level spell or lower as a swift action. Its wings grow with a magical blue light when this ability is used. The paper dragon's "spells" cannot be interrupted or disrupted.

Steal Story (Su; mind; Cha) Any creature bitten by a paper dragon must make a Will save or become amnesiac as the stories of the person's life are torn away and stored in the dragon's books.



Grabast (CR 1)

Medium aberration

Init 16; **Senses** darkvision; **Notice** 16

Defense

AC 14, flat-footed 11
(+3 Dex, +1 natural)
HP 11 (2d8+2)
Fort +1, **Ref** +3, **Will** +4
Defensive Abilities slippery

Offense

Speed 30 ft.
Melee bite +2 (1d6+1), 2 claws +2 (1d4+1)
Special Attack grease

Statistics

Str 12, **Dex** 17, **Con** 12, **Int** 8, **Wis** 12, **Cha** 14
Base Atk +1; **CMB** +2; **CMD** 15 (19 vs. trip; can't be grappled)
Feats Improved Initiative
Skills Acrobatics +11, Athletics +6 (+10 climb), Perception +6, Stealth +8; **Racial Modifiers** +4 Athletics to climb
Language Undercommon

Ecology

Environment underground
Organization solitary, pair, pack (6-11)
Treasure Value none

Special Abilities

Grease (Su; Cha) Grabast leave a 5 ft.-wide greasy trail wherever they move. Those entering this area or within this area must succeed at a DC 13 Reflex save or fall prone. Moving through this area can be done at half speed with a successful DC 10 Acrobatics check, failure meaning that the creature can't move that round. If the check fails by 5 or more, the creature falls even if it succeeded at the initial Reflex save. Grabasts are unaffected by this grease. Greasy areas fade after 1 minute.

Grabasts are amorphous creatures that dwell beneath the surface. While for the most part they appear without form, they drag their massive bulks around on what can be considered four fat and stumpy legs, the front two which contain sharp claws made of stone. Grabasts consist almost entirely out of a yellow, greasy fat giving them a peculiar aroma when up close. Their heads and eyes are absorbed within their massive bodies, but these can shoot out from the body to deliver bite attacks when in combat. Grabasts typically stand about 4 ft. high at the shoulder, and weight as much as 300 to 400 pounds.



These carnivorous creatures often dwell in the underdeep in packs, hunting for fresh meat. In large numbers they are particularly dangerous, as they can move swiftly within their own greasy circumferences, and so gain a distinct advantage against prone combatants. They will often attempt to take down prey larger than themselves, appearing at times reckless in their search for fresh meat. It is believed that grabasts reproduce by splitting themselves into two halves, both which then take some time to develop into fully-grown beasts. It is not known if there is any actual mating involved between grabasts, as these creature, apart from hunting in packs, do not show any other forms of social behaviour.

Grabasts are sometimes keep by Xelusine drow as their natural grease can be used in many alchemical mixtures. In the wild, grabast are hunted by kripar for their fatty meat.

Grizzlyboar (CR 5)

Large animal

Init 11; **Senses** low-light vision, scent; **Notice** 19

Defense

AC 16, flat-footed 15

(+1 Dex, +6 natural, –1 size)

HP 57 (5d8+30)

Fort +8, **Ref** +5, **Will** +2

Defensive Abilities ferocity

Offense

Speed 40 ft.

Melee 2 claws +9 (1d6+5 plus grab), gore +9 (1d8+5)

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

Statistics

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +11; **CMD** 22 (26 vs. trip)

Combat Maneuvers +4 grapple

Feats Endurance, Run, Skill Focus (Athletics), Toughness

Skills Athletics +8, Perception +9, Survival +9

SQ camouflage

Ecology

Environment forests

Organization solitary or pair

Treasure Value none



A strange sound emerges from the underbrush, a growling sort of grunting, followed by what seems to be a large brown bear- but with piggy eyes and tusks the size of scimitars!

The grizzlyboar is a fairly straightforward chimeric creation, as the composite species of grizzly bear and wild boar are not terribly dissimilar, both being relatively solitary omnivorous mammals that live in forests. The deranged wizard that magically cross-bred them likely did it as much for the play on their combined names as any specific motivation. Grizzlyboars are a typically underestimated cross-species, as they are more durable than most bears and larger than any normal boar. They have a wider range than either, but are not quite as widespread due to their overly aggressive nature and tasty flesh, which makes them prime hunting targets of brave and idle nobles, who hold that the spearing of a grizzlyboar the highest act of bravery. Grizzlyboars have graced the heraldry of many a noble house, and denote the combined qualities of stubbornness and indomitable strength, traits many humanoids desire.

Grizzlyboars are occasionally found in mated pairs, for a month of the year, raising two cub-shoats of small size; full-grown males are similar in size to large grizzlies, up to 400 pounds in weight, 4 feet at the shoulder and 6 feet long.

Grizzlyboars are fairly common in the western reaches of the Great Green, where the elves there purport that they are actually a legitimate, singular species, not a magical crossbreed. They are also found in the Jotun Forest, holding their own against the giant races there. Grizzlyboars found in the rest of Porphyra are usually gladiatorial animals (Pyynian Coast, Iskandar, Northlands, among others) or war-mounts (Jheriak, Azagor)

Blessed of Saren

Though they are natural creatures, some grizzlyboar that have showed to defend the general forest as much as there own territories have gained the attention and blessing of Saren, The Tusked God. Those blessed by Saren gain damage reduction 5/magic and add the cleric creature template. They can channel positive energy. They may also cast spells with the animal descriptor in addition to those normally available to the template.

Grovenger (CR 14)

Huge plant

Init 9; **Senses** low-light vision; **Notice** 38

Defense

AC 29, flat-footed 29; **SR** 22

(-1 Dex, +22 natural, -2 size)

HP 190 (20d8+100)

Fort +17, **Ref** +7, **Will** +11

DR 10/magic; **Immune** plant traits

Vulnerable fire

Offense

Speed 20 ft.

Melee 4 slams +23 (2d8+10/18-20)

Space 10 ft.; **Reach** 15 ft.

Special Attacks withering cloud (F-DC 25)

Spell-Like Abilities (CL 20; caster check +22)

At will—detect animals or plants, entangle (R-DC 13), spike growth (R-DC 15)

1/day—control plants (W-DC 20), diminish plants, plant growth, spike stones (R-DC 16)

Statistics

Str 30, **Dex** 8, **Con** 21, **Int** 10, Wis 16, Cha 15

Base Atk +15; **CMB** +27; **CMD** 36

Combat Maneuvers +4 grapple

Feats Cleave, Dreadful Carnage, Lightning Reflexes, Lunge, Improved Critical (slam), Improved Grapple, Iron Will, Power Attack, Skill Focus (Intimidate), Tiring Critical

Skills Intimidate +28, Perception +28

Languages Common, Druidic, Sylvan

Ecology

Environment forest

Organization solitary, pair, or grove (3-9)

Treasure Value 15,000 gp

Special Abilities

Withering Cloud (Su; Con) Every 1d4 rounds of combat, the grovenger expels a 20-ft. lingering cone of microscopic coarse salt and fetid, desiccated plant material. The cloud saps all moisture from the surrounding air and from living creatures. Affected opponents must make a Fortitude save or take 1d3 points of Constitution and Dexterity damage. In addition, the cloud's misty quality obscures all vision for 1d4 rounds, bestowing concealment to everyone in its area of effect.

A grovenger forms from the remnants of abandoned or destroyed druid groves. It stalks their territory, blindly and indiscriminately seeking vengeance against any entity unfortunate enough to find itself in its relentless path. No matter their originating tree species, all grovengers share the same common characteristics. Completely devoid of leaves, its gnarled trunks and four massive limbs are the only remaining vestiges of its previous lush, vibrant existence. It has wild, purple eyes and a large, gaping maw of pointed needles and thorns that emits a nauseating stench of rot and decay. Its body rests atop a gangly mass of long, black roots resembling parasitic vines, allowing the creature to grab nearby objects and drag itself, its only means of locomotion.

Although the exact mechanism giving birth to these creatures remains the subject of heated speculation, druids unanimously agree that a combination of potent divine magic and the despoilment of the druidic circle undoubtedly play a central role in the process. Once the recipients of bountiful nourishment and loving attention from their druid caretakers, grovengers despise their current existence, primarily blaming humanoids and unnatural creatures for their present condition. Grovengers staunchly defend the ruins of the circle for the rest of their lifetimes, usually deeming a radius of several miles around the location as their territory. Consumed by an irrepressible rage and primordial urge for retribution, they incessantly hunt trespassers. Despite their overwhelming, feral instincts, grovengers often refrain from attacking druids, preferring to monitor their activities and gauge their intentions, in the vain hope that they may possess the means to restore them to their previous existence. Members of the same grove peacefully coexist, yet they mercilessly attack grovengers from other circles without provocation.



Unable to control their insatiable desire for vengeance, they attack with unbridled ferocity. They exhibit no regard for tactics, carelessly wading into battle



flailing their massive limbs at their opponents. Regardless of the circumstances, grovengers never retreat, defending the integrity of their land irrespective of the cost.

Harpooner (CR 13)

Large aberration

Init 12; **Senses** see in darkness; **Notice** 14

Defense

AC 32, flat-footed 30
(+4 cover, +2 Dex, +17 natural, -1 size)
HP 135 (18d8+54)
Fort +9, **Ref** +12, **Will** +15
DR 5/magic; **Defensive Abilities** behind cover

Offense

Speed 20 ft.
Melee bite +22/+17/+12 (4d6+15/18-20) or 3 harpoons +22 (1d8+5/18-20 plus pull)
Space 10 ft.; **Reach** 5 ft. (60 ft. with harpoons)
Special Attacks pull (harpoon, 15 ft), unexpected yank

Statistics

Str 30, **Dex** 14, **Con** 17, **Int** 8, **Wis** 19, **Cha** 8
Base Atk +13; **CMB** +24; **CMD** 36 (can't be tripped)
Combat Manuevers +4 disarm, +4 pull
Feats Bleeding Critical, Critical Focus, Eldritch Claws, Improved Critical (bite, harpoon), Lightning Reflexes, Skill Focus (Athletics, Stealth, Survival)
Skills Athletics +37, Stealth +25, Survival +31
Language Undercommon
SQ camouflage

Ecology

Environment forest, jungle, mountains, underground
Organization solitary
Treasure Value 11,600 gp

Special Abilities

Behind Cover (Ex) Harpooners are experts are finding places to hang from that provide cover. If a harpooner is not travelling to a new hunting ground they are considered to have cover (+4 AC, +2 Reflex saves).
Harpoons (Ex; piercing) The harpooner can launch three tendrils (called harpoons) at creatures below it. They tendrils have a length of 60 ft. and can become compressed into a spike that allows the creature to reel the target toward its mouth. The harpooner can not use harpoons and bite in the same round. If the tendril is attacked it has AC 20 and 18 hit points. Damage to the tendrils does not damage the harpooner. A tendril that is destroyed grows back in 4 rounds.
Unexpected Yank (Ex) If a harpooner is able to strike a flat-footed opponent, it may perform a free combat maneuver check to disarm its prey as well as the check to pull it upward.



It is possible that the fearsome harpooner may once have been part of a more intelligent and civilized race, able to build temples and manipulate objects in worship to strange gods. Now, however, they have either devolved from that stage or evolved from a simple cave and forest hunting aberration to a formidable and hungry foe, able to take out an entire guarded caravan, with speed and ferocity. They are equally at home in subterranean tunnels, dense forests, or hanging from a craggy cliff, all to take advantage of their lashing, piercing tendrils.

Though fairly intelligent, harpooners devote most of their faculties towards finding the perfect hiding spot to obtain their next meal. They are smart enough to know that consuming beasts may cause them to avoid its hunting grounds, and consuming humanoids may result in reprisal, so they will nearly always leave the area of a successful hunt. They are at their most vulnerable in transit, and so will not move much more than a mile, and have been know to return to a good hunting spot. They also know how humanoids (their favorite food) value treasure, so a harpooner will drag along valuable items as a lure beneath their lurking spot, or simply leave the valuables of a previous kill, after they have feasted. It is thought that harpooners lay eggs, but no one has seen an immature specimen, or indeed, two harpooners in the same place.

Haunted Doll (CR 3)

Small construct

Init 14; **Senses** darkvision, lifesense 60 ft; **Notice** 11

Defense

AC 15, flat-footed 11
(+4 Dex, +1 size)
HD 42 (4d10+20)
Fort +1, **Ref** +5, **Will** +2
Hardness 2
Vulnerable channeled energy

Offense

Speed 20 ft.
Melee 2 slams +4 (1d3-1 plus 1d4 bleed)
Special Attacks +2 attack and damage adults

Statistics

Str 8, **Dex** 19, **Con** —, **Int** —, **Wis** 13, **Cha** 15
Base Atk +4; **CMB** +2; **CMD** 16
SQ someone to love

Ecology

Environment urban
Organization solitary
Treasure Value 4d6 gp

Special Abilities

Someone to Love (Su) Haunted dolls are constructs that contain the souls of murdered children. These dolls form a twisted bond with a single child that finds them. While that child is alive, the haunted doll gains fast healing 5. The haunted doll wants to be the sole person that that child loves and gains a +2 attack and damage bonus against any adults in the child's life.



Though haunted dolls are small and often crude-looking, they are among the more terrifying constructs ever created by a demented, magically skilled mind. Most (75%) are made of found objects and rough materials, sometimes even lacking a face but always with at least four limbs, two of which can be used for combat. A few (25%) are expensive-looking, with silk clothes and porcelain face and limbs, an extravagant toy for a spoiled aristocratic child. The treasure a haunted doll possesses is usually in the form of some decoration on its form, or perhaps a finely-made toy that it carries around with it to comfort an existing or prospective child-bond.

There are a few different ways in which a haunted doll can come into being, all dark and sinister, requiring the soul of a murdered child. The first is first is to be created by a grieving parent, seeking to give life to their child lost to cruelty and violence, made out of love and desperation. Such a returned soul stays only briefly with their creator, leaving them broken-hearted in search of a "friend" to protect. The second is a spontaneous creation, where the restless soul of the murdered youngster, often one undiscovered and unavenged, seeks and finds a receptacle to inhabit, setting out in its dark mission to protect a living child. The last and darkest type of haunted dolls are created by mad serial killers, creating the sinister poppets from their own victims as a trophy. These macabre constructs often end up murdering their creator and dispersing to prevent that fate on others.

The creation, accidental, well-meaning or otherwise is anathema to virtually all religions, even the maliciously evil ones, if only because a soul could be put to better use as undead or sacrifice. Though they are not undead, they take damage from positive and negative channeled energy as if they were affected by both, and are vulnerable to it, taking an additional 50% damage inflicted by any form of channeled energy.

Hevaka (CR 16)

Large outsider

Init 12; **Senses** see in blackness; **Notice** 38

Defense

AC 32, flat-footed 9
(+2 Dex, +1 dodge, +20 natural, -1 size)

HP 199 (21d10+84); **fast healing** 6

Fort +11, **Ref** +14, **Will** +16

DR 10/blood crystal; **Immune** ability damage and drain, acid, disease, radiant, poison; **Resist** cold 10, electricity 10, fire 10, sonic 15

Offense

Speed 50 ft.

Melee +1 fighting fan +27/+27/+22/+22 (1d6+8/x3) or unarmed strikes +27/+27/+22/+22 (1d6+7 plus boar style)

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

Special Attacks multiweapon mastery

Statistics

Str 24, **Dex** 15, **Con** 19, **Int** 20, **Wis** 19, **Cha** 16

Base Atk +21; **CMB** +29; **CMD** 41

Combat Maneuvers +4 disarm

Feats Blinding Critical, Blind-Fight, Boar Style, Break Guard, Combat Expertise, Combat Reflexes, Dodge, Double Slice, Great Fortitude, Improved Disarm, Nimble Moves

Skills Acrobatics +26, Athletics +31, Deception +27, Diplomacy +27, Intimidate +27, Knowledge (nobility) +29, Knowledge (planes) +29, Knowledge (religion) +29, Perception +28, Profession (bodyguard) +28, Use Magic Device +27

Languages Common, Dark Folk, Infernal, Sign Language, Undercommon

Ecology

Environment Realms Beyond (Halls of Bureaucracy)

Organization solitary, pair, agency (3-7)

Treasure Value four +1 fighting fans, 15,780 gp

The treacherous goddess Lyvalia, the Whispering Councillor, is known as the subtlest of the New Gods, despising war and crude combat, and preferring assassination and subversion. That being said, power must oppose power, and Lyvalia has never underestimated her opponents, crude though they may be. Among the most powerful of her dedicated outsider servants are the hevaka, a race unto themselves and not to be suborned by any allegiance to daemons, devils or other fiends. These tall, quietly menacing beings seethe with bottled rage, but are imposing and stern, with their polished ram-horns and forehead jewel denoting which great Agent of Lyvalia commands their loyalty. They wear beautiful robes of the court, and their deadly fighting fans are decorated with beautiful patterns drawn on their silk surfaces. They may even be imposed upon to fan their humanoid allies, or pose decoratively- and menacingly.

In a toe-to-toe fight with fiends or celestials hevaka can hold their own, and utilize all possible martial arts fighting techniques, especially using the Break Guard feat and attempts to disarm weapon-wielding foes. The spurn magic power but do not hesitate to use magic items they have taken in battle or knock out of an opponents' grasp. Hevaka are not known to pursue their own agendas, and any apparent act of doing so is likely due to some secret, long-range plan of their ultimate master, Lyvalia.



Hexenbiest Creature

"A monster, which the Blatant beast men call, a dreadful fiend of gods and men ydrad." – Edmund Spencer

Witchcraft-wielding hags often employ subservient hexenbiest to help them carry out their wicked schemes. These beasts are captured, tortured, and transformed into malevolent monsters by the hag's powerful magical hexes.

Appearance Changes

Hexenbiest take on a similar appearance to the hag that created them (see *Monsters of Porphyra 2*). They also are marked by a glowing, purple rune that floats near their head as a symbol of their binding to the hag.

Creating a Hexenbiest Creature

"Hexenbiest" is a template that can be added to any corporeal living creature (referred hereafter as the base creature. A hexenbiest uses the base creature's stats and abilities except as noted here.

CR: +1*

AC: Increase the base creature's natural armor bonus by +2.

Defensive Abilities: Hexenbiest gain an immunity based upon their hag patron.

Briny: cold
Cave: illusion
Glacier: cold
Lunar: mind, stun
Maelstrom: electricity
Quagmire: disease, poison

Special Abilities: All hexenbiest gain a hex gaze that deals poison damage determined by the patron. If the hexenbiest does not have eyes this is a gained touch attack instead.

Poison Gaze (Su; poison; Con) gaze—30 ft. range; save F-DC 10 + ½ base creature's Hit Dice + Constitution modifier; cure 1 save

Briny: track Int; effect W(2)
Cave: track Cha; effect W(2)
Glacier: track Con; effect W(2)
Lunar: track Wis; effect W(2)
Maelstrom: track Dex; effect W(2)
Quagmire: track Str; effect W(2)

Abilities: +4 Str, +4 Con, -2 Cha

Languages: All hexenbiest may communicate telepathically with their hag patron up to 10 miles.

SQ: Hexenbiest with a briny hag patron gains the water breathing special ability.

Organization: solitary

Treasure: none

* It is possible for a coven of different hags to all place their hex upon a hexenbiest. In this case increase the CR +1 per two additional hexes. The damage from the gaze attack of different ability types stacks, so a briny, cave hexenbiest will deal 1d4 Intelligence and 1d4 Charisma with its gaze.

Sample Hexenbiest

For sample hexenbiest it was decided to apply the template to a dire boar and a gynosphinx.

Briny Hexenbeist Dire Boar (CR 5)

Large animal
Init 14; **Senses** low-light vision, scent; **Notice** 22

Defense

AC 17, flat-footed 17
(+8 natural, –1 size)
HP 57 (5d8+35)
Fort +9, **Ref** +4, **Will** +2
Defensive Abilities ferocity; **Immune** cold

Offense

Speed 40 ft.
Melee gore +10 (2d6+12)
Special Attacks poison gaze (F-DC 20)

Statistics

Str 27, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +3; **CMB** +12; **CMD** 22
Feats Improved Initiative, Skill Focus (Perception), Toughness
Skills Perception +12, Survival +9
Languages telepathy (10 miles; hag patron)
SQ water breathing

Ecology

Environment forest, jungle
Organization solitary
Treasure Value none

Special Attacks

Briny Poison Gaze (Su; poison; Con) gaze—30 ft.

range; save F-DC 20 (10 poison damage); track Int; effect W(2); cure 1 save

Glacier Hexenbeist Sphinx (CR 9)

Large magical beast

Init 15; **Senses** darkvision, low-light vision; **Notice** 31

Defense

AC 23, flat-footed 22
(+1 Dex, +13 natural, –1 size)
HP 126 (12d10+60)
Fort +11, **Ref** +11, **Will** +10
Immune cold

Offense

Speed 40 ft., fly 60 ft.
Melee 2 claws +19 (2d6+8/19–20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks poison gaze (F-DC 21), pounce, rake (2 claws +17, 2d6+6)
Spell-Like Abilities (CL 12th; caster check +15)
Constant—comprehend languages, detect magic, read magic, see invisible
3/day—remote sense
1/day—dispel magic, locate object, remove curse
1/week—one symbol-based form of ritual magic

Statistics

Str 26, **Dex** 13, **Con** 20, **Int** 18, **Wis** 19, **Cha** 17
Base Atk +12; **CMB** +19; **CMD** 30 (34 vs. trip)
Feats Combat Casting, Improved Critical (claw), Improved Initiative, Iron Will, Skill Focus (Acrobatics, Perception)
Skills Acrobatics +22, Deception +16, Diplomacy +16, Intimidate +16, Knowledge (history) +16, Perception +25
Languages Common, Draconic, Sphinx; telepathy (10 miles; hag patron)

Ecology

Environment arctic, hills
Organization solitary
Treasure Value none

Special Attacks

Glacier Poison Gaze (Su; poison; Con) gaze—30 ft. range; save F-DC 21 (11 poison damage); track Con; effect W(2); cure 1 save

Katla and Mujalda

On the forbidding icy expanses of The Slab, greatest of all glaciers that lay in the cracks and folds of the northern and mountainous reaches of Porphyra, the glacier hag Katla Bluuface reigns supreme. Much of Katla Bluuface's power resides in the form of her bodyguard, mount and familiar Mujalda, a bizarrely altered sphinx of the southern elementalist deserts. Mujalda is a hexenbeist, changed by the continuous application of foul hexes and charms by the hag- and likely with the help of a long-dead coven. Mujalda was captured and given as a tribute of fealty to the Zendik Order centuries ago, probably during the NewGods War, to strengthen the servants of the Ice Tyrant against incursion of the Deist forces. The race of hags soon betrayed their Elementalist allies and took various obscure New Gods and even stranger beings as patrons, resulting in the ire of the frost giants and other adherents of The Ice Tyrant in the Northlands. Katla and Mujalda have taken on all comers…



Hovara (CR 5)

Small magical beast

Init 19; **Senses** darkvision; **Notice** 20

Defense

AC 18, flat-footed 13
(+5 Dex, +2 natural, +1 size)

HP 52 (7d10+14)

Fort +7, **Ref** +10, **Will** +4

Offense

Speed 5 ft., fly 60 ft.

Melee mandibles +9 (1d6+1), tail +4 (1d4)

Special Attacks steal breath

Spell-Like Abilities (CL 7th; caster check +13)

At will—color spray (W-DC 13), force armor, sleep (F-DC 14), telekinesis

3/day—charm person (W-DC 14), hold person (W-DC 15), suggestion (W-DC 15)

1/day—charm monster (W-DC 17), displacement, dominate person (W-DC 17)

Statistics

Str 12, **Dex** 21, **Con** 14, **Int** 18, **Wis** 11, **Cha** 15

Base Atk +7; **CMB** +7; **CMD** 22

Feats Combat Casting, Improved Initiative, Iron Will, Spell Focus (Enchantment)

Skills Acrobatics +15, Deception +9, Intimidate +9, Perception +10, Sense Motive +10, Stealth +19

SQ camouflage

Languages Common, Goblin, Gnome, Old Porphyran

Ecology

Environment desert, hills, plains

Organization solitary, cage (2-8 plus 1 hovara with the spellcaster template), force (10-40 plus 2-4 slaves, 5 hovara with the spellcaster template).

Treasure Value 1,550 gp

Special Abilities

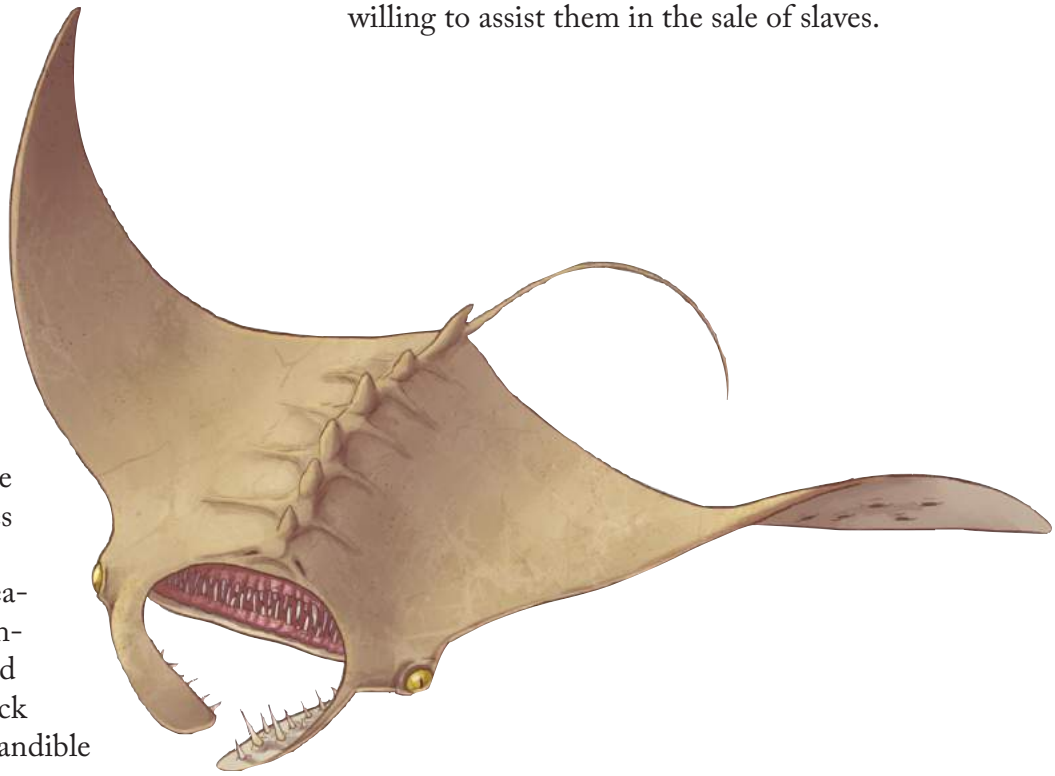
Steal Breath (Ex; Con) If the hovara hits a living creature with their mandibles the victim must make a Reflex save (DC 15) or the hovara attaches itself to the creature's face and draws out their breath. The creature immediately begins drowning. The hovara can be removed with a successful Strength check (DC 15) but doing so deals mandible damage to its attached creature.

The hovara are a cruel race of slave traders and spellcasters. A hovara looks somewhat like a manta ray adapted to the air instead of the water. They have silent air jets under their wings that serve to keep them aloft and provide propulsion. Their mouth is puckered with sharp teeth, and two fleshy mandibles shoot off from either side. Their tail is quite dexterous, and is used to cast their foul spells. They have no hands, thumbs, or claws with which to grip objects, but they make up for this with their powerful spell-like abilities.

The hovara make their living by kidnapping members of other races and selling them on the black market. Hovara travel in small bands looking for good slave material. When they find something that pleases them, they attack, attempting to disable, subdue, and immobilize their opponents. These victims are then carried off by the hovara and placed in cages mounted on wagons driven by mawgriffs to be transported to the market for sale.

It is rumored that the hovara were created by intellect devourers specifically to provide them with a steady supply of slaves. This probably isn't true, although the hovara do sell many slaves to this evil race.

Hovara slave markets are found throughout the original lands of the Patchwork Planet. For reasons not known, hovara have difficulties crossing porphyrite borders. However, just because they cannot cross the Godswall doesn't mean that there aren't other races willing to assist them in the sale of slaves.



Inevitable, Katalut (CR 13)

Medium outsider (inevitable)

Init 17; **Senses** low-light vision, detect magic, true seeing; **Notice** 31

Defense

AC 28, flat-footed 21; **SR** 21
(+7 Dex, +11 natural)
HP 175 (14d10+98); **regeneration** 5 (mercurial)
Fort +16, **Ref** +11, **Will** +13
DR 10/mercurial; **Defensive Abilities** constructed; **Immune** construct immunities, fire

Offense

Speed 30 ft.; fly 60 ft.
Melee +1 flaming spiked chain +22/+17/+12 (2d4+11 plus 1d6 fire plus trip) and 2 slams +21 (2d6+3 plus 1d6 fire) or 4 slams +21 (2d6+7 plus 1d6 fire)
Special Attacks fiery fists of purification, half-blood bane
Spell-Like Abilities (CL 14th; caster check +18)
Constant—detect magic, true seeing
At will—blood scent, discern lies (W-DC 17), disguise self, fear (W-DC 18), hold person (W-DC 16), invisibility, locate creature
3/day—circle of death (W-DC 20), greater dispel magic, hold monster (W-DC 18)
1/day—cloudkill (F-DC 19), dimensional anchor, silence (W-DC 16), teleport
1/week—power word kill

Statistics

Str 24, **Dex** 25, **Con** 24, **Int** 13, **Wis** 18, **Cha** 19
Base Atk +14; **CMB** +21; **CMD** 38
Combat Maneuvers +4 trip
Feats Combat Expertise, Combat Reflexes, Improved Disarm, Improved Initiative, Improved Trip, Multiattack, Vital Strike
Skills Acrobatics +24, Intimidate +21, Knowledge (local) +18, Knowledge (planes) +18; Perception +21, Stealth +24, Survival +21
Languages truespeech
SQ swift tracker, track +7

Ecology

Environment Realms Beyond (Regulus)
Organization solitary, pair, or death squad (3-6)
Treasure Value +1 flaming spiked chain, 3,275 gp

Special Abilities

Fiery Fists of Purification (Su) A katalut's fists are endowed with the fires of purity and deal an additional 1d6 of fire damage.
Half-Blood Bane (Su) A katalut's chain has the bane property against all creatures with more than one racial



subtype, including mixed blood native outsiders like eventuals.

The unstoppable variety of inevitable outsiders called kataluts are over six feet tall, weighing nearly two tons due to their stone and metal composition. Naturally a robotic-looking stony being with four arms, katalut are able to use both disguise self and invisibility to help blend into their surroundings. Kataluts frequently appear as a member of the race they are currently stalking, insinuating themselves in their social circle. Due to their perpetual missions of relentless mixed race genocide, kataluts are one of the most feared of all the inevitables. Kataluts are servitors and executioners of Kamus, the Lord of the Chain. They are especially feared in lands bordering Parl Pardesh, and in the Cold Peninsula of northern Porphyra, as there are many mixed-blood races there. Even Linites are rumored to summon them from time to time, to take advantage of their implacable nature, impeccable tracking, and awe-inspiring martial prowess.

Jaggerfanigle (CR 2)

Medium aberration
Init 12; **Senses** darkvision, scent; **Notice** 11

Defense

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 natural)
HP 32 (5d8+10)
Fort +3, **Ref** +3, **Will** +5
Immune illusion

Offense

Speed 30 ft
Melee bite +5 (1d6+2), 2 claws +5 (1d3+2)
Special Attacks bounding charge (80 ft.), rake (2 claws +5, 1d3+2)

Statistics

Str 15, **Dex** 14, **Con** 15, **Int** 5, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +5; **CMD** 17
Feats Blind-Fight, Combat Reflexes, Diehard
Skills Athletics +10, Survival +9
Languages Undercommon; telepathy
SQ luminous (low-light; 20 ft.)

Ecology

Environment underground
Organization pack (3-24)
Treasure Value 550 gp

Special Abilities

Bounding Charge (Ex) As a full-round action that leaves the jaggerfanigle flat-footed, it may drop on all fours to charge up to 80 ft., with any number of turns, and make a full attack at the end of the charge.



The ecology of the cave systems under the surface of Porphyra is extremely dependent on the myriad strains of fungus. Many species of mushroom, mold and lichen strain particles of organic matter out of the air and rock and form the base of the subterranean food chain. Even stranger kinds of fungus grow, multiply and spread subsisting on subtle radiations coming from minerals in the earth like hellstone, mawine, geranite, and other strange metals. Humanoid races such as drow and dwarves comfortably dwell in the Underdeep as their natural environment, while races such as goblins, kobolds and gnomes prefer close-to-the surface burrows. Lore of the latter race have named a species of once-humanoids that grew far too close to the life-giving fungus of the underworld, named in Gnomish, jaggerfanigle, or "tooth-runners". It is even possible that these pack-oriented aberrations were once gnomes in aeons past. Man-sized, with overlapping chitinous scales, rock-like claws and joint protrusions, and with no visible sense organs, the fish-gasping mouths of these glowing horrors gives them the sensory awareness to run down any prey unfortunate enough to blunder into their territory. The symbiotic nature of the ubiquitous fungus covering most of a jaggerfanigle's body would seem to be counter to underground survival, giving away their location, but the glowing fungus feeds the creatures while they patiently await prey, and seems to terrify those who perceive and know of their threat, or at least confuse the ever-present glow with the torches and artificial lights of the surface.

Jaggerfanigles are also feared in the Underdeep for their reputation of not negotiating with any other races and hunt drow, dwarves, orcs and gnomes with equal zest. They prefer humanoid prey to the point where they will ignore non-humanoid underground dwellers. Communication with other races consists primarily of greedy mental whispers meant to drive prey being stalked into a state of panic.

Jakulus, Female (CR 15)

Huge dragon
Init 14; **Senses** dragon sense; **Notice** 34
Aura greed (30 ft.; W-DC 20)

Defensive

AC 28, flat-footed 28
(+20 natural, -2 size)
HP 189 (18d12+72); **fast healing** 10
Fort +15, **Ref** +13, **Will** +16
DR 10/magic; **Immune** poison, sleep

Offense

Speed 30 ft., fly 60 ft.
Melee bite +25 (2d6+13 plus poison), 2 claws +25 (1d8+9 plus bleed), tail slap +25 (2d6+13)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks bleed (1d8), breath weapon (30 ft cone [cloud persists for 1d3 rounds]; poison; F-DC 23)

Statistics

Str 28, **Dex** 10, **Con** 18, **Int** 10, **Wis** 17, **Cha** 12
Base Atk +18; **CMB** +29; **CMD** 39 (43 vs. trip)
Combat Maneuvers +4 drag
Feats Cleave, Improved Drag, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Skill Focus (Acrobatics, Perception), Power Attack
Skills Acrobatics +27, Athletics +30, Perception +30, Scrutiny +24, Stealth +13, Survival +24
SQ camouflage
Languages Draconic

Ecology

Environment forest, jungle
Organization solitary
Treasure Value 39,000 gp

Special Abilities

Breath Weapon (Su) The female jakulus can exhale a 30 foot cone of gaseous poison that hangs in the air for 1d3 rounds.

> **Poison Breath**—inhaled; save Fort DC 23 [13 poison damage]; track—Dexterity; effect I(1-6)—H(1-4)—D(1-2)—dead; cure 2 saves.

Greed Aura (Su; emotion; Cha) Any non-dragon that enters the female jakulus's greed aura must make Will save or fall under the effects of an envious urge spell. This often causes her prey to focus on stealing from her treasure hoard and lead her victim open to her attacks.
Poison (Ex) Bite—injury; save Fort DC 12 [2 poison damage]; track Constitution; effect I(1-6)—H(1-4)—D(1-2)—dead; cure 2 saves.

Jakulus, Male (CR 2)

Small dragon
Init 14; **Senses** dragon sense; **Notice** 20

Defense

AC 15, flat-footed 11
(+4 Dex, +1 size)
HP 22 (3d12+3)
Fort +4, **Ref** +7, **Will** +7
Immune poison, sleep

Offense

Speed 30 ft., climb 20 ft., fly 60 ft.
Melee bite +8 (1d4 plus bleed plus poison [F-DC 12])
Special Attacks bleed (1d4), diving strike

Statistics

Str 11, **Dex** 19, **Con** 13, **Int** 10, **Wis** 19, **Cha** 11
Base Ark +3; **CMB** +2; **CMD** 16 (can't be tripped)
Feats Skill Focus (Stealth), Weapon Finesse
Skills Acrobatics +10, Athletics +6, Perception +10, Scrutiny +10, Stealth +17, Survival +10
SQ camouflage
Languages Draconic

Ecology

Environment forest, jungle
Organization solitary, pair, nest (3-8)
Treasure Value 550 gp

Special Abilities

Diving Strike (Ex) Male jakulus may leap 90 ft. and make a single attack as a charge action. This action



does not draw an attack of opportunity.
Poison (Ex) Bite—injury; save Fort DC 12 [2 poison damage]; track Constitution; effect W(1-4)—I(1-4)—H(1-4); cure 1 save.

The forest-dwelling jakulus species possesses extreme sexual dimorphism, the females are huge and draconic, the males small and snake-like. The female has many dragonish characteristics, collecting treasure, sleeping for long periods of time, and conversing with sentient beings, but her interests are narrow, concerned with the safety of her 'husbands', threats in the area, availability of food, and the admiration of its hoard. Danger to these will arouse the jakulus' slow anger. Females gather their treasure-piles in secluded glades and sleep upon them, with their smaller males slithering around. A surplus of males will be driven away, and the serpentine creatures will adopt a hunting style of wrapping around trees or even the fixtures in nearby buildings.

When a female dies by misadventure or old age (they live about 300 years) the corpse is consumed by the small males, and the one to eat the jakulus' heart quickly (1 HD/week) transforms into the new protector/female. Jakulus are not attractive dragons, being lumpy, asymmetrical and a mottled moss-green with metallic flecks. A female jakulus is 60 feet long and 20 feet high and weighs 16,000 pounds. Males are about 5 feet long and 20 lbs.



Jellybear

Jellybears are artificially grown oozes infused with the animalistic spirit of bears for their tenacity and power. They are used or sold by alchemists as guardian beasts.

The freelancing zendiqi alchemist Yata Hamal, who controls a small djinni cloud-castle, flies around Porphyra selling embryonic jellybears (ie. gelatinous cubs), or whimsically dropping them here and there.

All jellybears share the following traits.

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

Ecology

Environment any
Organization solitary or pair
Treasure Value standard

Special Abilities

Animalistic (Ex) All jellybears possess animal intelligence and instincts. Though they are oozes, the animal spirit which give them skills and feats of animals.
Immunity to Projectiles (Ex) Jellybears are immune to all damage from arrows, crossbow bolts, darts, sling stones, and firearm projectiles.

Clear Jellybear (CR 10)

Init 12; **Senses** blindsight 60 ft.; **Notice** 35
Aura numbing cold (60 ft.)

Defense

AC 15, flat-footed 13
(+2 Dex, +4 natural, -1 size)
HP 161 (14d8+98)
Fort +16, **Ref** +6, **Will** +6
Defensive Abilities ooze traits; **Immune** cold, projectiles

Offense

Speed 30 ft.
Melee 2 claws +16 (1d8+7/18-20 plus 2d6 cold), bite +16 (1d8+7 plus 2d6 cold)
Special Attacks chill (2d6 cold)

Statistics

Str 24, **Dex** 14, **Con** 24, **Int** 2, **Wis** 14, **Cha** 5
Base Atk +10; **CMB** +18; **CMD** 30 (34 vs. trip)
Feats Critical Focus, Endurance, Improved Critical (claws), Run, Skill Focus (Perception, Survival), Vital Strike
Skills Perception +25, Survival +25
SQ animalistic

Special Abilities

Aura of Numbing Cold (Ex) Clear jellybears absorb all the ambient heat around them. Any creatures not immune or resistant to cold, or protected by endure elements suffer a -4 penalty to all Dexterity-based rolls.
Transparent (Ex) A DC 15 Perception check is required to notice a clear jellybear.

Green Jellybear (CR 4)

Init 8; **Senses** blindsight 60 ft.; **Notice** 22

Defense

AC 7, flat-footed 7
(-2 Dex, -1 size)
HP 52 (5d8+30)
Fort +8, **Ref** -1, **Will** +2
Defensive Abilities ooze traits; **Immune** acid, projectiles

Offense

Speed 20 ft.
Melee 2 claws +8 (1d6+6 plus 1d4 acid), bite +8 (1d6+6 plus 1d4 acid)
Special Attacks caustic (1d4 acid)

Statistics

Str 22, **Dex** 6, **Con** 19, **Int** 2, **Wis** 12, **Cha** 1
Base Atk +3; **CMB** +10; **CMD** 18 (22 vs. trip)
Feats Skill Focus (Perception, Survival), Toughness
Skills Perception +12, Survival +12
SQ animalistic

Orange Jellybear (CR 8)

Init 14; **Senses** blindsight 60 ft.; **Notice** 32

Defense

AC 10, flat-footed 9
(+1 natural, -1 size)
HP 126 (12d8+72)
Fort +14, **Ref** +4, **Will** +5
Defensive Abilities block attacks, ferocity, ooze traits; **Immune** projectiles

Offense

Speed 40 ft.
Melee 2 claws +15 (2d6+6), bite +14 (1d8+6)
Special Attacks blood rage, pounce

Statistics

Str 22, **Dex** 10, **Con** 22, **Int** 2, **Wis** 12, **Cha** 1
Base Atk +9; **CMB** +16; **CMD** 26 (30 vs. trip)
Feats Improved Initiative, Skill Focus (Perception, Survival), Power Attack, Step Up, Weapon Focus (claws)
Skills Perception +22, Survival +22
SQ animalistic

Red Jellybear (CR 6)

Init 9; **Senses** blindsight 60 ft.; **Notice** 26

Defense

AC 8, flat-footed 8
(-1 Dex, -1 size)
HP 85 (9d8+45)
Fort +11, **Ref** +2, **Will** +4
Defensive Abilities ooze traits; **Immune** fire, projectiles

Offense

Speed 30 ft.
Melee 2 claws +10 (1d6+5 plus grab), bite +10 (1d6+5)
Special Attacks breath weapon (30 ft. cone; 4d6 fire; R-DC 19 half, 4/day)

Statistics

Str 20, **Dex** 8, **Con** 21, **Int** 2, **Wis** 12, **Cha** 1
Base Atk +6; **CMB** +12; **CMD** 21 (25 vs. trip)
Combat Manuevers +4 grapple
Feats Diehard, Endurance, Run, Skill Focus (Perception, Survival)
Skills Perception +16, Survival +16
SQ animalistic

Yellow Jellybear (CR 12)

Init 12; **Senses** blindsight 60 ft.; **Notice** 37

Defense

AC 17, flat-footed 15; **SR** 19
(+2 Dex, +6 natural, -1 size)
HP 216 (16d8+144)
Fort +17, **Ref** +7, **Will** +7
Defensive Abilities ooze traits; **Immune** electricity, projectiles

Offense

Speed 30 ft.
Melee 2 claws +19 (1d8+7/18-20 plus 3d6 sonic), bite +18 (1d8+7/18-20 plus 3d6 sonic)
Special Attacks shrill (3d6 sonic)
Spell-Like Abilities (CL 16th; caster level +17)
At will—bear's endurance, bloody claws, bull's strength, expeditious retreat, greater magic fang, shield

Statistics

Str 24, **Dex** 14, **Con** 24, **Int** 2, **Wis** 14, **Cha** 12
Base Atk +12; **CMB** +20; **CMD** 32 (36 vs. trip)
Feats Bleeding Critical, Critical Focus, Improved Critical (bite, claws), Skill Focus (Perception, Survival), Toughness, Weapon Focus (claws)
Skills Perception +27, Survival +27
SQ animalistic



Jellyfish, Thunderstorm (CR 16)

Colossal aberration (air)

Init 16; **Senses** blindsense 180 ft., darkvision; **Notice** 43

Defense

AC 32, flat-footed 29
(+2 Dex, +1 dodge, +27 natural, -8 size); +4 vs. AoO
HP 297 (22d8+198)
Fort +18, **Ref** +9, **Will** +17
DR 15/slashing; **Defensive Abilities** amorphous, lightning storm; **Immune** electricity, mind

Offense

Speed fly 60 ft.
Melee 6 tentacles +24 (2d8+16/18-20 plus 2d8 electricity plus poison)
Ranged 12 lightning strikes +8 (11d6 electricity)
or +16 vs. metal targets (11d6 electricity)
Space 30 ft.; **Reach** 90 ft.

Statistics

Str 42, **Dex** 14, **Con** 28, **Int** 8, **Wis** 14, **Cha** 13
Base Atk +16; **CMB** +40; **CMD** 50 (can't be tripped)
Combat Maneuvers +4 drag
Feats Diehard, Dodge, Eldritch Claws, Great Fortitude, Improved Critical (tentacles), Improved Drag, Improved Initiative, Iron Will, Lightning Reflexes, Nimble Moves, Skill Focus (Perception)
Skills Acrobatics +25, Perception +33
Languages Auran
SQ compression

Ecology

Environment any
Organization solitary or school (2-4)
Treasure Value 25,000 gp

Special Abilities

Lightning Storm (Ex; electricity) When an metal object, projectile, or creature wearing metal comes withing 60 ft. of the thunderstorm jellyfish it will be attacked by a single lightning strike as an immediate action. A creature, project, or object is only subject to one such attack each round.
Poison (Ex; Con) Tentacle—injury; save F-DC 30 (20 poison damage); track Dexterity; effect W(1-5)—I(1-5)—H(1-4)—D(1-4); cure 2 consecutive saves



The entirely atmospheric world of Jinaath, 5th planet of the Porphyran system, is home to the amazingly beautiful and dangerous thunderstorm jellyfish. They are the hunters and the hunted of the colossal skywhales that are the presumed apex sentients of that world, and the clashes between the airborne colossi are a sight truly to behold. Conflict with anything less than a skywhale or perhaps a full-grown dragon is a largely one-sided affair. Unlike the mindless hydrozoans the inhabit Porphyran seas, thunderstorm jellyfish possess intelligence, though of a different sort than most sentients. They call themselves F'saliya in the Auran tongue, and speak of traveling the winds, interpreting images seen in vast cloud formations, and battle tactics in finding food, if necessary. Thunderstorm jellyfish are not particularly concerned with the sentience and motivation of beings not of their own kind, however, and seem to relish consuming terrestrial beings and ruminating on their crunchy bits.

F'saliya that have been encountered on Porphyra, and, presumably, other planets have likely been transplanted there by interstellar travelers or misguided wizards, and it is rumored that certain scientists of the Advent Imperiax have means to study and control them so that they do not ravage the countryside. Indigestible solids they have consumed are present in the great inflated body-sac, prior to being expelled.

Karkadann (CR 9)

Huge animal

Init 11; **Senses** low-light vision; **Notice** 35

Defense

AC 21, flat-footed 10
(+1 Dex, +12 natural, -2 size)
HP 149 (13d8+91)
Fort +13, **Ref** +9, **Will** +7

Offense

Speed 40 ft.
Melee gore +16 (3d8+13 plus poison)
Space 15 ft.; **Reach** 10 ft.
Special Attacks ground thunder (R-DC 29), powerful charge (gore, 6d8+18 plus poison), trample (3d8+9; R-DC 29)

Statistics

Str 29, **Dex** 12, **Con** 21, **Int** 1, **Wis** 16, **Cha** 10
Base Atk +9; **CMB** +20; **CMD** 31 (35 vs. trip)
Feats Ability Focus (ground thunder, trample), Endurance, Great Fortitude, Run, Skill Focus (Perception), Toughness
Skills Perception +25, Survival +19

Ecology

Environment plains
Organization solitary, pair, herd (3-12)
Treasure Value 13d6 gp

Special Abilities

Ground Thunder (Ex; Str) When a karkadann charges or tries to trample an opponent, it shakes the very ground around it. All creatures that are not targeted by the charge or trample but are within the karkadann's reach must make a Reflex save or fall prone.
Poison (Ex; Con) Gore—injury; save F-DC 21 (11 poison damage); track Dexterity; effect W(3-6)—I(3-6)—H(1-2)—D(1-2)—death; cure 2 saves



The enormous and dangerous karkdaan is a bad-tempered herbivore that inhabits temperate plains, typically roaming in small herds led by a dominant male. They resemble species of megafauna like the baluchitherium, but with a more equine head, sporting a large and deadly horn that secretes a powerful poison. The immense karkadaan stands nearly 18 feet high at the shoulder, measures 30 feet from end to end, and weighs 40,000 pounds, females being slightly smaller.

They feed in a curious manner; they must kneel on the ground so that they can access the ground-growing herbs and grasses that they prefer, and it is the alpha male's job to watch over the mares and lesser bulls as they feed, eating last. They are especially skittish at foaling time, their single young being nearly the size as a full-grown horse. Solitary males are young karkadaan stallions that have been ejected from the herd by the dominant male. Mating season is especially deadly for karkadaan, as the loser in mating access fights usually does not survive. A properly trained karkadaan makes an excellent mount for large beings such as ogres and giants, though these are rare in the extreme.

Lamprey

Lamprey are an ancient type of jawless fish. They have a toothed funnel-like sucking mouth. There are many varieties of lamprey in the oceans and seas of Porphyra. The most common are listed below.

Lamprey, Burrowing (CR 1)

Small animal (aquatic)
Init 13; **Senses** low-light vision, scent; **Notice** 16

Defense

AC 16, flat-footed 13
(+3 Dex, +2 natural, +1 size)
HP 11 (2d8+2)
Fort +4, **Ref** +6, **Will** +1

Offense

Speed swim 40 ft.
Melee bite +5 (1d4 plus attach plus poison)
Special Attacks burrowing

Statistics

Str 10, **Dex** 16, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +1; **CMB** +0; **CMD** 13 (can't be tripped)
Combat Maneuvers +4 grapple; grapples automatically
Feats Weapon Finesse
Skills Athletics +5, Perception +6
SQ camouflage

Ecology

Environment marine, marsh
Organization solitary, cluster (2-5) or swarm (6-20)
Treasure Value none

Special Abilities

Burrowing (Ex) Once the burrowing lamprey has attached itself, it uses its beak and mouth in tandem to burrow into the flesh of its victim, seeking the vital organs. Starting one round after it attaches itself, it burrows into its victim dealing 1d4 points of Constitution damage a round. While burrowing the lamprey gains cover to attacks from others. Once it has killed the host, it remains within it for up to 48 hours, feeding on the decaying organs, and only leaving when they are too rotted to eat or have all been eaten.
Paralytic Venom (Ex; poison; Con) The bite of the burrowing lamprey contains a paralytic toxin

> **Lamprey Venom:** Bite—injury; *save* Fort DC 12; *track* special; *frequency* 1 round; *effect* paralysis (2d4 rounds); *cure* 1 save

Long and snakelike, the burrowing lamprey has scaleless skin and the texture of supple leather. The burrowing lamprey is an eel-like fish that attaches to its prey, then burrows into its body, feasting on blood and the rich vital organs. They are a danger to fish and aquatic mammals, and can be as deadly as a school of piranha when encountered in large numbers. Burrowing lampreys resemble eels three to four feet long, with sphincter-like mouths positioned within hardened cartilaginous beaks.

Although they are usually marine creatures, burrowing lampreys breed in coastal freshwater swamps and rivers, and thus can be found in both fresh and saltwater environments.

They prefer to either ambush prey by hiding along the silty ocean floor or in rocky crevices, or swarm around a target if traveling in numbers. However, it is possible that they can be encountered inside a dead creature's remains, feeding on its vital organs. Medium- and large-sized burrowing lampreys are less common, but sometimes found in the deeper sea, where they may attack large sharks or even small whales.

Burrowing lampreys seek out targets at least equal to their size category, and up to three sizes larger, if they can, though a starving lamprey attacks just about anything. They attack with their bite, then immediately attempt to burrow into their victim.

Lamprey, Dire (CR 5)

Large animal (aquatic)
Init 12; **Senses** low-light vision, scent; **Notice** 21

Defense

AC 16, flat-footed 14
(+2 Dex, +5 natural, -1 size)
HP 66 (7d8+35)
Fort +8, **Ref** +7, **Will** +3

Offense

Speed swim 60 ft.
Melee bite +9 (1d6+6 plus attach plus blood drain)
Space 10 ft.; **Reach** 5 ft.
Special Attacks blood drain (1d6 Con; 18 max)

Statistics

Str 18, **Dex** 14, **Con** 17, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +5; **CMB** +10; **CMD** 22 (can't be tripped)
Combat Maneuvers +4 grapple; grapple automatically
Feats Fast Swim, Skill Focus (Athletics), Toughness, Weapon Focus (bite)
Skills Athletics +17, Perception +11
SQ camouflage

Ecology



Environment marine
Organization solitary or cluster (2-5)
Treasure Value none

Dire lampreys are large, eel-like fish that lack jaws as other fish do, possessing a sphincter-like mouth with many thorn-like teeth. They are over a dozen feet long with a body diameter of three to four feet. Their gray-brown skin has no scales and has the texture of thick, rough leather. These animals live in deep waters and prey on huge sea-dwelling creatures, attaching themselves to them with their sucker-like mouths and draining blood and other vital organs for nourishment. They are sometimes found attached to whales, the largest of sharks, or even sea serpents and other enormous aquatic monsters. Dire lampreys normally ignore creatures smaller than themselves as not worth attacking and feeding upon, being an inadequate source of food. They will, however, fight to defend themselves aggressively if provoked or if anything interferes with their feeding. A dire lamprey will release its prey when it has drained 18 points of Constitution (blood) and retire to a rocky cave or hole to digest its meal.

Some undersea races such as the mysterious myxini have been known to domesticate various breeds of dire lamprey as mounts and guard beasts, though keeping them well-fed can be a tall order. In these cases, dire lampreys will attack any creatures that they are instructed to. They are greatly disliked by ocean-dwelling varieties of the orcam race, for their habit of feeding on their patron animal, the whale. Orcam will seek to kill or drive away any dire lampreys in their vicinity, and will eat the large beasts if given the opportunity.

Dire Hagfish

The closely related dire hagfish resembles a dire lamprey, though it possesses a pair of tentacle –like barbels near its mouth, and it is coated in a thick layer of slimy, reddish-grey mucus. These adaptations give the giant fish a +4 racial bonus to Perception and Escape Artist, and a +8 racial bonus to CMD vs. grapple. They are immune to spell that grapple or entangle opponents. They cannot be ridden as mounts, but are sometimes trained as guard beasts by undersea races.

Giant Lamprey (CR 8)

Gargantuan animal (aquatic)
Init 9; **Senses** low-light vision, keen scent; **Notice** 26

Defense

AC 17, flat-footed 19
(-1 Dex, +12 natural, -4 size)
HP 162 (12d8+108)
Fort +15, **Ref** +7, **Will** +5
Immune cold, pressure

Offense

Speed swim 40 ft.
Melee bite +17 (4d6+18 plus attach plus blood drain plus poison)
Space 20 ft.; **Reach** 15 ft.
Special Attacks blood drain (1d6 Con), poison (F-DC 23)

Statistics

Str 34, **Dex** 8, **Con** 24, **Int** 1, **Wis** 13, **Cha** 10
Base Atk +9; **CMB** +25; **CMD** 34
Combat Maneuvers +4 grapple; grapples automatically
Feats Blind-Fight, Diehard, Fast Swim, Skill Focus (Athletics), Toughness, Weapon Focus (bite)
Skills Athletics +27, Perception +16
SQ camouflage

Ecology

Environment marine
Organization solitary or cluster (2-5)
Treasure Value none

Special Attacks

Giant Lamprey Poison (Ex; poison; Con) The bite of a giant lamprey carries a powerful anesthetizing poison. Any creature that fails its saving throw against this poison no longer records hit point damage and is immune to pain effects. They still take hit point damage but they are unaware of how much damage they have taken while under the effects of this poison.

> **Giant Lamprey Poison:** Bite—injury; save F-DC 23 (13 poison damage; see below); track special; effect see below; cure 2 consecutive saves.

Giant lamprey are common in the deepest and coldest parts of the ocean. They attack enormous sea creatures and slowly rob them of life. Most creatures attacked by a giant lamprey never realize that they have been attacked. They just slowly get sleepier until they wander off this mortal realm.

Lavalantula (CR 8)

Huge magical beast (fire)
Init 15; **Senses** darkvision, tremorsense 60 ft.; **Notice** 24

Defense

AC 23, flat-footed 22
(+1 Dex, +14 natural, -2 size)
HP 105 (10d10+50)
Fort +12, **Ref** +10, **Will** +4
Defensive Abilities ember hairs; **Immune** fire
Vulnerable cold

Offense

Speed 30 ft., climb 30 ft.
Melee bite +18/+13 (2d8+13 plus 2d6 fire)
Ranged ember hairs +9/+4 (2d6 fire plus burn)
Space 15 ft. **Reach** 15 ft.
Special Attacks breath weapon (special; see below) burn (2d6 fire; R-DC 18), heat (2d6 fire), iterative attacks (bite, ember hairs)

Statistics

Str 28, **Dex** 12, **Con** 20, **Int** 3, **Wis** 12, **Cha** 6
Base Atk +10; **CMB** +21; **CMD** 32 (44 vs. trip)
Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (bite)
Skills Perception +14, Stealth +6
Languages Ignan (cannot speak)
SQ camouflage

Ecology

Environment mountains, underground
Organization solitary, pair or colony (4-13)
Treasure Value 3,350 gp

Special Abilities

Breath Weapon (Ex; fire; Con) 5/day, as a standard action, a lavalantula can expel a blast of lava in a 30 ft. cone. A creature in the area takes 8d6 fire damage (DC 18 Reflex save for half) and continues to burn for 1d4 rounds, dealing 4d6 points of fire damage (DC 14 Reflex save for half). A creature that fails its initial save is also entrapped (DC 14, 1d4 minutes, hardness 5, HP 10).
Ember Hairs (Ex) A lavalantula can throw smoldering hairs from its back as a ranged attack (range increment 60 ft.). A creature struck by these hairs take 2d6 fire damage and must make a DC 18 Reflex save or burn for 1d6 damage, for 1d4 rounds. They can make a DC 14 Reflex save each round to stop the burn damage, taking a standard action to do so.

Lavalantulas are a huge species of heat-loving spider that typically inhabit lava-rich chambers beneath dormant volcanoes. Their bodies are almost metallic, and it is presumed that they actually consume molten magma, extracting minerals from it. They certainly keep a great deal of lava in their bodies, and expel it to immobilize organic prey that strays into their caverns; accounts claim that a lavalantula will even attack fire giants and young red dragons; though immune to their fiery essence, they are nauseated and entrapped by the secondary effects of the lavalantula's attacks. Though only a little smarter than most animals, they are much more intelligent than any surface vermin, and instinctively understand the language of fire beings.

The reproductive habits of lavalantulas is not known, though some paranaturalists theorize that a female lays only a single egg, incubating it in only the perfect temperature of semi-solid magma. Lavalantulas are not as cannibalistic as most surface arachnids. If a lavalantula is forced from its home caverns on the surface, it is likely to be highly uncomfortable and irritated, seeking to ignite the terrain to give it some relief from the 'cold' surroundings. Its ember hairs can easily ignite vegetation and most buildings, in this case, in addition to its lava breath.

Lavalantulas served, to horrific effect, as steeds for efreeti generals during the NewGod War, coaxed from their underground lava-chambers and driven to fight for the Elementalist cause. Their numbers greatly reduced in the aftermath of the destruction of the Firemountains of Aish, pockets of their kind exist in the Crumbs that remain in eastern Simoon, and a few subspecies in the Fireeyes. A large colony of lavalantulas are rumored to exist in hot caves beneath Purple Mountain, as well.



Leucrotta (CR 15)

Large animal
Init 11; **Senses** low-light vision, scent; **Notice** 15

Defense

AC 30, flat-footed 29
(+1 Dex, +20 natural, -1 size)
HP 218 (23d8+115)
Fort +16, **Ref** +14, **Will** +7

Offense

Speed 40 ft., climb 30 ft.
Melee bite +22 (2d8+9/18-20 plus damage armor plus trip), 2 hooves +17 (1d6+3), tail +17 (1d3+3 plus trip)
Space 10 ft.; **Reach** 10 ft.
Special Attacks blood rage, ground and pound (2 hooves +17, 2d6+6), powerful attacks (bite), trample (1d6+3; R-DC 27)

Statistics

Str 22, **Dex** 13, **Con** 17, **Int** 2, **Wis** 14, **Cha** 11
Base Atk +17; **CMB** +24; **CMD** 35 (39 vs. trip)
Combat Maneuvers +4 trip
Feats Blind-Fight, Combat Reflexes, Endurance, Improved Critical (bite), Lookout, Outflank, Precise Strike, Run, Skill Focus (Perception, Stealth, Survival), Toughness
Skills Perception +5, Stealth +29, Survival +34
SQ camouflage, sound mimicry (voices)

Ecology

Environment forest, hills, plains
Organization solitary, pair, or pack (3-6)
Treasure Value 23d6 gp

Special Abilities

Damage Armor (Ex) The bite of the leucrotta damages armor. Any creature struck by the loses 2 points of armor bonus or natural armor bonus. If armor is reduced to +0 it is destroyed. The bite of the leucrotta cannot damage magical armor.
Ground and Pound (Ex) If the leucrotta succussfully hits an opponent with two hooves or trips them, it is able to make two additional hoof attacks against that opponent as a free action.

The leucrota is a nasty beast, thankfully rare, and quarrelsome even amongst its own kind. This alone may keep the leucrota from becoming the apex predator in the regions that it inhabits; that and its lack of humanoid-level intelligence, though it might seem cleverer on the surface. Nearly every other creature, natural and otherwise, despises leucrottas except gnolls, hyenas, and beings with connections to those ill-favored species. Their tolerance of hyena-related creatures is tenuous, and always dependant on food supply and outside threats. The leucrotta has an odd talent for mimicry and can exactly repeat any sound it has heard before in eerily appropriate situations. When hunting predators, they make sounds like wounded prey, or even the target's lost young. When hunting humanoids, they revert to cries for help in whatever voice and language was used the last time they fed upon such an unfortunate being.

In combat, single leucrotta (usually losers of a pack quarrel) attack the perceived weakest member of a group of opponents, seeking to make a quick kill to drag off to consume. A cooperating group of leucrotta is a serious concern, as they have evolved effective tactics to tear a target to shreds, regardless of armor or defenses. Within the territory leucrotta inhabit, they usually prefer to lair in a desolate, unclean place, and that is where they raise the infrequent pups that are born in pairs. Standing six feet tall at the shoulder, lecurotta are covered with filthy, matter fur of a light, tawny color. They have heavy, sharp hooves whetted on local stones, and a badger-like head with alarmingly sharp teeth that can slice through iron armor. A full-grown beast weighs upwards of 800 pounds.



Linnorm, Wasteland (CR 13)

Gargantuan dragon

Init 18; **Senses** dragon senses; **Notice** 30

Defense

AC 28, flat-footed 24; **SR** 22
(+4 Dex, +18 natural, –4 size)
HP 189 (14d12+98); **regeneration** 10 (cold iron)
Fort +16, **Ref** +15, **Will** +12
DR 10/cold iron; **Defensive Abilities** freedom of movement, spell reflection; **Immune** acid, curse, mind, paralysis, poison, sleep

Offense

Speed 40 ft., fly 100 ft.
Melee bite +21 (2d8+16 plus 2d6 acid plus poison), 2 claws +21 (1d8+11), tail +16 (2d6+16)
Space 20 ft.; **Reach** 20 ft.
Special Attacks breath weapon (120 ft line; 14d8 acid and nauseate 1d4 minutes; Reflex DC 24 half; 7/day), death curse

Statistics

Str 32, **Dex** 18, **Con** 25, **Int** 6, **Wis** 16, **Cha** 21
Base Atk +14; **CMB** +31; **CMD** 45 (can't be tripped)
Combat Manuevers +4 bull rush
Feats Blind-Fight, Cleave, Combat Reflexes, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack
Skills Acrobatics +21, Perception +20, Stealth +9, Survival +20
Languages Aklo, Draconic

Ecology

Environment arctic, deserts, plains, magic-dead regions
Organization solitary
Treasure Value 23,200 gp

Special Abilities

Breath Weapon (Ex; acid; Con) A wasteland linnorm can expel a 120-foot line of acidic blood. This line of blood emits a foul stench that will nauseate any target that fails the Reflex save for 1d4 minutes, and the path in which the blood falls will continue to emit stench for two rounds after it has been expelled, affecting any non-linnorm being that crosses it; creatures with the scent ability save at -4.

Death Curse (Su; curse; Cha) When a creature slays a wasteland linnorm, the slayer is affected by the curse of wasting.

Curse of Wasting: save Will DC 22; *effect* the creature takes 1 point of Constitution damage per day, and ages at an accelerated rate of 1 year per day, eventually incurring all of the penalties of old age but none of the benefits. The creature also gains spell resistance 24 to all "harmless" or beneficial spells, and cannot suppress this effect voluntarily.

Poison (Ex; poison; Con) Bite—injury; save Fort DC 24; frequency 1/round for 10 rounds; track Constitution; effect W(4)—I(4)—H(1-2)—D(1-2)—dead; cure 2 consecutive saves.

Spell Reflection (Su) A spell that targets a wasteland linnorm that does not overcome its spell resistance is instead reflected back upon the caster.

The wasteland linnorm is likely the least variety of that dangerous breed of primeval dragon, said to be a degraded subspecies by some who study them. Scorned by the ferocious draconic kings of the Northlands, wasteland linnorms live further south than most of their kind, on plains swept by wind and dust, rarely seeking the rivers, mountains, and snowfields of their more majestic kin. These linnorms are slightly smarter and craftier than many of their kind, and sometimes actually hunt by stealth, as they dislike being roughed up by their dinner or intruding dragon-hunters-wasteland linnorms cannot fly, and would be self-conscious about it if they were smarter. They like treasure as much as any dragon, but have a hard time discerning between junk and precious items.

Wasteland linnorms have an affinity for regions blasted into barrenness by natural and supernatural disasters, and a decided preference for those areas where magic does not function properly or at all; this may be due to the nature of their breath weapon, a physical rather than supernatural mechanism.

A wasteland linnorm is 60 feet long and weighs close to 12,000 pounds.

Wasteland linnorms are apparently the apex predators of the magic-dead region of Nor-Du-Mag, and have managed to repel other dragons from that land. A few are also found in no-man's-land border regions such as the Dunnal Moors, the Pardeshi Salt Flats, and the Plains of Ash. They keep the giant clans in check, though if a great chieftain brings one down, he can often unite several clans in a raiding party on neighboring lands, until he dies of old age, that is.

Note that in magic-dead regions, linnorms cannot fly, their spell reflection ability does not function, and the Curse of Wasting does not take effect until the slayer of the linnorm leaves the magic-dead area.

Treasure of the Wasteland Linnorm

On the medium advancement pathway, an encounter with a wasteland linnorm should generate about 23,200 gp worth of treasure. Linnorms, like other dragons tend to collect their treasure in a lair or as part of a horde.

Random Lair Treasure: 60 pp, goggles of minute seeing, ioun torch, potion of reduce animal, potion of resist energy (acid), ring of sacred mistletoe, scroll of mass cure light wounds, scroll of mass bull's strength, wand of inflict moderate wounds. **Total Value:** 18,175 gp (~5,000 gp for additional customization).
Random Horde Treasure: 5,000 cp, 1600 sp, 150 gp, 19 pp, blue dragonhide plate, minor silent metamagic rod, plague rat belt, potion of fox's cunning, potion of greater magic fang, scroll of inflict critical wounds, a gilded skull of the demon lord Karzerothine, engraved mithril scarab, platinum holy symbol of A'sevelix the Devouring Obsequies. **Total Value:** 15,000 gp (~8,300 gp for additional customization).



Lycanthropes

Lycanthropes are humanoids with the ability to turn into animals and animal-humanoid hybrid shapes. Natural lycanthropes are born with this ability and have perfect control over their shapechanging. Afflicted lycanthropes contract this ability like a curse or disease from another lycanthrope; they sometimes change form involuntarily.

All lycanthopes have three forms (humanoid [base], animal, and hybrid).

Common Characteristics

All lycanthropes share the following characteristics.

- **Shapechanger:** All three forms possess the shapechanger subtype.
- **Damage Reduction (Ex)** Animal and hybrids forms possess DR 10/silver if they are true lycanthropes and DR 5/silver if they are afflicted lycanthropes.
- **Change Shape (Su)** All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. A lycanthrope can shift to any of its three alternate forms as a move action. A slain lycanthrope reverts to its humanoid form.
- **Curse of Lycanthropy (Su; Con)** A lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude negates).
- **Lycanthropic Empathy (Ex)** In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.
- **CR:** The CR of a lycanthrope is equal to the total character level of the humanoid afflicted with lycanthropy.

Humanoid Form

The humanoid form of a lycanthrope is created like any able companion NPC (see *Porphyra Roleplaying Game*, p. 565).

Animal Form

For the animal form select one animal type that it within one size level of your humanoid. Animals are usually within 1 CR of the humanoid form. If the chosen animal is more than 1 CR away from the humanoid form make the following modificications.

Per extra CR needed:

- +4 natural bonus to AC
- +2 HP/Hit Dice
- +2 to all attack rolls and damage
- +2 to all save DCs
- +4 bonus to CMD

Hybrid Form

For the hybrid form use the humanoid statistics adding the common traits listed above and make the following additional changes:

- +2 to melee attack and damage rolls, +2 on all Str-based skills)
- -1 AC penalty, -1 to ranged attack rolls, -1 Reflex saves, -1 to all Dex-based skills
- +4 bonus to natural armor.
- Add the natural weapons of your animal form. Do not adjust damage for your size.
- Add any movement rates, senses, or extraordinary abilities (Ex) possessed by your animal form.

Sample Lycanthope

For this sample, I am going to make a werejaguar for a CR 4 encounter. To do this I will start with a 4th level dragonblood slayer.

Werejaguar, Humanoid Form (CR 4)

Dragonblood natural werejaguar slayer 4
Medium humanoid (dragonblood)
Init 15; **Senses** Notice 17

Defenses

AC 14, flat-footed 13
(+2 armor, +1 Dex, +1 natural)
HP 37 (4d10+12)
Fort +7, **Ref** +5, **Will** +1; +1 vs. poison
DR 10/silver

Offense

Speed 30 ft.
Melee machete +7 (1d6+3/19-20)
Ranged blowgun +5 (1d2 plus poison)

Special Attacks curse of lycanthropy, dragon might, slayer talents (blood reader, disrupt teamwork), studied target +1, surgical strike +1

Statistics

Str 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 11, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 18
Combat Maneuvers +2 sunder
Feats Improved Initiative, Skill Focus (Stealth)
Skills Athletics +10, Deception +8, Perception +7, Stealth +11
SQ change shape (human, hybrid, and jaguar; polymorph), dragon guile, dragon magic, gate crasher, lycanthropic empathy (great cats), tracker
Languages Common, Draconic

Ecology

Environment jungle
Organization solitary or pair
Treasure Value 918 gp (mwk leather armor, blowgun, machete, black adder venom)

Werejaguar Animal Form (CR 4)

Medium animal
Init 13; **Senses** low-light vision, scent; **Notice** 18

Defense

AC 15, flat-footed 12
(+3 Dex, +2 natural)
HP 26 (4d8+8)
Fort +6, **Ref** +7, **Will** +2
DR 10/silver

Offense

Speed 40 ft., climb 20 ft., swim 20 ft.
Melee 2 claw +7 (1d4+4), bite +8 (1d8+4 plus grab plus curse of lycanthropy)
Special Attacks curse of lycanthropy (F-DC 14), pounce, rake (2 claws +7, 1d4+4)

Statistics

Str 18, **Dex** 17, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +3; **CMB** +7; **CMD** 20 (24 vs. trip)
Combat Manuevers +4 grapple
Feats Improved Natural Attack (bite), Weapon Focus (bite)
Skills Perception +8, Stealth +10
SQ camouflage, change shape (human, hybrid, and jaguar; polymorph), lycanthropic empathy (great cats)

Werejaguar, Hybrid Form (CR 4)

Dragonblood natural werejaguar slayer 4
Medium humanoid (dragonblood)
Init 14; **Senses** Notice 17

Defenses



AC 17, flat-footed 17
(+2 armor, +5 natural)
HP 37 (4d10+12)
Fort +7, **Ref** +4, **Will** +1; +1 vs. poison
DR 10/silver

Offense

Speed 30 ft.
Melee machete +9 (1d6+5/19-20) or 2 claws +9 (1d4+6), bite +10 (1d8+6 plus grab plus curse of lycanthropy)
Ranged blowgun +4 (1d2 plus poison)
Special Attacks curse of lycanthropy (F-DC 15), dragon might, pounce, rake (2 claws +9, 1d4+6), slayer talents (blood reader, disrupt teamwork), studied target +1, surgical strike +1

Statistics

Str 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 11, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 18
Combat Maneuvers +2 sunder
Feats Improved Initiative, Skill Focus (Stealth)
Skills Athletics +12, Deception +8, Perception +7, Stealth +10
SQ change shape (human, hybrid, and jaguar; polymorph), dragon guile, dragon magic, gate crasher, lycanthropic empathy (great cats), tracker
Languages Common, Draconic

Mahrog (CR 1/2)

Mahrog fighter 1
Medium humanoid (human)
Init 10; **Senses** scent (move); **Notice** 15

Defense

AC 14, flat-footed 14
(+2 armor, +2 natural)
HP 13 (1d10+3)
Fort +5, **Ref** +0, **Will** +3

Offense

Speed 30 ft.
Melee unarmed strike +4 (1d3+3) or spear +4 (1d8+4/x3)
Ranged sling +1 (1d3+3) or spear +1 (1d8+3/x3)

Statistics

Str 17, **Dex** 10, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +1; **CMB** +4; **CMD** 14
Feats Blind-Fight, Catch-Off Guard, Deadly Aim, Improved Unarmed Strike
Skills Athletics +7, Knowledge (geography) +4, Perception +5, Survival +5
Languages Common, Mahr
SQ martial training, proficiency (simple), stamina (4)

Ecology

Environment jungle
Organization solitary, hunting party (2-5), family (6-18)
Treasure Value 163 gp plus leather armor, spear

The mahrog are a primative races of humans who live in the Eternal Jungle of Californ. Mahrog are semi-nomadic and will hunt megafauna and dinosaurs for food. They have domesticated some of the native species of this primordial jungle to help them survive.

Most mahrog live in small family groups of six to eighteen individuals. The mahrog leave offerings to Umhlaba the Primal Thane, the dragon thane of strength and destruction. Californ is one of the only lands that still possesses a record of the Primal Thane.

Mahrog Racial Characteristics

Mahrog player characters are defined by class levels—they do not possess racial hit dice. As a mahrog, you have the following racial characteristics.

- **+2 Strength, -2 Intelligence, and +2 to either Wisdom or Constitution:** You are very strong though often lack the intellectual capacity of more civilized races. As a race on the cusp of human-like variety, they tend to possess either exceptional stamina or keen insight, but rarely both.
- **Almost Human:** You are a humanoid with the human subtype.
- **Medium:** You are a Medium creature with no bonuses or penalties due to size.
- **Normal Speed:** You have a base speed of 30 feet.
- **Scent Prey:** As a move action, you may make a Perception check to detect nearby prey by scent.
- **Primitive Feats:** You gain the Improved Unarmed Strike and Catch-Off Guard at 1st level. You are proficient with simple weapons but do not gain any weapon proficiencies associated with your classes.
- **Primitive Skills:** You gain two additional skill ranks per level that may be used on Acrobatics, Athletics, Handle Animal, Knowledge (geography), Knowledge (nature), Perception, or Survival.
- **Skin of the Beast:** You gain a +2 natural armor bonus when you are wearing leather or hide armor.
- **Standard Languages:** You begin play speaking Common and Mahr. With a high Intelligence score you can choose from the following: Boggard, Draconic, Dwarven, Dromite, Giant, Ith'n Ya'roo, Sylvan.



Makesh (CR 1/2)

Makesh druid 1
Medium humanoid (aberrant)
Init 12; **Senses** darkvision; **Notice** 12

Defense

AC 14, flat-footed 12; +2 AC in forest
(+2 armor, +2 Dex)
HP 8 (1d8)
Fort +2, **Ref** +3, **Will** +5
Defensive Abilities bord to land (forest)

Offense

Speed 30 ft.
Melee morningstar +1 (1d8+1)
Ranged javelin +3 (1d6+1)
Special Attacks hatred (elf, halfling)
Spells Prepared (CL 1st; caster check +4)
1st—cure light wounds, entangle (R-DC 14), forbid action (W-DC 14)
At will—detect magic, detect poison, read magic
Spell-Like Abilities (CL 1st; caster check +0)
6/day—summon nature's ally I
1/day—anticipate peril, detect creatures

Statistics

Str 12, **Dex** 17, **Con** 10, **Int** 11, **Wis** 16, **Cha** 8
Base Atk +0; **CMB** +1; **CMD** 14
Feat Far Shot, Precise Shot
Skills Acrobatics +7, Heal +7, Knowledge (nature) +6, Survival +9
SQ headtail dexterity, jumper, nature sense +1, spontaneous casting (polymorph), wilderness dweller
Languages Common, Druidic, Makesh

Ecology

Environment any
Organization solitary, clan (2-8), tribe (9-32)
Treasure Value 104 gp plus javelins (5), leather armor, symbol of faith (holy and mistletoe), spell component pouch, spellbook

In the time before The Calling, the Elemental Lords and their allies realized that the elves of Porphyra were becoming a nuisance. Using ancient magic now lost to the annals of time, the Elemental Lords created the makesh to replace elves as the wilderness's controllers. Although believed to have perished during the New-Gods War, the makesh somehow survived. It is unclear who the makesh serve in the new social order of Porphyra and many have retreated into isolated communities.

Makesh possess the size and build of humans, but they only possess one eye, no nose, and a headtail. Both male and female makesh share the same light green skin and very thin brown hair. Their eye coloration varies. Despite the absence of a nose, the makesh can smell; olfactory glands embedded in its long, forked tongue allow it to do so. The creature's headtail extends from the back of the neck to a maximum length of 3 ½ feet. When not in use, the headtail remains coiled around the makesh's long neck.

Makesh Racial Characteristics

Makesh player characters are defined by class levels—they do not possess racial hit dice. As a makesh, you have the following racial characteristics.

- **+2 Dexterity, -2 Intelligence, +2 Wisdom:** You are agile and perceptive of the natural flow of the world. You life in the wild has left little room for book-learning.
- **Humanoid:** You are humanoid with the aberrant subtype.
- **Medium:** You are a Medium creature with no bonuses or penalties due to size.
- **Normal Speed:** You have a base speed of 30 ft.
- **Darkvision:** You can see in areas of darkness and low-light without penalty.
- **Bond to Land (Ex):** You gain a +2 racial bonus to AC in one terrain selected from the environment list on p. 254.
- **Dangers of the Wilderness (Sp; Cha):** You can use your spell-like abilities anticipate peril and detect creatures once per day.
- **Far Shot (feat):** You gain the Far Shot feat as a bonus feat.
- **Hatred (Ex):** You gain a +1 racial bonus to attack rolls against elves and halflings.
- **Headtail Dexterity (Ex):** You have a headtail that can hold objects or draw objects from a backpack as a swift action.
- **Jumper (Ex):** You are always considered to have a running start when making Acrobatics or Athletics checks to jump.
- **Wilderness Dweller (Ex):** You gain a +1 racial bonus to Knowledge (nature) and Survival checks.
- **Standard Languages:** You begin play speaking Common and Makesh. With a high Intelligence score you can choose from the following: Catfolk, Draconic, Elven, Giant, Goblin, Halfling, Old Porphyran, Orcish, Sign Language.



Masagmasvima (CR 14)

Huge outsider (earth, elemental, fire)
Init 15; **Senses** darkvision, fluid tremorsense 60 ft.; Notice 33
Aura heat sickness (30 ft.; F-DC 25)

Defense

AC 30, flat-footed 29
(+1 Dex, +21 natural, -2 size)
HP 207 (18d10+108)
Fort +12, **Ref** +12, **Will** +15
DR 10/—; **Immune** acid, elemental traits, fire
Vulnerable cold

Offense

Speed 20 ft., burrow 20 ft., swim 40 ft.
Melee bite +26 (2d6+10 plus 1d6 fire), 4 tentacles +26 (1d8+5 plus 1d6 fire plus burn)
Ranged hurl magma +17/+17/+12/+12 (1d8+10 plus heat plus push)
Space 15 ft.; **Reach** 10 ft. (15 ft. with tentacles)
Special Attacks burn (2d6 fire, R-DC 25, 3d4 rounds), heat (1d6 fire), iterative attacks (hurl magma), push (hurl magma, 15 ft.)

Statistics

Str 30, **Dex** 12, **Con** 22, **Int** 8, **Wis** 14, **Cha** 10
Base Atk +18; **CMB** +30; **CMD** 41 (can't be tripped)
Feats Bolstered Resilience, Charging Hurler, Combat Reflexes, Deadly Finish, Improved Initiative, Multiattack, Iron Will, Opening Volley, Point Blank Shot
Skills Athletics +31, Knowledge (planes) +20, Perception +23, Stealth +14, Survival +23
SQ earth glide
Languages Ignan, Terran

Ecology

Environment Realms Within (Ignatius, Lithanos)
Organization solitary, pair, or school (3-8)
Treasure Value 15,000 gp

Special Abilities

Fluid Tremorsense (Ex) The tremorsense of the masagmasvima is so refined that it can detect vibrations in the earth, magma, or even water.
Heat Sickness Aura (Su) Masagmasvima radiate an intense amount of heat at all times. Creatures without the fire subtype within 30 ft. must save or be sickened. Those creatures that fail their save by 5 or more are nauseated instead.
Hurled Magma (Ex) Masagmasvima can hurl magma from its own body as a ranged attack with a 60 ft. increment. When the magma hits a foe, it drives them backward 15 ft. with a successful bull rush check.



Masagmasvima are elemental creatures forged of both fire and earth matter. They dwell in the border region of Ignatius and Lithanos, but can easily exist within the either. They are territorial and on the elemental planes will act as border guards for efreeti malik or shaitan pasha. On Porphyra, they tend to establish their own domains near volcanic reefs, glass deserts, or within magma plumes. Their passage is often marked by drought or wildfire.

In the time before The Calling, masagmasvima served Ashamar Shining in the Bay of Glass. Now, with the Elemental Lord defeated, many masagmasvima have retreated to the paraelemental plane of magma. The faithful of Ashamar Shining in Aishyim, on the Bay of Glass, can still count on the protection of some of The Glass Queen's most devoted servants.

Megafauna, Diprotodon (CR 5)

Large animal
Init 10; **Senses** low-light vision, scent; **Notice** 24

Defense

AC 17, flat-footed 17
(+8 natural, –1 size)
HP 59 (7d8+28)
Fort +8, **Ref** +5, **Will** +3
Immune flanking

Offense

Speed 30 ft.
Melee bite +8 (1d8+6) or backkick +8 (1d8+6)
Space 10 ft.; **Reach** 5 ft.

Statistics

Str 18, **Dex** 10, **Con** 16, **Int** 2, **Wis** 12, **Cha** 5
Base Atk +5; **CMB** +10; **CMD** 20 (24 vs. trip)
Combat Manuevers +4 bull rush
Feats Endurance, Improved Bull Rush, Skill Focus (Perception, Stealth)
Skills Athletics +4, Perception +14, Stealth +9
SQ camouflage

Ecology

Environment forest, marsh, plains
Organization solitary or wisdom (2-7)
Treasure Value none

Special Abilities

Cartilaginous Rear (Ex) The rear of the diprotodon is reinforced against attacks. Opponents receive no benefits to attack it while flanking.

Swamp bears, called such by wilderness dwellers but no relation to that species, are classified as diprotodons by animal experts. A lesser variety of megafauna, swamp bears are browsers who live near water, and flee to the nearest water-hole when attacked, if they are able. Males, the statistics of which are listed here, will charge at predators to drive them off so females can flee; females have 6 HD and do not possess the Improved Bull Rush feat. Diprotodons have a cartilaginous posterior and no visible tail, and are thus harder to hit when in retreat, kicking with hind claws at pursuers. Smaller subspecies of swamp bear (of Medium size and 4-5 HD) are known to be burrowers and hole-dwellers instead of water-loving, and have a burrow speed of 10 ft.

Swamp bears are common in the regions of Giant's Retreat and the Jotun Forest, along Hunter's Creek and the Trollwater. Trolls find them especially delicious and eat them whenever they can; swamp bears can smell a troll a mile away. They are hunted by giants and ogre lions alike in both places.



Megafauna, Thylacoleo (CR 3)

Medium animal

Init 14; **Senses** low-light vision, scent; **Notice** 19

Defense

AC 18, flat-footed 14
(+4 Dex, +4 natural)
HP 34 (4d8+16)
Fort +8, **Ref** +8, **Will** +3

Offense

Speed 30 ft.
Melee bite +8 (1d6+5/19-20 plus grab), 2 claws +8 (1d4+5)
Special Attacks oversized bite, powerful jaws

Statistics

Str 20, **Dex** 18, **Con** 18, **Int** 2, **Wis** 14, **Cha** 6
Base Atk +3; **CMB** +8; **CMD** 19 (23 vs. trip)
Combat Maneuvers +4 grapple
Feats Skill Focus (Perception), Step Up
Skills Athletics +8, Perception +9, Stealth +9
SQ camouflage

Ecology

Environment forest
Organization solitary or pack (2–5)
Treasure Value none

Special Abilities

Powerful Jaws (Ex) An ogre lion's muscular jaws threaten a critical hit on a natural roll of 19 or 20.
Oversized Bite (Ex) The ogre lion almost exclusively hunts large creatures, and its dentition is developed for this purpose; bite damage against Large creatures is 1d8+5.

Ogre lions, classified as thylacoeo to animal experts, are apex hunters that have developed in environments that support various species of megafauna, yet do not possess great size themselves. While not fast, they are stealthy and rarely fail at a kill when they have gotten a hold of it. They get their common name from their favorite humanoid prey, ogres, whom they stalk and ambush with apparent relish. Ogre tribes will often avoid forests for this this reason, as thylacoleos prefer dropping out of trees to attack in this environment. Otherwise, ogre lions hunt megafauna such as diprotodonts, glyptodonts, wooly rhinoceri, and the young and sick of many other species. Ogre lions are marsupials and carry one young at a time, a rather slow reproductive rate. They measure about 10 feet long, and weigh just over 200 pounds, but are compact nonetheless.

Ogre lions are found throughout the Dagger Peaks region of the Jotun Forest and Giant's Retreat. Many packs have developed a preference for hunting giant humanoids such as ogres, cave, hill and wood giants, as well as any large herbivores that they can catch. Smaller humanoids in these regions admire these creatures greatly, and possession of a thylacoleo pelt is the sign of a great warrior and leader.



Minion of Kadeg (CR 8)

Medium construct

Init 13; **Senses** darkvision; **Notice** 19

Defense

AC 20, flat-footed 17
(+3 Dex, +7 natural)
HP 89 (9d10+40)
Fort +3, **Ref** +6, **Will** +3
DR 5/adamantine; **Immune** construct traits, magic
Vulnerable cold

Offense

Speed 30 ft.
Melee 2 slams +13 (2d6+4)
Special Attacks attacks (porphyrite), teleporting burst

Statistics

Str 18, **Dex** 16, **Con** —, **Int** — (10), **Wis** 10, **Cha** 16
Base Atk +9; **CMB** +13; **CMD** 26
Skills Deception +12, Perception +9
Languages Common, Old Porphyran
SQ artificial intelligence, mimic object

Ecology

Environment any
Organization solitary or pair
Treasure Value none

Special Abilities

Artificial Intelligence (Ex) Minions of Kadeg are imbued with a spark of intelligence so that they can converse with and report to their creator. As such, they can speak and have skills, but do not possess any feats. This intelligence can be temporarily suppressed.

Immunity to Magic (Ex) A minion of Kadeg is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the cold descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

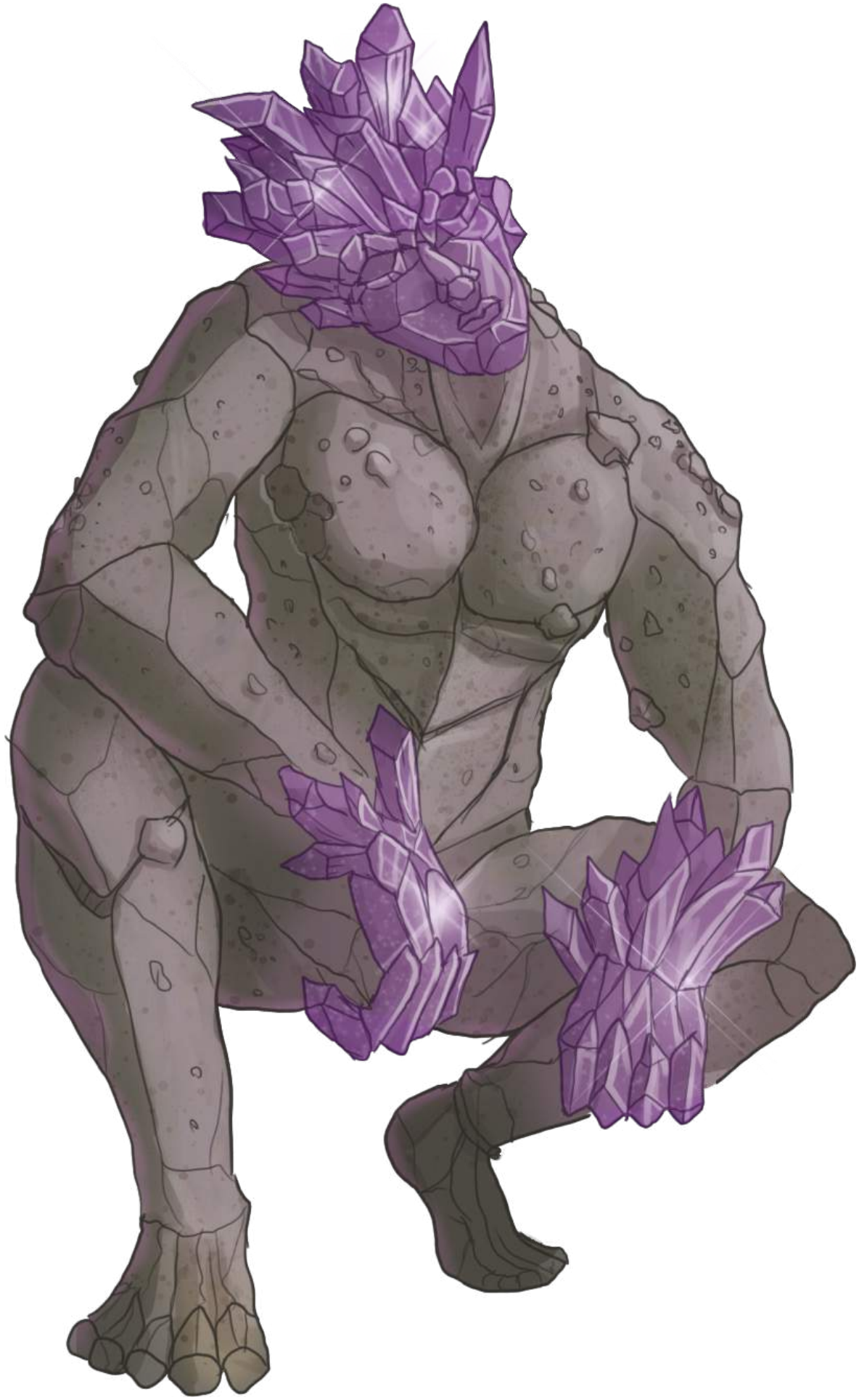
- Porphyrite passage or rainbow promise slows a minion of Kadeg (as the slow spell) for 2d6 rounds (no save).
- Dispel magic cast successfully against a DC 24 dispel check will make the minion dazed for 1 round, and will not be able to use any intelligent actions or skills for 1d4 rounds.
- A magical attack that deals fire damage breaks any slow effect on the minion and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the minion to exceed its full normal hit points, it gains any excess as temporary hit points.

Mimic Object (Ex) A minion of Kadeg can assume the general shape of any Medium object. The object will always appear to be made out of stone. A minion of Kadeg gains a +20 racial bonus on Deception checks when imitating an object in this manner.

Teleporting Burst (Su; Cha) Once per day, a minion of Kadeg can teleport all creatures within 50 feet of it to randomly determined locations. The minion can only affect creatures of which it is aware and to which it has line of sight. A successful DC 17 Will save negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 × 100 feet) away from the minion of Kadeg; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all.

These constructs were first made by the prodigal wizard Kadeg as spies, guards and companions for him in his vast underground complex. Imbued with curiosity and intelligence minions of Kadeg enjoy spying on and conversing with creatures that enter their masters' domain, but will always act in accordance with their current master's wishes, such as scattering intruders so they can be stalked or observed more privately. They usually take the forms of statues, arches, even seamless parts of walls as instructed. Their porphyrite parts are not visible in their changed form unless they wish it, but in their natural form they appear as lumpy figures of fused stone with very human-like hands sculpted from purple porphyrite crystal.

The eccentric wizard Kadeg the Merciless was the first arcane experimenter to build these constructs, and usually carved their faces in his own likeness. There are likely dozens of the creations in his pyramid in the Siwath Desert, following Kadeg's orders, and they have appeared in many other places as well, likely gifts from the strange mage, or having struck out on their own due to errant orders.



Moddey Dhoo (CR 4)

Medium magical beast (psionic)
Init 12; **Senses** darkvision, scent; **Notice** 18

Defense

AC 17, flat-footed 15
(+2 Dex, +5 armor); inertial armor
HP 37 (5d10+10)
Fort +7, **Ref** +7, **Will** +1
DR 5/magic; **Defensive Abilities** deathly silence

Offense

Speed 40 ft.
Melee bite +6 (1d8+1 plus curse), 2 claws +6 (1d4+1)
Special Attacks evil eye (stun; W-DC 15)
Psi-Like Abilities (ML 5th; manifester check +7)
At will—control light, inertial armor
1/day—dimension slide, ego whip (W-DC 14), thought shield

Statistics

Str 13, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 17
Base Atk +5; **CMB** +6; **CMD** 18 (22 vs. trip)
Feats Cleave, Combat Reflexes, Power Attack
Skills Intimidate +8, Perception +8, Stealth +10
Languages Abyssal, Sylvan

Ecology

Environment forest, hills, jungle, marsh, plains, ruins
Organization solitary
Treasure Value 1,150 gp

Special Abilities

Curse of the Black Dog (Su; curse; Cha) Bite—injury; save Will DC 15, frequency 1/day for 3 days; effect -1 penalty to attack rolls and saves vs. fear.
Deathly Silence (Ex) Moddey dhoo always move silently and cannot be heard unless they wish to be heard.
Evil Eye (Su; stun; Cha) As a standard action, the moddey dhoo may stare at an opponent within 30 ft. who must make a Will save DC 15 or be stunned for 1d4+1 rounds.



Solitary ambush killers, moddey dhoo hunt on the darkest nights, using their powerful mental abilities to reduce the light even further, and get into position for their attack. Many an alert guard over a sleeping camp has been stunned with the magical beast's evil eye, who then tears out the throats of the rest before they can even wake. They are remarkably intelligent, if anti-social, and congregate only to mate on the winter and summer solstices, separating immediately. A pair of twins is born to the female, and they grow within a month to full size, their powerful mental abilities fully developed. Moddey dhoo are thought to live to about 20 years of age, if not hunted down or killed in fights over mates.

Though solitary, there are some instances of moddey dhoo acting in their ancient capacity as guard and hunting beasts, and some dark pacts are made with the fearsome creature to protect or patrol the grounds of important locations. Negotiating with a moddey dhoo is likely perilous, as they are fiercely independent and more intelligent than many humanoids that consider themselves superior. They rarely speak. They lair in shallow burrows during the day, or in quarters provided for them.

Moddey dhoo can be found anywhere but the cold north and the deserts of the south. It is fairly well known that the species has some connection with fey beings, and sometimes associate with bugganes and other evil fey. A darker subspecies has been semi-domesticated by the cyclopes and half-cyclops of Kesh, and even run in small packs there.

Moldering Creature

Certain types of subterranean mold and fungus can infect other plant creatures to produce a dangerous hybrid.

These "moldering" creatures combine the aspects of powerful plant monsters, such as shambling mounds and treants, with the foul, consumptive abilities of mold and fungi. Moldering creatures are usually found in the same environment as the base creature, however, certain types of mold, notably green slime, may force the host monster to dwell in moist caverns or deep swamps.

Appearance Changes

Moldering creatures are covered with an array of dangerous molds, fungi, and smuts.

Creating a Moldering

"Moldering" is a template that can be added to any plant referred to hereafter as the base creature. A moldering creature uses all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +1

Speed: Reduce all speeds by 5 ft. (minimum 5 ft.)

Attacks: The moldering creature gains two secondary tendril attacks based upon its size.

Special Attacks: A moldering creature retains all the special attacks of the base creature and gains the following special attack based on the type of mold or fungus it is infected with.

Brown Mold: Moldering creatures infested with brown mold gain the following special attack.

Heat Drain (Ex): Living creatures within 5 feet of a moldering creature infested with brown mold suffer 2d6 points of nonlethal cold damage per round.

Green Slime: Moldering creatures infested with green slime gain the following special attack.

Consumption (Ex; Con): The tendrils of a moldering creature infested with green slime are coated in a flesh-devouring slime, which quickly consumes organic material. Any living creature struck by the moldering creature's tendril attacks must make a Reflex saving throw or suffer 1d4 points of Constitution damage as the slime devours any exposed flesh. In addition, any metal armor worn by a creature failing the Reflex saving throw takes 2d6 points of damage. This damage ignores the armor's hardness.

Yellow Mold: Moldering creatures infested with yellow mold gain the following special attack.

Spores (Ex; Con): Whenever a moldering creature infested with yellow mold strikes a target with its tendril attack, a 5-foot cloud of spores is released. Living creature within this cloud must make a successful Fortitude saving throw or take 1d6 points of Constitution damage. The cloud persists for one round.

Special Qualities: A moldering creature retains all the special qualities of the base creature and gain darkvision and fast healing 5. Each moldering creature also gains additional special qualities based on the type of mold or fungus it is infected with.

Brown Mold: Moldering creatures infested with brown mold gain the following special qualities.

Cold Vulnerability (Ex): A moldering creature infested with brown mold takes double damage from all cold-based attacks, regardless of whether a saving throw is allowed, or if the saving throw is a success or a failure.

Immunity to Fire (Ex): Moldering creatures infested with brown mold take no damage from fire. Instead, any fire attack used against the moldering creature temporarily grants it 1d2 points of Constitution. The brown moldering creature loses these points at the rate of 1 per hour.

Green Slime: Moldering creatures infested with green slime gain the following special qualities.

Sunlight Vulnerability (Ex): A moldering creature infested with green slime takes 2d6 points of damage per round from natural sunlight (not merely a *daylight* spell).

Spell Vulnerability (Ex): A *remove disease* spell targeted upon a moldering creature infested with green slime forces it to make a Fortitude saving throw (DC = spell level + relevant ability modifier of the caster) or be destroyed.

Yellow Mold: Moldering creatures infested with

yellow mold gain the following special quality.

Fire Vulnerability (Ex): A moldering creature infested with yellow mold takes double damage from all fire-based attacks, regardless of whether a saving throw is allowed, or if the saving throw is a success or a failure.

Abilities: Dex –2, Con +6, Int –2 (minimum 1 for plant creatures with an Intelligence score).

Enviroment: Add forest, hills, jungles, plains, marshes.

Sample Moldering Creatures

For this template I have decided to use quickgrass as my base creatures.

Green Slime Quickgrass (CR 5)

Huge plant

Init 5; **Senses** tremorsense 60 ft.; **Notice** 19

Defense

AC 17, flat-footed 17
(+4 cover, -5 Dex, +10 natural, -2 size)
HP 63 (6d8+36)
Fort +10, **Ref** -2, **Will** +2
Defensive Abilities blind, cover; **Immune** plant traits
Vulnerability spell (remove disease), sunlight

Offense

Speed 0 ft.
Melee bite +8 (2d6+5 plus grab), 2 tendrils +3 (1d8+2 plus consumption (R-DC 15))
Space 15 ft. (main body); **Reach** 0 ft. (see slick)
Special Attacks slick, swallow whole (2d4+7 bludgeoning plus 1d6 acid, AC 15, 6 hp)

Statistics

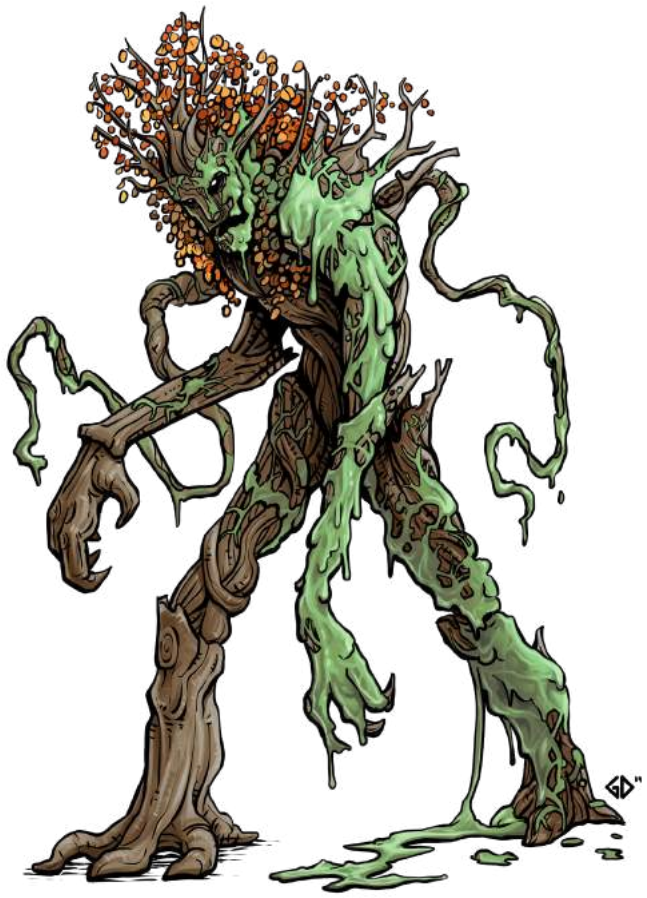
Str 21, **Dex** 1, **Con** 21, **Int** 2, **Wis** 10, **Cha** 6
Base Atk +4; **CMB** +10; **CMD** 15 (can't be tripped)
Combat Maneuvers +4 grapple
Feats Skill Focus (Perception), Toughness, Weapon Focus (bite)
Skills Perception +9, Survival +6
SQ camouflage

Ecology

Environment forest, hills, jungles, plains, marsh
Organization solitary or garden (2-10)
Treasure Value 6d6 gp

Special Abilities

Cover (Ex) Since a quickgrass's body is buried in the ground, it has cover against other creatures (+4 AC and +2 bonus on Reflex saves against attacks originating from the other side of the cover).



Slick (Ex; Str) If the quickgrass detects prey, it can rapidly fold its blades flat towards its center, creating a slick one way surface that causes all creatures within a 30 foot radius to begin sliding toward its maw. Anyone in the area must succeed on a DC 18 Reflex save (higher if on a steep slope) or slide 25 feet toward the quickgrass (provoking an attack of opportunity from the quickgrass upon entering its threatened area), landing prone. The shrubbery hiding the creature's body is retracted at this point to prevent creatures from grabbing onto it. Creatures who succeed on their saves must succeed on DC 15 Acrobatics checks each round to move in the slick area. Falling causes a creature to slide 25 feet toward the quickgrass, as above.

Murtaziq (CR 6)

Large monstrous humanoid (reptilian)
Init 16; **Senses** darkvision; **Notice** 23

Defense

AC 19, flat-footed 18
(+2 Dex, -1 size, +4 armor, +4 natural)
HP 68 (8d10+24)
Fort +5, **Ref** +6, **Will** +10; -2 **ACP**
Immune fear, illusions, mind, poison

Offense

Speed 30 ft.
Melee battleaxe +12/+7 (1d10+6/x3)
Ranged musket +10 (1d10/x4)

Statistics

Str 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8
Base Atk +8; **CMB** +13; **CMD** 25
Feats Improved Initiative, Iron Will, Rapid Reload, Weapon Focus (axe musket)
Skills Athletics +15, Perception +13, Stealth +7, Survival +13; -2 **ACP**
Languages Common, Draconic

Ecology

Environment forest, jungle, hills, plains
Organization solitary, pair, squad (3-12 plus sergeant), platoon (3 squads plus lieutenant), company (2-5 platoons plus captain)
Treasure Value 290 gp plus axe musket plus 10 cartridges, chain shirt



Large, powerful, and competent lizardfolk of entirely militaristic attitude and lifestyle, murtaziq live as mercenaries in whatever capacity their employers desire, guarding, garrisoning, patrol, strike force, or as part of a larger army. Evolved past the desire to live in nature, murtaziq constantly seek employment, though on rare occasions a squad without a sergeant will turn to banditry until they are exterminated or absorbed by a larger murtaziq company. Females fight with males unless eggs are present, whereupon they will demand garrison duty until they hatch. Hatchlings are bipedal and much like a human five-year-old, maturing in two years to a mature adult. Murtaziq never fight haphazardly or for glory, though, again, murtaziq cast out for repeated disobedience can be found in arenas or as hired muscle. Whatever contract a murtaziq unit agrees to, it always includes maintenance and/or supply of weapons, as the lizard-mercenaries consider maintenance of such as an almost holy task, with much ceremony and history assigned to their beloved axe-muskets. Though indifferent to causes, it is rare for a murtaziq unit to be hired by a benevolent ruler, unless the situation were indeed desperate and needful of much fighting- and much recompense.

The murtaziq were a race of lizardfolk bred by the Wyrmlords of ages past to be elite warriors in their service, albeit in a largely symbolic role. With their precipitous fall, the murtaziq quickly abandoned them and established a mercenary society based on rigid rules of payment and engagement. Operating mostly out of the Clandoms of the Fourlands and their neighboring states, murtaziq are implacable, disciplined, and well-supplied, and serve no weak master. Poprhyran murtaziq worship Myketa and Anubis as mated lizardfolk deities.

Myxini (CR 1/2)

Myxini slayer 1
Medium humanoid (amphibious, lampetra)
Init +1; **Senses** darkvision; **Notice** 15

Defense

AC 16, flat-footed 15
(+5 armor, +1 Dex)
HP 15 (1d10+5)
Fort +5, **Ref** -2, **Will** +1; +1 vs. illusion; **ACP** -4

Offense

Speed 20 ft., swim 20 ft. (with armor)
Melee falchion +3 (2d4+2), bite -2 (1d4+1)
Ranged dagger +2 (1d4+2)
Special Attacks lamprey mouth, studied target (move)

Statistics

Str 15, **Dex** 12, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 14
Feats Toughness
Skills Escape Artist +0, Perception +5, Stealth -2 (+2 in marine), Survival +5; **ACP** -4
Languages Aquan, Common
SQ tracker +1, water hunter

Ecology

Environment marine
Organization solitary, wave (2-5), onslaught (6-60)
Treasure Value 38 gp plus falchion, dagger, scale mail, backpack: 1 dose sea urchin poison (as small centipede poison)

The seldom encountered myxini people have such an inhuman aspect that many find it difficult to believe that they are sentient beings with a culture. They are an aquatic race, ascended from jawless parasitic fish such as lampreys and hagfish. It is speculated, as with many races with bestial appearance, if they were magically engineered for some military purpose. No record exists of such work, and the myxini are offended by the notion. They hunt for their food, and hire out as mercenaries for manufactured goods, and are known as terrifying and confounding opponents, savage and persistent. Yet they spend their leisure time composing detailed epics of their experiences in tapestries of mucus, much like zif-writing, and have an amazing knack for recall and detail. Traditional deities of the myxini are Poison Wave, in the ancient and cruel avatar of Lampetra the Nine-Eyed, and the more recent and progressive Chiuta, followed by myxini that have more contact with other races. Myxini are in a truce state with more aggressive races such as the sahuagin and the grindylow, and work for them on occasion. Males and females are indistinguishable, and each generation returns to its home spawning-bed in shallow fresh water to reproduce and die, in middle age.

Myxini Racial Characteristics

Myxini are defined by their class levels—they do not possess racial Hit Dice. As a myxini, you have the following racial characteristics.

- **+2 Constitution, +2 Dexterity, -2 Intelligence:** Survival at any cost has made your people hardy and quick, and not prone to contemplation.
- **Humanoid:** You are a humanoid with the amphibious and lampetra subtypes.
- **Medium:** You are a Medium humanoid with no penalty or bonus due to size.
- **Speed:** You have a base speed of 30 ft., and can swim with a base speed of 30 ft. as well.
- **Darkvision:** You can see in areas of low light and darkness without penalty.
- **Eyespots and Barbels:** Your sensory organs consist of primitive eyespots and sensitive feelers on your head. This combination gives you a +1 bonus vs. illusions, and you always have Perception as a class skill.
- **Lamprey Mouth:** You have a disc-like sucker mouth that can inflict terrible wounds. This is a primary attack that does 1d4 damage, and on a critical hit does an additional 1 bleed damage.
- **Slimy Body:** Your body is coated in a thick defensive slimy coating. You gain +2 to Escape Artist checks.
- **Water Hunter:** You gain +4 to Stealth checks when you are in an aquatic environment.
- **Languages:** Myxini speak Common and Aquan. Myxini with high Intelligence can choose from the following: Aklo, Orcam, Sahuagin or Zif.



Nature Spirits

Nature spirits are incorporeal undead that attach themselves to some aspect of nature, be it a tree, rock, hill, mountain, or lake. The nature spirits have gender (such as the Lady of the Lake) and can reproduce, although they do so rarely. The spirits are highly protective of their chosen homes, and they often make defensive alliances with nearby good or neutral forest-dwelling humanoids.

Nature Spirit

Defensive Abilities incorporeal; **Immune** undead traits

Statistics

Racial Modifiers Knowledge (geography, nature) are class skills
SQ living spirit
Languages Common, Sylvan

Ecology

Environment any
Organization solitary
Treasure Value none

Special Abilities

Spells All nature spirits cast spells as an oracle of their Hit Dice, their spell list consists of all simple spells and spells with the air, animal, earth, fire, metal, water, weather, or wood descriptors.

Small Nature Spirit (CR 1)

Small undead (spirit)
Init 14; **Senses** lifesense; **Notice** 20

Defenses

AC 18, flat-footed 14; **SR** 14
(+3 deflection, +2 Dex, +1 size)
HP 15 (2d8+6)
Fort +3, **Ref** +2, **Will** +5

Offense

Speed fly 100 ft.
Melee incorporeal strikes +7 (1d2 Wis)
Spells Known (CL 2nd; caster check +5)
1st (5/day)—cure light wounds, + any 3 others
0th (at-will)—any 5

Statistics

Str —, **Dex** 14, **Con** —, **Int** 13, **Wis** 14, **Cha** 16
Base Atk +1; **CMB** —, **CMD** –
Feats Skill Focus (Perception)
Skills Deception +8, Diplomacy +8, Knowledge (nature) +7, Perception +10, Sense Motive +7

Medium Nature Spirit (CR 3)

Medium undead (spirit)
Init 15; **Senses** lifesense; **Notice** 23

Defenses

AC 19, flat-footed 14; **SR** 16
(+4 deflection, +3 Dex)
HP 34 (4d8+16)
Fort +7, **Ref** +4, **Will** +7

Offense

Speed fly 100 ft.
Melee incorporeal strikes +10 (1d3 Wis)
Spells Known (CL 4th; caster check +8)
2nd (4/day)—cure moderate wounds, + any 1 other
1st (7/day)—cure light wounds, + any 3 others
0th (at-will)—any 6

Statistics

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 18
Base Atk +3; **CMB** —, **CMD** –
Feats Great Fortitude, Skill Focus (Perception)
Skills Deception +11, Diplomacy +11, Knowledge (geography) +9, Knowledge (nature) +9, Perception +13, Sense Motive +10

Large Nature Spirit (CR 5)

Large undead (spirit)
Init 16; **Senses** life sense; **Notice** 28

Defenses

AC 20, touch 20, flat-footed 14; **SR** 19
(+5 deflection, +4 Dex, -1 size)
HP 76 (8d8+40)
Fort +9, **Ref** +6, **Will** +12

Offense

Speed fly 100 ft.
Melee incorporeal strikes +15/+10 (1d4 Wis)
Space 10 ft.; **Reach** 5 ft.
Spells Known (CL 8th; caster check +13)
4th (4/day)—cure critical wounds, + any 1 other
3rd (6/day)—cure serious wounds, + any 2 others
2nd (7/day)—cure moderate wounds, + any 3 others
1st (8/day)—cure light wounds, + any 5 others
0th (at-will)—any 8

Statistics

Str —, **Dex** 18, **Con** —, **Int** 15, **Wis** 18, **Cha** 20
Base Atk +6; **CMB** —, **CMD** –
Feats Great Fortitude, Iron Will, Skill Focus (Perception, Sense Motive)
Skills Deception +16, Diplomacy +16, Knowledge (geography) +13, Knowledge (nature) +13, Perception +18, Sense Motive +18

Huge Nature Spirit (CR 8)

Huge undead (spirit)
Init 17; **Senses** life sense; **Notice** 36

Defenses

AC 21, flat-footed 14; **SR** 22
(+6 deflection, +5 Dex, -2 size)
HP 126 (12d8+72)
Fort +12, **Ref** +9, **Will** +17

Offense

Speed fly 100 ft.
Melee incorporeal strikes +20/+15 (1d6 Wis)
Space 15 ft.; **Reach** 10 ft.
Spells Known (CL 12th; caster check +22)
6th (4/day)—mass cure serious wounds, + any 1 other
5th (6/day)—any 2 others
4th (7/day)—cure critical wounds, + any 3 others
3rd (7/day)—cure serious wounds, + any 4 others
2nd (8/day)—cure moderate wounds, + any 5 others
1st (8/day)—cure light wounds, + any 5 others
0th (at-will)—any 9

Statistics

Str —, **Dex** 20, **Con** —, **Int** 16, **Wis** 20, **Cha** 22
Base Atk +9; **CMB** —, **CMD** –
Feats Combat Casting, Empower Spell, Great Fortitude, Iron Will, Skill Focus (Perception, Sense Motive)
Skills Deception +21, Diplomacy +21, Knowledge (geography) +21, Knowledge (nature) +21, Perception +26, Sense Motive +26, Spellcraft +18

Greater Nature Spirit (CR 13)

Huge undead (spirit)
Init 18; **Senses** lifesense; **Notice** 44

Defenses

AC 23, flat-footed 15; **SR** 26
(+7 deflection, +6 Dex, -2 size)
HP 218 (19d8+133)
Fort +19, **Ref** +12, **Will** +19

Offense

Speed fly 100 ft.
Melee incorporeal strikes +26/+26/+21 (1d8 Wis)
Space 15 ft.; **Reach** 10 ft.
Spells Known (CL 19th; caster check +30)
9th (4/day)—any 2
8th (6/day)—cure critical wounds, + any 2 others
7th (7/day)—cure serious wounds, + any 3 others
6th (7/day)—cure moderate wounds, + any 3 others
5th (7/day)—cure light wounds, + any 4 others
4th (7/day)—cure critical wounds, + any 4 others
3rd (8/day)—cure serious wounds, + any 4 others
2nd (8/day)—cure moderate wounds, + any 5 others
1st (8/day)—cure light wounds, + any 5 others
0th (at-will)—any 9

Statistics

Str —, **Dex** 22, **Con** —, **Int** 17, **Wis** 22, **Cha** 24
Base Atk +14; **CMB** —, **CMD** –
Feats Combat Casting, Empower Spell, Enlarge Spell, Extend Spell, Great Fortitude, Heighten Spell, Iron Will, Skill Focus (Perception, Sense Motive), Widen Spell
Skills Deception +29, Diplomacy +29, Knowledge (geography) +25, Knowledge (nature) +25, Perception +34, Snse Motive +34, Spellcraft +25

Often mistaken for elemental spirits, nature spirits have been part of the fabric of the world long before The Calling. They are not common in the Landed Territories but in any of the Native Porphyran lands they can be quite common, though somewhat aloof. They are most likely to communicate with or aid druids, shamans, spiritualists, or those dedicated to the Animist philosophy.



Ndragg (CR 1/2)

Ndragg eldritch knight 1
Medium humanoid (beastborn)
Init 11; **Senses** low-light vision; **Notice** 8

Defense

AC 16, flat-footed 15
(+5 armor, +1 Dex)
HP 9 (1d8+1)
Fort +3, **Ref** -3, **Will** +0; **ACP** -4
Defensive Abilities ferocity

Offense

Speed 20 ft.
Melee mwk halberd +4 (1d10+2/x3)
Ranged spear +1 (1d8+2)
Special Attacks resentment of man, spell critical 1/day
Spell-Like Abilities (CL 1st; caster check -2)
1/day—arcane sight (1 minute), summon monster II
Spells Prepared (CL 1st; caster check +0)
1st—doom (W-DC 14), enlarge person
0th—flare

Statistics

Str 15, **Dex** 12, **Con** 12, **Int** 16, **Wis** 6, **Cha** 13
Base Atk +0; **CMB** +2; **CMD** 13
Feats Scribe Scroll, Weapon Focus (halberd)
Skills Intimidate +5, Knowledge (arcana) +7, Knowledge (local) +7, Scrutiny +7, Spellcraft +7; **ACP** -4
Languages Common, Ndraggi, Protean
SQ arcane bond (halberd), diverse training
Treasure Value 33 gp plus mwk halberd, potion of cure light wounds, scale mail, spear, spellbook [simple 0th level spells, memorized spells plus cause fear, command, lesser confusion, endure environment], spell component pouch

The slowly dwindling race of ndragg live on an archipelago of islands in the Western Cold Sea. More akin to beasts than mankind, but highly intelligent, the ancestors of the ndragg fought a long and brutal war with the human nation that became the erkunae. Both races sought to achieve ascendancy by allying with the extradimensional beings, but where the erkunae allied themselves with the power of Chaos, the ndragg sought a broader path of understanding magic as an entire discipline. In the end, the erkunae wiped their enemies from the mainland, and it amused their emperors to let them live on upon their windswept island chain, snarling at the futilely summoned beings they call with which to wage endless war.

Ndragg stand about 5 ½ feet tall, but stoop to 5 feet. Their bodies are sleekly hairy, with pointed ears, short claws, and eyes of a solid emerald green. Their teeth are not particularly pointed, though they speak the hated Common tongue with a growling accent.

Ndragg Racial Characteristics

Ndragg are defined by their class levels—they do not possess racial Hit Dice. As an ndragg, you have the following racial characteristics.

- **+2 Constitution, +2 Intelligence, -2 Wisdom:** Your ancestry combines bestial savagery and cunning intellect, throwing caution aside.
- **Humanoid:** You are a humanoid with the beastborn subtype.
- **Medium:** You are a Medium humanoid with no penalty or bonus due to size.
- **Speed:** You have a base speed of 30 ft.
- **Low-Light Vision:** You can see in areas of low light without penalty.
- **Arcane Eyes (Sp):** As a standard action, the ndragg can shift alter their perception of then natural world. Their solid green eyes turn blue and begin to glow when they use the racial spell-like ability. They can gain the benefits of arcane sight for a single minute.
- **Ferocity (Ex):** You can remain conscious and continue fighting even if your hit points fall below 0. Ndragg are still staggered at 0 hit points or lower and lose 1 hit point per round as normal.
- **Hatred (Ex):** The ndragg fought a brutal war with the ancestors of the erkunae, whom they perceived as men like all others on Porphyra. Ndragg gain a +1 racial bonus on attack rolls against humans.
- **Savage Summoners:** The ndragg made many bargains with interdimensional powers during their war with the erkunae. You may cast summon monster II as a spell-like ability once per day.
- **Languages:** Ndragg speak Common and their racial language, Ndraggi. Ndragg with high Intelligence can choose from the following: Aquan, Arborian, Auran, Ignan, Koinkin, Terran and Protean.



Netherian, Crawler (CR 3)

Medium aberration
Init 13; **Senses** blindssense 60 ft., scent; **Notice** 11 (hearing)

Defense

AC 16, flat-footed 13
(+3 Dex, +3 natural)
HP 32 (5d8+10)
Fort +3, **Ref** +4, **Will** +5
Defensive Abilities hive mind (100 ft.); **Immune** disease, paralysis, visual

Offense

Speed 40 ft., climb 30 ft.
Melee 2 claws +5 (1d4+2 plus grab), bite +5 (1d6+2)
Special Attacks ghoul hunter, pounce, rake (2 claws, 1d4+2), tackle

Statistics

Str 15, **Dex** 17, **Con** 14, **Int** 6, **Wis** 12, **Cha** 5
Base Atk +3; **CMB** +5; **CMD** 18 (22 vs. trip)
Combat Maneuvers +4 grapple
Feats Nimble Moves, Skill Focus (Stealth), Swap Places
Skills Athletics +10, Stealth +14
Languages Necril, Undercommon

Ecology

Environment underground
Organization cluster (5-12)
Treasure Value 800 gp

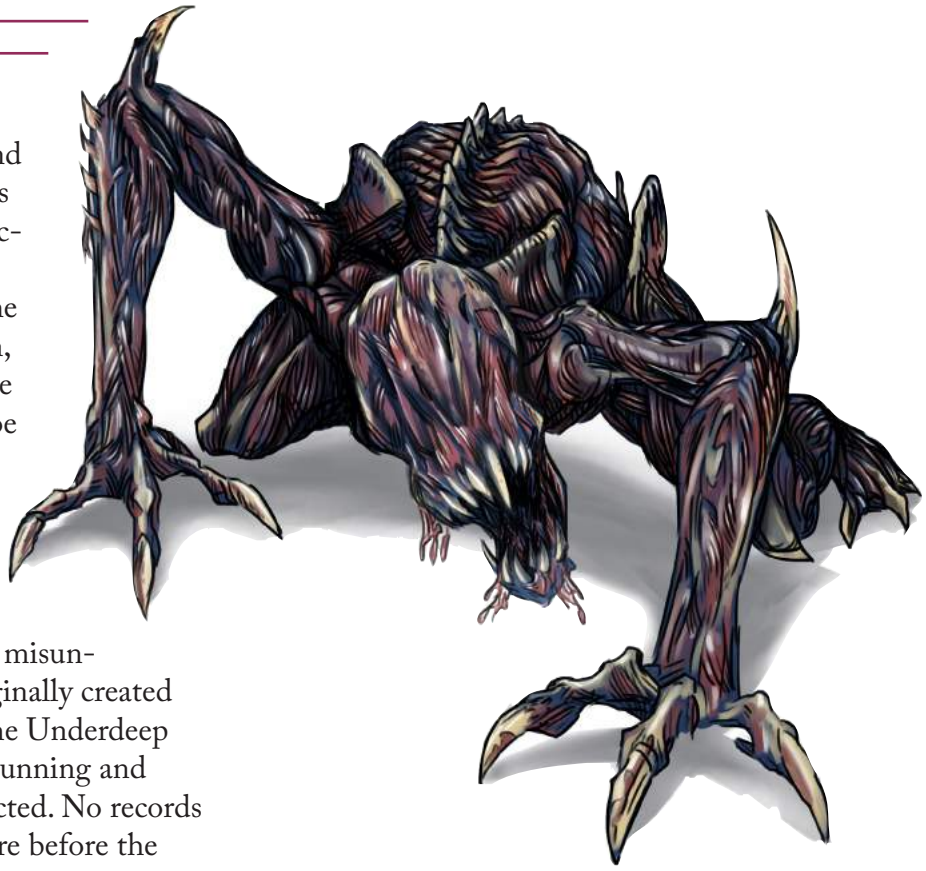
Special Abilities

Ghoul Hunter (Ex) Netherians hate ghouls more than any other creatures. They gain a +1 racial bonus to attack and damage against ghouls and their attacks always bypass any natural damage reduction the ghouls may possess.
Tackle (Ex) Crawlers will drop from the ceiling onto prey. As a full round action, they can fall on foes and make a grapple check against them. If successful, the foe is knocked prone, and is considered pinned by the crawler.

Deep beneath the surface of Porphyra, far into the inky blackness of the Underdeep there scurries a most misunderstood creature. Netherians were originally created as for food source for the Darkhul of the Underdeep but these creatures proved to be more cunning and resourceful thant the ghoul lords suspected. No records exist to say what the nethercrawlers were before the ghouls experimented on them and they seem to have no memory of their time before their transformation.

Crawlers are encounted in clusters of 5 to 12 individuals. When hunting for ghouls they tend to spread out from one another and use their blindsight and hive mind as an elaborate sensor network. Knowing that ghouls prefer the taste of corpses, crawlers will often catch and kill other humanoids in the Underdeep and leave their bodies for a hungry ghoul to find. Then when the ghoul has commenced feasting on the corpse the cluster will close in on it and tear it to pieces before consuming it.

Crawlers tend to travel quickly on all fours skipping over the difficult terrain of the Underdeep as if it were an open field. When climbing, they often will hang upside down from the roof of caverns or cling to stalactites. From this vantage point their dark coloring makes it easy for them to hide and provides them an excellent perch from which to scan the cavern floor with their blindsense or tackle their foes.



Nightmare Collector (CR 14)

Huge construct

Init 11; **Senses** darkvision; **Notice** 10

Defense

AC 27, flat-footed 26
(+1 Dex, +18 natural, -2 size)
HP 179 (18d10+80)
Fort +6, **Ref** +7, **Will** +6
Defensive Abilities death throes
Vulnerable courage

Offense

Speed 40 ft. (can't run); dimension door
Melee 3 claws +26 (2d6+15)
Space 15 ft.; **Reach** 10 ft.
Special Abilities animate objects, dark duplicate (Wd-DC 20), weird (Wd/F-DC 20)

Statistics

Str 31, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 12
Base Atk +18; **CMB** +30; **CMD** 41 (can't be tripped)

Ecology

Environment urban
Organization solitary
Treasure Value 15,000 gp

Special Abilities

Animate Objects (Su; Cha) Three times per day as a standard action, the nightmare collector can animate objects as the spell.

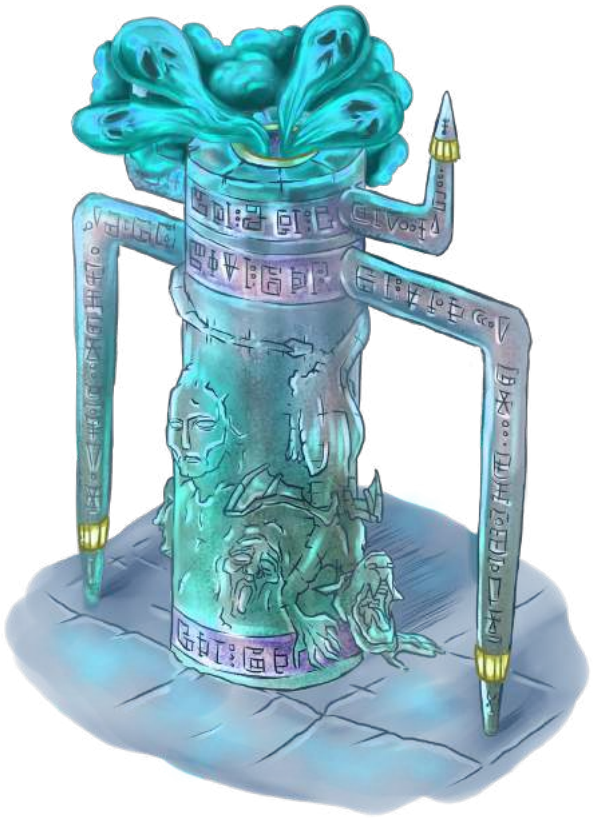
Dark Duplicate (Su; Cha): A nightmare collector can create a duplicate of any living creature with fewer than 30 HD within 60 feet as a standard action. Only one duplicate can be created per creature per day, and creatures that do not sleep cannot be duplicated. A duplicate forms anywhere within 60 feet that the collector chooses, and ceases to exist after 2d4 rounds, or if the collector is destroyed. Treat a duplicate as if it were conjured by a shades spell. Creatures that do not sleep automatically recognize the duplicates as illusory.

Duplicates resemble their original counterparts, but are obviously fakes. Many have glowing eyes, fangs, or other sinister features. They can speak, and have all the knowledge of their counterparts, but are obsessed with destroying all living creatures around them.

Weird (Su; Cha) Three times per day as a standard cation, a nightmare collector can affect all creatures in a 30-foot cone with a weird spell.

Death Throes (Su; sleep; Cha) When destroyed, a nightmare collector releases its nightmare energy in a wave. Any creature within a 90-foot spread must succeed on a DC 20 Will save or fall asleep for 1d4 hours.

Courage Vulnerability (Ex) Any creature with a bonus to fear saves add these bonuses to damage against the nightmare collector and the dark duplicates. Creatures immune to fear deal +6 damage.



Dimension Door (Su; Cha) The nightmare collector may travel via dimension door when it is unseen by living creatures.

Nightmare Siphon (Su) Any creature that rests within 1,000 feet of a nightmare collector sleeps peacefully, without disturbing dreams of any sort, and is immune to the spell nightmare. For every creature within range that sleeps 8 hours or more, the nightmare collector is cured of 1 point of damage.

The city-state that created the sinister machines called nightmare collectors seems to have been totally wiped out by their creations, and the immortal constructs have been distributed to hidden chambers and dungeons all throughout Porphyra. Many unscrupulous rulers employ the enigmatic constructs as jailers, torturers and guardians of hidden things, although the machines have no sentience to consider such things- they simply do them as a matter of ancient programming. Their connection to the dream-dimensions of the Wall of Sleep are obvious, and every now and then one will emerge from that bizarre dimensional anomaly.

Ocular Swarm (CR 8)

Fine aberration (swarm)
Init 18; **Senses** darkvision, see invisible; **Notice** 32

Defense

AC 22, flat-footed 17; +4 vs. AoO
(+4 Dex, +1 dodge, +3 natural, +4 size)
HP 78 (12d8+24)
Fort +6, **Ref** +10, **Will** +9
Defensive Abilities swarm traits
Weakness light

Offense

Speed fly 40 ft.
Melee swarm (2d6 plus 1d6 radiant)
Space four-5 ft. squares (shapeable); **Reach** 0 ft.
Special Abilities distraction (F-DC 18), outline enemy
Spell-Like Abilities (CL 12th; caster check +11)
Constant—see invisible

Statistics

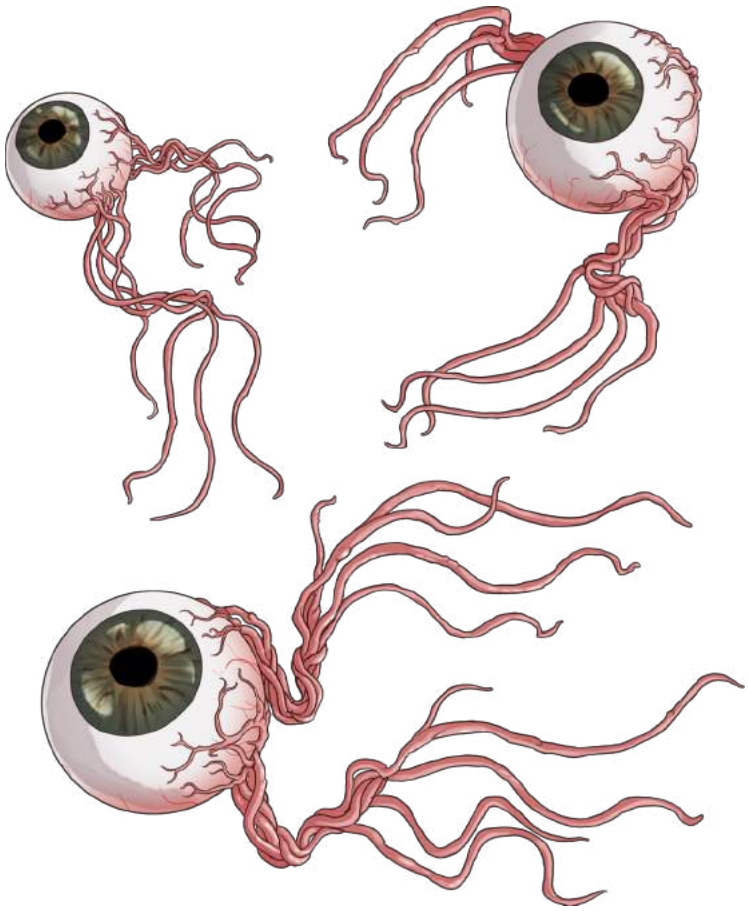
Str 1, **Dex** 19, **Con** 15, **Int** 13, **Wis** 13, **Cha** 8
Base Atk +9; **CMB** —; **CMD** —
Feats Dodge, Eldritch Claws, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Wind Stance
Skills Acrobatics +19, Escape Artist +19, Knowledge (dungeoneering) +16, Perception +22, Stealth +19
SQ speak with one voice
Languages Undercommon

Ecology

Environment ruins, underground
Organization solitary, bystanders (2-4), onlookers (5-12)
Treasure Value 12d6 gp

Special Abilities

Outline Enemy (Ex) When a creature is within the ocular swarm's space they are outlined by radiant energy. They cannot benefit from any form of concealment or invisibility.
Speak With One Voice (Ex) Despite being a swarm composed of hundreds of tiny eyeballs, the swarm speaks as a singular entity. Their voice has an echo-y sustain to its nature. As a result, an ocular swarm can use ventriloquism and message at will, as the spells, to the range of 120 feet, but as an exceptional ability.



The individual 'flying eyeballs' that make up an oracular swarm are not in themselves intelligent and cannot survive long on their own; they are not beings that have any singular existence. They behave more like component cells in the grotesque conglomeration that is the swarm, which achieve intelligence and motive force only when in a group. How such an awful and startling organism came to be is lost, if it was ever known at all. Oracular swarms have no known culture, keep no records, and have no racial memory- though they have been observed staring intently at works of art and unusual rock formations in the ruins and underground caverns they frequently inhabit. This may speak to some residue of evolution- or more likely, creation, where the eyes that make up their mass once belonged to sentient humanoids. Oracular swarms ceaselessly patrol a specific territory, muttering, laughing and wailing in deserted caverns and crumbling halls, hunting beasts and treasure hunters to tear into pieces with a myriad of tiny, slimy tentacles. They dislike direct sunlight and flee from magically concentrated sources. It is conjectured that an oracular swarm reproduces by fission after age and food consumption make a single swarm to heavy to fly properly. They will converse with speaking prey, typically just to strike fear in them and make them run, for sport. They are known to taunt prey saying "We see you" before they swarm them; a few have learned other languages than Undercommon.

Ogdoad

Reputedly, the ogdoad (singular and plural) are descendants of beings that swam about in the muck of primordial chaos, before the forces of order condensed existence into what we now call time. The ogdoad are closely connected with the element of water and with the essence of dreamstuff.

Many-hued and alien-minded, these creatures are in some ways similar to demons, devils, and celestials. However, instead of dwelling in abysmal landscapes or heavenly domiciles, they continue to wade around in the few planar pockets of primordial chaos that the forces of order didn't "corrupt." As such, they grow and change constantly, but share a few common characteristics. All ogdoad are bipedally humanoid in form, though they resemble vaguely human-shaped frogs or toads.

Legends say that the ogdoad are servants of elder beings of immense power and whose inconstant nature is utterly hostile to mortals. Ogdoad feature strongly in the legends of aquatic peoples such as sahuagin, skum, merfolk, and even the cetacean orcam. It is said that when ancient cataclysms sunk long-forgotten empires of the past, the ogdoad enjoyed free rein of the oceans, and have been trying to re-establish a foothold there ever since.

Ogdoad Subtype

An ogdoad possess the following traits (unless otherwise noted in a specific ogdoad's entry).

- **Alien Mindset (Ex; Cha)** Ogdoad have a +4 racial bonus to resist all emotion, fear, and mind effects. Further, anyone attempting to read an ogdoad's mind (via detect thoughts or some similar effect) must succeed at a Will save. If successful, the character is stunned for 1 round and the mind-reading fails. If the save fails, the mind-reading fails and the character is stunned for 1 round and then is confused for 1d4 rounds.
- **No Breath (Ex)** Ogdoads does not breathe, and is immune to effects that require breathing.
- **Damage Reduction (Ex)** Ogdoads have damage reduction that is bypassed by platinum weapons.
- **Defenses (Ex)** All ogdoad have resistance to cold 5, fire 5, and sonic 5, as well as immunity to acid.
- **Healing:** All ogdoad have fast healing 5.
- **Strikes:** Ogdoads natural attacks and weapons bypass damage reduction as if they were mercurial.
- **Summon Ogdoad (Sp)** One or more times per day, an ogdoad can attempt to summon one or more other members of its race as a standard action. The numbers and type summoned are given in each ogdoad's description, as is the chance of success for that ogdoad's summoning ability. Ogdoad summoned in this way remain for 1 hour, and summoned ogdoad can't use their own summon ogdoad ability for 1 hour.
- **Languages** All ogdoad speak their own tongue, known as Ogdoadt. For their own unfathomable reasons, some choose to master additional languages, and kukkoad can communicate with virtually any being by means of their tongues spell-like ability.
- **Environment:** The ogdoads come live in the Planes Beyond known as the Savage Rumpus.

The ogdoad were complicit in the 3,000 BC invasion by the Great Old Ones, and their human thralls, the Kayanoi. The toad-outsiders cracked open a door in the dimensions with their power, to let the invaders into Porphyra's reality. Promises of ocean domination were made and many ogdoad set up small fiefdoms throughout Porphyra's oceans and shores. A certain amount of genetic mixing engendered such races as the evil boggards and the benign grippli and doathi, though legends of their patronage are vague. Such strange monsters as frog-fathers and blindheim also speak to ogdoad interference in Porphyran development. With the repulsion of the invasion by the Elementalist Zendik Order, a number of ogdoad were captured by native Porphyran water-sorcerers, and enthralled for many centuries. The powers of these outsiders was put to use in many schemes, though a few found their way back to the depths of Limbo.

Ogdoad, Annoad (CR 16)

Large outsider (ogdoad)
Init 19; **Senses** darkvision; **Notice** 38

Defense

AC 31, flat-footed 26; **SR** 26
(+5 armor, +12 natural, +5 Dex, -1 size)
HP 262 (21d10+147) ; **fast healing** 5
Fort +14, **Ref** +17, **Will** +16; +4 vs. emotion, fear, mind
DR 10/platinum; **Defensive Abilities** alien mindset (W-DC 26), no breath; **Immune** acid; **Resist** cold 10, fire 10, sonic 10

Offense

Speed 40 ft., swim 40 ft.
Melee +1 inevitablebane greatsword +28/+28/+23/+23 (3d6+8/16-20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks strikes (mercurial)
Spell-Like Abilities (CL 21st; caster check +27)

At will—alter self, detonate (R-DC 20), color spray (W-DC 17), confusion (W-DC 20), detect magic, dispel magic, entropic shield, identify, invisibility, levitate, rage, read magic, see invisible, shatter (F-DC 18)

3/day—banishment (W-DC 23), disintegrate, frightful aspect, greater teleport, power word blind

2/day—summon (level 6, 2d6 nunnoad, 1d4+1 kukkoad or 1d2 huhhoad, 65%)

1/day—finger of death (F-DC 22), harm (W-DC 22), heal, summon (level 9, any 1d4 other ogdoads, 85%)

Statistics

Str 20, **Dex** 21, **Con** 25, **Int** 18, **Wis** 18, **Cha** 23
Base Atk +21; **CMB** +27; **CMD** 42
Combat Maneuvers +4 drag
Feats Cleave, Combat Reflexes, Dreadful Carnage, Furious Focus, Improved Critical (greatsword), Improved Drag, Improved Initiative, Outflank, Power Attack, Weapon Focus (greatsword), Vital Strike
Skills Acrobatics +29, Deception +30, Knowledge (arcana) +28, Knowledge (planes) +28, Perception +28, Profession (weaponsmith) +28, Scrutiny +28, Sense Motive +28, Spellcraft +28, Stealth +25
Languages Ogdoadt

Ecology

Environment Realms Beyond (Savage Rumpus)
Organization solitary, pair, or horde (1–2 plus 4–10 huhhoad, 3–6 kukkoad, and 10–30 nunnoad)
Treasure Value 7,480 gp plus +3 leather armor, +1 inevitablebane greatsword, other treasure)



Annoad are the enigmatic, secretive leaders of the ogdoad race. While they hold sway over their subjects' fates, it is uncertain whether they themselves serve other beings in turn. Their swords hold special significance to them, and stealing such a blade or taking one by force is sure to bring the wrath of all ogdoad upon the thief.

Annoad rely heavily upon their spell-like abilities, although they are fierce warriors as well. They invariably call upon other ogdoad to assist them before engaging dangerous opponents.

Ogdoad Lords

To speak of a ruler of such an entropic race is difficult, but there is a hierarchy present from nunnoad to annoad ogdoad, and the annoad themselves pay homage to higher beings from poorly defined depths of Limbo, hard-won from the proteans or perhaps divided by treaty. Though names are whispered at, the titles Anuüra the Diver, Boekurg (Leader of the Ogdoad-Old One alliance), and Hegget, a fertility demigod among the grippli are most well-known.

Ogdoad, Huhhoad (CR 12)

Large outsider (ogdoad)
Init 17; **Senses** darkvision; **Notice** 29
Aura searing (10 ft.; heat metal)

Defense

AC 26, flat-footed 20; **SR** 21
(+3 Dex, +14 natural, -1 size)
HP 162 (12d10+96); **fast healing** 5
Fort +12, **Ref** +11, **Will** +12; +4 vs. emotion, fear, mind
DR 10/platinum; **Defensive Abilities** alien mindset (W-DC 21), no breath; **Immune** acid, fire; **Resist** cold 5, sonic 5

Offense

Speed 40 ft.; swim 40 ft.
Melee slam +19/+19/+14 (2d6+7 plus 1d8 fire)
Space 10 ft; **Reach** 10 ft.
Special Attacks breath weapon (20 ft. cone; 10d10 fire; R-DC 24 half; 6/day), iterative attacks (slam), strikes (mercurial)
Spell-Like Abilities (CL 12th; caster check +17)
At will—quickened burning hands (R-DC 16)
3/day—scorching ray, shatter (F-DC 17)
1/day—detonate (R-DC 19), disintegrate, summon (level 5, 2d4 nunnoad or 1 huhhoad, 65%)

Statistics

Str 24, **Dex** 17, **Con** 27, **Int** 16, **Wis** 18, **Cha** 21
Base Atk +12; **CMB** +20; **CMD** 33
Combat Maneuvers +4 drag
Feats Cleave, Improved Drag, Improved Initiative, Power Attack, Quicken Spell-Like Ability (burning hands), Weapon Focus (slam)
Skills Acrobatics +18, Deception +20, Diplomacy +20, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +19, Scrutiny +19, Sense Motive +19, Stealth +14
Languages Ogdoadt, Ignan

Ecology

Environment Realms Beyond (Savage Rumpus)
Organization solitary, pair, or raid (3-12)
Treasure Value 9,000 gp

Special Abilities

Searing Aura (Su; fire, metal) At will, as a free action, a huhhoad can surround itself with an aura of blistering heat in a 10-foot radius. Any creature in the area is affected as if by a heat metal spell, except that the damage applies to all creatures, even those not wearing metal armor. Creatures actually wearing metal armor take double damage. Once the effect reaches the level of "searing", it does not lessen until the creature leaves the searing aura, at which time the effect lessens to "hot" and then "warm" over 2 rounds, as the spell.



Huhhoad are the most violent of all ogdoad, reveling in destruction for its own sake. On the Material Plane, they tend to live near underwater volcanoes, sometimes swimming within the very magma. Huhhoad stand around 12 feet tall and weigh approximately 1,250 pounds.

Huhhoad are true pyromaniacs — they love to see things burn, whether objects, structures, or creatures. They tend to use their spell-like abilities only after their breath weapon, searing aura, and physical attacks have proven relatively ineffective.

Ogdoad, Kukkoad (CR 8)

Large outsider (ogdoad)
Init 17; **Senses** darkvision; **Notice** 25
Aura numbing (20 ft.; F-DC 21 negates)

Defense

AC 22, flat-footed 17; **SR** 18
(+3 Dex, +8 natural, -1 size)
HP 100 (8d10+56); **fast healing** 5
Fort +9, **Ref** +9, **Will** +10; +4 vs. emotion, fear, mind
DR 5/platinum; **Defensive Abilities** alien mindset (W-DC 18), no breath; **Immune** acid, cold; **Resist** fire 5, sonic 5

Offense

Speed 30 ft., swim 40 ft.
Melee 2 slams +13 (1d8+6 plus 1d6 cold)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon (15 ft. cone; 8d8 cold; R-DC 21 half; 4/day); strikes (mercurial)
Spell-Like Abilities (CL 8th; caster check +12)
Constant—tongues
At will—alter self
3/day—chill metal, chill touch (F-DC 15), shatter (F-DC 16)
1/day—detonate (W-DC 18), summon (level 4, 1d4+1 nunnoad or 1d2 kukkoad, 50%)

Statistics

Str 22, **Dex** 17, **Con** 25, **Int** 14, **Wis** 18, **Cha** 19
Base Atk +8; **CMB** +15; **CMD** 28
Combat Maneuvers +4 drag
Feats Combat Reflexes, Improved Drag, Improved Initiative, Power Attack
Skills Deception +15, Diplomacy +15, Knowledge (local) +13, Knowledge (planes) +13, Intimidate +15, Perception +15, Stealth +10, Survival +15
Languages Aquan, Ogdoadt, Protean

Ecology

Environment Realms Beyond (Savage Rumpus)
Organization solitary, pair, squad (3-6)
Treasure Value 3,350 gp

Special Abilities

Numbing Aura (Su; cold; Con) At will, as a free action, a kukkoad can surround itself with an aura of chilling energy in a 20-foot radius. Any living creature in this area must make a DC 21 Fortitude save or take 1d4 points of Dexterity damage and be affected as if by a *slow* spell for as long as it remains within the aura. A creature that makes its saving throw is immune to that kukkoad's numbing aura for 24 hours.



Kukkoad are the infiltrators among the ogdoad. With their mutable forms, they are able to enter the mortal world, manipulating secret cults to do their annoad masters' bidding, however irrational it may seem. Kukkoad generally stand around 9 feet tall and weigh roughly 800 pounds.

Kukkoad use their breath weapon and spell-like abilities to maximum effect, and seek to incapacitate foes with their numbing aura before wading into melee with deadly accuracy.

Several kukkoad ogdoads have infiltrated society in the Boroughs of Dunmark, replacing the normal humans that held their positions to control civic affairs. Their goal is likely long-range revenge against the Dunmarker people.

Nunnoad or kukkoad can sire half-breeds called doathi.

Ogdoad, Nunnoad (CR 6)

Large outsider (ogdoad)
Init 15; **Senses** darkvision; **Notice** 21

Defense

AC 19, flat-footed 18; **SR** 15
(+1 Dex, +8 natural, -1 size)
HP 69 (6d10+36); **fast healing** 5
Fort +8, **Ref** +6, **Will** +7; +4 vs. emotion, fear, mind
DR 5/platinum; **Defensive Abilities** alien mindset (W-DC 15), no breath; **Immune** acid; **Resist** cold 5, fire 5, sonic 5

Offense

Speed 30 ft., swim 40 ft.
Melee 2 slams +11 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon (10 ft.-radius spread; 5d8 acid; F-DC 19 half), pounce, strikes (mercurial)
Spell-Like Abilities (CL 6th; caster check +8)
3/day— shatter (F-DC 14)
1/day—detonate (W-DC 16), summon (level 3, 1d2 nunnoad, 30%)

Statistics

Str 22, **Dex** 13, **Con** 23, **Int** 10, **Wis** 14, **Cha** 15
Base Atk +6; **CMB** +13; **CMD** 24
Combat Maneuvers +4 drag
Feats Improved Drag, Improved Initiative, Power Attack
Skills Deception +11, Intimidate +11, Knowledge (arcana) +9, Knowledge (planes) +9, Perception +11, Sense Motive +11
Languages Ogdoadt

Ecology

Environment Realms Beyond (Savage Rumpus)
Organization solitary, pair, troupe (3-10), or band (11-30)
Treasure Value 2,000 gp

Nunnoad are the hordes of the ogdoad, the raiding masses that spell senseless destruction to whatever lies in their path. A nunnoad stands around 10 feet tall and averages roughly 1,000 pounds.

Nunnoad have no strategy beyond crushing their current enemy to a pulp. They tend to target foes that look most interesting to them, unless a more dangerous foe proves itself by damaging the nunnoad significantly.

Doathi Racial Characteristics

Doathi player characters are defined by class levels—they do not possess racial hit dice. As a doathi you



possess the following characteristics.

- **+2 to any one characteristic, -2 to Charisma:** You look like bug-eyed, thin-haired humans, having a dour manner and a froggy look.
- **Ogdoadt Beings:** You are a humanoid creature with the planar subtype.
- **Medium:** You are a Medium creature and have no penalties or bonuses due to size.
- **Normal Speed:** You have a base speed of 30 ft.
- **Darkvision:** You can see in areas of low-light and darkness without penalty.
- **Ogdoad Resistances:** You possess resist acid 5 and resist sonic 5.
- **Physical Variation:** You possess one of the following physical deformities.
  - **Gills:** You can breathe water
  - **Scaly skin:** You possess +1 natural armor bonus
  - **Perpetually open eyes:** You possess a +2 racial bonus to Perception
  - **No ears:** You possess resist sonic 10
- **Unnatural Aura:** You possess the unnatural aura special quality.
- **Remember the Sea:** You gain a +4 racial bonus to Athletics checks to swim, and can always take 10 while swimming.
- **Languages:** You begin play speaking Common and Ogdoadt. Characters with high intelligence can choose the following languages: Aboleth, Aklo, Aquan, Boggard, Old Porphyran and Protean.

Old Man Winter (CR 10)

Medium fey
Init 11; **Senses** darkvision; **Notice** 28

Defense

AC 23, flat-footed 20; **SR** 21
(+6 armor, +1 Dex, +6 natural)
HP 162 (13d6+117)
Fort +10, **Ref** +7, **Will** +10; **ACP** -2
DR 10/cold iron; **Immune** cold

Offense

Speed 40 ft. (50 ft. without armor)
Melee grim axe +18/+13 (1d12+8/x3 plus 1 cold)
Special Attacks frost wind
Spell-Like Abilities (CL 13th; caster check +16)
1/day—Azimuth's freezing sphere (R-DC 21), polar ray
3/day—cone of cold (R-DC 20), ice storm
At-will—gust of wind (F-DC 17), sleet storm

Statistics

Str 19, **Dex** 13, **Con** 18, **Int** 13, **Wis** 15, **Con** 20
Base Atk +6; **CMB** +10; **CMD** 21
Feats Cleave, Endurance, Diehard, Fleet, Great Fortitude, Vital Strike, Weapon Focus (greataxe)
Skills Diplomacy +21, Intimidate +21, Knowledge (geography) +17, Knowledge (nature) +17, Perception +18, Sense Motive +18 Survival +18; **ACP** -2
SQ grace, immortal
Languages Aquan, Auran, Common, Sylvan, Terran

Ecology

Environment arctic
Organization solitary
Treasure Value +2 hide armor, grim greataxe

Special Abilities

Frost Wind (Su; Cha) As a full-round action, old man winter may cause a frost wind to blow in a one-mile radius, increasing the wind force within the area to Strong and imposing a –2 penalty on ranged attacks and causing Tiny or smaller creatures to succeed at a Fort save (DC 21) or fall prone (or be thrown back 1d6x10 feet if they are flying). In addition, the climate in the area becomes bitter cold, causing creatures in the area to succeed at a Fortitude save (DC 21) each hour or suffer 1d6 points of nonlethal damage and become fatigued. The fatigued state lasts until the nonlethal damage is healed.
Grim Greataxe (Cha) Old man winter's weapon is a +2 cold linite greataxe with the ability to freeze creatures to death. Any creature successfully damaged by old man winter's grim greataxe must succeed at a Fortitude save (DC 21) or suffer an additional 1d4 points of Constitution damage, as its body becomes numb and dead from the weapon's murderous cold.



Old Man Winter is the colloquial term used in reference to a mysterious, powerful fey spirit or spirit that inhabit cold forests during the winter season. It is a terrible and vengeful spirit, bringing down the cold forces of nature on anyone crossing its path. Old Man Winter appears as a human grandfather, with long silvery hair and beard. It carries a large axe and wears hide clothes and armour. Both its weapon and its attire are tinted red with the blood of its victims.

Not all encounters with Old Man Winter are necessarily hostile, provided that the mortal races show them the proper respect. The ith'n ya'roo of the Eternal Ice are known to leave offerings of meat for Old Man Winter during the height of blizzards to quell his rage and seek his protection. Elven scholars, who have studied the blizzard offerings of the ith'n ya'roo, say that Old Man Winter is thought to leave small wooden toys or bone weapons for ith'n ya'roo children on the night of the Winter Solstice if they have been good during the previous year.

Organ Thief (CR 6)

Medium fey (extraplanar)
Init 14; **Senses** low-light vision; **Notice** 22

Defense

AC 17, flat-footed 12
(+4 Dex, +1 dodge, +2 armor)
HP 84 (8d6+56)
Fort +6, **Ref** +10, **Will** +7
DR 10/cold iron; **Defensive Abilities** limited immortality

Offense

Speed 30 ft.
Melee organ scalpel +13 (1d6+4/17-20)
Special Attacks create spawn, harvest, sneak attack +2d6
Spell-Like Abilities (CL 8th; caster check +11)
At will—barkskin, hide from animals, inflict moderate wounds (W-DC 15), invisibility, misdirection, pass without trace
1/day—plane shift

Statistics

Str 15, **Dex** 18, **Con** 19, **Int** 14, **Wis** 13, **Cha** 16
Base Atk +4; **CMB** +6; **CMD** 20
Combat Maneuver +10 to bind foes
Feats Canny Tumble, Dodge, Skill Focus (Acrobatics), Weapon Finesse
Skills Acrobatics +18, Deception +14, Escape Artist +15, Heal +12, Knowledge (local) +13, Perception +12, Sleight of Hand +15, Survival +12
Languages Common, Sylvan
SQ binder, grace

Ecology

Environment Realms Between (Shadow Plane—The Night Isles)
Organization solitary
Treasure Value NPC gear (mwk leather armor, organ scapel, silk rope for bindings, other treasure)

Special Abilities

Binder (Ex) An organ thief uses its Hit Dice in place of its Base Attack Bonus to determine its CMB for creatures that it ties up.
Create Spawn (Su) A mortal creature that has been harvested by the organ thief rises 1d3 days later as a free-willed juju zombie.
Harvest (Su) Against a helpless victim, an organ thief can being to meticulously remove a creature's vital organs. This process takes 1d6 minutes, and deals 1d6 points of Con drain per minute of surgery. Creatures that are not unconscious typically spend this time screaming in agony. If the process is interrupted before



the creature's death, it immediately falls -1 HP and begins dying from shock and organ loss.
Limited Immortality (Su) Provided that organ thieves eats the organs of sentient creatures from the Material Plane on a regular basis they will not age.
Organ Scalpel (Su) The organ thief uses a blade of refined shadow that acts as a +2 scalpel. If the organ thief dies, the blade melts away into nothingness.

This foul race of fey dwell within the Realms Between. At one time they were mortal creatures but their cannibal natures caused them to be cursed by the other fey and drove them from the world. The consumption of mortal flesh has made organ thieves strong granting them both magical power and limited immortality.

In the forest that surrounds Silkwood and Oracle in the land of Hesteria is home to a number of organ thieves who have slipped onto the Material Plane through the Wall of Sleep. Screams in the night tend to be 50% due to nightmares and 50% due to organ thieves' victims.

Owlbear, Dire (CR 11)

Huge animal

Init 16; **Senses** low-light, scent; **Notice** 31

Defense

AC 25, flat-footed 23
(+2 Dex, +15 natural, -2 size)
HP 200 (16d8+128)
Fort +16, **Ref** +12, **Will** +7

Offense

Speed 30 ft., fly 15 ft.
Melee 2 claws +18 (3d6+8 plus grab), bite +18 (2d8+8)
Space 15 ft.; **Reach** 10 ft.
Special Attacks bear hug, rake (2 claws +18, 3d6+8)

Statistics

Str 27, **Dex** 15, **Con** 22, **Int** 2, **Wis** 15, **Cha** 13
Base Atk +12; **CMB** +22; **CMD** 34 (38 vs. trip)
Combat Maneuvers +4 grapple
Feats Cleave, Dreadful Carnage, Endurance, Improved Initiative, Power Attack, Rending Claws, Run, Toughness
Skills Initimidate +24, Perception +21
SQ camouflage

Ecology

Environment forests, hills, mountains, plains
Organization solitary, pair
Treasure Value 16d6 gp

Special Abilities

Bear Hug (Ex) Dire owlbears gain a +8 racial bonus to damage dealt against foes they are grappling.

Extremely rare and highly dangerous, dire owlbears are the apex natural predators of the regions they inhabit, challenged only by more magically inclined beasts, dragons and the like. Unlike their smaller, flightless cousins common owlbears, dire owlbears have the power of flight, albeit clumsy and none too swift. This power gives them the ability to live in a more varied selection of environments, and dire owlbears live on windswept mountain peaks, among rocks on dusty plains, and on craggy hillsides as well as the more typical deep and desolate forests.

Physically, dire owlbears are more avian in form than common owlbears, with long wing-arms tipped with wicked talons, and long, feathered legs. Their ursine aspect is more in the torso, with a powerful chest to support heavy bones. Coloration is jet black, with blazing red eyes, and dire owlbears almost exclusively prefer hunting at night, much like their much smaller avian relatives. Dire owlbears are a highly desirable beast in the gladiatorial arenas, but the only reasonable way to accomplish that is to obtain an egg, and that would require evading or overcoming two of the ferocious beasts at a time, during the biennial mating season.



Owlbear, Snowy (CR 7)

Large animal
Init 11; **Senses** low-light vision, scent; **Notice** 30

Defense

AC 22, flat-footed 21
(+1 Dex, +12 natural, -1 size)
HP 95 (10d8+50)
Fort +12, **Ref** +8, **Will** +4

Offense

Speed 40 ft., swim 20 ft.
Melee 2 claws +12 (1d6+6 plus grab), bite +12 (1d8+6)
Space 10 ft.; **Reach** 5 ft.
Special Attacks bear hug, pounce

Statistics

Str 23, **Dex** 13, **Con** 21, **Int** 2, **Wis** 13, **Cha** 10
Base Atk +7; **CMB** +14; **CMD** 25 (29 vs. trip)
Combat Maneuvers +4 grapple
Feats Arctic Adaptation, Endurance, Run, Skill Focus (Perception, Stealth)
Skills Perception +20, Stealth +16
SQ camouflage

Ecology

Environment arctic
Organization solitary or pair
Treasure Value 10d6 gp

Special Abilities

Bear Hug (Ex) Snowy owlbears gain a +8 racial bonus to damage dealt against foes they are grappling.



Many fierce predators roam the arctic reaches of the world, and each has their niche for surviving in such a hostile environment. The polar bear lurks among the snow drifts to catch unwary seals that come up for ice, and the enigmatic snowy owl swoops silently in the dark to catch unwary rodents in its grasping talons. Combine these two apex predators and you have the arctic owlbear, evolved through natural selection or created by some wizard-naturalist of the Northlands. Though unable to fly, the arctic owlbear is at home in the frigid waters of the arctic as well as on the snowdrifts of that wintry land. They hunt dire penguins, large seals, and herd animals, typically, but will stalk and attack any beings which enter their hunting territory, which can span many miles. Arctic owlbears pair up only to mate, and the female sits on a pair of eggs in an ice-cave clawed out by the male. A ravenous female with chick-cubs is a force that is difficult to reckon with for any arctic beast or adventurer. Arctic tribes such as ith'n ya'roo revere the arctic owlbear and ascribe many mythological aspects to the creature.

Penguin, Dire (CR 1)

Large animal
Init 9; **Senses** low-light vision; **Notice** 19

Defense

AC 11, touch, flat-footed 11
(–1 Dex, +3 natural, -1 size)
HP 15 (2d8+6)
Fort +6, **Ref** +2, **Will** +1

Offense

Speed 10 ft., swim 60 ft., toboggan 50 ft.
Melee bite +3 (1d6+3)
Space 10 ft, **Reach** 5 ft.

Statistics

Str 17, **Dex** 8, **Con** 17, **Int** 2, **Wis** 12, **Cha** 7
Base Atk +1; **CMB** +5; **CMD** 14
Feats Skill Focus (Perception)
Skills Athletics +8,
Perception +9
SQ camouflage, hold breath

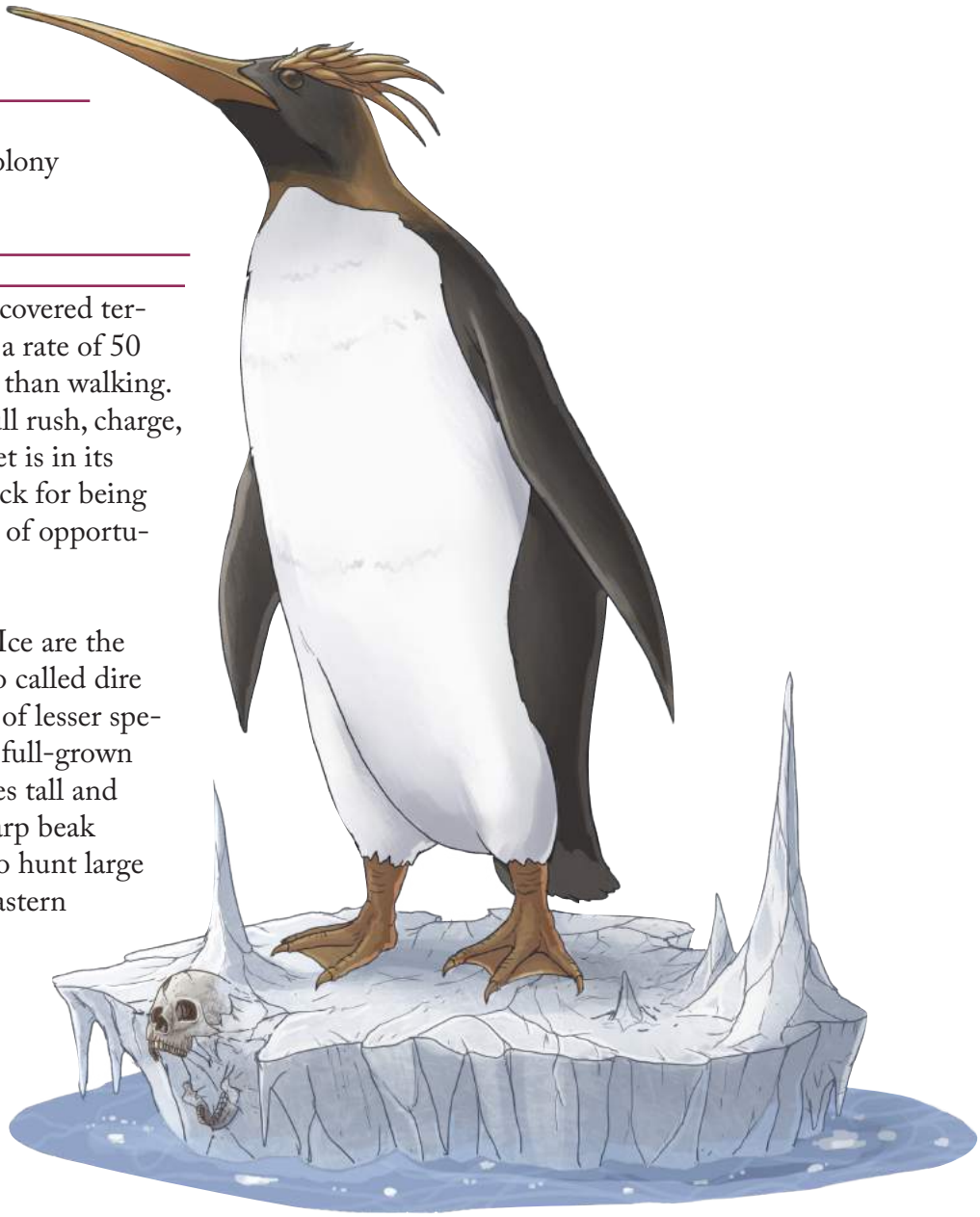
Ecology

Environment arctic
Organization solitary, pair, or colony
(3–30)
Treasure Value none

Special Abilities

Toboggan (Ex) On snow or ice-covered terrain, a dire penguin can move at a rate of 50 feet by sliding on its belly rather than walking. A colossus penguin can easily bull rush, charge, or overrun opponents if the target is in its path; it suffers no penalty to attack for being prone and does not draw attacks of opportunity for this movement.

The close shores off the Eternal Ice are the domain of colossus penguin (also called dire penguins), most massive relative of lesser species of penguin in this region. A full-grown colossus penguin stands 70 inches tall and weighs 250 lbs., with a razor-sharp beak nearly two feet long, the better to hunt large fishes in the cold water of the Eastern Cold Sea. Colossus penguins come ashore to rocky regions to mate and raise their chicks and are there hunted by tribes of ith'n ya'roo. Young ith'n ya'roo must bring down a colossus by themselves and prove their merit by bringing the carcass back over the ice to their waiting tribe members. Due to predations by ith'n ya'roo and other beings, colossus penguins are wary of sentients, unlike many of their more isolated kin. A dire penguin chick rookery will contain 5-30 chicks (1d4 hp) and 21-30 adults who switch shifts to bring food from the sea. Such a conglomeration of food is very attractive to predators, but the nursing adults are hypervigilant and have several watchful guards from higher snowdrifts to toboggan-attack any who approach.



Piasa (CR 10)

Huge dragon

Init 17; **Senses** dragon senses, scent; **Notice** 25

Defense

AC 26, flat-footed 22; +4 vs. AoO; **SR** 19
(+3 Dex, +1 dodge, +14 natural, –2 size)
HP 148 (11d12+77)
Fort +12, **Ref** +10, **Will** +10
DR 5/—; **Defensive Abilities** fortification (25%); **Immune** divination, sleep, paralysis

Offense

Speed 30 ft., fly 100 ft., swim 40 ft.
Melee bite +18 (2d6+13), gore +18 (2d6+9), 2 wings +18 (1d8+9), tail slap +18 (1d8+13)
Space 15 ft.; **Reach** 15 ft.
Special Attack capture +18 (2d6+9 plus grab)

Statistics

Str 28, **Dex** 16, **Con** 20, **Int** 7, **Wis** 12, **Cha** 19
Base Atk +11; **CMB** +22; **CMD** 25
Combat Maneuvers +4 grapple
Feats Dodge, Improved Initiative, Iron Will, Multiattack, Toughness, Wind Stance
Skills Acrobatics +17, Perception +15, Stealth +9, Survival +15
Languages Draconic

Ecology

Environment forests, marine
Organization solitary
Treasure Value 10,900 gp

Special Abilities

Capture (Ex) A paisa is adept at seizing and carrying off prey before their allies can retaliate. As a full-round action a piasa may perform a flyby attack against a targer to deal damage and grapple it. This action does not draw attacks of opportunity.



The piasa is known by the tribal peoples that live on the fringes of its territory as "the bird that devours men" as it does not closely conform to the definition of a dragon that is familiar to all those who inhabit the world. It is likely some ancient spawn of a primal dragon-like creature and various paragons of natural animals. Piasa lair in high caves in riverbanks, and like to be near water and forests. In very remote regions they hunt deer and fly to nearby plains to catch grown aurochs, bison or buffalo, which its immense wiry strength can carry off to its lair to eat. The problem is that when humanoids encroach on its territory it quickly develops a taste for their flesh, especially if they have gained access to a battleground full of corpses. Piasa are not that picky and will eat carrion if they must.

The hunting style of a piasa is primarily airborne, and it prefers to fight while keeping itself airborne, so it can fly off with dinner. It fights on the ground only near its lair, if it can help it, but has been known to attack flotillas of boats from the water, in which case it cannot use its wing buffet attack. A piasa is notoriously difficult to hurt, with incredibly tough fish-like scales, a tough, wiry body, and resistance to magical attacks, a gift from its draconic cousins.

Piasa are solitary and long-lived creatures, each living about 1,000 years, but they do come together and mate every century, traveling long distances and parting immediately.

Piasa are known to thrive in the Jotun Forest and the Great Green, along the banks of the Trollwaters' length. A few less magnificent specimens live in the barrens of the Scrublands, subsisting on aurochs and the odd battalion of zendiqi sneaking across the border from the desert lands. Fey creatures from the Holdfasts often make rock-paintings on limestone cliffs near a piasa's domain, to warn travellers on the river of the danger they are soon to encounter.

Plague Doctor (CR 5)

Medium undead

Init 16; **Senses** lifesense; **Notice** 22

Defense

AC 17, flat-footed 15
(+2 armor, +2 Dex, +3 natural)
HP 52 (7d8+21)
Fort +5, **Ref** +4, **Will** +7; +2 vs. channel
DR 5/bone; **Immune** undead traits

Offense

Speed 30 ft.
Melee plague slam +7 (1d3 plus plague carrier) or dagger +7 (1d4/19-20)
Spell-Like Abilities (CL 5th; caster check +8)
At will—bleed (W-DC 13), death knell (W-DC 15), deathwatch

Statistics

Str 10, **Dex** 14, **Con** —, **Int** 10, **Wis** 14, **Cha** 17
Base Atk +5; **CMB** +5; **CMD** 17
Feats Improved Initiative, Skill Focus (Diplomacy, Heal), Weapon Finesse
Skills Diplomacy +16, Heal +12, Knowledge (local) +7, Perception +12
Languages Common, Necril

Ecology

Environment urban
Organization solitary
Treasure Value 1,495 gp plus leather armor, healer's kit, dagger

Special Abilities

Plague Carrier (Ex; disease; Cha) Plague doctors create disease carriers. Any creature hit or touched by a plague doctor must make a Fortitude save DC 16 or contract one of the following diseases (See table on the right). They suffer no ill effects from the disease but spread the disease to others through contact with other creatures. All plague carrier diseases have an onset time of 1 round.

The malicious undead creatures known as plague doctors hide their monstrosity within the traditional costume of doctors who treated the bubonic plague. They are friendly and intelligent, offering medical aid to those injured or sick. From their place of benevolence they are able to freely spread additional diseases thoughout the land. They work tirelessly to ease the passing of the terminally ill and when death is inescapable for their patient they use their death knell spell-like ability to feast on final essences of life.

The Kingdom of Avandrool has suffered the greatest



at the diseased hands of the plague doctors. Though not responsible for the pestilence that has destroyed that land it was their wise council in other lands that led to the erection of the Yellow Wall. Now they feast on the suffering in the quarantine zone.

d12	Disease Transmitted
1	blinding sickness
2-4	bubonic plague
5	cackle fever
6-7	filth fever
8-9	leprosy
10	red ache
11	shakes
12	slimy doom

Psyros (CR 13)

Medium outsider (fire, native, psionic)
Init 12; **Senses** darkvision; **Notice** 31

Defense

AC 28, flat-footed 26; **SR** 21
(+2 Dex, +16 natural)
HP 183 (18d10+84)
Fort +10, **Ref** +13, **Will** +11
Immune elemental traits
Vulnerable water

Offense

Speed 30 ft.
Melee fire lash +22/+22/+17/+17 (9d6 fire)
Ranged mindburn +20 [3 targets] (1d4 Int, 1d4 Cha)
Special Attacks channel essential energy 3/day (W-DC 22, 9d6), mindburn
Psi-Like Abilities (ML 18th; manifester check +21)
At will—control flames*, energy ray* (fire), weapon of energy (fire)
3/day—energy bolt* (fire), energy burst* (fire), energy wall (fire), specified energy adaptation* (fire)
1/day—energy wave* (fire), fiery discorporation
* include augmentation based upon the psyros's manifester level.

Statistics

Str 16, **Dex** 14, **Con** 19, **Int** 12, **Wis** 10, **Cha** 17
Base Atk +18; **CMB** +21; **CMD** 33
Feats Blind-Fight, Combat Manifestation, Combat Reflexes, Dazzling Display, Deadly Stroke, Favored Energy (fire), Psionic Endowment, Skill Focus (Autohypnosis), Weapon Focus (fire lash)
Skills Autohypnosis +27, Diplomacy +24, Knowledge (geography) +22, Knowledge (history) +22, Knowledge (planes) +22, Perception +21, Psicraft +22
Languages Old Porphyran, Ignan; telepathy 100 ft.
SQ servants

Ecology

Environment desert, ruins
Organization solitary plus 4-20 servants
Treasure Value 11,600 gp

Special Abilities

Fire Lash (Su) A psyros can fashion a 15-foot-long whip of unstable ectoplasmic fire. If it releases its hold, the lash immediately dissipates. The lash deals 9d6 points of fire damage to a target within 15 feet on a successful attack.
Mindburn (Su; mind; Cha) A psyros can contact up to three creatures within 60 feet telepathically as a standard action, psychically igniting their minds. An affected creature's thoughts become wild and confused,



taking on the chaotic aspects of flame. A target of the psyros's mindburn ability must succeed on a DC 22 Will save or immediately suffer 1d4 points of Intelligence damage and 1d4 points of Charisma damage. If it fails the save, the creature must also make another Will save every subsequent round until it succeeds. Failure means the creature suffers another 1d4 points of Intelligence damage and 1d4 points of Charisma damage. Success means that the creature re-orders and calms its thoughts sufficiently to end the burning. A creature who takes a full-round action to do nothing but focus on calming its thoughts can make an additional save with a +4 bonus.

Creatures who meet the requirements of the mindburned template and who have their Intelligence and Charisma scores reduced to 0 gain the mindburned template and become the psyros's servants. All other creatures who have their Intelligence and Charisma scores reduced to 0 fall comatose.
Servants (Su) A psyros constantly senses and controls its mindburned servants within 300 feet as if using a dominate monster spell, but the servants obey even suicidal commands. Using spells or manufactured weapons is beyond the capabilities of the psyros's ser-

vants, but they can use inherent spell-like or supernatural abilities if directed by the psyros. The psyros can also use any of its psi-like abilities through a mindburned servant who is within 300 feet, as if channeling a power through a psicrystal. This requires no action from the mindburned servant.

Psyrosi are creatures from the Elemental Plane of Fire, trapped within mortal bodies on a cold, solid world of Porphyra

Psyrosi are most often the product of summoning spells gone wrong. A spell claims the spirit of an elemental, but not the body, and drags it to the Material Plane. There, the spirit enters the first body it can find–usually that of the summoner–and psychically burns away the body's mind. The psyros is now safe, but trapped, and unable to return to its planar home. Many psyrosi go mad or destroy themselves, unable to endure the cold and unchanging nature of their new environment. The vicissitudes of flame are lost to them, and their bodies are hurt by the heat they once loved.

Psyrosi often wander aimlessly after their creation, psychically burning away the minds of those in their vicinity. These "mindburned" creatures come under their psyros's complete control, and their burning thoughts increase the psyros's power. Most psyrosi, when they accumulate enough servants, engulf themselves–and anyone and anything nearby–in flames. Sometimes, though, a psyros manages to comprehend its new environment, and strives to survive long enough to find a way home. Some even become curious enough to explore their new world. A psyros who chooses to stay on the Material Plane may make itself a residence in a desert or in burned-out ruins, leaving to study magic, terrify mortals, or watch forests catch fire.

Psyrosi are mostly found in the southern deserts of Porphyra. In the aftermath of the NewGod Wars, seven dissident zendiqi attempted to free Drothos from his fiery prison only to have their magic diverted by chaos magic. The raw summoning power instead dragged several fire elementals into the world of Porphyra, where they now exists as the seven pyrosi of the Glass Sea.

The Mindburned

A creature who has had its mind completely consumed by a psyros's psychic flames becomes mindburned. With its mind replaced by flickering chaos, all it can do without direction is crawl about at random, not even attempting to feed or protect itself. A mindburned creature who strays more than 300 feet from its psyros collapses and dies in 1d4 hours, robbed of the psyros's psychic heat. Even if it comes back within range, its fire has already been severed from the psyros's, and cannot rejoin its master's. All mindburned creatures die 1d4 days after their transformation, as their mental fires go cold. A creature who becomes mindburned can only be returned to its previous state by a miracle or wish spell. Should this occur, the creature's Intelligence and Charisma scores are drained to 0. Restoration and similar spells restore these scores normally.

Creating a Mindburned Creature

"Mindburned" is a template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, or monstrous humanoid referred to hereafter as the "base creature". The creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: Animals with this template become magical beasts. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. Size is unchanged.

Special Attacks: The mindburned creature retains all the special attacks of the base creature and gains the following.

Psi-Like Abilities: At will—claw of energy (fire), control flames*, specified energy adaptation (fire). Manifester level 5th.

*Includes augmentation for the mindburned's manifester level.

Abilities: A mindburned creature has no Intelligence score, and a Charisma score of 10. Otherwise same as the base creature.

Challenge Rating: Same as the base creature.

Pyrhedon (CR 8)

Medium fey (fire)
Init 12; **Senses** low-light vision; **Notice** 11

Defense

AC 21, flat-footed 12; +4 vs. AoO
(+2 Dex, +1 dodge; +8 natural)
HP 102 (12d6+60); **regeneration** 10 (cold iron)
Fort +6, **Ref** +10, **Will** +9
DR 10/cold iron; **Immune** dismemberment, fire

Offense

Speed 30 ft. (fly 5 ft. [individual parts])
Melee 2 slams +10 (1d6+1 plus 1d6 fire plus burn [1d4 fire, R-DC 21]), bite +10 (1d6+1 plus 1d6 fire)
Special Attacks expert grappler, heat (1d6 fire)
Spell-Like Abilities (CL 12th; caster check +19)
At will—burning hands (R-DC 16), flame blade, heat metal (W-DC 17), produce flame, pyrotechnics (W/F-DC 17)
3/day—fire trap (W-DC 18), fireball (W-DC 18), flame arrow
1/day—firefall (W/R-DC 19), wall of fire (W/R-DC 19)

Statistics

Str 12, **Dex** 15, **Con** 15, **Int** 10, **Wis** 13, **Cha** 17
Base Atk +6; **CMB** +8; **CMD** 19
Feats Agile Manuevers, Arcane Strike, Combat Casting, Combat Reflexes, Dodge, Wind Stance
Skills Acrobatics +17, Deception +18, Diplomacy +18, Handle Animal +18, Knowledge (nature) +15, Profession (dancer) +16
SQ fire magic mastery, grace, immortal

Ecology

Environment forest, jungle, plains
Organization solitary, pair, gang (3-5)
Treasure Values 3,350 gp

Special Abilities

Expert Grappler (Ex) Pyrhedons never draw attacks of opportunity for trying to grapple another creature. When grappling a foe they may release a limb to maintain the grapple allowing them to act independently of the grapple. They never gain the grappled condition.
Fire Magic Mastery (Ex) Pyrhedons are masters at manipulating and controlling fire. They add a +2 racial bonus to the DC of all fire spells or effects, they add their Charisma modifier to the damage of all spells, and they may select individual squares within an area of effect spell to not be affected by fire.
Immunity to Dismemberment (Su) Pyrhedon's bodies are able to easily separate into different parts. They



can be reassembled by putting the pieces back together. There is no harm in separating a pyrhedon into different parts but it is considered impolite to remove someone else body parts.

Fey that live only for sport and other hedonistic pleasures, pyrehedon casually abuse themselves, other of their kind, and any being they come across for fun. They nominally serve whatever fey royalty that they have sworn fealty to, but then claim some region far from the Seelie Court or an attending nature spirit so they can do as they wish. They are surprisingly careful not to permanently damage their natural environment, which is odd considering their predisposition for fiery conflagration, but their control of the element is such that they can burn or not burn whatever they wish. When any number of the cardinal-headed pyrhedon come across a sentient being, they engage in rough play, to see if their target has a "sense of humor" or can engage in their kind of sport. Since pyrhedons can literally disassemble their bodies, it is not likely that any beings the pyrhedons wish to play with will do well in their games.

Qi Dragon (CR 3)

Large animal
Init 11; **Senses** low-light vision, scent; **Notice** 18

Defense

AC 17, flat footed 15
(+3 Dex, +5 natural, -1 size)
HP 34 (4d8+16)
Fort +6, **Ref** +7, **Will** +2; +2 save vs. spells
Special Defense resilient scales

Offense

Speed 40 ft.
Melee bite +6 (1d8+4 plus bleed)
Space 10 ft., **Reach** 5 ft.
Special Attacks breath weapon (30 ft. cone, 1d6 acid, R-DC 14 for half, 2/day), bleed (1d2)

Statistics

Str 16, **Dex** 16, **Con** 14, **Int** 2, **Wis** 12, **Cha** 13
Base Atk +3; **CMB** +7; **CMD** 20 (24 vs. trip)
Feats Toughness, Weapon Focus (bite)
Skills Athletics +10, Perception +8
SQ razor teeth

Ecology

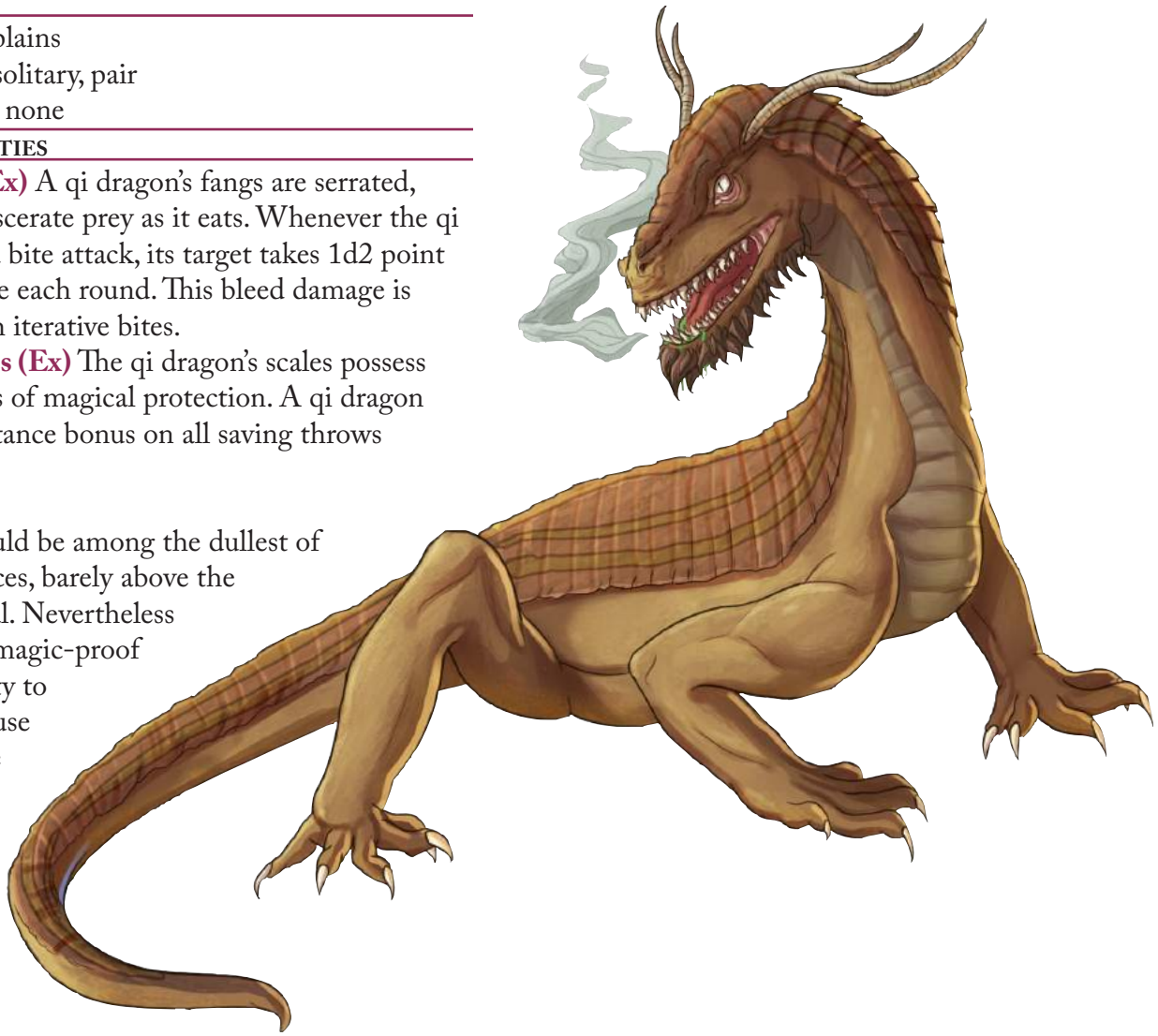
Environment plains
Organization solitary, pair
Treasure Value none

Special Abilities

Razor Teeth (Ex) A qi dragon's fangs are serrated, designed to eviscerate prey as it eats. Whenever the qi dragon makes a bite attack, its target takes 1d2 point of bleed damage each round. This bleed damage is cumulative with iterative bites.
Resilient Scales (Ex) The qi dragon's scales possess unique qualities of magical protection. A qi dragon gains a +2 resistance bonus on all saving throws against spells.

Qi dragons would be among the dullest of the draconic races, barely above the common animal. Nevertheless their naturally magic-proof scales and ability to breathe acid cause many to believe that their true nature is as creatures of magic. In ancient times they were miscategorised as dragons, but recent study has shown them to simply be very magically resilient animals. Nevertheless, many a rider has tamed one as a mount, and to this day they'll often proudly proclaim to all who will listen about how they're riding a dragon.

Jengu-na is the native home of all qi dragons, and they have done little to encourage or spread information about their true nature as non-dragons. Their defensive armies train extensively with the qi dragon as a mount, using their natural resistances and ability to cause lingering damage for anti-mage forces. They are still found in the wild, a reserve force of breeding stock.



Qlippoth, Xexenaeth (CR 9)

Medium outsider (qlippoth)
Init 18; **Senses** darkvision, blindsense 30 ft.; **Notice** 27

Defense

AC 22, flat-footed 18
(+4 Dex, +8 natural)
HP 94 (9d10+45)
Fort +8, **Ref** +10, **Will** +11
DR 10/dreamstone; **Immune** cold, flanking, mind, poison; **Resist** acid 10, fire 10, radiant 10

Offense

Speed 30 ft.
Melee bite +12 (1d6+3 plus grab), 2 slams +12 (1d6+3), tentacle +7 (1d4+1 plus 1 Int and 1 Wis)
Space 5 ft. **Reach** 5 ft. (bite 10 ft., tentacles 10 ft.)
Special Attacks constrict (1d6+3), horrific appearance (W-DC 21), thrall control
Spell-like Abilities (CL 9th; caster check +16)
3/day—detect anxieties (W-DC 20), detect desires (W-DC 19), dispel magic
1/day—empowered Kadeg's black tentacles, flesh-worm infestation (F-DC 21), summon (1-2 shoggti, 40%)

Statistics

Str 17, **Dex** 18, **Con** 20, **Int** 20, **Wis** 21, **Cha** 25
Base Attack +9; **CMB** +12; **CMD** 26
Combat Maneuvers +4 grapple
Feats Combat Reflexes, Empower Spell-like Ability (black tentacles), Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes
Skills Deception +19, Diplomacy +19, Escape Artist +16, Intimidate +19, Knowledge (local) +17, Knowledge (planes) +17, Knowledge (religion) +17, Perception +17, Sense Motive +17, Stealth +16
Languages Abyssal, Aquan, Auran, Ignan, Old Porphyra, Terran; telepathy

Ecology

Environment Realms Beyond (Abyss)
Organization solitary or pair (plus 1-8 thralls)
Treasure Value 4,250 gp

Special Abilities

Horrific Appearance (Su; gaze, mind; Cha) Xexenaeth do not normally manifest their horrific appearance unless in combat, though they can do so as a standard action. Creatures that succumb to a xexenaeth's horrific appearance are sickened for 2d4 rounds.
Thrall Control (Ex) A humanoid lowered to a Wisdom of 1 by a xexenaeth's attacks can be controlled by that xexenaeth (as dominate person) with a touch (a standard action). The thrall will only perform tasks assigned while the xexenaeth is in physical contact with it, and only while its Wisdom score is 1. An individual xexenaeth can control thralls in number equal to its Hit Dice.

The human-appearing xexenaeth qlippoth are rare among their kind, a breed obviously engineered for interaction with humanoid mortals, outwardly attractive but inwardly as primeval and horrific as the rest of the qlippoth race. They are found almost exclusively on the Material Plane, where their powers are best put to use, manipulating mortals in rejecting religion, and, failing that, turning them into will-less slaves to butcher their fellows. They are among the most intelligent of their kind, short of the powerful thulgant and iathavos. This intelligence allows them to pursue their agendas among mortals but they hold little sway with other qlippoth other than the shoggti, whom they are frequently found with. They excel at insinuating themselves into the courts of petty lords, whereupon they destroy their connection with any religion that might be part of the area, then turn attractive courtiers into their slaves for decadent and murderous purposes. If challenged or uncovered, they will manifest their hidden horrific forms, annihilating challengers and turning witnesses into slaves. It is likely that they are the source of the tiefling breed known as "The Motherless", or qlippoth-spawn.

Xexenaeth were known as "jamla'raib" (beautiful horrors) by the pre-Calling Zendik Order, and were found in the courts of the more unscrupulous and decadent viceroys of that era, steering elementalists away from any kind of deific worship. The Calling was disastrous for the qlippoth, and only a few renegade xexenaeth remain on Porphyra, seething with hatred for elves and orcs, cruelly killing and manipulating mortals near their isolated retreats.



Racing Snail (CR 2)

Large vermin

Init 12; **Senses** low-light vision, scent, tremorsense 60 ft.; **Notice** 16

Defense

AC 19, flat-footed 17
(+2 Dex, +8 natural, -1 size)
HP 26 (4d10+4)
Fort +5, **Ref** +3, **Will** +2
Immune emotion, mind, poison

Offense

Speed 10 ft. (special), climb 10 ft.
Melee bite +6 (1d4+3), slam +6 (1d6+3)
Ranged slime rope +5 (usable every 1d6 rounds)
Space 10 ft.; **Reach** 5 ft.

Statistics

Str 16, **Dex** 14, **Con** 12, **Int** 4, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +6; **CMD** 18 (can't be tripped)
SQ accelerate, breeding, camouflage

Ecology

Environment forest, urban
Organization solitary plus jockey
Treasure Value none

Special Abilities

Accelerate (Ex) The rhythmic flexing of a jockeyed racing snail's foot can steadily move the beast to faster and faster speeds. When activated as a full-round action, the snail moves 10 feet on the first round, 20 on the second, up to 50 feet on the 5th and subsequent rounds. Each acceleration requires a Ride check on the jockey's part equal to 14 plus the rounds of accelerated movement, or the racing snail will "shell out" and crash, being stunned for a round. Athletics checks can be part of this movement, but must be made independently of the Ride checks. Run actions can be applied to any of these movements, but Constitution checks must be made immediately, regardless of whether 12 rounds of "running" have passed. Failure results in a "shell out" and the 1 minute of rest that follows.

Breeding (Ex) Selective breeding of racing snails gives breeders a choice of characteristics for their top racers, and for cavalry breeds. All racing snails possess two bonus feats. The first is Power Attack and the second feat choices include: Dodge, Endurance, Improved Bull Rush, Improved Initiative, Improved Overrun, Run, Toughness, and Weapon Focus (slam). Wild racing snails always have Weapon Focus (bite) for their second feat.

Slime Rope (Ex) The protective slime of a racing snail's foot can be focused into a rope and shot in a 45 degree vector in front of it, up to 60 ft. In the wild, this rope is used by the snail to aid in climbing, but racing snails use it during competitive races; it can be shot once every 1d6 rounds. A racing snail (or any moving target) "roped" by a slower snail loses 10 ft. of speed, while the slower snail gains that speed; this may end up being cumulative, if many snails hit a leader. Ropes decompose in 1d4 rounds. Breaking a rope requires an attack roll against AC 10, doing at least 4 points of slashing damage.

Racing snails are domesticated and specially bred specimens of the giant forest snail, an interesting but mostly inconsequential denizen of old growth forests. Racing snails are bred for desirable traits by promoters of the sport, typically the races of gnome, zif, and other gambling-addicted races. The sport emerged from zif breeding the beasts as combat steeds, and indeed, there are some battalions of snail cavalry among the zif, and few gnomish forest clans. In times of peace, bloodlines are preserved through honing them in races in the Snail-Downs, and the sport is catching on in many places. Racing snails are somewhat finicky about their handlers (see Breeding) and are more intelligent than horses, though of a more alien gastropodic mindset. Wild giant snails spend much of their time sifting through the detritus on the floors of old-growth forests, and sometimes can be found hanging from their slime-ropes among the trees. Grippli and boggards claim that they are excellent eating, and there are always a few flesh-buyers at the Downs in case of a particularly nasty "shell-out" (riding accident) or a racing snail owner that has given up on his particular investment.

Racing snails are found primarily in Freeport (in impressive stonework stadiums), the Bulwark of the Halfling Nations (in quaint gnomish woodland arenas) and Tuthon, the homeland of the molluscoid zif. They are used as cavalry in the latter two nations (by gnomes and zif, respectively) and the wild version of the giant snail is found anywhere there is old growth forest, such as Californ, the Forest of Gora, the Gaspwood, and the Great Green.

Additional Rules for Snail Racing

The following rules will be useful when attending- or perhaps participating- in a race at the Snail-Downs. The sport is especially loved by gnomes and zif.

"Boxing": Physical altercation between racing snails is called "boxing" in the sport, and is extremely crowd-pleasing. Slam attacks are acceptable, though biting (with rasping tongue) or strikes with the ankus are grounds for disqualification, if observed (though a successful Bluff [feint] check will conceal this). A snail down to 8 HP or less will disengage from racing.

Course Design: Snail racing tracks (called Downs) are typically in wooded clearings, garbage dumps, or occasionally designed tracks on cobbled stone. A circuit is usually 500 ft., with interesting, climbable obstacles placed on it by the race promoters.

Critical Rope Hits: A natural 20 with a slime rope attack hits the jockey of the snail, and he must make a DC 24 Ride check or be yanked from his saddle, thrown 10 ft. (20 ft. if at full speed) taking appropriate damage and leaving him prone until the rope dissolves.

"Doping": Using magic to augment the abilities of racing snails is strictly forbidden, and indeed is seems impossible to make a snail take a potion, and they are immune to drugs and poisons. Routine detect magic spells are cast before and after a race, though there are always rumors…

Qualifications to Jockey a Racing Snail: To control one of these noble beasts requires at least 1 rank in Knowledge (nature), Handle Animal, and Ride. A DC 14 Handle Animal check must be made when meeting a racing snail to see if jockey and steed are compatible. Failure usually gets a slime rope to the face.

Tools of the Trade: A racing snail requires an exotic racing saddle, regalia of the snail's owner or sponsor, and a snail-goad, called an ankus by some purists. These snail-goads do slashing damage instead of piercing, and serve double duty by guiding the racing snail, and cutting away any debilitating slime-ropes of competitors. They are otherwise as the listed weapon, ankus.

Track Betting: Racing snail track odds are horribly complicated. A typical field of 4 snails will have the following default odds, calculated in order, roll d10: Favorite (4 out of 10: pays 2:3), Even (3 out of 10, pays 1:1), Dark Slug (2 out of 10, pays 2:1) and Long Shot (1 out of 10: pays 3:1). If a PC is a jockey, all bets are off…



The Reach, Eagle Eye Drone (CR 1)

Tiny construct (robot)
Init 14; **Senses** darkvision; **Notice** 23

Defense

AC 17, flat-footed 14
(+3 Dex, +2 natural, +2 size)
HD 16 (3d10)
Fort +1, **Ref** +5, **Will** +5
Immune construct traits, flanking
Vulnerable critical hits (F-DC 15), electricity

Offense

Speed fly 60 ft.
Melee slam +6 (1d3-3)
Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 3, **Dex** 19, **Con** —, **Int** 14, **Wis** 18, **Cha** 1
Base Atk +3; **CMB** -2; **CMD** 12
Feats Skill Focus (Acrobatics, Perception)
Skills Acrobatics +10, Linguistics +8, Perception +13, Sense Motive +10
Languages any two
SQ record and transmit

Ecology

Environment any
Organization solitary, pair, conspiracy (3-8)
Treasure Value 3d6 gp

Special Abilities

Record and Transmit (Ex) Eagle eye drones can record sound and images up to a distance of 230 ft. and transmit the video live to another reach creature within 23 miles.

Eagle eyes seek out suitable targets for a retrieval drone.

The Reach, Retrieval Drone (CR 10)

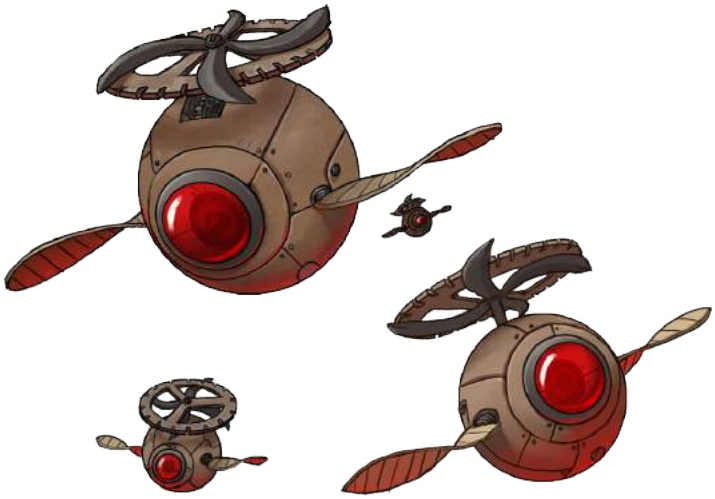
Huge construct (robot)
Init 12; **Senses** darkvision; **Notice** 38

Defense

AC 20, flat-footed 20
(+2 Dex, +10 natural, -2 size)
HD 177 (13d10+106)
Fort +4, **Ref** +6, **Will** +10
DR 10/dreamstone; **Immune** construct traits, flanking
Vulnerable critical hits (F-DC 15), electricity

Offense

Speed fly 40 ft.
Melee slam +16 (2d6+7)
Ranged capture beam +19 (6d6 nonlethal plus pull)
Space 15 ft.; **Reach** 5 ft.



Special Attacks packaged (F-DC 22, paralysis; AC 15; HP 15), pull (20 ft.)

Statistics

Str 20, **Dex** 14, **Con** —, **Int** 18, **Wis** 22, **Cha** 1
Base Attack +13; **CMB** +20; **CMD** 42
Combat Maneuvers +4 drag
Feats Blind-Fight, Combat Reflexes, Flyby Attack, Skill Focus (Acrobatics, Perception, Stealth), Toughness
Skills Acrobatics +21, Linguistics +16, Knowledge (geography) +20, Perception +28, Sense Motive +22, Stealth +16
Languages any thirteen
SQ perceptive targeting

Ecology

Environment any
Organization solitary, pair, abduction (3-6)
Treasure Value 13d6

Special Abilities

Capture Beam (Ex) The retrieval drone's deals nonlethal damage and pulls its target toward the drone for packaging. This includes lifting targets from the ground (up to 400 lbs.).
Packaged (Ex; poison; Wis) When a creature is pulled by the capture beam into its space it is placed in an internal compartment similar to being swallowed whole. While inside the retrieval drone, the creature must make a Fortitude save each round or be paralyzed for 1 hour. The creature may attempt to cut itself free of the drone as if they were swallowed whole.
Perceptive Targeting (Wis) The retrieval drone uses its Wisdom modifier in place of Dexterity for its ranged attack.

Retrieval drones seek out and kidnap humanoids for an unknown macabre purpose.

Roog (CR 3)

Medium fey

Init 13; **Senses** detect magic, low-light vision; **Notice** 22

Defense

AC 16, flat-footed 13
(+3 armor, +3 Dex)
HP 39 (6d6+18)
Fort +3, **Ref** +6, **Will** +7; **ACP** -1
DR 5/cold iron; **Immune** curse; **Resist** fire 5
Weakness canine aversion

Offense

Speed 30 ft.
Melee dagger +6 (1d4+1/19-20 plus poison)
Ranged dart +8 (1d4+1 plus poison)
Special Attacks corrupt magic, quick poison, sneak attack +3d6
Spell-Like Abilities (CL 6th; caster check +7)
constant—detect magic

Statistics

Str 12, **Dex** 17, **Con** 12, **Int** 15, **Wis** 15, **Cha** 14
Base Atk +3; **CMB** +4; **CMD** 17
Combat Maneuvers +2 steal
Feats Combat Expertise, Improved Steal, Skill Focus (Sleight of Hand)
Skills Athletics +10, Deception +11, Escape Artict +11, Knowledge (local) +11, Perception +11, Sleight of Hand +14, Stealth +11; **ACP** -1
Language Common, Elven, Sylvan
SQ harvest poison, passive stealth, poison use

Ecology

Environment urban
Organization solitary, pair, gang (3-6), or guild (7-24)
Treasure Value NPC Gear (studded leather armor, 2 daggers, 5 darts)

Special Abilities

Canine Aversion (Ex) All canines are the natural enemies of roogs. Roogs possess a scent that is unmistakable and abhorrent to dogs. When within 60 ft. of a dog, roogs have an effective Stealth check of -8.
Corrupt Magic (Su) If a roog holds onto a magic item for 1 minute, they may make a caster check against the caster level of the item. If they make their check the magic item is corrupted and becomes a cursed item.
Harvest Poison (Ex) Roog constantly harvest materials from the urban environment to act as poison. The do not need to make any checks to concoct the poison they use. Roog poison has the same statistics as drow poison, except that the save is increased to 15.
Passive Stealth (Ex) At all times, roogs are able to take 10 on Stealth checks. They suffer no penalties to Stealth due to their movement.
Quick Poison (Ex) Roogs may poison their weapons as a free action.



Roogs are fey that have abandoned the wilderness for urban life. They move easily throughout the darkened streets of the city, stealing whatever they can get their seven-fingered hands on. They prefer jewelry, gems, and coins; all of which are consumable by the roog. Their activities can be blamed on the work of theives' guilds, so roogs move to large communities to hide their work.

Large cells or guilds of roog have set-up in many of the major cities. The Advent Imperiax has created an alarm system based on the olfactory system of Jheriak battlehounds to warn of roog intrustion. Because of this the Imperiax is probably the only land that can be said to be roog-free.

Rot Monster (CR 6)

N Medium aberration
Init 12; **Senses** darkvision, scent; **Notice** 27

Defense

AC 19, flat-footed 17
(+2 Dex, +7 natural)
HP 75 (10d8+30)
Fort +6, **Ref** +5, **Will** +8
Resist acid 5

Offense

Speed 40 ft., climb 20 ft.
Melee bite +9 (1d3+1), antennae +9 (rot)
Special Attacks rot (R-DC 20)

Statistics

Str 12, **Dex** 15, **Con** 17, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +7; **CMB** +8; **CMD** 20 (28 vs. trip)
Feats Ability Focus (rot), Blind-Fight, Skill Focus (Perception, Stealth), Weapon Finesse
Skills Perception +17, Stealth +18

Ecology

Environment forest, plains, ruins
Organization solitary, pair, or nest (3-10)
Treasure Value 10d6 gp (no leather or paper treasure)

Special Abilities

Rot (Ex; Con) A rot monster's antennae are a primary attack that causes any object derived from flesh they touch to swiftly liquify and slough off. The fleshy object touched takes half its maximum HP in damage and gains the broken condition—a second hit destroys the item. Against creatures made of fleshy material, a rot monster's antennae deal 3d6+5 points of damage and 1d3 Con damge. An attended fleshy object, any fleshy magic object, or a living creature can attempt a DC 20 Reflex save to negate this effect.

This sickly-green, insectile monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, sleek antennae. It is thought to be a detritivorous relative of the rust monster which inhabits temperate dry regions; they dislike water and avoid the substance.

Across the body-strewn battlefields of the world, a terrible predator scurries feasting on the flesh of the fallen. Typically 5 ft. long and weighing almost 200 pounds, the lobster-like rot monster consumes the flesh of both living and decreased creatures. The delicate touch of their sleek antennae cause flesh to liquify and slough off of living creatures within seconds. Rot monsters are not intentionally destructive though and concentrate on a single flesh source, liquify it, and spend several minutes consuming the liquid before moving on to a new food source.

In the aftermath of the NewGods War, rot monsters were used to clean-up many of the worlds battlefields so that they could be reused for colonization by Landed races. Since then they have become a bane to both agriculture and silviculture across the planet. Large rot monsters are used in the gladitorial arenas of Dunnal Moor.



Sailor's Bane (CR 9)

N Huge ooze
Init 9; **Senses** blindsight 120 ft.; **Notice** 5

Defense

AC 7, flat-footed 7
(-1 Dex, -2 size)
HP 119 (14d8+56)
Fort +13, **Ref** +2, **Will** -2
Defensive Abilities ooze traits; **Immune** fire
Vulnerable cold

Offense

Speed 10 ft., swim 40 ft.
Melee 2 slams +17 (2d6+13 plus 2d6 acid plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks constrict (2d6+9 plus 2d6 acid), devour hull, engulf (R-DC 26, 2d6+13 plus 2d6 acid), implant

Statistics

Str 28, **Dex** 9, **Con** 18, **Int** —, **Wis** 1, **Cha** 1
Base Atk +10; **CMB** +21; **CMB** 30 (can't be tripped)
Combat Maneuvers +4 grapple
SQ swimming hazard

Ecology

Environment marine
Organization solitary
Treasure Value none

Special Abilities

Devour Hull (Ex) The enzymatic acids produced by the sailor's bane deals 10d6 points of acid damage to wooden objects per round of contact.
Implant (Ex; Con) The sailor's bane may choose to not deal engulf damage to a creature, instead implanting them with an embryonic form of sailor's bane ooze. The victim must make a Fortitude save (DC 21) or become infected. The embryonic ooze deals 1 point of Constitution drain each day until the victim is reduced to 0 Constitution, at which point the ooze consumes the rest of its host's body and emerges fully formed. It then migrates to an ocean or lake to continue its life cycle. A heal spell can kill the embryonic ooze, but no other forms of medical or magic treatment can save the victim.
Swimming Hazard (Ex; Str) Any creature swimming within 100 ft. of the sailor's bane must make a Swim check (DC 26) each round or be pulled 20 ft. closer to the ooze until they are eventually engulfed.



The habits of this water-borne terror are specific enough that most scholars assume it is an engineered creature designed to attack and sink water-borne craft, or perhaps a black pudding evolved into a semi-aquatic form. Appearing as a night-black blob or slick of dense protoplasm, sailor's bane, as these oozes are known, are unable to descend into deep, cold water, and, indeed, cannot breathe water, staying at the surface of the body of water they inhabit or just below it. They are not particular as to whether their homes are fresh or salt water, though they are most often found in the ocean, hunting the sailing vessels of humanoids. All sailors have a deep fear of being implanted, and crews are under strict orders to kill those that have been.

A variety of black pudding modified in desperation by Najimite cultists during the NewGods War, sailor's bane were too few in number to turn the tide of maritime war. The few that saw action were used by ice giants, who could repel and manipulate them with their powers of cold. Many ships that ply the waters around whatever location the Haunted Seas occupies keep many vials of liquid ice on hand to speed the removal of sailor's bane from their ships, though they are still greatly feared.

Salt Ooze (CR 4)

Huge ooze
Init 5; **Senses** tremorsense 60 ft.; **Notice** 11
Aura desiccation (10 ft.; F-DC 20)

Defense

AC 7, flat-footed 7
(-5 Dex, +4 natural, -2 size)
HP 62 (5d8+40)
Fort +12, **Ref** -4, **Will** +2
DR 5/—; **Defensive Abilities** ooze traits; **Immune** cold, electricity, fire

Offense

Speed 20 ft.
Melee slam +5 (1d8+6 plus 1d3 Dex)
Ranged 2 salt jets -4 (1d6 plus 1d3 Dex)
Space 15 ft.; **Reach** 10 ft.
Special Attacks engulf (R-DC 16; 1d3 Dex damage)

Statistics

Str 18, **Dex** 1, **Con** 26, **Int** —, **Wis** 13, **Cha** 1
Base Atk +3; **CMB** +9; **CMD** 14 (can't be tripped)
SQ camouflage

Ecology

Environment desert
Organization solitary
Treasure Value none

Special Abilities

Desiccation (Su; Con) The air around a patch of salt ooze is so dry, that it leaches moisture and vitality from all living things around it. If within 10 ft. of the salt ooze, living creatures must make a Fortitude save (DC 20) or suffer 1 point of Dexterity damage and gain a 5 ft. penalty to their speed as their body dries and becomes caked with salt. The Dexterity damage and speed penalty can only be healed once the creature drinks a day's worth of water and cleanses their skin of the caked on salt.



Salt flats are the harshest and most dangerous geographic features of deserts, physical remnants of catastrophic climate change. Vast stretches of the desert's surface are encrusted with mineral salts left behind by dried inland seas. The sunlight reflects off the crystalline whiteness, and the air is impossibly dry and caustic. Few travelers dare to go through the salt flats... but, sometimes the salt flats come to them, hungering for the liquid components of softer life.

Salt oozes are a bizarre form of mobile living salt, possibly related to crysmals, squoles or other crystalline lifeforms. Although it is technically an ooze, it is dry and brittle to touch. When a creature unknowingly walks over the surface of a salt ooze, the surface of the ooze will crack, dropping the creature into its body of loose salt where it will quickly become desiccated and die.

It is believed that salt oozes reproduce by fission when drenched by infrequent desert downpours, which dilutes their forms into a harmless film which reconstitutes slowly into the larger, mobile ooze.

The largest concentration of salt oozes on Porphyra are found in the Salt Flats of the Ghadabi Desert north of the Mountains of Wrath. Salt oozes were not known before the Red Night and therefore most zendiqi consider them to be another blasphemy created by the Ghadabi Empresses' actions and the arrival of the New Gods after The Calling. They are highly feared in southern Rotwald, where their presence can destroy ancient forest stands.

Sea Serpent, Brine (CR 14)

Huge dragon (aquatic)
Init 16; **Senses** darkvision; **Notice** 30

Defense

AC 29, flat-footed 28
(+2 Dex, +1 dodge, +18 natural, -2 size)
HP 200 (16d12+96)
Fort +16, **Ref** +14, **Will** +11
Immune paralysis, sleep

Offense

Speed swim 40 ft.
Melee bite +20/+20/+15/+15 (2d6+7/18-20 plus grab plus poison)
Space 15 ft.; **Reach** 15 ft.
Special Attacks breath weapon (50 ft. cone, 10d8 acid; R-DC 24; 8/day), constrict (2d6+7), iterative attacks (bite)

Statistics

Str 21, **Dex** 15, **Con** 23, **Int** 7, **Wis** 13, **Cha** 14
Base Atk +16; **CMB** +23; **CMD** 35 (can't be tripped)
Combat Maneuvers +4 grapple
Feats Combat Reflexes, Dodge, Fast Swim, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (bite)
Skills Athletics +24, Diplomacy +21, Intimidate +21, Perception +20
Languages Aquan, Draconic

Ecology

Environment marine
Organization solitary
Treasure Value 30,000 gp

Special Abilities

Breath Weapon (Ex; acid; Con) The brine sea serpent must wait at least 1 minute before it can use this breath weapon again, as it takes time to replenish its sodium supply.
Poison (Ex; poison; Con) Injury—bite; track Strength; save Fort DC 24; frequency 1/round for 6 rounds; effect W(4-6)—I(4-6)—H(1-2)—D(1-2)—death; cure 2 saves

This serpentine creature is about 20 feet long, nose to tail, with two sets of large flippers and a wide body. A finned crest runs the length of its back, head to tail. The body is dark blue with a lighter underbelly, often tinged with rust or green highlights.

The brine sea serpent is a relatively stupid and aggressive predator of the deeps, and is the only sea serpent with a breath weapon.

The brine serpent lives in cave lairs on the ocean floor, where it maintains a hoard much like a dragon. It often lives in seas known for their stormy conditions, since it enjoys feeding on humans capsized from boats. Sometimes it even attacks ships directly if it is hungry. It also searches sunken ships for objects of interest to add to its hoard. The eyes of a brine serpent are small, but it possesses large ears, and has exceptional hearing.

Against lone prey, the brine serpent likely closes and attacks with its bite. When confronting larger groups it uses this breath weapon first — the brine sea serpent has a special organ that harvests sodium from seawater and stores it in concentrated form in a gland in its cheek. It generally avoids constricting attacks unless attacking large opponents that do not die from its poisonous bite.

The brine sea serpent may also use the constriction attack against small sea vessels if it is very hungry.



Sea Serpent, Deep Hunter (CR 22)

Gargantuan dragon (aquatic)
Init 15; **Senses** see in blackness, scent; **Notice** 38

Defense

AC 37, flat-footed 37
(+1 Dex, +32 natural, -4 size)
HP 324 (24d12+168)
Fort +23, **Ref** +17, **Will** +17
Immune paralysis, sleep

Offense

Speed swim 60 ft.
Melee bite +31/+31/+26/+26 (2d8+15/17-20 plus grab plus poison)
Space 20 ft.; **Reach** 15 ft.
Special Attacks constrict (2d8+15), iterative attacks (bite), swallow whole (2d8+15 crushing damage plus 1d8 acid; AC 26; HP 32)

Statistics

Str 31, **Dex** 13, **Con** 24, **Int** 11, **Wis** 13, **Cha** 12
Base Atk +24; **CMB** +38; **CMD** 49
Combat Maneuvers +4 grapple
Feats Cleave, Dodge, Fast Swim, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)
Skills Athletics +37, Deception +28, Intimidate +28, Knowledge (nature) +27, Perception +28, Stealth +22
Languages Aquan, Draconic

Ecology

Environment marine
Organization solitary
Treasure Value 208,000 gp

Special Abilities

Poison (Ex; poison; Con) Injury—bite; track Strength; save Fort DC 29; frequency 1/round for 6 rounds; effect I(4-6)—H(1)—D(1)—death; cure 2 saves

The serpent is about 60 feet long and 10 feet thick. Its body scales are smooth, each about the size of a large shield, and the entire serpent is deep green to jet black in color, with eyes a solid, nearly black red color.

The immense deep hunter serpent lives in deep oceans, and delights in hunting down and killing the most fearsome creatures of the sea. The deep hunter lives on the ocean floor, usually near thermal vents and volcanic areas where it is relatively warm. However, when hunting it may be encountered just about anywhere at sea; its preferred prey are krakens and the largest whales, though it may attack any other fearsome sea predator—the more dangerous, the better.

The deep hunter sea serpent is seldom seen near the surface, as its prey tends to stick to deep waters. It does not initiate combat against creatures it sees as its inferiors, but if it does regard a creature as a threat, it uses stealth to surprise its prey when possible, and launches into a full-scale assault using all of its physical attacks to the best of its ability.



Shadowcat (CR 8)

Large magical beast (psionic)
Init 17; **Senses** darkvision, scent; **Notice** 27

Defense

AC 22, flat-footed 19
(+3 Dex, +10 natural, -1 size)
HP 133 (14d10+56)
Fort +13, **Ref** +12, **Will** +4
Immune light; **Resist** fire 10

Offense

Speed 40 ft.
Melee bite +20 (1d8+7/18-20 plus grab), 2 claws +20 (1d6+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks pounce, rake (2 claws +20, 1d6+7)
Psi-Like Abilities (ML 10th; manifester check +11)
At will—cloud mind (W-DC 15), concealing amorpha, control light

Statistics

Str 25, **Dex** 16, **Con** 18, **Int** 13, **Wis** 11, **Cha** 12
Base Atk +14; **CMB** +22; **CMD** 35 (39 vs. trip)
Combat Maneuvers +4 grapple, +4 sunder
Feats Critical Refocus, Improved Critical (bite), Improved Initiative, Improved Sunder, Psionic Fist, Power Attack
Skills Acrobatics +20, Perception +17, Stealth +26
SQ chameleon
Languages Common, Sylvan

Ecology

Environment forest, hills, mountains
Organization solitary, pair, or pack (4-9)
Treasure Value none

Special Abilities

Chameleon (Su) Shadowcats gain a +10 racial bonus to Stealth checks due their natural ability to blend into their surrounding environment.



Shadowcats are known by many names, including ghost cat, gato del diablo, forest spectres, and other similar monikers because they appear to attack from nowhere. Tribal legends say that you can only catch a glimpse of the shadowcats just before it sinks its fangs into your throat. Shadowcats are large feline creatures that resemble black panthers but average 9 to 10 feet in length and weigh around 600 lbs. They have gold eyes and dark, nearly black coats that change colors to match its surroundings. They are carnivorous creatures with a taste for large game animals (unfortunate and stupid adventurers should be considered game animals), and they often found lie in wait for their prey on large tree limbs. To bring down extremely large prey, they often cooperate with one another.

Shadowcats use their chameleon abilities to camouflage themselves while they lie in wait for their prey to come within striking distance. Their highly refined sense of smell alerts them to the presence of approaching food.

Once it spots its quarry, a shadowcats uses its psionic ability to turn invisible. As soon as the cat strikes and becomes visible, it switches to its psionic displacement ability to reduce the risk of being struck by its target. Packs of shadowcats often work together to bring down large quarry. Usually, one cat distracts the prey by allowing itself to be seen from a distance. While the prey focuses on the decoy, the other shadowcats simultaneously attack the prey from one or more sides. The visible cat only joins in on the kill if necessary.

Shadowcats dwell as solitary creatures, in mated pairs, or as a part of a larger pack of four to nine creatures. Because of the cats' size and food requirements, it is rare to encounter packs with more than nine members. A single alpha female, who generally has one main male consort and one or two stringers (in case the her consort is killed), dominates the pack. Mating occurs once a year and produces one or two cubs, although triplets do occasionally occur. The big cats are territorial by nature, and their territory spans several miles.

Shadowcats are highly intelligent and often use the terrain to their attack advantage. Even when at rest, they choose high hills or tall trees to gain better leverage.

Shark, Bloodfrenzy Swarm (CR 11)

Large animal (swarm)

Init 11; **Senses** low-light vision, keen scent; **Notice** 30

Defense

AC 23, flat-footed 23
(+1 Dex, +13 natural, -1 size)
HP 168 (16d8+96)
Fort +16, Ref +13, Will +6
Immune swarm traits

Offense

Speed swim 60 ft.
Melee swarm (4d6+3 plus 2d6 bleed)
Space 8, 5 ft. squares (shapeable); **Reach** 5 ft.
Special Attacks bloodfrenzy

Statistics

Str 17, **Dex** 12, Con 18, Int 1, Wis 12, Cha 2
Base Atk +12; **CMB** —; **CMD** —
Feats Combat Reflexes, Diehard, Eldritch Claws, Great Fortitude, Improved Natural Attack (swarm), Lightning Reflexes, Swimby Attack, Toughness
Skills Athletics +22, Perception +20

Ecology

Environment marine
Organization swarm, catastrophe (2-8 swarms)
Treasure Value none

Special Abilities

Bloodfrenzy (Ex) Any creature that is subject to the swarm's attack that is already bleeding takes an additional 4d6 points of damage.

Under certain conditions, many species of shark can gather in large enough numbers to constitute a swarm, where the myriad beasts act as one carnivorous body, eviscerating all edible creatures within. Species such as tiger sharks, bull sharks, and the dreaded great white shark can all form into swarms of the bloodfrenzy type, consisting of over three dozen individual animals. When in a bloodfrenzy swarm, the beasts are much more difficult to dissuade or control, acting as with one mind, primitive and bloodthirsty. The swarm will not separate until no creatures or blood remain detectable in the water. Certain spells that affect swarms or groups may end the bloodfrenzy before this time.



Sheepsquatch (CR 5)

Large magical beast
Init 13; **Senses** darkvision, scent; **Notice** 22
Aura stench (30 ft.; F-DC 17, 10 rounds)

Defense

AC 20, flat-footed 17
(+3 Dex, +8 natural, –1 size)
HP 52 (5d10+25)
Fort +9, **Ref** +7, **Will** +4
Defensive Abilities all-around vision

Offense

Speed 40 ft.
Melee bite +11 (1d8+7), 2 claws +11 (1d6+7 plus grab), gore +11 (1d8+7)
Space 10 ft.; **Reach** 5 ft.
Spell-Like Ability (CL 5th; caster check +5)
3/day—vanish

Statistics

Str 25, **Dex** 17, **Con** 20, **Int** 3, **Wis** 16, **Cha** 10
Base Atk +5; **CMB** +12; **CMD** 25 (29 vs. trip)
Combat Maneuvers +4 grapple
Feats Run, Skill Focus (Stealth, Survival)
Skills Perception +11, Stealth +10, Survival +6

Ecology

Environment forest
Organization solitary or pair
Treasure Value none

An extremely reclusive species of creature, the sobriquet "sheepsquatch" has been given to these seldom-seen omnivores by village-dwellers that intrude upon their territories, and end up fleeing in surprise at their discovery. Their distinctive sulphurous smell nearly always precedes them. The elves know of them of old, calling them dollemarko, or "hidden beasts"; they respect their lairs and leave them alone, sometimes leading enemies to their hunting grounds for their own amusement. Sheepsquatch live and hunt in a similar fashion to bears, though they are a little smarter and have more articulated paws, being able to open containers if something interests them inside. They are notoriously difficult to corner or surprise due to their innate powers of vanishing into thin air. Sheepsquatch also have the habit of dwelling near sulphur springs or coal seams (which may be the origin of their pungent odor) which makes their presence even more undetectable.

A mother with cubs may be aggressive against those nearby, and a very hungry sheepsquatch may stalk a party, but they can usually be distracted by dropped food. In the wild they compete for food and territory with owlbears, their larger size and magic ability matching fairly evenly with owlbears' social cooperation among themselves. Some monster hunters claim that the horns of a sheepsquatch can allow the possessor to vanish as they do, if steeped in holy water- it is not likely worth the effort to procure such a trinket.

Sheepsquatch, known more commonly among the silvathae as dollemarko, are most likely found in the vast reaches of the Great Green and the Jotun Forest, though any isolated forest region may likely have a few pairs, unknown to most who live nearby.



Siccuros (CR 15)

Large undead
Init 14; **Senses** lifesense; **Notice** 42
Aura unnatural aura (60 ft.)

Defense

AC 30, flat-footed 25; +4 vs. AoO
(+4 Dex, +1 dodge, +12 natural, +4 profane, -1 size)
HP 231 (22d8+132)
Fort +11, **Ref** +13, **Will** +16
DR 10/bludgeoning and magic; **Defensive Abilities** rejuvenation; **Immune** undead traits
Weakness consecrated ground

Offense

Speed 40 ft.
Melee slam +19/+19/+14/+14 (6d6-2 plus 1d2 Con damage)
Space 10 ft.; **Reach** 5 ft.
Special Attacks iterative attacks (slam)
Spell-Like Abilities (CL 22nd; caster check +26)
Constant—air walk, aura of doom (W-DC 18), diminish plants
At will—boneshatter (F-DC 18), explosion of rot (R-DC 18), vampiric touch
3/day—antilife shell, circle of death (F-DC 20)

Statistics

Str 6, **Dex** 18, **Con** —, **Int** 8, **Wis** 12, **Cha** 19
Base Atk +16; **CMB** +15; **CMD** 29 (33 vs. trip)
Feats Dodge, Iron Will, Lightning Reflexes, Run, Skill Focus (Intimidate, Perception, Sense Motive), Spring Attack, Steadfast Personality, Toughness, Wind Stance
Skills Intimidate +35, Perception +32, Sense Motive +32
Languages Common, Necril

Ecology

Environment any
Organization solitary
Treasure Value none

Special Abilities

Consecrated Ground Weakness (Ex): A siccuros cannot intentionally enter consecrated ground. If caught in consecrated ground it is staggered and loses all its spell-like abilities, as well as its ability to rejuvenate.
Rejuvenation (Su): Siccuros are difficult to destroy through simple combat: the "destroyed" siccuros restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a siccuros is to trap it on consecrated ground before destroying it or moving its remains to consecrated ground before rejuvenation.

Siccuros are agents of destruction. They are drawn to areas of prosperity and wealth. Crops are destroyed, lives ended, and rot spreads whereever these creatures tread. They can walk through the air as easily as they traverse the ground. Siccuros hate all living things equally, but do seem to derive specific joy from the destruction of beauty. Druids and fey can easily spot the passage of a siccuros and will often work together to restrict their devastation.

Most blame the Empire of the Dead for this foul creatures, but in truth siccuros are the favored mount of Balakor, the Corpse King. He is said to ride a siccuros of enormous size through the Lower Realms. The Trade Consortium of Blix has clerics of The Guedia on retainer to deal with these menaces should they enter the Consortium's territory or disrupt its trade routes.



Sleet Dragon (CR 5)

Large outsider (elemental, water)
Init 14; **Senses** darkvision, heatsense; **Notice** 11

Defense

AC 18, flat-footed 14
(+4 Dex, +5 natural, -1 size)
HP 59 (7d10+21)
Fort +8, **Ref** +9, **Will** +3
Defensive Abilities sleet cloud; **Immune** cold, elemental traits

Offense

Speed 30 ft., swim 30 ft.
Melee bite +9 (2d6+3 plus 1d6 cold), 2 claws +9 (1d6+3 plus 1d6 cold and grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks chill (1d6 cold), constrict (1d6+3 plus 1d6 cold)

Statistics

Str 16, **Dex** 19, **Con** 16, **Int** 7, **Wis** 13, **Cha** 14
Combat Manuevers +4 grapple
Base Atk +7; **CMB** +11; **CMD** 25 (29 vs. trip)
Feats Cleave, Improved Natural Attack (bite), Power Attack, Vital Strike
Skills Athletics +13, Escape Artist +14, Intimidate +13, Stealth +10
Languages Auran, Aquan

Ecology

Environment Realms Within (Oceanus)
Organization solitary or storm (2-7)
Treasure Value 1,550 gp

Special Abilities

Heatsense (Ex) A sleet dragon can sense the presence of creatures with 120 ft. whose temperature differs significantly from their surroundings, as though they had blindsight.
Sleet Cloud (Su) The perpetual rolling cloud of sleet and fog that surrounds the sleet dragon gives it concealment against ranged attacks.



Though normally called dragons, these dangerous serpent-like beings are actually elementals and originate from the border of the Elemental Planes of Air and Water. Summoning or calling a sleet dragon is relatively easy, as they desire constant movement and new victims to clutch and freeze; they are typically called during foul weather such as blizzards, sleet, and hailstorms. Indeed, a violent hailstorm sometimes opens a crack between the dimensions that sleet dragons prowl the planar veil for, and occasionally one can make the crossing unbidden. As temperamental as the weather systems that accompany them wherever they go, sleet dragons require a strong master, typically one that is immune to cold. They are violent and destructive above the water and below it.

Sleet dragons were and are a particular favorite companion of ice giants, those scourges of the maritime reaches. Though not large enough for those giants to use as a mount, sleet dragons enjoy serving ice giants as "hounds", scouting, guarding, and even drawing crude sleds, typically in groups of four or six. Undine wizards practicing the elemental water arcane school of magic (known as the Arlia Cabal) can call forth sleet dragons using ritual magic.

Slithering Abomination (CR 4)

Large aberration
Init 8; **Senses** darkvision; **Notice** 21
Aura frightful presence (10 ft.; W-DC 10)

Defense

AC 15, flat-footed 15
(-2 Dex, +8 natural, -1 size)
HP 47 (5d8+25)
Fort +4, **Ref** -1, **Will** +4
Immune disease, poison
Weakness light sensitivity

Offense

Speed 20 ft., burrow 20 ft., climb 20 ft.
Melee bite +6 (1d8+4), 2 tentacles +4 (1d6+2 plus grab and disease [F-DC 15])
Space 10 ft.; **Reach** 10 ft. (15 ft with tentacles)
Special Attacks constrict (1d6+2), dream eater (W-DC 10)

Statistics

Str 18, **Dex** 7, **Con** 16, **Int** 3, **Wis** 11, **Cha** 7
Base Atk +3; **CMB** +8; **CMD** 16 (can't be tripped)
Combat Maneuvers +4 grapple
Feats Multiattack, Skill Focus (Perception), Toughness
Skills Athletics +4, Perception +11, Stealth +2
SQ camouflage

Ecology

Environment ruins, underground
Organization solitary
Treasure Value 1,150 gp

Special Abilities

Disease - Slime Blight (Ex) Tentacles—injury; *save* Fort DC 15, *track* mental, *onset* 1 day, *frequency* 1/day
Dream Eater (Su; Cha) Slithering abominations feed on the dreams of sleeping creatures within a 1 mile radius. Any creature that within this range must make a Will save when they go to sleep or be unable to dream. Creatures that lose their dreams suffer a -2 penalty to all ability checks, caster checks, and skill checks for 24 hours or until they get a good night sleep.

Slithering abominations are terrible worm-like monsters spawned eons ago when Porphyra was young. Called dream eaters by some, they are slow, lethargic creatures that consume the dreams of others that sleep within one mile of it. When first encountered, they are often found lying curled up asleep amid heaps of garbage or mounds of dirt. Once roused, a slithering abomination attacks anything that moves. It always attacks until either it has devoured all foes or it is killed itself.



Slithering abominations are always encountered singly, through intelligent creatures often use these creatures as guardians or devourers of refuse. It is said that a huge slithering abomination dwells in the sub-basement of Gulag Red where is it used to deprive the prisons inhabitants of their dreams and hopes. The prison guards live within warded areas that prevent them from losing their dreams to the dream eater.

Usually shunned due to their vicious tempers and the horrible contagion they carry, some ancient kobold cultures worshipped them as living embodiments of their own twisted deities. Today, slithering abominations are only found deep underground or in the vaults beneath ancient ruins, like beneath the lands now known as Azag-Ithiel.

Slithering abominations are large, worm-like creatures, equipped with two tentacles that they use to snatch prey. In the center of there tentacles is a larger maw filled with jagged black fangs. The creature has seven eyes that rest above its maw. The hide of the slithering abomination is quite thick and rough to the touch, not unlike granite. An abomination measures about 12 feet long and weighs nearly 3,000 lbs. There are many reports of larger and smaller dream eaters.

Sluu'gho (CR 5)

Medium outsider (sonic)
Init 15; **Senses** blindsense 120 ft., **Notice** 21
Aura noise 30 ft. radius (F-DC 18)

Defense

AC 13, flat-footed 12; **SR** 15
(+1 Dex, +2 deflection)
HP 51 (6d10+18)
Fort +5, **Ref** +6, **Will** +7
Immune incorporeal (limited), sonic traits, visual effects; **Resist** cold 10, electricity 10, fire 10
Weaknesses silence

Offense

Speed fly 50 ft.
Melee 2 sonic strikes +8 (2d6 sonic plus deafness)
Ranged painful speech +8 (1d6 sonic) [30 ft.]
Spell-Like Abilities (CL 6th; caster check +8)
At-will—shatter (F/W-DC 14)
1/day—song of discord (W-DC 17), song of healing

Statistics

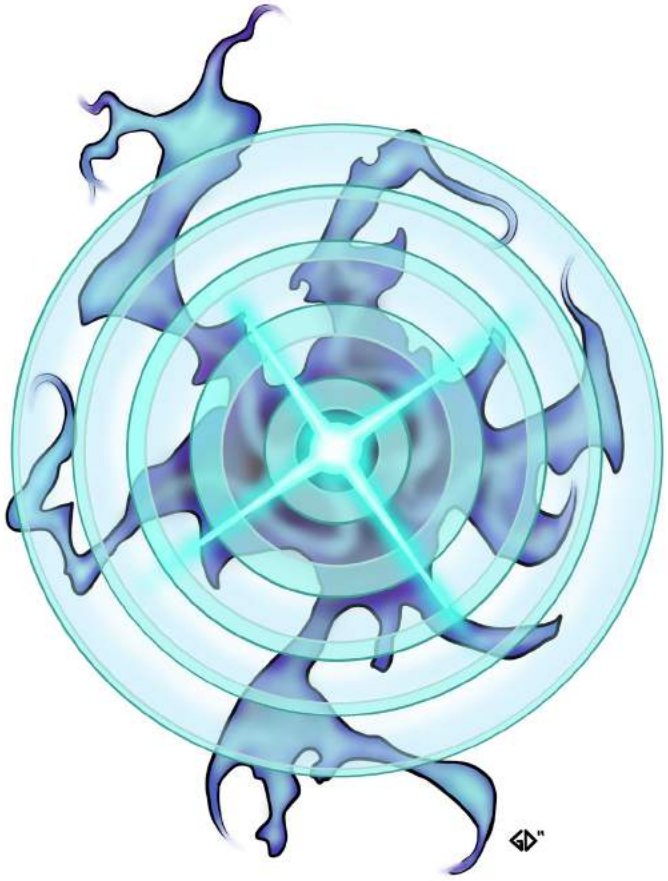
Str —, **Dex** 13, **Con** 12, **Int** 17, **Wis** 15, **Cha** 14
Base Atk +6; **CMB** +6; **CMD** 17
Feats Great Fortitude, Improved Initiative, Toughness
Skills Acrobatics +10, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (local) +12, Knowledge (planes) +12, Perception +11, Sense Motive +11, Scrutiny +11, Use Magic Device +11
Languages truespeech
SQ compression

Ecology

Environment Realms Between (Ethereal Plane)
Organization solitary, pair or clamor (3-12)
Treasure Value 1,550 gp (no glass objects)

Special Abilities

Touch of Deafness (Ex; sonic; Cha) The touch of a sluu'gho will deafen a target able to hear for 1 hour if they fail a DC 17 Fortitude save. Further successful attacks will extend the duration.
Painful Speech (Su; sonic) Though sluu'gho can speak with any being, to be the recipient of such communication does sonic damage if the "attack" hits.



The Realms Between overlap the Material Plane, yet still there are remote areas of these strange planes, deep gulfs of demi-reality that seem alien even to outsiders that exist beyond mortal comprehension. Within one of these gulfs dwell the bizarre sluu'gho, beings composed of living sound. They are avoided by almost all beings that know of them, as even the presence of sluu'gho can be painful, surrounded as they are by the waves of vibratory sound that they emanate. Yet the sluu'gho are not mindless monsters of noise—they are the caretakers of all the discarded sounds of Creation itself, in the vast warehouse that is their demi-dimension. This occupation gives them singular insight into the dealings of the Multiverse, and they are surprisingly knowledgeable on many topics, even to the intimate details of the comings and goings of mundane people in seemingly ordinary places.

Though occasionally encountered in the Astral and Ethereal planes, sluu'gho come to the Material Plane typically by being summoned by one who wishes access to the singular information that they possess, as they may know virtually any auditory-based information within their fields. Sluu'gho are not aggressive unless threatened, though they don't realize that their mere presence and conversation is harmful to other beings. They are otherwise curious and studious beings, with unfortunately dangerous forms.

The bard-wizards of Rhenhold are said to have conducted forbidden experiments in accessing the Gulf of the Sluu'gho. Those dabblers have survived their probings, as several free-willed sluu'gho still lurk, confused, in shattered towers here and there on Porphyra.

Spider, Giant Wolf (CR 4)

Large vermin
Init 12; **Senses** darkvision, tremorsense 60 ft.; **Notice** 12

Defense

AC 16, flat-footed 14
(+2 Dex, +5 natural, -1 size)
HP 45 (6d8+18)
Fort +8, **Ref** +4, **Will** +4
Immune emotion, mind

Offense

Speed 30 ft., climb 20 ft.
Melee bite +5 (1d8 plus poison)
Special Attack death swarm

Statistics

Str 15, **Dex** 15, **Con** 16, **Int** —, **Wis** 14, **Cha** 2
Base Atk +4; **CMB** +7; **CMD** 19 (31 vs. trip)
SQ camouflage

Ecology

Environment any
Organization solitary or pair
Treasure Value 6d6 gp

Special Abilities

Death Swarm (Ex) Adult giant wolf spiders carry their young on their backs. When the adult dies the spider children transform into two independent spider swarms to attack foes.
Poison (Ex; Con) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *track* Dexterity; *effect* W(1-6); *cure* 1 save.

Wolf spiders are excellent hunters, who do not spin webs. They carry their young on their abdomens.

Giant wolf spiders can be found in any non-arctic habitat on Porphyra from the darkest tunnels of the Underdeep to the hottest deserts of Siwath.



Stalactaur (CR 6)

Large magical beast

Init 12; **Senses** see in blackness, scent; **Notice** 11

Defense

AC 18, flat-footed 15; +4 vs. AoO
(+2 Dex, +1 dodge, +6 natural, -1 size)
HP 76 (8d10+32)
Fort +10, **Ref** +8, **Will** +5
Special Defenses absorb light; **Immune** radiant

Offense

Speed 30 ft., climb 20 ft.
Melee bite +13 (2d6+5 plus grab), tail slap +13 (1d8+5/19-20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks flashing spikes, slashing tail

Statistics

Str 20, **Dex** 15, **Con** 18, **Int** 3, **Wis** 12, **Cha** 2
Base Atk +8; **CMB** +14; **CMD** 26 (30 vs. trip)
Feats Dodge, Iron Will, Skill Focus (Stealth), Weapon Focus (bite)
Skills Acrobatics +13, Stealth +9
SQ camouflage

Ecology

Environment underground
Organization solitary
Treasure Value 1,000 gp

Special Abilities

Absorb Light (Su) The crystals that make up a stalactaur draw ambient light into them creating constant blackness within a 60 ft. radius of them. All creatures with normal vision or low-light vision suffer a -4 penalty to resist the stalactaur's flashing spikes, creatures with darkvision suffer a -2 penalty, and creatures with see in blackness suffer no penalty.

Flashing Spikes (Su; light; Con) As a swift action, a stalactaur suppress its spikes ability to absorb light and cause them to flash a brilliant light. All seeing creatures within 30 ft. of the stalactaur must make a Fortitude save (DC 18), or become blinded for the next 1d3 rounds. A stalactaur can use this ability once every other round.

Slashing Tail (Ex) Stalactaurs are able to control their slashing tails with unnatural ease. Their tail slap is always treated as a primary attack that deals slashing damage. It threatens a critical hit on rolls of 19-20.



Deep within the bowels of the earth there are regions of utter darkness, darkness so great even the most powerful magics struggle to illuminate the area. Within these dark places, among brackish pools of water and twisting spires of stalagmites, stalactaurs hunt their prey. Omnivorous, they will devour any creature of their size or smaller, but they are not impulsive creatures. Patient hunters, they will stalk prey for miles through the unending darkness hoping to isolate individuals before attacking.

Stalactaurs lay in wait among stalagmites or cling to cave ceilings among stalactites for unsuspecting prey. When the time is right they attempt to blind their prey with their flashing spikes before slashing them with its tail and tearing them to pieces in its snapping jaw.

Stalactaurs are the bane of gnomes that mine for ore in the Creepr's Rift as many anthracite deposits needed for the Clockwork Lands have been abandoned due to the arrival of stalactaurs. In the Pygmy Lands, stalactaurs emerge from underground caves to hunt dromite, grippli, goblins, and kobolds who get lost in the jungle. Some drow castes send their youth into stalactaur territory as a rite of passage into adulthood. Many drow do not survive the experience but the castes that send just see this as confirmation of their lack of fitness to be called drow. The dwarf clans of Nor-Du-Mag place value on stalactaurs, as their spikes can be hollowed out and polished to make luminous drinking horns.

Starfallen Inquisitor (CR 11)

Otherworldly cleric creature
Medium monstrous humanoid (extraterrestrial)
Init 15; **Senses** darkvision, voidsense; **Notice** 31

Defense

AC 25, flat-footed 24 ; **SR** 21
(+1 Dex, +14 natural)
HP 119 (14d10+42)
Fort +7, **Ref** +10, **Will** +15; -2 vs. disease
Defensive Abilities otherworldly mind

Offense

Speed 30 ft., fly 10 ft.
Melee slam +15/+15/+10 (2d6 plus mark of the Starfallen)
Special Attacks channel energy (7/day; 7d6; W-DC 21), orb of idolatry (W-DC 21)
Spells Known (CL 11th; caster check +19)
5th—greater command (W-DC 20)
4th—flame strike (R-DC 18), greater interrogation (F-DC 19)
3rd—aura sight, dispel magic

Statistics

Str 11, **Dex** 13, **Con** 13, **Int** 17, **Wis** 19, **Cha** 19
Base Atk +14; **CMB** +14; **CMD** 25
Feats Ability Focus (orb of idolatry), Combat Casting, Great Fortitude, Improved Initiative, Spell Focus (Enchantment, Necromancy), Toughness
Skills Diplomacy +18, Intimidate +18, Knowledge (religion) +17, Perception +23, Profession (techonology) +20, Stealth +18, Survival +23
Languages Terran; telepathy 100 ft.
SQ faith (Najim), no breath

Ecology

Environment void
Organization solitary, coven (2-5), cabal (2-7) or cult (11-20)
Treasure Value 7,000 gp

Special Abilities

Mark of the Starfallen (Su; mind; Cha) When a starfallen inquisitor touches a living, corporeal creature the creature suffers 1d4 points of damage and must succeed at a Will save (DC 21) or be affected as per a dominate person spell at caster level 11th. A creature thus dominated retains the mark of the Starfallen; a star-shaped, bulbous scar that otherwise works as a magic glyph.
Orb of Idolatry (Su; mind; Cha) As a full-round action, a starfallen inquisitor may cause its one eye to blaze and shine with an orange-red glow. Any living, intelligent creature within 30 feet of this reddish glow must succeed at a Will save (DC 23) or become affected by charm monster spell with a permanent duration.
Otherworldly Mind (Ex; mind; Cha) Any creature attempting to contact a starfallen inquisitor's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 21 Will save or be overwhelmed by the alien thoughts in the creature's mind. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends.
Cleric Creature Starfallen inquisitors possess the cleric creature template. Each starfallen inquisitor may channel either positive or negative energy.

In the unreachable depths of space live beings analogous to ones commonly found in the world, but which are in no way similar. These beings live on worlds where, instead of millions of man-sized sentient creatures, there are a few dozen titanic beings, godlike to our perceptions. It is said that one came to the terrestrial world, to assume lordship over the puny ants that lived there- but was waylaid by the young gods of that place, and imprisoned deep underground. This Being's will was not completely stilled though, and has flung itself out into the comforting Outer Void to find servants and solace. Its will and rage found purchase in a few humanoids, which became Its star inquisitors, who range the void, growing in number and power. Someday, their twisted prophesies say, they will touch down on the dirt below to restore their erstwhile master to Its dark glory. It is likely that those they enslave with their power are eventually and gruesomely transformed into more of their number.
Starfallen inquisitors are greatly in tune with the slumbering mind of their patron, and have spell powers to match

Starfallen inquisitors personify and embody the will of Najim, the Starfallen, would-be ally of the Elemental Lords of Porphyra, but ambushed and imprisoned by the New Gods Linium and Kamus, just after The Calling, a thousand years ago. They roam the orbits of Porphyra, assimilating those who are curious about the outer spaces. As cults of Najim grow in power, they will likely seek to make contact with these extraterrestrial beings, and they may begin to be encountered on Porphyra, as well as above it. Starfallen inquisitors are usually served by at least one emissary of Najim.



Techtonic Terror (CR 19)

Large construct

Init 17; **Senses** darkvision; **Notice** 40

Aura burning (60 ft.; F-DC 24; 2d6 fire)

Defense

AC 34, flat-footed 31
(+3 Dex, +22 natural, -1 size)

HD 270 (28d10+116); **fast healing** 30

Fort +9, **Ref** +12, **Will** +11

DR 15/porphyrite; **Immune** cold, fire, magic

Offense

Speed 30 ft.

Melee +4 adamantine earthbreaker +41/+36/+31/+26 (4d6+25/17-20, x3 plus 2d6 fire)

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

Special Attacks earthquake, heat (2d6 fire), jet of magma

Statistics

Str 38, **Dex** 17, **Con** —, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +28; **CMB** +43; **CMD** 56

Combat Maneuvers +4 bull rush, sunder

Feats Charge Through, Cleave, Combat Reflexes, Dreadful Carnage, Furious Focus, Improved Bull Rush, Improved Critical (earthbreaker), Improved Initiative, Improved Sunder, Power Attack, Pushing Assault, Run, Shield of Swings, Toughness

Skills Intimidate +42, Perception +30

Ecology

Environment mountains

Organization solitary, chain (2-5)

Treasure Value 28d6 gp

Special Abilities

Burning Aura (Su; fire; Con) The air around the techtonic terror becomes super hot. This forces all creatures within 60 ft. of it to make a Fortitude save each round or take 2d6 points of fire damage.

Earthquake (Su) As a full round action, the tectonic terror may strike the ground with its earthbreaker causing an earthquake (as per the spell).

Jet of Magma (Su; fire; Str) Once per four rounds as a swift action, the techtonic terror can project a line of magma 60 ft. long. Creatures in the line of the magma's path must make a Reflex save or take 7d6 fire damage (save halves) and 7d6 bludgeoning damage and makes a bull rush with a +47 bonus (save avoids).

Magic Immunity (Su) A techtonic terror is immune to any spell or spell-like ability that allows spell resistance, and all spells or spell-like abilities with the earth or fire descriptors. Spells with the water descriptor deal twice as much damage.

The concept of the doomsday machine is not alien or particularly far-fetched in the Patchwork Planet of Porphyra. Many of the Landed territories came from worlds on the verge of apocalypse, and generations past saw terrible engines of destruction whose sole purpose is the ending of a world. It is uncertain if the terrible techtonic terror came from one of those doomed worlds or if it and others like it were constructed in this reality, but they did (and presumably do) exist on Porphyra, at least five of them. A sixth, in accordance with the Rule of Six among the Zendik Order, was completed and released in a last-ditch effort to win the NewGods War in AC 199, but a frantic coalition of factions was able to defeat it, including, it is said, some less desperate members of the zendiqi nation. The other five are hidden, waiting for activation, their location hidden on dusty scrolls clutched in the dead hands of Elementalist generals.



Teo-Selerai (CR 4)

Medium monstrous humanoid
Init 17; **Senses** darkvision; **Notice** 8

Defense

AC 18, flat-footed 14; **SR** 12
(+3 Dex, +1 dodge, +4 natural)
HP 37 (5d10+10)
Fort +3, **Ref** +8, **Will** +4
DR 5/magic; **Weakness** light blindness

Offense

Speed 70 ft., climb 20 ft.
Melee 3 claws +9 (1d6+3), bite +9 (1d4+3 plus disease)
Special Attacks blood spawn, disease, pounce

Statistics

Str 17, **Dex** 16, **Con** 14, **Int** 6, **Wis** 7, **Cha** 10
Base Atk +5; **CMB** +8; **CMD** 21 (25 vs. trip)
Feats Improved Initiative, Iron Will, Skill Focus (Stealth)
Skills Acrobatics +8, Stealth +14
Languages Undercommon

Ecology

Environment underground
Organization solitary
Treasure Value 1,150 gp

Special Abilities

Disease (Ex; Con) Filth fever: Bite—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; track physicall; cure 2 consecutive saves.
Blood Spawn (Su) When teo-selerai take 10 or more points of damage from a piercing or slashing weapon attack, the spilled blood transforms into a 1d8 bats, 1d3 dire rats, or 1d2 giant crab spiders (equal chance of each option). They will attack the teo-selerai's attackers, but flee in 1d4 rounds.
Supernatural Gifts (Su) Teo-selari are possess supernatural speed and agility for climbing sheer surfaces. This acts as a constant haste and spider climb effect. These effects are worked into its statistics.



Though capable of standing upright, teo-selerai move on all fours with supernatural grace and speed, magically clinging to cavern walls and ceilings. They speak a rough form of Undercommon, but tend to make a throaty gurgle when the creature is excited or anxious. Teo-selerai were once human, but were altered by magic and driven underground. They live alone in caves, and rarely come above ground due to their intense hatred of light. They eat whatever creatures they can find–usually bats, or fish from underground streams–and eagerly attack humanoids when given the chance, dragging explorers' corpses back to their lairs and feeding off them for days.

Teo-selerai prefer to observe their enemies from hiding before attacking, but always attack intelligent creatures who spot them. A character with the Knowledge (nature) skill can powder and treat a teo-selerai's bone marrow to create a poison equivalent to id moss. The bones can be removed without need for a skill check.

Teo-selerai are seen as solitary creatures but miners of the Graz Deep near No Return in the Barony of Tuthon tell of large packs of these inhuman monsters hunting in the darkness below. Miners also complain of sabotaged equipment and severed climbing lines.

Terrorpins (CR 12)

Large construct
Init 18; **Senses** darkvision; **Notice** 10

Defense

AC 29, flat-footed 9
(+20 natural, -1 size)
HP 148 (16d10+60)
Fort +5, **Ref** +8, **Will** +5
DR 10/fire-forged steel; **Immune** construct traits
Weakness steam-powered

Offense

Speed 30 ft.
Melee claws +21/+21/+16/+16 (1d8+9 plus 2d6 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks iterative attacks (claws), powerful blows (claws), steam breath (F-DC 18; 4d6 fire plus concealment; 8/day), rend (2 claws, 1d8+12)

Statistics

Str 22, **Dex** 18, **Con** —, **Int** —, **Wis** 10, **Cha** 11
Base Atk +16; **CMB** +22; **CMD** 32
Feats Improved Initiative[B], Vital Strike[B]

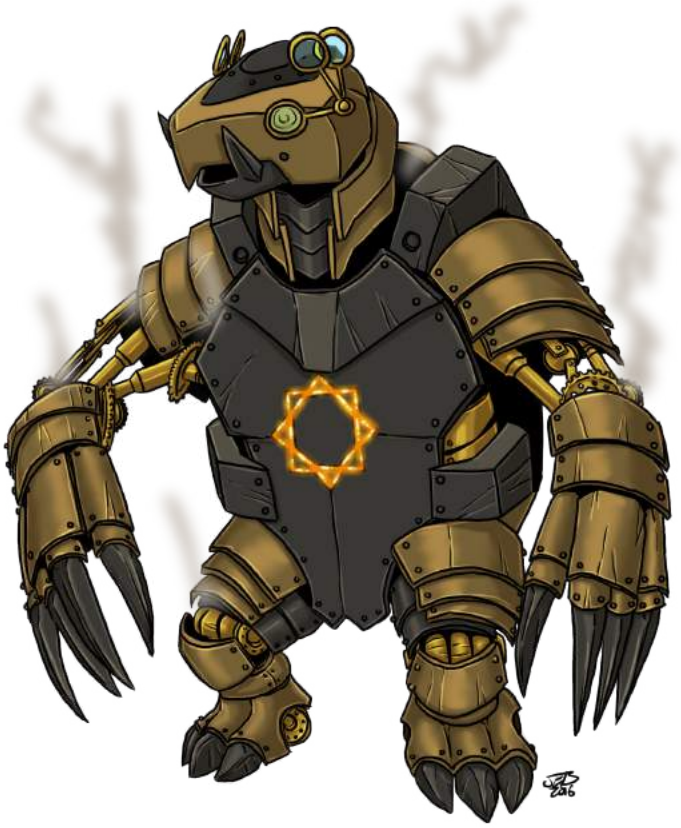
Ecology

Environment ruins, urban
Organization solitary or brotherhood (2-4)
Treasure Value none

Special Abilities

Steam Breath (Su; Con) As a full-round action, terrorpins can create a cloud of super hot steam in a 10-ft. radius around them. This cloud deals 4d6 points of fire damage (F-DC 18 save; halves) and create a fog cloud effect around them that lasts for 10 rounds.
Steam-Powered (Ex) Terrorpins are designed as steam-powered constructs. They require maintenance and regular access to coal to maintain their function. Steam-power gives them increased Dexterity and two bonus feats. A spell with the cold descriptor of at least 3rd level will disrupt their systems and slow them down (as per the spell slow for 1d6 rounds). When slowed they also lose access to their bonus feats.

When the dwarves of Porphyra turned their backs on the Lord Grunzol Firestorm, and took to the worship of Ferrakus, clan elders knew there would be consequences. In the aftermath of the NewGods war, dwarven communities have found themselves under near constant siege by aberrant creatures from deep in the Underdeep. To help defend their strongholds, the dwarven clergy of Ferrakus endeavored to create new constructs, such as the terrorpins, to help with both mining operations and defense of their strongholds.



The method of construction and maintenance of these constructs has been devised and held by elders and priests, and they are always aware of how much coal must be mined and kept in reserve to keep them running. Water, an even more precious resource, is very important to have nearby, as well. Powerful sigils and enchantments are woven into their thick metal hides, imbuing them with strength and speed, given by the marriage of air, fire, earth and water.

Terrorpins are territorial guardians who will immediately attack any aberration nearing dwarven territory. They are programmed to act reasonably and will not abandon their posts to pursue creatures outside their stronghold. Dwaven clans often paint clan markings on their terrorpins in red, blue, orange, or purple paint.

Trog Fly (CR 2)

Medium vermin
Init 13; **Senses** blindsense 30 ft..; **Notice** 10

Defense

AC 17, flat-footed 14
(+3 Dex, +4 natural)
HP 22 (4d8+4)
Fort +5, **Ref** +4, **Will** +1
Immune emotion, mind

Offense

Speed 20 ft., climb 20 ft., fly 60 ft.
Melee slam +5 (1d4+2 plus knock prone)
Space 5 ft.; **Reach** 15 ft.

Statistics

Str 14, **Dex** 16, **Con** 13, **Int** —, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 18 (26 vs trip)
SQ camouflage

Ecology

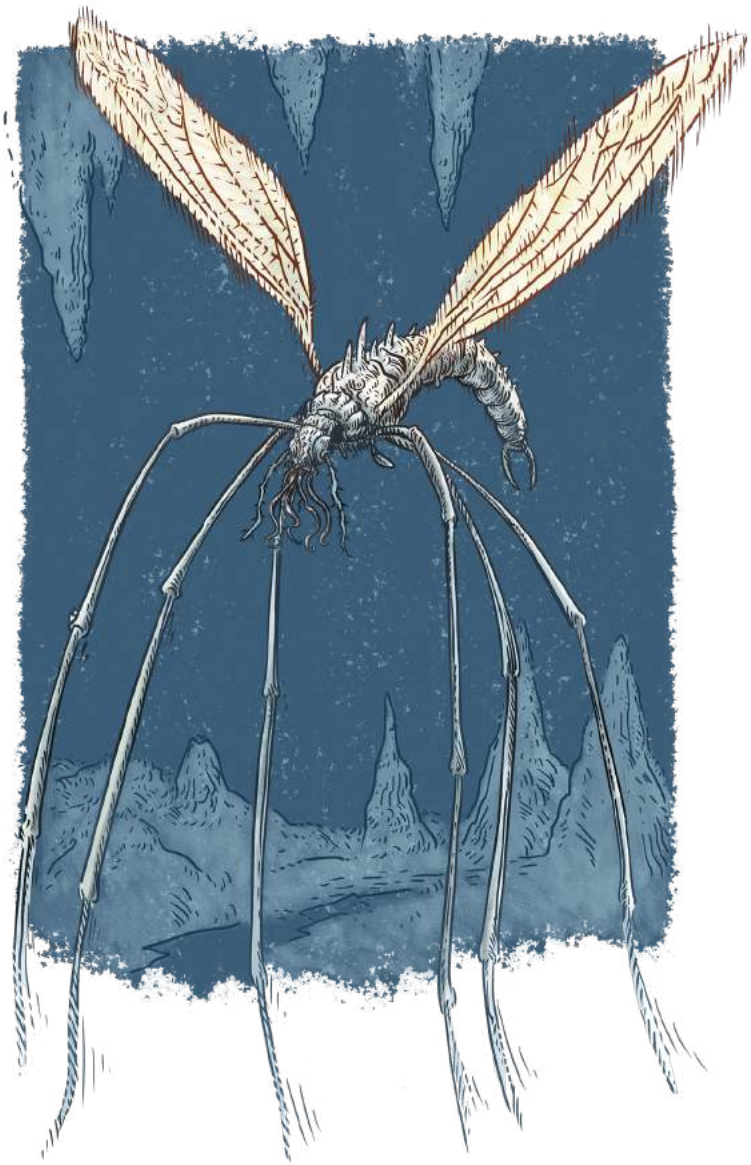
Environment underground
Organization mating swarm (5-20)
Treasure Value none

Special Abilities

Knock Prone (Ex; Str) Targets hit by the leg slam attack of a trog fly in the surprise round, or without being able to see the trog fly itself (not possessing darkvision, for example) will be knocked prone if they fail a DC 14 Reflex save.

Trog flies, named so for the same reasons as the reptilian race of troglodytes, as they dwell in deep caverns beneath the surface. Some scholars who know of their existence claim that they are the only true fliers that never leave the subterranean depths. Trog flies are the adult form of the species, the immature larvae dwelling in shallow running water or pools fed from the surface above. Trog flies do not eat, but fly gracefully through their home caverns feeling their way with 15 foot long segmented legs, contacting the surface regularly. Moving through a cavern with a mating swarm, which is active for about 3 months a year, is dangerous, with many long legs sweeping the cavern floor and walls, capable of knocking a traverser flat, or into a nearby cold-water pool. Trog flies, their eggs and larvae are an important food source in the very deep underground depths, though they are typically deeper and more remote, not near any large communities.

The extreme depths of Creeper's Rift are home to many colonies of trog flies, though they can be found anywhere in the Underdeep where water seeps down from the surface, and caves go very deep. They are a food source for the reptilian race of troglodytes in their various forms, and it is a troglodyte rite of passage to traverse a cavern full of the mating adults without being stuck by the sweeping legs, and return to the group, a proven adult.



Troll, Chingatrüll (CR 5)

Large monstrous humanoid
Init 17; **Senses** darkvision; **Notice** 22

Defense

AC 20, flat-footed 18
(+3 Dex, +8 natural, -1 size)
HP 63 (6d10+30); **regeneration** 5 (acid, cold, electricity, fire)
Fort +7, **Ref** +8, **Will** +5
Defensive Abilities antennae tremble

Offense

Speed 30 ft., climb 20 ft.
Melee bite +10 (1d8+5), 2 claws +10 (1d6+5 plus grab), inner pincers +5 (1d4+2 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+7)
Spell-Like Abilities (CL 6th; caster check +7)
At Will—silent image (Wd-DC 11), ventriloquism (Wd- DC 12)

Statistics

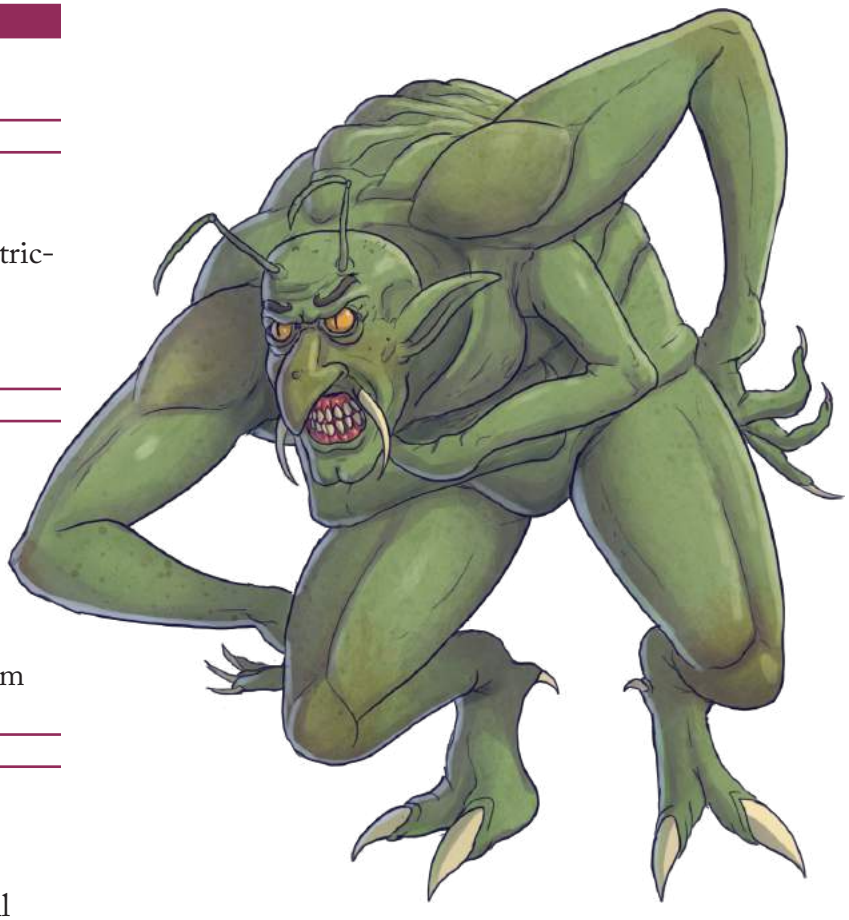
Str 20, **Dex** 16, **Con** 20, **Int** 12, **Wis** 10, **Cha** 12
Base Atk +6; **CMB** +12; **CMD** 25 (+27 vs. trip)
Combat Manuevers +4 grapple
Feats Improved Grapple, Improved Initiative, Skill Focus (Perception, Survival)
Skills Acrobatics +9, Athletics +14 (+22 climb), Intimidate +10, Perception +12, Survival +12
Languages Giant, Sylvan

Ecology

Environment forests, mountains
Organization solitary or gang (2-4)
Treasure Value 1,550 gp

Special Abilities

Antennae Tremble (Ex) The prominent antennae of a chingatrüll aid it in hunting. As a swift action, a chingatrüll grant the chingatrüll blightsight 60 ft. for 1 round.
Inner Pincers (Ex) A chingatrüll's chest-pincers grant it a higher CMD against trip attempts, and provide another grab attack during its attack routine; if a target is already grabbed by claws, a successful grab by the inner pincers add +2 to the DC of escaping the grab.



The pernicious chingatrüll is undeniably some monstrous offshoot of the troll species, with odd amalgamations or mutations thrown in deadly combination. Chingatrülls are certainly more intelligent than the vast majority of trollkind, but are not as skilled in magic as most of the fey-kind that they emulate, to a small degree. The insectile influence that is apparent in chingatrülls is used to dire effect, possibly as a result of proximity to thriae nests, a species who chingatrülls dislike in the extreme, and ambush whenever possible. For all their size, chingatrülls are sneaky and stealthy predators, and enjoy bushwacking travelers and intruders into their hunting grounds, which often spread along a river or stream valley in forested mountains. Female chingatrülls are slightly larger and more aggressive in combat. Chingatrülls treat most other species as dinner, though they respect flashy magical power and fear powerful wizards.

Chingatrülls on Porphyra were engineered from normal trollkind by Elementalist genetic engineers, with a hodgepodge of different racial strains. They proved to be as intractable as most trolls, though their prodigious stealth worked to some noticeable effect as saboteurs and assassins behind enemy Deist lines. They live today in small numbers in the Jotun Forest and mountainous areas, though their need for long hunting-routes makes coexistence with them difficult.

Troll, Drainpipe (CR 2)

Small monstrous humanoid
Init 12; **Senses** darkvision; **Notice** 11

Defense

AC 13, flat-footed 11
(+2 Dex, +1 size)
HP 15 (2d10+4); **regeneration** 5 (radiant)
Fort +2, **Ref** +5, **Will** +4
DR 5/bludgeoning; **Resist** fire 5
Weakness light sensitivity

Offense

Speed 30 ft., climb 20 ft.
Melee spear +8 (1d6+9) or 2 claws +8 (1d3+6)
Spell-Like Abilities (CL 2nd; caster check +0)
At will—animal messenger (rats only)
1/day—hydraulic push

Statistics

Str 22, **Dex** 14, **Con** 15, **Int** 8, **Wis** 13, **Cha** 7
Base Atk +1; **CMB** +6; **CMD** 18 (20 vs. movement)
Feats Skill Focus (Handle Animals)
Skills Acrobatics +4, Handle Animal +6, Intimidate +11
SQ sewerspeak, sound mimicry (animals, voices), surefooted
Languages Giant

Ecology

Environment underground
Organization solitary
Treasure Value 550 gp

Special Abilities

Surefooted (Ex) Drainpipe trolls are supernaturally agile in the slippery world of modern society's sewers. While in the sewers, they gain a +2 competence bonus on Acrobatics and to the CMD to resist any combat maneuver that involve their movement such as drag, reposition, and trip.
Sewerspeak (Ex) Drainpipe trolls are able to naturally communicate with any animal or vermin that makes its home in the sewers, even if the creature does not normally possess a language.

Thought by many to be the least of all the troll breeds, drainpipe trolls are canny hunters that lurk beneath the streets of civilization. Sewer trolls are the size of a halfling, and resemble somewhat misshapen children. Sewer trolls are classic bullies – obsequious in a position of weakness, and overbearing in a position of strength. They enjoy gloating, and that is a weakness that may be used against them easily enough, even when they have the upper hand. Drainpipe trolls are able to communicate with all many of sewer creatures. They command the respect of lesser creature cast out of or flushed out of the modern, civilized world. What they despise most, it seems, is one another. They are drawn to one another to mate every few years, and the resulting troll child tolerated for only a short time before it is sent away to care for itself, eating rats and other sewer fare. Sewer trolls of the same gender that meet without careful arrangement of the encounter are likely to engage in a serious fight.

Beneath The Fence, in Calopia, an enterprising drainpipe troll named Whisper commands a vast network on animal spies. Whisper has access to more of the Land of Heroes secrets than any one individual should possess. Her network is so well developed that no one dares to make a move against her, lest their true natures be revealed.



Tulgorth (CR 5)

Large plant
Init 9; **Senses** low-light vision; **Notice** 20

Defenses

AC 17, flat-footed 17
(-1 Dex, +9 natural, -1 size)
HP 59 (7d8+28)
Fort +9, **Ref** +3, **Will** +1
DR 5/slashing; **Defensive Abilities** root to spot; **Immune** plant traits
Vulnerable fire

Offense

Speed 20 ft.
Melee slams +9/+4 (1d8+5)
Space 10 ft.; **Reach** 10 ft.
Special Attacks spore cloud (1/week)

Statistics

Str 20, **Dex** 8, **Con** 19, **Int** 5, **Wis** 9, **Cha** 4
Base Atk +5; **CMB** +11; **CMD** 20
Combat Manuevers +4 bull rush
Feats Cleave, Improved Bull Rush, Lightning Reflexes, Power Attack
Skills Perception +10, Stealth +5
SQ camouflage
Languages Common, Sylvan (can't speak either)

Ecology

Environment forest, jungle
Organization solitary
Treasure Value none

Special Abilities

Spore Cloud (Ex; Con) As a standard action, a tulgorth can release a cloud of spores in a 10-foot cube in front of itself.

Transformative Disease: Spore Cloud—inhaled; *save* DC Fort 17; *track* physical; *frequency* 1/day; *effect* Healthy—Weakened—Impaired—Disabled—Comatose—Dead; upon death creature is reborn as a tulgorth in 1d4 hours; *cure* 2 consecutive saves.

Root to Spot (Ex) A tulgorth can root itself to the ground and begin feeding on plants in a 30-foot radius as a standard action. All plant life in the area dies within 1d6 rounds. Other plant creatures within this radius suffer 1d3 points of damage per round.

A rooted tulgorth gains a +2 bonus to Strength, a +4 bonus to Constitution, and fast healing 1. A rooted tulgorth cannot move from its spot but is not considered flat-footed and can act normally, and must take a move action to uproot itself.



Tulgorths feed on the earth itself, driving their shoulder-vines into the ground and draining the life from nearby plants, leaving only circles of blackened earth. As a tulgorth drains the land, worms and insects often escape from the cracked soil, finding a new home in the tulgorth's body. As tulgorths mature and ingest more life, their colors become deeper and more vibrant.

Tulgorths propagate their species by transforming other creatures. Creatures who come in contact with the tulgorth's spores become infected. The resulting infection can cause severe skin irritation, shortness of breath, and nausea. An infected creature dies its corpse becomes the central body mass of a newborn tulgorth.

The destructive corruption caused by the tulgorth is seem by both Native and Landed Porphyrans as further evidence of Mâl's influence spreading across the land. Tulgorths though originally from the Forest of Gora have spread as far west as the Great Green.

Typhoean (CR 20)

Colossal monstrous humanoid (dragonborn)
Init 11; **Senses** darkvision; **Notice** 41

Defense

AC 36, flat-footed 35; **SR** 27
(+1 Dex, +33 natural, -8 size)
HP 429 (26d10+286)
Fort +21, **Ref** +16, **Will** +19
DR 15/adamantine

Offense

Speed 50 ft., fly 80 ft., swim 50 ft.
Melee 2 bites +32 (4d6+19), gore +31 (4d6+19), tail slap +26 (4d6+19 plus grapple)
Space 30 ft.; **Reach** 30 ft.
Special Attacks dual breath weapons (2-60 ft. cones; 16d6 fire; R-DC 34; 13/day), constrict (4d6+19), powerful blows (all), powerful charge (gore +33, 8d6+38), vengeance of dragons

Statistics

Str 37, **Dex** 13, **Con** 32, **Int** 14, **Wis** 14, **Cha** 18
Base Atk +26; **CMB** +47; **CMD** 58 (can't be tripped)
Combat Maneuvers +4 awesome blow, grapple, overrun, sunder
Feats Awesome Blow, Bleeding Critical, Charge Through, Cleave, Combat Reflexes, Dazzling Display, Deadly Stroke, Great Fortitude, Iron Will, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (bite)
Skills Athletics +42, Intimidate +33, Perception +31, Sap +42, Survival +31, Swim +50
Languages Abyssal, Common, Draconic, Giant

Ecology

Environment mountains
Organization solitary
Treasure Value 134,000 gp

Special Abilities

Vengeance of Dragons (Su; Cha) The typhoean carries with it centuries of hatred against the Elemental Lords and their servants. When a typhoean strikes an elemental or creature with an elemental resistance they must make a Fort save (DC 34) or lose any resistances or immunities to energy types and any damage reduction for 1 minute.



In the time before the Naming of Dey Ayen Maruk, dragons lived unhindered on the face of Porphyra. Many also were their offspring. Some were kind and helpful like the alaihar who lived in the quiet places of the world, generally helping humans but find a kind in their own existance. Others, like the monstrous typhoean were a blight upon the land.

Seeing all dragons and dragon-kin as potential challengers to their power, the Elemental Lords tasked their zendiqi servants and giants with the task of destroying or imprisoning the most powerful of these creatures. The typhoean were hunted to near extinction and those that couldn't be killed were imprisoned in the blackness of the Underdeep. They remained so for 2,500 years. At the Battle of the Amethyst, The True Arbitress freed the monsters from their prison and turned them loose on the Elementalist forces.

Typhoeans is not a dragon nor a giant, but a sick combination of the two. It has a humanoid torso and head, but its lower body is that of an extremely large snake. Its arms have the shape of giant serpents, fanged heads where the hands should be. The monster's bearded head has two dragon-like horns and fiery eyes. The creature has two draconic, membranous wings as well. A typhoeon is among the most dangerous and powerful creatures in the world.

Typhoeons attack by breathing with both its dragon heads; then it charges against opponents with its horns and finally tries to constrict them with its enormous serpentine tail.

Umbral Angler (CR 7)

Huge aberration (extraplanar)
Init 15; **Senses** darkvision; **Notice** 23
Aura shadow 15 ft.

Defense

AC 19, flat-footed 18
(+1 Dex, +10 natural, -2 size)
HP 115 (10d8+70)
Fort +8, **Ref** +4, **Will** +9

Offense

Speed 20 ft., fly 20 ft., swim 20 ft.
Melee bite +14 (3d6+14 plus grab), 3 tentacles +12 (1d8+4 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks lure, swallow whole (3d6+14, AC 15, HP 11)

Statistics

Str 28, **Dex** 12, **Con** 20, **Int** 3, **Wis** 14, **Cha** 10
Base Atk +7; **CMB** +18; **CMD** 29 (cannot be tripped)
Combat Maneuvers +4 grapple
Feats Eldritch Claws, Improved Initiative, Multiattack, Skill Focus (Perception, Stealth), Toughness
Skills Perception +21, Stealth +12
Languages Aklo

Ecology

Environment Realms Between (Shadow Plane)
Organization solitary
Treasure Value 2,600 gp

Special Abilities

Shadow Aura (Ex; darknesss) Umbral anglers naturally exude darkness in a 15 ft. radius, a nonmagical adaptation that they have developed on the transitional Plane of Shadow and use wherever they hunt. They can suppress this aura as a free action.
Lure (Ex) Umbral anglers lure their prey within striking range with a transparent tentacle with a light-generating organ on the end of it. It can create any color or pattern of light, and the tentacle it is attached to can only be observed with a DC 24 Perception check.

Strange parallels in development of creatures can puzzle the wisest naturalist, and there are some that believe that the umbral angler is simply a coincidental example of an extraplanar being resembling a mundane material one. This massive being enthusiastically hunts game, travellers and livestock. On its native plane, 'anglers prey on d'ziriak and lurk near planar portals, but on the Porphyra they have adapted to many different terrains and climates. Umbral anglers fly by generation of gases in their bodies, directing themselves with flippers, but rest among deadfalls, in pits and holes underground, among barrels in a warehouse, or even disguise themselves as low hillocks. Once prey has been killed or swallowed, the 'angler slowly rises out of combat's way, and finds a quiet place to chew and digest.

All hunting umbral anglers are female, and can be encountered in smaller sizes then that presented here, which is full-grown. Tiny males attach themselves parasitically to the female, and appear as large hairy warts; several males will do so at the same time, and their hairy tentacles change color to help the hunting female camouflage herself. Tiny, small and medium-sized umbral anglers can be seen hunting prey smaller than themselves, usually in forests or lonely swamps, where females lay their clutches of eggs.

Umbral anglers have migrated to Porphyra through thin dimensional barriers in the Tuthon Barony and the Wall of Sleep, and are menaces in the forested hill country in both nations. Fetchlings claim that umbral angler, cooked properly, can feed a village very well for a week.



Unknowing Creature

A creature that dies unexpectedly and quickly rises from the grave as an undead monstrosity may not even realize that its mortal life has ended. Such is that curse of those creatures referred to by adherents of the Black Crow as the unknowing.

Appearance Changes

Unknowing creatures appear as they did in life.As they are injured or as time passes their bodies start to slowly decay revealing their undead nature.

Creating an Unknowning

"Unknowing" is a template that can be added to any living humanoid or monstrous humanoid creature that dies in a sudden and unexpected way (referred to hereafter as the "base creature"). It uses all the base creature's statistics and special abilities except as noted below.

CR: +1

Type: The creature's type changes to undead. Do not recalculate Hit Dice, skills, or saves. They lose any racial subtypes.

Senses: Gain lifesense.

AC: The base creature's natural armor increases +4.

DR: Gain DR 5/magic

Defensive Abilites: The creature gains undead traits, fast healing 3, and channel resistance +4.

Attacks: The creature gains two slam attacks with damage appropriate to its size if it has no other attacks.

Special Attacks: An unknowing retains all the special attacks of the base creature, and also gains the special attacks listed below.

Frenzy (Ex; Cha): When faced with proof that they are dead they enter a blood rage that cannot be ended until both the accuser and the proof has been destroyed. When the frenzy ends, the unknowning loses all memory of the occurrence. Anyone witnessing the frenzy must make a Will save or be shaken for the duration of the frenzy.

Abilities: Str +4, Wis +4, Cha +4 (minimum 10); Unknowing possess no Constitution score.

Feats: Unknownings gain one of the following bonus feats: Fleet, Power Attack, or Toughness.

Skills: Unknowings gain a +4 racial bonus to Stealth.

Sample Unknowing

This sample uses an ogre priest of Drothos

Giant, Ogre Priest of Drothos (CR 6)

Male unknowing ogre cleric of Drothos 3
Large undead
Init 9; **Senses** darkvision, lifesense; **Notice** 19

Defense

AC 21, flat-footed 21
(+4 armor, –1 Dex, +9 natural, –1 size)
HP 67 (4d10+3d8+28); **fast healing** 3
Fort +6, **Ref** +1, **Will** +11; **ACP** -2; +4 vs. channel
DR 5/magic; **Immune** undead traits

Offense

Speed 30 ft. (40 ft. base)
Melee flambard +12/+7 (2d8+10) or 2 slams +12 (1d6+7)
Ranged javelin +4/-1 (1d8+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks channel energy (5/day; 2d6 negative energy; W-DC 13), frenzy (W-DC 13)
Spell Like Abilities (CL 3rd; caster check +7)
5/day—acid dart (1d6+1 acid), fateful touch
Spells Prepared (CL 3rd; caster check +7)
2nd—admonishing ray, desecrate, elemental touch (acid), cure moderate wounds
1st—anticipate peril, cure light wounds, hypnotism (W-DC 13), magic missile
0th (at will)—bleed (W-DC 12), detect magic, detect poison, message
Domains Earth, Fate

Statistics

Str 25, **Dex** 8, **Con** 15, **Int** 6, **Wis** 14, **Cha** 11
Base Atk +6; **CMB** +14; **CMD** 23
Feats Combat Casting, Complex Spell (1st), Iron Will, Power Attack[B], Scribe Scroll, Toughness
Skills Athletics +10, Diplomacy +6, Knowledge (religion) +4, Perception +9; **Racial Modifiers** +4 Stealth; **ACP** -2
Languages Giant

Ecology

Environment hills, mountains
Organization solitary, pair, gang (3–4), or family (5–16)
Treasure Value 1,366 plus spellbook, spell component pouch, mwk flambard, 2 potions of cure light wounds, 4 javelins, mwk hide armor, holy symbol of Drothas



Urisk (CR 1/2)

Male urisk slayer 1
Medium humanoid (feyborn)
Init 11; **Senses** low-light vision; **Notice** 15

Defense

AC 15, flat-footed 14
(+4 armor, +1 Dex, +2 shield)
HP 15 (1d10+5)
Fort +5, **Ref** +3, **Will** +1
DR 1/cold iron; **Resist** fire 5

Offense

Speed 30 ft.
Melee horns +3 (1d6+3)
Ranged chakram +2 (1d8+2)
Special Attacks studied target (move)
Spell-Like Abilities (CL 1st; caster check -2)
1/day—faerie fire

Statistics

Str 15, **Dex** 12, **Con** 16, **Int** 13, **Wis** 12, **Cha** 4
Base Atk +1; **CMB** +3; **CMD** 14
Feats Toughness
Skills Athletics +6, Intimidate +6, Perception +5, Sense Motive +5, Survival +5
SQ immortal, tracker

Ecology

Environment hills, mountains
Organization solitary, pair, tumble (3-8)
Treasure Value NPC Gear (chain shirt, 3 chakram, heacy steel shield; other treasure)

Urisks are normally solitary, and do not like one another's company. This is perhaps a natural urge to spread out over an area, so as to not dominate or overhunt the sparsely-resourced lands they live in, or some of their faerie blood, no one can say, especially the urisks.

This being said, they do not avoid each other, and meet briefly if they see another urisk to exchange news or happenings, and move on. There are no urisk communities. Females of the species will sometimes cohabit the same cave system, but only if there is a section where one uriska (the feminine term) can live without constantly seeing the other. Urisks congregate at the same sylvan gatherings as other fey do, and vicariously enjoy the frivolity of pixies, grigs, and leprechauns, and will even aid fauns and satyrs occasionally, but will leave angrily if confused with either species.

Urisks, like most fey, are not accustomed to following rules for the sake of law and order. They are wild and free beings, behaving in an orderly fashion only when necessary, or perhaps to gain the acceptance they crave. As such, chaos is the usual mindset of urisks, though those that spend a lot of time around humans tend to be more civilized. Morals are more varied, with urisks being basically good hearted and needy, but many examples of unpredictable or destructive urisks being etched in local memory. Urisks owe what little piety they have to the local Faerie Courts, which, when they declare any religious allegiance, venerate Ul'Ul, the Vortex or Saren the Untamed, whichever offers the most revelry.

Urisk Racial Characteristics

Urisk player characters are defined by class levels—they do not possess racial Hit Dice. All urisk player characters possess the following racial characteristics.

- **+2 Dexterity, +2 Constitution, -4 Charisma:** You are nimble and hearty from life in their mountain-side homes, but are lonely, odd, and often reclusive.
- **Fey:** You are a humanoid of the feyborn subtype.
- **Medium:** You are a Medium creature and suffer no penalties or benefits due to size.
- **Speed:** You have a base land speed of 30 feet.
- **Low-light Vision:** You can see in areas of low-light without penalty.
- **Urisk Horns:** You boast a pair of horns and a pair of hooves instead of feet. You can gore with the horns as a primary attack doing 1d6 damage and full Strength bonus. Your hands are not as well-formed as a human's; You suffer a -1 racial penalty to attacks with manufactured weapons. You cannot wear shoes, hats, or helms, nor benefit from magical footwear or headgear.
- **Fey Resistance:** You have DR/cold iron, equal to half of their character level(minimum 1; maximum 5)
- **Firefriend:** You gain fire resistance 5.
- **Ghostfire Dancer:** You can use the spell faerie fire once a day as a spell-like ability.
- **Spirit of the Mountains:** You gain +4 on Stealth checks when in a mountainous or rocky setting.
- **Languages:** Urisk characters start playing speaking Common and Sylvan. Urisk characters with high intelligence can choose from the following list: Draconic, Dwarven, Giant, Gnoll, Gnomish, and Terran.



Urseloct (CR 13)

Huge magical beast (amphibious)
Init 15; **Senses** darkvision, blindsense 30 ft., keen scent; **Notice** 35

Defense

AC 20, flat-footed 18
(+1 Dex, +11 natural, -2 size)
HP 261 (18d10+162)
Fort +18, **Ref** +12, **Will** +9

Offense

Speed 30 ft.; swim 30 ft.
Melee bite +26 (2d8+9 plus bleed), 8 tentacles +24 (1d4+4 plus grab)
Space 15 ft.; **Reach** 10 ft. (tentacles 20 ft.)
Special Attacks bleed (1d6), constrict (tentacle, 1d4+4)

Statistics

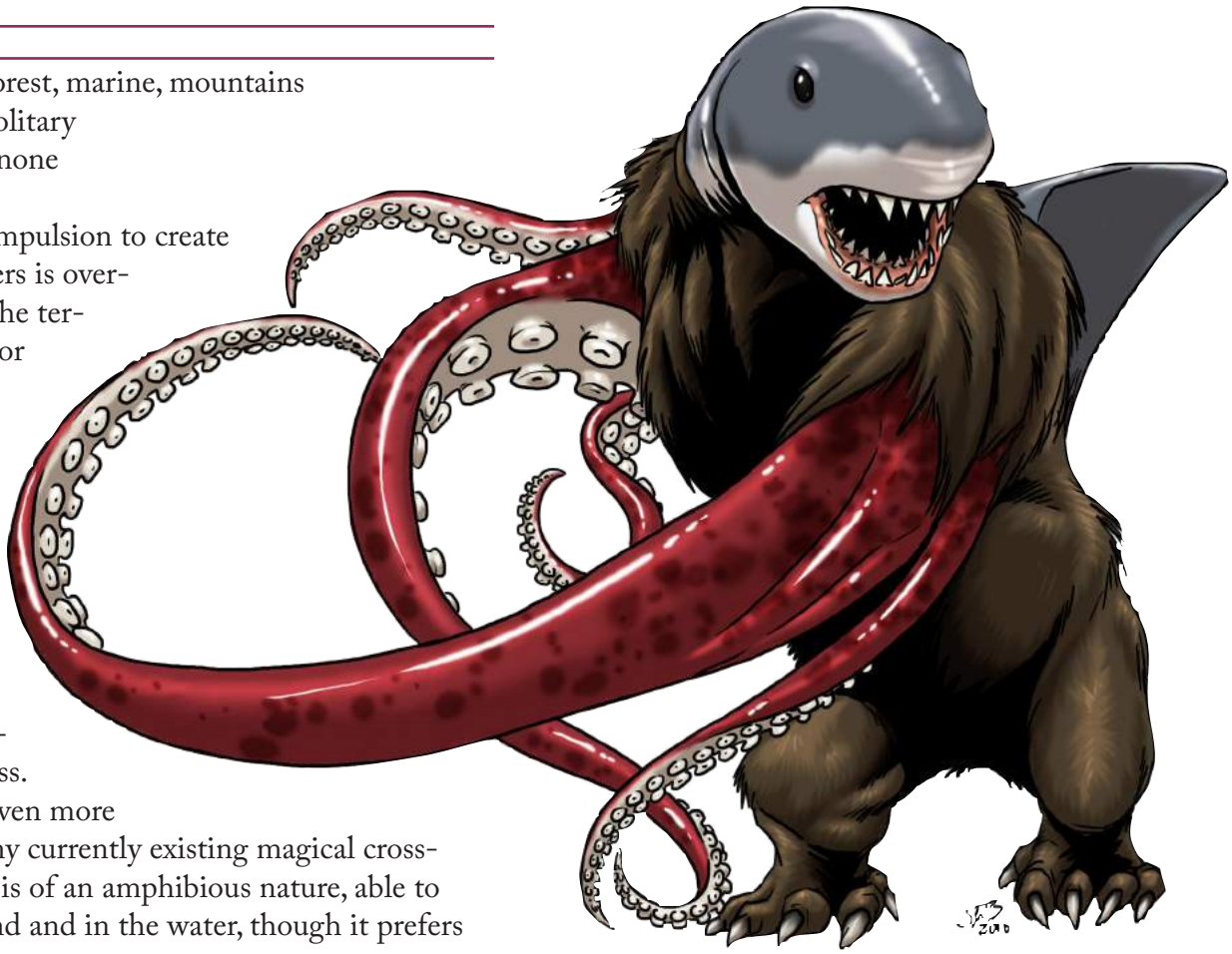
Str 28, **Dex** 12, **Con** 24, **Int** 2, **Wis** 12, **Cha** 6
BAB +19; **CMB** +30; **CMD** 41
Combat Maneuvers +4 grapple
Feats Combat Reflexes, Dazzling Display, Improved Initiative, Iron Will, Multiattack, Skill Focus (Perception, Stealth), Toughness, Weapon Focus (bite)
Skills Athletics +9, Perception +16, Stealth +8, Survival +22
SQ camouflage

Ecology

Environment forest, marine, mountains
Organization solitary
Treasure Value none

The wizardly compulsion to create chimeric monsters is overwhelming, and the terrifying urseloct, or bear-sharktopus (by seafaring and seaside communities that never wish to see one) is another step along the way of magical cross-breeding madness. The urseloct is even more deadly than many currently existing magical cross-breeds in that it is of an amphibious nature, able to exist both on land and in the water, though it prefers an aquatic existence. An urseloct typically establishes a territory 20 miles in diameter, a third of which is on land, ideally forested shoreline. This territory is established by urselocts that are free from wizard's laboratories, of course, though there seem to be enough of them in existence to freely breed, a horrifying proposition that takes place on land between the undistinguishable genders, resulting in 2 or 3 eggs being laid in a shallow pond inland. A bear-sharktopus is quite the status symbol for the up-an-coming wizard, and securing an egg would be a task well-rewarded, if one survived it. Thus, bear-sharktopi are sometimes found in moats and underground pools, though they have some odd habits, being combinations of mammal, fish, and cephalopod. They will sleep for about a month a year, after gorging themselves, though they never stop moving when awake.

No individual wizard has claimed creation of the bear-sharktopus, though it is likely that the mad sorcerers of Erkusaa brought the first ones into being, and they are found in profusion near forested islands near the Mist-Shrouded Isle, and the Maenad Islands. A few are found on the southern shores of the Last Kingdom.



Vaar's Raven (CR 1/2)

Small magical beast
Init 13; **Senses** darkvision; **Notice** 18

Defense

AC 14, touch 14, flat-footed 11
(+3 Dex, +1 size)
HP 7 (1d10+3)
Fort +5 Ref +5 Will +4

Offense

Speed 20 ft., fly 50 ft.
Melee bite +5 (1d4 plus betrayer's bite)
Spell-Like Abilities (CL 1st; caster check +1)
At will—anticipate peril, calling the flock home, doom (W-DC 11)

Statistics

Str 10, **Dex** 17, **Con** 16, **Int** 6, **Wis** 19, **Cha** 11
Base Atk +1; **CMB** +0; **CMD** 13
Feats Weapon Finesse
Skills Perception +8, Stealth +11
Languages Common
SQ camouflage

Ecology

Environment any
Organization solitary, pair, flock (3-12)
Treasure Value 1d6 gp in gems

Special Abilities

Betrayer's Bite (Su; Wis) Vaar's Ravens target victim's eyes when they attack, with a 50% chance of making such a hit. A successful hit wounds the target's eye, making him suffer -2 penalty to Perception checks and ranged attacks. A Vaar's raven will not make an eye attack on a target with a wounded eye. Also, a bite victim must make a DC 14 Will save or be afflicted with lesser confusion for 1d4 rounds. This attack is ineffective against creatures with no eyes, full helmets, goggles, or glasses. The penalties remain until the character heals the damage or is subjected to healing magic.

Vaar's Ravens are normal beasts chosen and altered by Nemyth Vaar, the Betrayer Be¬trayed, to be his eyes, voice, and compan¬ions (and watchdogs) over his faithful. Ravens are His favored animal, cunning and opportunistic, prone to selfish behaviour, and never forgetting a slight or harsh treatment. When a Nightmare Spirit (the deist spirit of Nemyth Vaar) roams the land it is typically accompanied by one or more Vaar's ravens with the advanced creature template.

Vaar's ravens are larger than common ravens, can speak harsh, repetitive common, bringing messages, threats, misinformation and mocking prophecy. One of the beasts' eyes are red and glittering., in emulation of their dread master. They can be found nearly anywhere, carrying out their masters' will, and sometimes dominate flocks of normal ravens, when not on a specific task (or shirking the duty of that task). They often accumulate hoards of small gems and shiny things, especially those red in color.



Wendigo Creature

Wendigo are troubled souls who descended in cannibalisms when lost in the wilderness. Ancient evil spirits empower their transformation. Wendigos are most often found in the desolate places of the world like the Northlands or the Wastes of Simoon. A wendigo that is truely contrite for their actions may be reverted to their original form via an atonement spell cast upon them during a consecrated hunt of the god Saren.

Appearance Changes

Wendigos look much like their original selves except more savage with sharpened claws and fangs and a bloodlust in their eyes.

Creating a Wendigo

"Wendigo" is a template that can be added to any humanoid creature that has eaten the flesh of another humanoid creature referred to hereafter as the "base creature". It uses all the base creature's statistics and special abilities except as noted below.

CR: +2

Type: The creature's type changes to monstrous humanoid. Do not recalculate skills or saves.

Senses: Gain darkvision and scent.

AC: The base creature's natural armor bonus is increased by +3.

HP: Recalculate increasing the Hit Die one step to a minimum of d10.

Immune: Wendigos are immune to cold.

Attacks: The wendigo gains two claw and bite attacks if it did not already possess them based on their size. If they already possess claws or a bite attack its damage is increased one size category.

Special Attacks: A wendigo retains all the special attacks of the base creature, and also gains the special attacks listed below.

Consume (Ex) When a wendigo scores a critical hit with its bite attack it tears a chunk of flesh off the creature and consumes it. The attack deals 2 points of bleed damage.

Abilities: +4 Str, +4 Con

Feats: Wendigo gain Iron Will as a bonus feat due to their single-mindedness. Any feats that specific a weapon are changed to claws or bite.

Sample Wendigo

This sample uses a halfling barbarian.

Halfling Wendigo (CR 11)

Female halfling barbarian 10
Small monstrous humanoid (hauflin)
Init 12; **Senses** darkvision, scent; **Notice** 26

Defense

AC 20, flat-footed 20; +3 vs. traps
(+4 armor, +2 Dex, +3 natural, +1 size); improved uncanny dodge
HP 163 (10d18+60)
Fort +11, **Ref** +5, **Will** +4; +2 vs. fear, +3 vs. traps
DR 2/—; **Immune** cold

Offense

Speed 30 ft., climb 20 ft.
Melee bite +15 (1d8+5/19-20 plus consume), 2 claws +16 (1d4+5)
Special Attacks low blow, rage (26 rounds; +2 melee, thrown, damage, +20 hp, -2 AC), rage powers (auspicious mark, bleeding blow, powerful stance, roused anger, swift foot)

Statistics

Str 21, **Dex** 14, **Con** 18, **Int** 11, **Wis** 13, **Cha** 10
Base Atk +10; **CMB** +14; **CMD** 26
Feats Improved Critical (bite), Improved Natural Attack (bite; 2nd claw), Iron Will[B], Rending Claws, Toughness, Weapon Focus (claws)
Skills Acrobatics +17, Knowledge (nature) +13, Perception +16, Survival +14
Languages Common, Halfling
SQ danger sense +3, keen senses, sure-footed, swift as shadows, weapon familiarity

Ecology

Environment arctic, forest, hills, mountains
Organization solitary
Treasure Value 990 gp plus +2 leather armor



Whalecroc (CR 17)

Colossal animal
Init 14; **Senses** see in blackness; **Notice** 41

Defense

AC 28, flat-footed 28
(+26 natural, -8 size)
HP 351 (26d8+234)
Fort +24, **Ref** +15, **Will** +10

Offense

Speed 30 ft., swim 60 ft.
Melee bite +29 (4d8+27/18-20 plus grab), 2 claws +29 (2d6+18/18-20)
Space 30 ft.; **Reach** 30 ft.
Special Attacks burst of speed (x4), death roll (4d8+27 plus trip), fast swallow, powerful blows (bite), swallow whole (4d8+18; AC 23; HP 35), trample (2d6+9; R-DC 41)

Statistics

Str 46, **Dex** 10, **Con** 28, **Int** 2, **Wis** 14, **Cha** 10
Base Atk +19; **CMB** +45; **CMD** 55 (67 vs. trip)
Combat Maneuvers +4 grab, overrun, sunder, trip
Feats Bleeding Critical, Cleave, Improved Critical, Improved Critical (bite, claws), Improved Initiative, Improved Sunder, Lunge, Power Attack, Rending Claws, Skill Focus (Athletics), Staggering Critical, Vital Strike
Skills Athletics +53, Perception +31
SQ camouflage, hold breath

Ecology

Environment marine
Organization solitary
Treasure Value 26d6 gp



The gigantic beast simplistically called a whalecroc by seafarers and shore-dwellers who chance to see one, may be one of the biggest non-dinosaurian reptiles in existence. A whalecroc, enormous though it is, closely resembles its normal-sized kin, except for the eight paddle-like flippers that it possesses, These massive clawed limbs, which enable it to travel quickly and far in deep aquatic environments, superficially resemble those of the giant cetaceans. These are not true flippers as its 'whale' descriptor would imply, such a name-adjective being applied mostly because of its size, which approximates that of adult sperm whales. These massive crocodilians measure up to 70 feet long, including the tail, with a claw-flipper-span nearly equal to that. They can tangle with most any denizen of the deep, being able to hold their breath for over 2 hours at a time. They prefer to hunt seals and small whales and keep the seas south of the Brown Coast relatively shark-free.

Little is known of its reproductive cycle or lairing behaviour, though they do come on land at certain times of year, possibly to lay eggs. These are dangerous times for coastal inhabitants, who keep track in a primitive fashion and call it "Time of the Bellowing Claw" after the horribly loud calls that a whalecroc makes doing whatever it does in the swampy shore-marshes. No one is quite willing to get close enough to find out.

Windrune (CR 4)

Medium outsider (air, elemental)
Init 19; **Senses** darkvision, mistsight; **Notice** 21

Defense

AC 19, flat-footed 14; **SR** 16
(+5 Dex, +4 natural)
HP 39 (6d10+6)
Fort +3, **Ref** +10, **Will** +7
DR 5/—; **Defensive Abilities** air mastery, elemental traits; **Immune** electricity

Offense

Speed fly 80 ft.
Melee 2 slam +11 (1d4+1 plus 2d4 electricity)
Ranged scouring gust +11/+6 (1d6)
Spell-Like Abilities (CL 6th; caster check +9)
At will—gust of wind (F-DC 15)
3/day—obscuring mist, summon monster III (air or elemental subtype only), wind wall
1/day—lightning bolt (R-DC 16)

Statistics

Str 12, **Dex** 21, **Con** 12, **Int** 16, **Wis** 15, **Cha** 16
Base Atk +6; **CMB** +7; **CMD** 22 (can't be tripped)
Feats Flyby Attack, Improved Initiative, Weapon Finesse
Skills Acrobatics +14, Deception +12, Escape Artist +14, Knowledge (nature) +12, Knowledge (planes) +12, Perception +11, Sense Motive +11, Stealth +14, Use Magic Device +12
Languages Aquan, Auran, Common

Ecology

Environment Realms Within (Atmosphaira)
Organization solitary or pair
Treasure Value 2,300 gp

Special Abilities

Control Air Elemental (Su) A windrune can, as a swift action, assume control of any Large or smaller monster with the air and elemental subtypes as though they were its summoner. The controlled monster may not have more than 12 Hit Dice.



The ephemeral windrune is a being completely of the air, literally unable to come into contact with the earth. Windrunes have innate powers of air control and summoning, able to generate electricity from the air and directing it at opponents who seek to keep it from places they wish to get to, or who wish to disturb their explorations.

Windrunes summon small elementals as playmates and servants, and will quickly take control of any enslaved air elementals (or mixed types as above) and use them against their summoners. Windrunes love magical treasure, partially because they prefer to travel light, and practice using interesting items at every opportunity.

Windrunes do not get along with djinni, probably envious of their social structure and camaraderie, and djinni generally believe that windrunes should just join the cause of the air elementals and forgo their wanderings.

The status of windrunes as anomalous elemental-kin was somewhat annoying to the Zendik Order in the days before The Calling, as there was no predicting their genesis or their willingness to serve. Some few became powerful strike force leaders, and some quickly joined the forces of the Deists during the War, fanatically following Ithreia, Nise and Veiloaria. Many today are solitary wanderers, pursuing lonely goals in the open spaces of the Patchwork Planet.

Worm, Madtockian

All madtockian worms share the following traits.
SQ camouflage

Special Abilities

Drag (Ex) If a lesser madtockian worm has grappled a creature that is too large to swallow it make a combat maneuver check on the next round to drag the creature underground. This movement does not trigger attacks of opponunity to either worm or held opponent.
Quick Strike (Ex) A lesser madtockian worm may make a charge attack from below ground a distance listed. Creatures who are not flat-footed will sense a tremor below them if their Notice is high enough and gain a +2 circumstance bonus to their AC for this attack. Madtockian worms (lesser, adult) deliever a bite with this attack, while greater madtockian worms are able to bite and gore with this charge action.
Soft Burrow (Ex) Madtockian worms can only burrow through sand, dirt, and soft sedimentary rocks.

Ecology

Environment desert
Organization solitary or pair
Treasure Value none

Worm, Lesser Madtockian (CR 6)

Large vermin
Init 11; **Senses** darkvision, tremorsense 120 ft.; **Notice** 10

Defense

AC 16, flat-footed 10
(+1 Dex, +6 natural, -1 size)
HP 115 (10d8+70)
Fort +14, **Ref** +4, **Will** +3
Immune emotion, mind
Vulnerable sonic

Offense

Speed 20 ft., burrow 20 ft.; soft burrow
Melee bite +12/+7 (1d8+9 plus grab or drag)
Space 10 ft.; **Reach** 5 ft.
Special Attacks drag (bite, 10 ft.), quick strike (120 ft.; Notice 16), swallow whole (2d6 acid, AC 13, HP 11)

Statistics

Str 22, **Dex** 12, **Con** 24, **Int** —, **Wis** 10, **Cha** 3
Base Atk +7; **CMB** +14; **CMD** 25 (can't be tripped)
Combat Maneuvers +4 drag, grapple

Worm, Adult Madtockian (CR 12)

Huge vermin
Init 10; **Senses** darkvision, tremorsense 150 ft.; **Notice** 12

Defense

AC 23, touch 8
(+15 natural, -2 size)
HP 202 (15d8+135)
Fort +18, **Ref** +5, **Will** +7
Immune emotion, mind; **Resist** fire 5
Vulnerable sonic

Offense

Speed 30 ft., burrow 30 ft.; soft burrow
Melee bite +21 (2d6+15 plus grab or drag), 2 tentacles +16 (1d8+5 plug grab)
Space 15 ft.; **Reach** 10 ft. (20 ft. tentacles)
Special Attacks drag (bite, 20 ft.) fast swallow, powerful blows (bite), quick strike (180 ft.; Notice 22), wallow whole (2d6 slashing and 4d6 acid, AC 17, HP 20)

Statistics

Str 30, **Dex** 10, **Con** 28, **Int** —, **Wis** 14, **Cha** 5
Base Atk +11; **CMB** +23; **CMD** 33 (can't be tripped)
Combat Maneuvers +4 grapple, drag

Worm, Greater Madtockian (CR 18)

Gargantuan vermin
Init 9; **Senses** darkvision, tremorsense 180 ft.; **Notice** 9

Defense

AC 31, touch 5
(-1 Dex, +25 natural -4 size)
HP 372 (24d8+264)
Fort +25, **Ref** +7, **Will** +10
Immune emotion, mind
Vulnerable sonic

Offense

Speed 40 ft., burrow 40 ft.; soft burrow
Melee bite +28 (4d6+28 plus grab or drag), gore +28 (2d6+14), 4 tentacles +23 (2d6+7 plus grab)
Special Attacks breath weapon (120 ft. line; 8d6 acid; Ref DC 23 for half, 12/day), drag (bite, 30 ft.) fast swallow, powerful blows (bite), quick strike (240 ft.; Notice 28), swallow whole (4d6 slashing and 8d6 acid, AC 22, HP 37)

Statistics

Str 38, **Dex** 8, **Con** 32, **Int** —, **Wis** 14, **Cha** 7
Base Atk +18; **CMB** +36; **CMD** 45 (can't be tripped)
Combat Maneuvers +4 grapple, drag

Special Abilities

Breath Weapon (Ex; Con; acid) A greater madtockian worm can exhale a line of acid at its prey every four rounds. This is usually done to soften its food. If it has swallowed a living creature, it cannot use this breath

weapon without ejecting its meal a well.

Lesser madtockian worms are seen throughout the Southern deserts of Porphyra. Merchant caravans in the Wastes of Simoon are cautioned to travel with an irregular rhythm to not attract the worms. Zendiqi youth often hunt madtockian worms as they come of age to show that they fear nothing the desert has to offer. Zendiqi warriors will often wear armor made from the skin of the madtockian worms. This armor is very flexible and sheds the desert heat easily.

Faster moving and larger of threat to caravans are the adult madtockian worms. These larger vermin are able to swallow camels and mawgriffs whole or grab them and drag them under the sand to suffocate and devour them more slowly. Somewhat more cunning adult worms will sometimes probe surface prey with their tentacles before launching a quick attack against them. Still lacking any formal intelligence the worms can be distracted by large seismic motions within the range of their tremorsense.

Greater madtockian worms are extremely rare creatures. They tend to be territorial and only hunt in a well-defined region provided there is ample food. Zendiqi dustdancers are known to name these ancient worms and will sometimes leave offerings for them within their hunting territory. It is said that when the zendiqi people have lost all hope, a dustwalker from the Sea of Glass will lead the people anew against the deists of the north, while riding upon a great madtockian worm. Many zendiqi view these tales as childish faerie tales, but in hushed whispers some still believe in the Wormrider.



Xeberrack (CR 19)

Large aberration

Init 18; **Senses** darkvision, true seeing; **Notice** 11

Defense

AC 33, flat-footed 29
(+4 Dex, +20 natural, -1 size)
HP 315 (30d8+180); **fast healing** 10
Fort +14, **Ref** +14, **Will** +18
DR 15/blood crystal; **Defensive Abilities** all-around vision; **Immune** elemental damage, magic, poison, precision damage

Offense

Speed 40 ft.
Melee 2 claws +32 (2d8+11/17-20 plus banish), bite +32 (4d6+11/17-20 plus banish)
Space 10 ft.; **Reach** 5 ft. (10 ft. with claws)
Special Attacks attacks (porphyrite), banish (W-DC 28), close with enemies
Spell-Like Abilities (CL 30th; caster check +33)
Constrant—true seeing
At will—contagious flame

Statistics

Str 32, **Dex** 18, **Con** 19, **Int** 10, **Wis** 13, **Cha** 17
Base Atk +22; **CMB** +34; **CMD** 48
Feats Bleeding Critical, Cleave, Critical Focus, Dreadful Carnage, Eldritch Claws, Improved Critical (claws, bite), Lunge, Improved Initiative, Power Attack, Rending Claws, Staggering Critical, Step Up, Toughness, Vital Strike
Skills Athletics +44, Escape Artist +37, Intimidate +44, Survival +34
SQ porphyrite disruption
Languages Common, Old Porphyran

Ecology

Environment hills, plains, porphyrite fields
Organization solitary
Treasure Value 53,000 gp

Special Abilities

Banish (Su; Cha) Outsiders and other creatures with the extraplanar subtype must make a Will save or be sent back to their home plane. Creatures with the planar subtype must save or be stunned for 1d6 rounds.
Close With Enemies (Ex) If a xeberrack downs a foe and does not have any other opponents within its reach, it may as a swift action move up to 40 ft. to place a new creature within its reach. This movement does not provoke attacks of opportunity.
Porphyrite Disruption (Su) Xeberracks consume so much porphyrite that it essentially permeates their entire being. They natural attacks count as porphyrite and they can pass through any porphyrite barrier. When passing through a porphyrite barrier they disrupt it for 100 ft. in all directions for 1 hour.



The phenomenon of the porphyrite mineral and barriers, or 'godswalls' created strange problems and even stranger opportunities for both mortals and god-beings. As the desperate Zendik Order, representing the Elementalist cause created apocalyptic beings such as the techtonic terror, so did a select few god-beings. The doom-god Yog Muan, near-mindless Gomm-Thog, and desperate Balakor combined forces to create an engine of destruction particularly suited to the new environment. With the implicit help Shankhil the Eternal, this cabal created the aberrant monstrosity, the xebarrack. Xebarrack are not huge world-destroyers but are engineered to destroy elementals and their supporters. They feed on the porphyrite mineral and have an innate need to vent their powers on beings not native to Porphyra, serving the Deists' purpose. The fact that xebarrack were too powerful to effectively control was a definite setback that did not allow them to decisively end the elementalist resistance. Having no clear place in the present ecology, xebarrack roam porphyrite fields and borders, unsure of their purpose and often lashing out at all that they perceive, maddened by the magical material that sustains them.

Yaramayahu (CR 6)

Small undead

Init 14 ; **Senses** lifesense; **Notice** 25

Defense

AC 22, flat-footed 16
(+4 Dex, +1 dodge, +6 natural, +1 size)
HP 75 (8d8+40)
Fort +5, **Ref** +6, **Will** +7; +2 channel
DR 5/magic and cold iron; **Immune** undead traits;
Resist cold 10, electricity 10

Offense

Speed 30 ft.; spider climb
Melee 2 slams +9 (1d4+2 plus blood drain plus grab), bite +9 (1d4+2 plus shrinking bite)
Special Attacks blood drain (1d4 Constitution), swallow whole (2d4+4 bludgeoning, AC 13, 6 HP)

Statistics

Str 14, **Dex** 18, **Con** —, **Int** 8, **Wis** 12, **Cha** 16
Base Atk +6; **CMB** +7; **CMD** 21
Combat Maneuvers +4 grapple
Feats Dodge, Skill Focus (Perception, Stealth), Toughness
Skills Escape Artist +12, Perception +15, Stealth +22
Languages Abyssal, Common
SQ spider climb, enlarged swallowing, regurgitate spawn

Ecology

Environment forest
Organization solitary
Treasure Value 2,000 gp

Special Abilities

Enlarged Swallowing (Ex) The yaramayahu has a grossly enlarged head and can swallow a creature the same size as it is, and does twice the normal damage to swallowed creatures. A victim of this swallowing develops red skin that fades only after a month, and permanently loses 1' of height, should he survive.
Regurgitate Spawn (Su) A humanoid who dies from being swallowed by the yaramayahu will be regurgitated by the undead, after a resting period of 8 hours, and become another of that kind, seeking a grove of trees further from its 'parent' yaramayahu.
Shrinking Bite (Su; Cha) Any humanoid bitten by the yaramayahu's bite must make a DC 17 Fortitude save or be affected as by a reduce person spell, cast at the 8th level of ability.



The bizarre breed of undead known in an ancient dialect as yaramayahu, or "red swallower" exclusively inhabits trees, rarely coming down to the ground below. When an unsuspecting humanoid passes beneath the branches inhabited by a yaramayahu, the scrawny, man-like being quickly comes upon it and sucks it nearly dry of blood with its octopus-like tentacle fingers, weakening it to the point where it easily shrink and swallow it whole.

Yaramayahu do not seem to serve any ecological purpose, and no dark religion claims their allegiance—local people in their territory see them as a warning to avoid laziness and to always be watchful.

It is postulated that yaramayahu came into being during the Red Night of Ghadab, but stories of their strange predations predate The Calling by some centuries. Most dangerous when they haunt oases and forests that flank deserts, they have become more and more common in the Scrublands of the western Great Green, a steady plague on the frontier there.

Zhu Ru (CR 1)

Small fey
Init 8; **Senses** low-light vision; Notice 17

Defense

AC 9, flat-footed 9
(-2 Dex, +1 size)
HP 25 (3d6+15)
Fort +1, **Ref** +1, **Will** +4
Weakness linguistic clarity

Offense

Speed 20 ft.
Melee dagger +4 (1d3-1/19-20)
Ranged dagger +3 (1d3-1/19-20)
Special Attacks spell summoning
Spell-Like Abilities (CL 3rd; caster check +6)
Constant—mage hand, tongues,unseen servant

Statistics

Str 9, **Dex** 7, **Con** 10, **Int** 20, **Wis** 13, **Cha** 16
Base Atk +1; **CMB** +2; **CMD** 10
Feats Skill Focus (Sense Motive), Toughness
Skills Deception +9, Diplomacy +9, Handle Animals +9, Linguistics +8, Knowledge (geography) +11, Knowledge (history) +11, Profession (historian) +7, Sense Motive +10, Scrutiny +11, Spellcraft +11, Use Magic Device +9
Languages Sylvan, up to 8 others
SQ grace, immortal

Ecology

Environment urban
Organization solitary or research team (2-5)
Treasure Value none

Special Abilities

Channel Knowledge (Ex) Three times per day in a ritual that takes 3 rounds, a zhu ru can consult with records of Taelenor, the Eternal City. The zhu makes an Intelligence check (DC 20) and if successful he gains access to one skill he does not currently possess with 10 skill ranks plus his ability modifier. If the check is a natural one, the zhu ru suffers 1d6 points of Int damage instead and if it is a natural 20 he gains 15 skill ranks plus his ability modifiers.
Linguistic Clarity (Ex) If a zhu ru is within 30 ft. of a creature who is speaking in a nonsensical way (such as casting spells backward, an oracle speaking in tongues, or being near a gibbering mouther), he suffers a -5 penalty all d20 checks and rolls. He must also make a Fortitude save (DC 15) or suffer 1d4 points of nonlethal damage per round.
Spell Summoning (Su) Once per day as a free action, the zhu ru can consult with Taelenor the Eternal City to produce a single wizard spell effect with a caster level of 20. This spell must not have an expensive material component nor can it be used to harm another living creature.

Zhu ru are curious little fey who explore all corners of the world to record the history of every living thing on every known and unknown world. Working alone on in small reserach teams zhu ru are often mistaken for library gnomes. They are friendly and willing to help anyone who seeks knowledge.

In the time of the Elemental Lords, zhu ru suffered much persecution at the hands of zendiqi adherents of the four. Much of the Elemental Lord's faith and service fell within an oral tradition and the zhu ru's blasphemous attempts to record it in journals, ledgers, and folios led to their persecution. Since the NewGods War, zhu ru have been able to record some of the Elemental Lord's teaching with the assistance of followers of the New Way.



Zicree

The zicree are an alien race of totalitarian extraterrestrial conquerors that seek to wipe out the native populations of worlds that they conquer and reshape them into their preferred ecosystem. Totally alien in appearance and behaviour, the zicree have little or no regard for non-spacefaring races, to the point of having difficulty understanding that beings that are not technologically advanced are sentient. Spatial neighbors of the Xenarthan and Femanx races, they were allies (at the time) with the Xenarthan race in attempting to eradicate the Femanx and their works, as possible threats or impediments to their works.

Zicree biology is as alien and bizarre as they are. Observer-type mentoid zicree reproduce by fission when exposed to energy gathered by lesser forms; these spawn are drone zicree, the simplest and weakest form of the race. Drone zicree that survive for a year in the field mature sufficiently to metamorphose into electrode zicree, which command and heal the drones. If sufficient conquests are made and higher forms are needed to coordinate maneuvers, the electroid commander breed will fight in duels to the death, whereupon the loser will be consumed by the winner, who evolves painfully into the palindroid zicree, who act as generals in large campaigns. Mentoid zicree will split in two to make more of their particular breed if commanded by more highly evolved types.

The rarer higher types have more complicated origins; subterranoid, decimator and zicriformer breeds serve specific roles in zicree conquering campaigns, and are genetically manufactured from mentoid breeding stock by teams of palindroid and mentoid science teams into living weapons to establish zicree domination in a region. At the top of this hierarchy is the super-intelligent megamind zicree, the racial force behind the races' actions. There is, as far as can be determined, a finite number of these awesome beings, who have molded their own genetic material into a star-spanning race but cannot reproduce themselves, though they are essentially immortal.

Zicree Subtype: The zicree are a race of extraterrestrial conquerers that seek to wipe out the native populations of whole planets and remake them in the image of their own preferred ecosystem. They have the following traits unless otherwise noted:

- **Alien Scream (Su; sonic; Con):** As a standard action, a zicree can target a living being within 30 ft. and unleash a neuro-scrambling attack. The target is shaken for a number of rounds equal to the zicree's Hit Dice unless they make a Fortitude saving throw. Once a being has made its saving throw against a specific zicree's alien scream, it cannot be affected by the zicree for 24 hours.
- **Extraterrestrial:** Zircee suffer -2 to saving throws vs. disease because of their alien physiology.
- **Fibroid Construction (Ex):** All zicree can secrete internal fiber strands to assemble buildings, barricades, tools, and even spacecraft with which to travel. Each zicree can secrete fibroid to make one 10 ft. by 10 ft, panel per day per hit dice. More information about this ability is given in the entries.
- **Collective Mind:** All zicree gain +1 to initiative and Will saves for every other zicree within 30 ft, to a maximum equal to their own hit dice. The death of a member of a hive mind makes every other member of the hive mind within 30 ft. shaken for 1 round. This also functions as racial telepathy with other zicree within 60 ft.
- **Resistance:** cold 5, electricity 5
- **Psionics:** All zicree have psi-like abilities to one degree or another, and can detect psionics at will. All zicree are automatically assumed to be part of a psionic collective where that is necessary or possible for a psi-like power.
- **Language:** As well as having racial telepathy 100 ft., and except where otherwise noted, zicree speak their racial language Krizlor, Femanx and Xenarch.

Purple Duck Note: Zicree are known to manufacture some soldiers using complex and bizarre science! These creatures are located in the Zicree section but do not carry the zicree subtype. Zicree creations tend to be magical beasts, while true zicree are aberrations. This is an intentional design choice.

Zicree, Decimator (CR 16)

Gargantuan magical beast (psionic)
Init 14; **Senses** darkvision; **Notice** 37

Defense

AC 31, flat-footed 26
(+4 Dex, +1 dodge, +20 natural, -4 size)
HP 325 (21d10+210)
Fort +20, **Ref** +16, **Will** +13
DR 10/magic; **Defensive Abilities** all-around vision
Immune poison; **Resist** acid 10, cold 10, electric 10, fire10, radiant 10, sonic 10

Offense

Speed fly 40 ft.
Melee bite +27 (4d8+10/17-20), 6 tentacle slaps +27 (2d8+10)
Ranged 6 tentacle blasts +21 touch (4d6 acid, cold, electricity, fire, radiant, sonic; R-DC 32 for half)
Space 20 ft.; **Reach** 20 ft.
Special Attacks scrambling scream (W-DC 25)
Psi-Like Abilities (ML 21st; manifester check +23)
At-will—entangling debris (R-DC 23), fear cascade (W-DC 23)

Statistics

Str 30, **Dex** 19, **Con** 26, **Int** 15, **Wis** 18, **Cha** 15
Base Atk +21; **CMB** +38; **CMD** 53 (cannot be tripped)
Feats Ability Focus (tentacle blasts), Dodge, Improved Critical (bite), Iron Will, Multiattack, Point-Blank Shot, Power Attack, Precise Shot, Shot On The Run, Snatch, Toughness
Skills Acrobatics +28, Knowledge (planes) +23, Perception +27, Survival +24
Languages Femanx, Krizlor, Xenarch

Ecology

Environment any
Organization solitary
Treasure Value none

Special Abilities

Scrambling Scream (Ex; sonic; Cha) In any round that the zicree decimator is not speaking, the decimator can emit a reality-altering cacophony in a 40-ft. radius that affects the mind to create a confusion effect (W-DC 22 to resist) each round. This effect also effects technological gear, imposing a 50% malfunction chance each round that a technological items has an attempted use. A DC 25 Knowledge (engineering) check can be attempted to make the item work on a round where it malfunctions.
Tentacle Blasters (Ex; all energy types; Con) The six constantly moving tentacles of a decimator can fire line-shaped blasts of energy 30 feet, each tentacle firing a different kind of energy, and attack with a tentacle slap in the same round. A tentacle can be attacked individually, having an AC of 30 and 40 hit points. Once a tentacle takes this damage, it can no longer attack or fire, but this damage does not count against the decimator's total hit points.

The zicree battle-beast proudly code-named decimator is grown by the zicree in an unfathomable laboratory at the behest of those otherworldly conquerors, for the beast is as a one-being attack force to soften up a nation or planet's defenses before moving in with more conventional military might. More than one at a time has never been seen, and though the things seem to be wholly biological in nature, they do not seem to be part of the natural order. A decimator, once released to do what its creators or keepers wish it to do, will seek out the most dangerous target within its sensory range to destroy, and lacking a rival, will destroy beings that are capable of combat- using its psionic powers to slow down those that try to run away or approach it threateningly. A decimator will not normally attack structures such as buildings or internal walls, so it will allow itself to be kept in a chamber and will not destroy a town that has been abandoned, unless specifically ordered to do so. A decimator without masters would simply scour the countryside of mobile life, eating as it pleases, until something big or powerful enough came along to destroy it; it does not lair or gather treasure.

Though decimators are intelligent, and can converse, they see, to derive gratification only from the destruction of sentient life, especially that which provides some challenge to their martial abilities. When not emitting their trademark discordant noise, they shout threats of annihilation, urging those it has been set against to flee, only so that it can test itself in running them down and destroying them.

Presences of zicree decimators on Porphyra are due to the efforts of the zicree-xenarthan alliance who grow the "battle-beasts" in off-world laboratories for the purpose of subjugating possible target worlds. When released near the forces of a nation or region, a battalion of infantry types will follow with conventional troops, carefully observing how the attacked peoples respond to the zicree and their level of strength in dealing with such a menace.



Zicree, Drone (CR 2)

Medium aberration (aquatic, psionic, zicree)
Init 12; **Senses** darkvision; **Notice** 19

Defense

AC 17, flat-footed 16
(+2 Dex, +5 natural)
HP 16 (3d8+3)
Fort +2, **Ref** +3, **Will** +3; -2 save vs. disease
Defensive Abilities collective mind; **Resist** cold 5, electricity 5

Offense

Speed 30 ft. swim 30 ft.
Melee mwk spear +6 (1d8+3) or slam +5 (1d4+2)
Ranged mwk spear +6 (1d8+2)
Special Attacks alien scream (W-DC 12)
Psi-Like Abilities (ML 2nd; manifester check +3)
At-will—detect psionics
1/day—energy ray (electricity), vim

Statistics

Str 14, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 12
Base Atk +2; **CMB** +4; **CMD** 16 (can't be tripped)
Feats Skill Focus (Perception), Weapon Focus (spear)
Skills Perception +9, Profession (combat engineer) +3, Survival +6
Languages Femanx, Krizlor, Xenarch; racial telepathy 100 ft.
SQ amphibious, fibroid construction

Ecology

Environment void
Organization pair, squad (3-10), platoon (6-12 plus electroid zicree), company 13-20 plus 2 electroid plus 1 mentoid), battalion (21-30 plus 3 electroid plus 2 mentoids plus 1 palindroid)
Treasure Value (NPC gear; mwk spear)

Drone zicree are the lowest rank of that alien breed of planetary conquerors, foot soldiers in their intergalactic campaign of dominance and eradication. They are all genderless clones that obey the commands of their electroid leaders and have little self-direction, though if their leaders are slain they will expend their lives attempting to destroy their leader's killer. They are easy enough to produce by their mentoid genitors that they can be armed with fibroid weapons and be sent against defenders without resource loss to the zicree effort. Drones will eat any organic material but are directed by their leaders to focus on vegetable material, both to aid in fibroid generation and avoid contamination by local diseases. Drones are equally comfortable on land and in water, and ignore most climate conditions they are exposed to, designed as they are to conquer a myriad of planets. Their hive mind ensures that what one member of a local formation knows, all others quickly do when they get close enough to share their information.

Drone zicree are part of the Xenarthan-zicree alliance to wipe out the last remnants of the Femanx of the nascent Advent Imperiax established on Porphyra. So far the zicree have been content to limit their presence to probing reconnaissance by small groups of drones, but it is likely that their leaders will soon follow.

Veteran Drones

Drones that survive a year in full combat theatres accumulate knowledge and protein enough that they are stronger and survive longer, in preparation to metamorphose into electroid zicree commanders. They have the advanced simple template.



Zicree, Electroid (CR 4)

Medium aberration (psionic, zicree)
Init 16; **Senses** darkvision; **Notice** 19

Defense

AC 18, flat-footed 16
(+2 Dex, +6 natural)
HP 42 (5d8+20)
Fort +3, **Ref** +3, **Will** +5; -2 save vs. disease
Defensive Abilities collective mind; **Immune** electricity; **Resist** cold 5

Offense

Speed 30 ft.
Melee 4 claws +7 (1d4+2+1d6 electricity)
Ranged electric blast +5 (30 ft., 3d6 electricity, R-DC 15)
Special Attacks alien scream (W-DC 15), electric volley (120 ft., 5d6 electricity 10 ft. radius, R-DC 14 negates)
Psi-Like Abilities (ML 5th; manifester check +8)
At-will—detect psionics
1/day—battlesense, body adjustment, coordinate as one

Statistics

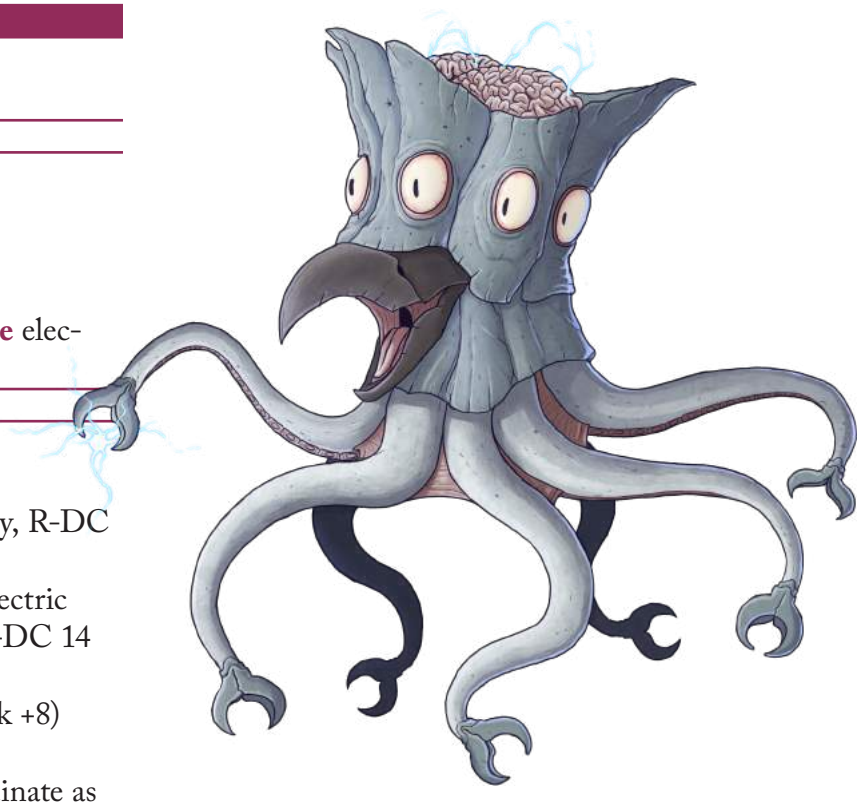
Str 17, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 16
Base Atk +3; **CMB** +6; **CMD** 18 (can't be tripped)
Feats Improved Initiative, Toughness, Weapon Focus (claw)
Skills Athletics +11, Intimidate +11, Knowledge (engineering) +9, Perception +9, Profession (combat engineer) +6
Languages Femanx, Krizlor, Xenarch; racial telepathy 100 ft.
SQ fibroid construction, repair drone

Ecology

Environment void
Organization solitary, platoon (1 plus 6-12 drone zicree), company (2 plus 1 mentoid zicree plus 13-20 drones), battalion (3 plus 2 mentoids plus 21-30 drones)
Treasure Value none

Special Abilities

Electric Blast (Su; electricity; Con) An electroid zicree can use its ranged attack to fire an electric blast at a target at least ten feet away. It gains +3 to the attack roll if the target is wearing metal armor or carrying a non-light metal weapon.
Electric Volley (Su; electricity; Con) By forgoing melee attacks, an electroid zicree can become living artillery, firing an massive energy bolt at a 10 ft. radius area within 120 ft. even over walls and obstacles as an indirect attack (granting a +2 bonus to the saving throw).
Repair Drone (Ex) An electroid can extend the lives of his drone soldiers by applying an electric charge to them, healing them for 1d6 damage upon touching a drone zicree.



Zicree electroids are the commanders of the front-line drone zicree troops, and act as living artillery in actions not achievable by simple martial force. Electroids coordinate the missions and attacks of the drones, and have the power of life and death over them, with their electro-healing drone repair. Their frighteningly constant electric power is derived from static electricity in the air, which also supports the electroid, which needs no nourishment when on an atmospheric planet. Electroids also oversee the building of necessary zicree structures when in the field, and answer only to palindroids in military matters.

Encounters with single electroids in remote regions of Porphyra are likely due to a catastrophic drone kill-off by native predators who brook no trespassing, or a rare solo reconnaissance mission. Either are usually dismissed as some summoning ritual gone wrong, accessing some weird elemental dimension.

Zicree, Megamind (CR 18)

Colossal aberration (psionic, zicree)
Init 15; **Senses** blindsight 30 ft., darkvision; **Notice** 47
Aura frightful presence (150 ft., W-DC 29)

Defense

AC 30, flat-footed 29; **PR** 29
(+1 Dex, +27 natural, –8 size)
HP 362 (25d8+250); **regeneration** 10 (geranite, porphyrite)
Fort +18, **Ref** +11, **Will** +25; +8 vs. divination and mind, -2 save vs. disease
Defensive Abilities all-around vision, collective mind, immortality, overwhelming mind; **Immune** cold, electricity, poison

Offense

Speed 40 ft., fly 60 ft.
Melee bite +20 (4d6+10/17-20), 6 tentacles +20 (2d8+10/17–20 plus grab)
Space 30 ft.; **Reach** 30 ft.
Special Attacks constrict (2d8+10), overwhelming mind
Psi-like Abilities (ML 25th; manifester check +25)
Constant—detect psionics
3/day—correspond, fold space, fuse flesh (F-DC 30), planar travel, psychic crush (W-DC 30), remote view trap
1/day—assimilate (F-DC 30), greater psychoport, matter manipulation, ultrablast (W-DC 24)

Statistics

Str 30, **Dex** 13, **Con** 30, **Int** 32, **Wis** 29, **Cha** 24
Base Atk +18; **CMB** +36; **CMD** 47 (can't be tripped)
Combat Manuevers +4 awesome blow, bull rush, grapple
Feats Awesome Blow, Critical Focus, Deafening Critical, Improved Critical (bite, tentacle), Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Staggering Critical, Vital Strike
Skills Acrobatics +29, Athletics +38, Escape Artist +29, Intimidate +35, Knowledge (arcanam dungeoneering, geography, history, nature, planes, psionics) +39, Perception +37, Scrutiny +36, Sense Motive +37, Spellcraft +39; **Racial Modifiers** all Knowledge skills are class skills.
Languages Aklo, Femanx, Krizlor, Xenarch; racial telepathy 300 ft.
SQ fibroid construction, immortal, limited starflight, no breath, zicree creator

Ecology

Environment void
Organization solitary, invasion force (1 plus 2 decimator plus 3 zicriformers plus 4 subterranoids plus 5 palindroids plus 7 mentoids plus 12 electroids plus 70-140 drones)
Treasure Value 41,000 gp (technology, psionic items)

Special Abilities

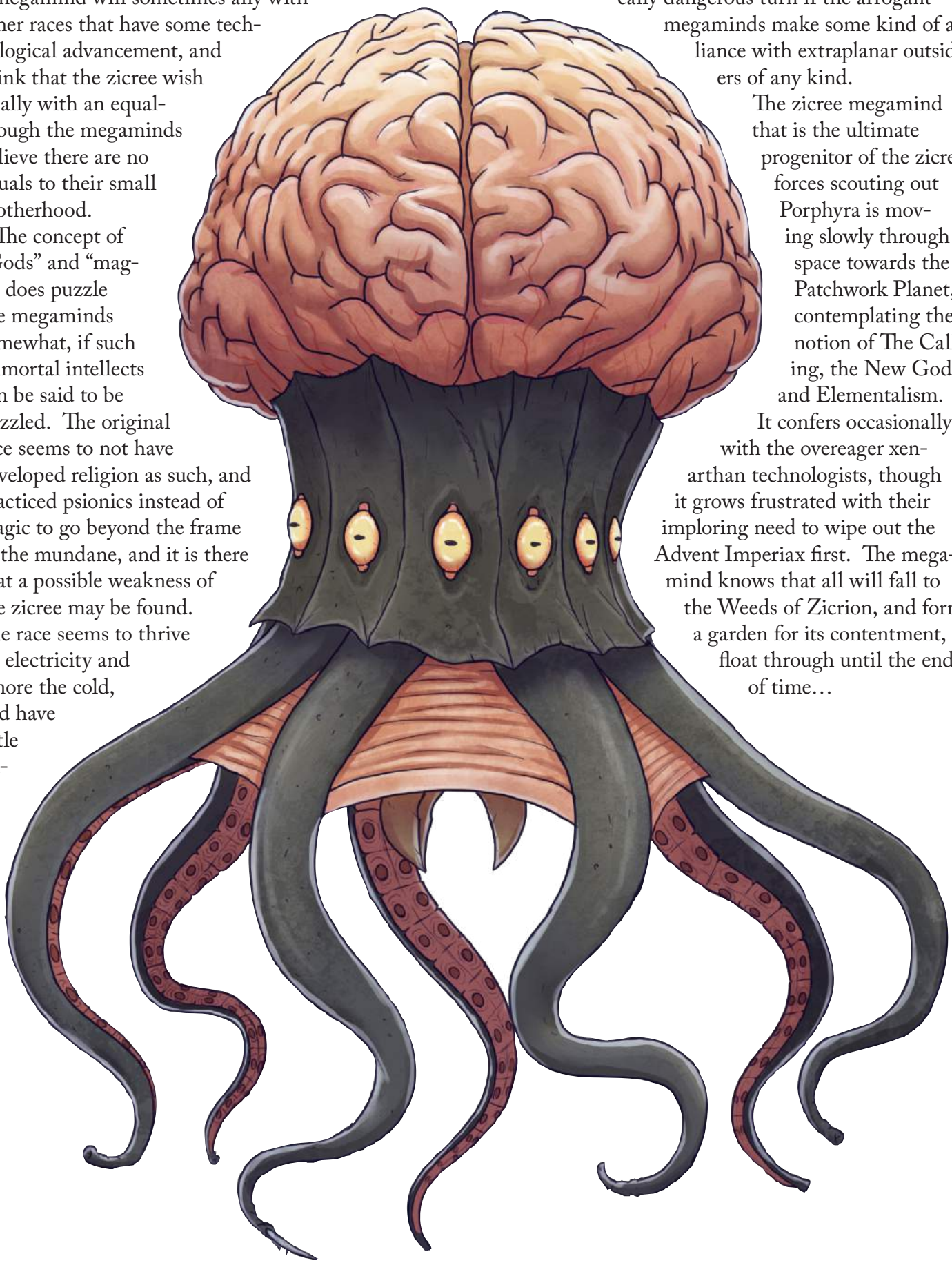
Zicree Creator (Ex) A zicree megamind can excrete a zicree drone as a full-round action; all zicree obey zicree megaminds implicitly.
Limited Starflight (Ex) A zicree megamind can survive in the void of outer space, and its tentacles allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight, a zicree megamind's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its immortality and patience to complete the journey. When speed is required, it instead uses its fold space ability to make the journey quickly.
Overwhelming Mind (Ex; mind; Cha) A zicree megamind's mind is overwhelming in its power and alien structure. The first time a creature other than an aberration makes mental contact with a zicree megamind, it must succeed at a DC 29 Will save or be stunned for 1d4 rounds. On a successful save, the creature is merely staggered for 1 round. Once a creature is exposed to a specific zicree megamind's overwhelming mind, it is immune to this effect from all zicree megaminds for 24 hours.

Dwelling in the farthest reaches of the Dark Tapestry, on planets glistening with strange growths, and within cyclopean structures more ancient than the most primitive crawling life on nearer worlds are the zicree megaminds. There are likely no more than seven of these immortal progenitors of the zicree empire, last of their unimaginably ancient race, as they have seen fit that there are no competitors other than each other in their ultimate goal of turning the universe into their familiar, alien yard. Intelligent beyond reckoning, zicree megaminds are equally at home floating in the depths of space, or roaming the alien, verdant fields of the zicriformed worlds that its "children" have made for them. They do not often have a chance to confront or even see the eliminated natives that have displaced by their works, but on occasion will visit a planet that is "slow" to be zicriformed, to lend a tentacle or seven to the effort. Megaminds also have tasks unknown to the races oppressed by their aberrant troops, creatures

and forces in the depths of outer space that would delay or supplant their works, and it is known that a megamind will sometimes ally with other races that have some technological advancement, and think that the zicree wish to ally with an equal- though the megaminds believe there are no equals to their small brotherhood.

The concept of "Gods" and "magic" does puzzle the megaminds somewhat, if such immortal intellects can be said to be puzzled. The original race seems to not have developed religion as such, and practiced psionics instead of magic to go beyond the frame of the mundane, and it is there that a possible weakness of the zicree may be found. The race seems to thrive on electricity and ignore the cold, and have little understanding of outsiders (though the megaminds are learning all the time) and it may be an apocalyptically dangerous turn if the arrogant megaminds make some kind of alliance with extraplanar outsiders of any kind.

The zicree megamind that is the ultimate progenitor of the zicree forces scouting out Porphyra is moving slowly through space towards the Patchwork Planet, contemplating the notion of The Calling, the New Gods and Elementalism. It confers occasionally with the overeager xenarthan technologists, though it grows frustrated with their imploring need to wipe out the Advent Imperiax first. The megamind knows that all will fall to the Weeds of Zicrion, and form a garden for its contentment, to float through until the end of time…



Zicree, Mentoid (CR 7)

Large aberration (psionic, zicree)
Init 10; **Senses** darkvision; Notice 24

Defense

AC 20, flat-footed 15; **PR** 17
(+3 deflection, +2 Dex, +6 natural, -1 size)
HP 67 (9d8+27)
Fort +6, **Ref** +5, **Will** +10; -2 save vs. disease
Defensive Abilities collective mind, haze of mind;
Resist cold 5, electricity 5

Offense

Speed 20 ft.
Melee bite +6 (1d6+1 plus 1d2 Dex), 2 tentacles +1 (1d6 plus 1d2 Dex)
Special Attacks absorb mind (W-DC 19), alien scream (W-DC 19)
Psi-Like Abilities (ML 9th; manifester check +16)
Constant—concealing amorpha
At-will—detect psionics, read thoughts (W-DC 20), fold space
3/day—id insinuation (W-DC 18), psionic blast (W-DC 19)
1/day—correspond, wall of ectoplasm

Statistics

Str 12, **Dex** 10, **Con** 16, **Int** 22, **Wis** 14, **Cha** 16
Base Atk +6; **CMB** +8; **CMD** 18 (can't be tripped)
Feats Ability Focus (absorb mind), Ability Focus (alien scream), Combat Manifestation, Iron Will, Lightining Reflexes
Skills Athletics +13, Disable Device +9, Escape Artist +12, Heal +11, Knowledge (dungeoneering) +15, Knowledge (engineering) +15, Knowledge (nature) +15, Knowledge (psionics) +18, Perception +14, Profession (combat engineer) +14
Languages Aklo, Common, Femanx, Krizlor, Xenarch; racial telepathy 100 ft.
SQ craft propulsion, fibroid construction, fission

Ecology

Environment void
Organization solitary, company (1 plus 2 electroid zicree plus 13-20 drones), battalion (2 plus 3 electroid zicree plus 21-30 drones)
Treasure Value 2,600 gp (technology, psionic items)

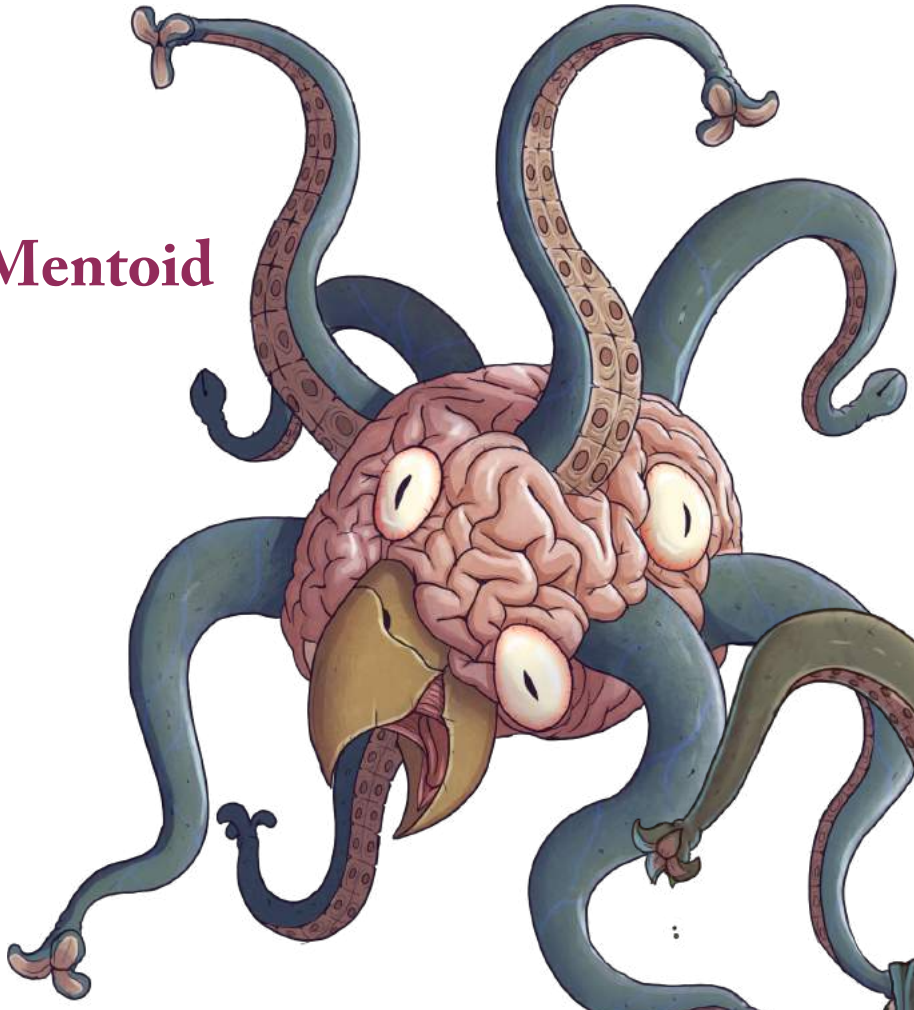
Special Abilities

Absorb Mind (Psi; mind; Cha) If given access to a helpless victim, a mentoid can apply a tentacle to their cranium and learn everything that being knows in 6 rounds. After this time the victim is drained 6d6 mental ability points, starting with Intelligence and moving to Charisma. As well as the knowledge absorbed, the mentoid regains usage of expended psi-like abilities after doing so.
Craft Propulsion (Psi) A mentoid uses its fold space psionic power to move the craft that zicree build with their fibroid construction abilities. A mentoid cannot take any other actions while propelling a zicree craft and is considered dazed.
Fission (Ex) A mentoid can reproduce itself into two half-strength Medium sub-mentoids when commanded by a superior, and each sub-mentoid, who have no psionic powers, requires three months to mature.
Haze of Mind (Su) The mental power of a mentoid is such that they gain their Charisma modifier as a deflection bonus to armor class when conscious.

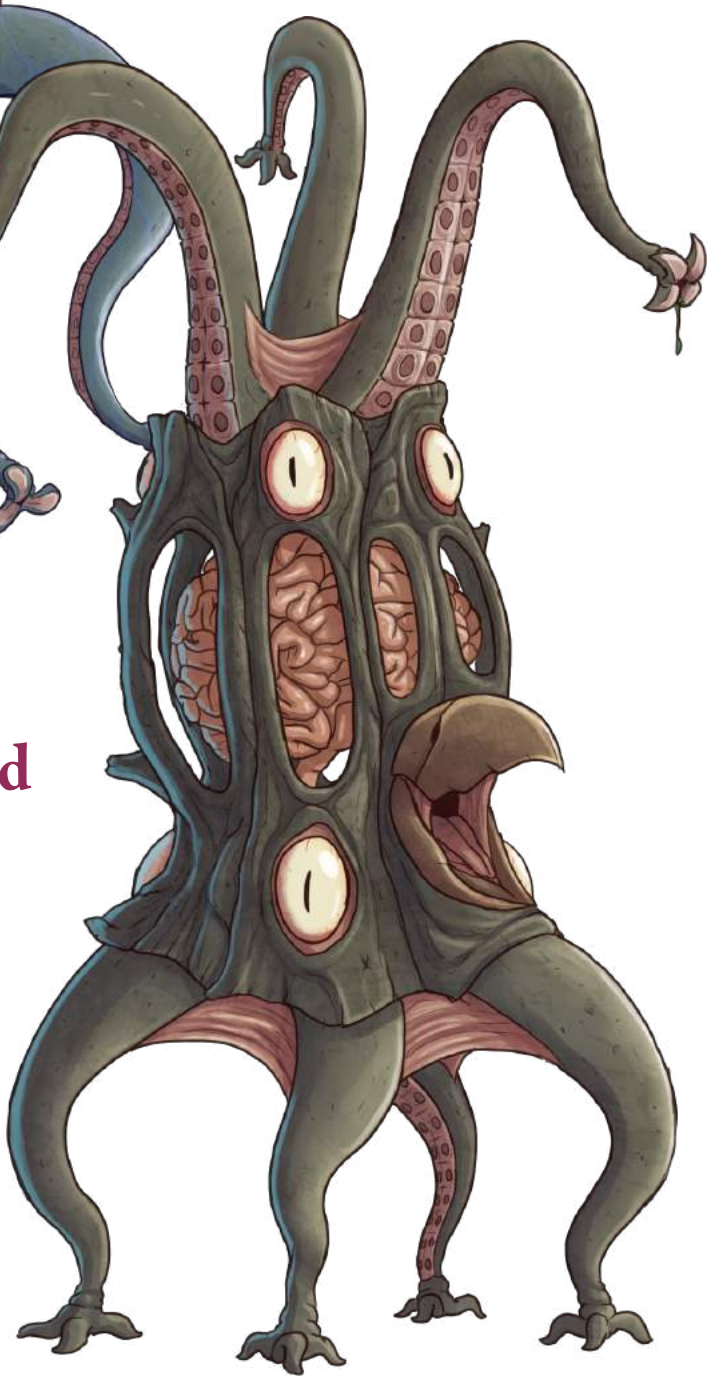
The mentoid breed of zicree is essential to all the efforts of the zicree race, as they serve the roles of engendering the base drones, propelling the zicree craft across spaces interstellar and planetary, acting as a living communications and reconnaissance device, a number of base-protection offensive abilities, information storage, and science officer. Any shortcomings in offensive capability are minor compared to the variety of the powers of the mind of the mentoid, which takes up a much higher proportion of their total body mass. Mentoids seek to know, to further the knowledge of the mentoid race, in order to expand its control. Those that know of the capabilities of the race also fear the mentoid greatly for its powers of interrogation of prisoners, as the mentoid simply absorbs their minds to disseminate what the hapless victim has experienced, leaving a mindless husk, and rejuvenating their own powers. The personality of a mentoid, if such an alien being can be said to have one, would be much like a paranoid, power-hungry wizard afraid to leave his tower but still wanting to rule the world.

Certainly unorthodox cabals of femanx officers have recognized the zicree threat for what it is, regardless of the confident, oblivious line of the ruling authority. These elements have offered a high reward for the capture of a mentoid zicree, as there have been fragments of reports from decimated scout groups along the Imperiax border.

Mentoid



Palindroid



Zicree, Palindroid (CR 9)

Large aberration (psionic, zicree)
Init 17; **Senses** darkvision; **Notice** 25

Defense

AC 22, flat-footed 19; **PR** 18
(+10 natural, +3 Dex, -1 size)
HP 105 (10d8+60)
Fort +6, **Ref** +7, **Will** +10; -2 save vs. disease
DR 10/piecing; **Defensive Abilities** collective mind, palindromic reflexes; **Immune** acid; **Resist** cold 5, electricity 5; **PR** 21

Offense

Speed 40 ft.
Melee bite +11 (1d8+5 plus poison), 3 tentacles +12 (1d6+5 plus 1d6 ectoplasmic acid)
Ranged ectoplasmic acid +9 (2d6 acid)
Special Attacks alien scream (W-DC 20), ectoplasmic acid
Psi-Like Abilities (ML 10th; manifester check +13)
At-will—detect psionics, battlesense
3/day—ectoplasmic cocoon (R-DC 18) , ectoplasmic form, ectoplasmic grapnel
1/day—ectoplasmic shambler, psionic blast (W-DC 18)

Statistics

Str 20, **Dex** 16, **Con** 18, **Int** 16, **Wis** 14, **Cha** 16
Base Atk +7; **CMB** +13; **CMD** 26
Combat Maneuvers can't be bull rushed, dragged, repositioned or tripped; +4 grapple
Feats Ability Focus (alien scream), Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (tentacles)
Skills Athletics +18, Intimidate +16, Knowledge (dungeoneering) +13, Knowledge (engineering) +16, Perception +15, Profession (combat engineer) +12, Survival +15
Languages Aklo, Femanx, Krizlor, Xenarch; racial telepathy 100 ft.
SQ fibroid construction

Ecology

Environment void
Organization command (1 plus 2 battalions), research team (1 plus 2 mentoids)
Treasure Value 4,250 gp (technology, psionic items)

Special Abilities

Ectoplasmic Acid (Psi; acid) The transdimensional slime produced by a palindroid zicree allows its tentacle attacks to hit incorporeal targets, and ensures that a target hit by its tentacle attacks or ectoplasmic acid ranged attack takes damage for 1d4 rounds after the initial attack.
Palindromic Reflexes (Ex) The quasi-symmetrical body and brain of a palindroid zicree enable it to invert itself, as an immediate action, to avoid unwanted physical contact. They are immune to bull rush, drag, reposition and trip maneuvers, and gain a +4 bonus to resist a grapple.
Palindroid Poison (Ex; Con) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *track* Strength; *effect* W(1-3)—staggered; *cure* 2 consecutive saves.

The grotesquely logical palindroid is the pinnacle of the zicree racial invasion force, a single-minded being able to think on many levels of military, interdimensional, biological and geophysical realities, to bring about the will of the inscrutable zicree megaminds, somewhere deep in space. Palindroid differ from many leaders of evil conquering forces because they think through all of the multiple possibilities of their actions, confirming them with mentally superior mentoids and conferring with the platoon commanders in the field to make confident decisions, Their plans are slow but inexorable, to account for both sides of the issue. They make a disgusting sight, dripping psionic ectoplasm and reversing their stance to see all sides of the battlefield, and those that have met them in a zicree laboratory and lived to tell the tale speak of the calm, pure humanoid voice that the horrors use when describing what their cephalapoid minions will do to them, all in the name of the Zicree.

Few have seen or can conceive of a palindroid, save one nearly-mad orc rogue who somehow slipped through his bonds from a zicree troop carrier exploring Azagor, in the Ash Wastes. Though his intelligence may be valuable, few of his fellow believe him…

Zicree, Subterranoid (CR 10)

Huge magical beast (extraterrestrial, psionic)
Init 16; **Senses** darkvision, tremorsense 120 ft.; **Notice** 32

Defense

AC 21 flat-footed 19
(+2 Dex, +11 natural, -2 size)
HP 138 (12d10+72)
Fort +10, **Ref** +10, **Will** +8; -2 save vs. disease
DR 5/piercing and slashing; **Resist** acid 5, cold 5, electricity 5, fire 5
Weaknesses light sensitivity

Offense

Speed 20 ft., burrow 20 ft.
Melee bite +16 (2d6+6/18-20), 5 tentacles +14 (1d8+3 plus grab)
Space 15 ft.; **Reach** 10 ft. (15 ft. with tentacles)
Special Attacks regurgitate cloud (30 ft. radius hemisphere)
Psi-Like Abilities (ML 10th; manifester check +10)
Constant—escape detection

Statistics

Str 23, **Dex** 14, **Con** 23, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +12; **CMB** +20; **CMD** 32 (can't be tripped)
Feats Improved Critical (bite), Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Perception)
Skills Knowledge (dungeoneering) +12, Perception +23;
SQ camouflage
Languages Krizlor, racial telepathy 100 ft.

Ecology

Environment any
Organization solitary
Treasure Value 12d6 gp

Special Abilities

Regurgitate Cloud (Ex) Once per day as a move action, a zicree subterranoid can belch forth a cloud of thick green gas that obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Also, all non-zicree must save each round they are in the cloud (W-DC 18) or be confused. Once a victim has made their saving throw they cannot be affected by that subterranoids' regurgitated cloud for 24 hours.

Another horrendous zicree laboratory creation, a subterranoid has an armored body protecting is large sense-oriented brain, which detects targets through the surrounding rock and earth formations. The subterranoid is used by the zicree forces to deny territory to the enemy like a living minefield, bypass enemy fortifications, mine for resources, and create subterranean complexes for their zicree masters. Barely more intelligent than a lowly drone, subterranoids are content to lurk beneath the earth where they are instructed, to emerge and wreak havoc on enemy troops and intruders. Subterranoids are able to tell friend from foe due to its telepathy with other zicree, and electroid commanders and higher forms direct their actions.

The presence of subterranoids on Porphyra is conjectured from the total disappearance of several Femanx patrols in the northern mountains around the Advent Imperiax; the Triumvirate is currently asking for foreign mercenaries to "map out" the passes in the region to plot the exact locations of whatever is destroying their troops.



Zicree, Zicriformer (CR 12)

Large magical beast (extraterrestrial, psionic)
Init 9; **Senses** darkvision; Notice 35
Aura stench (30 ft., F-DC 23, 10 rounds)

Defense

AC 27, flat-footed 27; **PR** 17
(–1 Dex, +19 natural, –1 size)
HP 189 (14d10+112)
Fort +10, **Ref** +8, **Will** +11; -2 save vs. disease
Defensive Abilities all-around vision

Offense

Speed 20 ft. fly 40 ft.
Melee bite +18 (3d6+5), 3 tentacles +18 (1d6+5 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks 2 eliminator mist weapons (60-ft. cone, poison, F-DC 23, usable every 1d4 rounds), ram +13 (4d6+7)
Psi-Like Abilities (ML12th; manifester check +12)
3/day—energy adaptation (30 points), inertial barrier

Statistics

Str 20, **Dex** 8, **Con** 22, **Int** 5, **Wis** 15, **Cha** 10
Base Atk +14; **CMB** +20; **CMD** 29 (can't be tripped)
Feats Diehard, Endurance, Iron Will, Multiattack, Skill Focus (Acrobatics), Skill Focus (Perception), Toughness
Skills Acrobatics +22, Perception +25
Languages Krizlor, racial telepathy 100 ft.
SQ ziciform spray

Ecology

Environment any
Organization front (1-3)
Treasure Value 14d6 gp

Special Abilities

Eliminator Mist (Ex; acid, poison; Con) The eliminator mist of the zicriformer can be released from two vents on its body per turn, so long as the areas do not overlap, anywhere in a sphere from the space that it occupies. This breath deals 20 acid damage to objects (F-DC 23 for half) and turns ordinary vegetation and dead animal matter into a thick green ash.

Eliminator Mist—contact; *save* Fort DC 23; *frequency* 1/ round for 6 rounds; *track* Constitution; *effect* W(3-6)—I(3-6)—D(1-4)—dead; *cure* 3 consecutive saves

Ziciform Spray (Ex; cold, electricity) A zicree zicriformer can forgo one or both of its uses of eliminator mist to convert an area destroyed into flora more attractive to the zicree. A loathsome green-and-blue tentacular fungus overgrows all surfaces, glowing a crackling faintly. All beings moving on the surface take 1d4 cold and 1d4 electrical damage for every 10 ft. square they move through. This electricity from this growth affects zicree drones like the repair drone ability of the electroid zicree.

This growth can be eradicated with channeled or spell-conjured positive or negative energy, and a 50-ft. radius area can be cleared with a rebuke technology spell.

The abhorrent zicriformer is a monstrosity forcefully grown in zicree laboratories by the acquisitive zicree race, for the purpose of turning conquered lands (or those soon to be conquered) into an environment more suitable for the zicree. They are far less intelligent than other breeds, likely due to the poisonous environment that the brain percolates in, or the fact that most zicree are not immune to poison and the masters of the zicriformer do not want it to get any ideas of individuality. Areas conquered by the zicree are turned by the zicriformer into a weird landscape of crackling, twitching growth that swarm over the melted landforms, and even the weather begins to change from the high amounts of static electricity, beginning to be constantly overcast but seldom rainy. Occasionally a zicriformer will be used as a sort of troop carrier, grasping six lesser types in its lower tentacles to a region that needs immediate attention.

Garbled reports from the interior of Azagor speak of swathes of ash-wastes taken over by an eerie fungus-like growth that kills all life that walk on it, and that the weather has changed from occasionally gloomy to constantly overcast. No reports can definitively confirm sightings of hideous brain-shaped creatures floating over the land.



Monster Creation

Creating a monster is part science and part art. While most monsters follow a general pattern of their overall power and abilities as related to their Challenge Rating (CR), there are many exceptions. Some monsters, for example, have significantly more hit points or a higher AC than the average for their CR, but make up for this advantage by being weak in other areas. Other monsters have significantly higher average damage, but have a lower attack bonus.

Building the Monster

The following guidelines are provided to assist in monster creation and to help balance a creation for its CR.

Step 1: Concept

The first step in creating a new monster is to define its concept and role in the game. Generally, this involves picking the monster's CR, type, physical appearance, and manner of fighting. Once you have these basic pieces of information, you should find a number of similar monsters of the same type and roughly the same CR for comparison purposes.

Step 2: Target Statistics

Once you have a creature's type and CR determined, use **Table: Monster Statistics by CR** to determine its approximate statistics by CR. These values are a rough guideline only. You will notice that many of the existing monsters in this book do not follow these guidelines exactly. Most monsters excel in one of these areas, usually in the amount of damage dealt, but lag in one or two other areas to help balance them out. When referring to **Table: Monster Statistics by CR**, keep the following points in mind.

CR: This is the approximate CR of the monster. This number might change as design progresses.

Hit Points: This is the approximate hit point total for the monster. Note that creatures with particularly high Armor Classes or saving throws, or a number of resistances, might have a lower number. Outsiders and constructs typically have lower hit point totals.

Armor Class: This is the average Armor Class for a creature of this CR. When it comes time to design the creature's protections, keep this number in mind. Creatures with hit points above the average often have lower Armor Class values to compensate.

High Attack: This is the average total attack bonus for a creature of this CR. This value is for creatures that are primarily melee or ranged combatants. Creatures with a higher than normal average damage typically have a lower attack value to compensate.

Low Attack: This is the average total attack bonus for a creature of this CR that does not rely upon melee or ranged attacks to deal damage. This includes most creatures that rely on spells and spell-like abilities in combat.

Average Damage: This is the average amount of damage dealt by a creature of this CR if all of its attacks are successful. To determine a creature's average damage, add the average value for all of the damage dice rolled (as determined by **Table: Average Die Results**) to the damage modifier for each attack.

A creature that relies on melee or ranged weapons in combat should have average damage within the range of high and low damage.

A creature with higher than normal attack bonuses will often deal lower damage, while a creature with lower than normal attack bonuses will often deal higher damage.

Table: Average Die Results

Die Type	Average Result
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5
d20	10.5

Primary Ability DC: This is the average difficulty class (DC) for any spells, spell-like abilities, and special abilities (such as breath weapons) possessed by a creature of this CR that relies on such attacks in combat. If an ability is particularly powerful, it might have a lower DC to compensate.

Secondary Ability DC: This is the average DC for spells and special abilities for a creature that does not rely on such attacks in combat. Generally, a DC should not be lower than this number.

Table: Monster Statistics by CR

CR	Hit Points	Armor Class	High Attack	Low Attack	Average Damage Range	Primary Ability DC	Secondary Ability DC	Good Save	Poor Save
1/2	10	11	1	0	4-3	11	8	3	0
1	15	12	2	1	7-5	12	9	4	1
2	20	14	4	3	10-7	13	9	5	1
3	30	15	6	4	13-9	14	10	6	2
4	40	17	8	6	16-12	15	10	7	3
5	55	18	10	7	20-15	15	11	8	4
6	70	19	12	8	25-18	16	11	9	5
7	85	20	13	10	30-22	17	12	10	6
8	100	21	15	11	35-26	18	12	11	7
9	115	23	17	12	40-30	18	13	12	8
10	130	24	18	13	45-33	19	13	13	9
11	145	25	19	14	50-37	20	14	14	10
12	160	27	21	15	55-41	21	15	15	11
13	180	28	22	16	60-45	21	15	16	12
14	200	29	23	17	65-48	22	16	17	12
15	220	30	24	18	70-52	23	16	18	13
16	240	31	26	19	80-60	24	17	19	14
17	270	32	27	20	90-67	24	18	20	15
18	300	33	28	21	100-75	25	18	20	16
19	330	34	29	22	110-82	26	19	21	16
20	370	36	30	23	120-90	27	20	22	17

Good Save: This is the average saving throw bonus for a creature of this CR if the saving throw is one of the creature's good saving throws.

Poor Save: This is the average saving throw bonus for a creature of this CR if the saving throw is one of the creature's poor saving throws.

Step 3: Hit Dice

The next step in creating a monster is to determine the approximate number of Hit Dice it has. Hit Dice determine a wide variety of other statistics, including the creature's feats, skills, hit points, attack bonuses, and special ability DCs.

A creature's total number of Hit Dice depends on a number of factors, but the two most important are its CR and its type. **Table: Creature Hit Dice** lists the average number of Hit Dice for each creature type, depending on its CR. While many of the monsters in this book are close to these values, some are not. This is because they have higher or lower average hit points to balance out their Armor Class or resistances.

Step 4: Size

Now that you have the creature's average statistics, it's time to pick its size. Most creatures range in size from Small to Huge, but other sizes are not uncommon. A creature's size sets a baseline for its physical ability scores and its natural weapon damage (as noted in the Natural Attacks description in the Universal Monster Rules). You should pick a size that fits well with the creature's intended role in the game and Challenge Rating. If you decide to give a creature an unusual size for its CR or HD, you should justify the unusual choice in the monster's description to account for the discrepancy—in most cases, such unusually sized monsters should be highly magical in nature. See **Table: Size** for more information on creature sizes and expected scores.

Table: Creature Hit Dice

Creature Type	Challenge Rating																				
	1/2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Aberration, Animal, Ooze, Plant, Undead, Vermin	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Construct, Magical Beast, Monstrous Humanoid, Outsider	1	2	3	4	5	6	8	9	10	12	13	14	16	18	19	20	21	23	25	28	31
Dragon	1	2	3	4	5	6	7	8	9	11	12	13	14	16	17	18	19	21	23	25	29
Fey	2	3	4	5	6	8	10	12	13	15	17	18	20	22	23	25	26	28	31	33	37
Humanoid	Class Level +1																				

Table: Size

Size	Min CR	Max CR	Base Str	Base Dex	Base Con
Fine	—	2	1	18	8
Diminutive	—	4	1	16	8
Tiny	—	6	2	14	8
Small	—	—	6	12	8
Medium	—	—	10	10	10
Large	2	—	18	8	14
Huge	4	—	26	6	18
Gargantuan	6	—	34	6	22
Colossal	8	—	42	6	26

Minimum/Maximum CR: These values list the minimum and the maximum challenge ratings a creature of the indicated size should fall between.

Base Str, Base Dex, Base Con: These list the average scores for a creature of this size. Your specific monster's Strength, Dexterity, or Constitution might vary greatly from these numbers, but if they do, you should pay close attention to how these variances affect its other statistics.

Step 5: Abilities

Once you have determined a creature's size, type, and Hit Dice, it's time to move on to its ability scores. The bonuses granted from these ability scores should increase a creature's hit points, attack bonuses, and saving throws to the approximate values presented on **Table: Monster Statistics by CR**.

A creature's physical ability scores (Strength, Dexterity, and Constitution) should be relatively close to the base values presented on Table: Size, depending on its size. Creatures with a few Hit Dice but a high average hit point total should have a higher than normal Constitution.

A creature's mental ability scores (Intelligence, Wisdom, and Charisma) are largely defined by the creature's concept. The base for all of these abilities is 10. Creatures that rely on spells and spell-like abilities in combat should have one mental ability score that stands out (usually Charisma). Creatures incapable of speech have an Intelligence score of 2 or lower. Unintelligent undead, constructs, oozes, plants, and vermin rarely have an Intelligence score.

Step 6: Skills and Feats

Using **Table: Creature Statistics by Type**, determine how many skill ranks your creature has based on its type and Hit Dice. Assign these ranks as determined by the creature's concept. A creature's class skills are determined by its type. Creatures with a low Intelligence typically only have ranks in Dexterity- and Strength-based skills.

After you have assigned skills, it's time to assign the creature's feats. Each creature with an Intelligence score receives a number of feats equal to 1 + 1 per every 2 Hit Dice after the first (so, 1 at 1 HD, 2 at 3 HD, etc.). A creature must qualify to take a feat as normal. See Table 1–6 for a quick feat calculation chart.

Table: Creature Statistics by Type

Type	Hit Die	Base Attack Bonus (BAB)	Good Saving Throws	Skill Ranks*
Aberration	d8	HD × 3/4 (Medium BAB)	Will	4 + Int mod per HD
Animal	d8	HD × 3/4 (Medium BAB)	Fort, Ref	2 + Int mod per HD
Construct	d10	HD (Fast BAB)	—	2 + Int mod per HD
Dragon	d12	HD (Fast BAB)	All	6 + Int mod per HD
Fey	d6	HD × 1/2 (Slow BAB)	Ref, Will	6 + Int mod per HD
Humanoid	By Character Class			
Magical beast	d10	HD (Fast BAB)	Fort, Ref	2 + Int mod per HD
Monstrous humanoid	d10	HD (Fast BAB)	Ref, Will	4 + Int mod per HD
Ooze	d8	HD × 3/4 (Medium BAB)	Fort	2 + Int mod per HD
Outsider	d10	HD (Fast BAB)	Ref, Will	6 + Int mod per HD
Plant	d8	HD × 3/4 (Medium BAB)	Fort	2 + Int mod per HD
Undead	d8	HD × 3/4 (Medium BAB)	Will	4 + Int mod per HD
Vermin	d8	HD × 3/4 (Medium BAB)	Fort	None

* As long as a creature has an Intelligence of at least 1, it gains a minimum of 2 skill points per Hit Die. Creatures with an Intelligence score of "—" gain no skill points or feats.

Step 7: Other Statistics

Using **Table: Monster Statitics by CR** and **Table: Creature Statistics by Type**, you can now determine many of the creature's other statistics.

When building a creature's Armor Class, start by adding armor, shield, and natural armor bonuses to its Dexterity modifier. If a creature does not wear armor, give it a tougher hide to get it near its average AC. Remember that creatures with higher hit point totals might have a lower Armor Class, whereas creatures with fewer hit points might have a higher Armor Class. If a creature's Armor Class deviates from the average by more than 5 points, it might not be the right CR.

When determining a creature's attack bonuses, refer to the guidelines from **Table: Monster Statistics by CR** based on the creature's CR. If the bonus is too low, consider increasing the creature's Strength or Dexterity, or increasing the amount of damage it deals to above the average. If the bonus is too high, consider decreasing the creature's Strength or Dexterity, or decrease the amount of damage it deals. If this value is significantly different, and the creature is intended to rely on melee or ranged attacks, consider adjusting the creature's CR.

Use **Table: Average Die Results** to determine the number of damage dice, combined with damage bonuses, that the creature needs to reach the average damage for its CR. The creature might need additional or more damaging attacks to approach the average. Remember that creatures that primarily deal damage with other abilities, such as spells, do not need to meet the average damage for their attacks. You can also use **Table: Average Die Results** to determine a creature's average hit points. Remember that PC class levels provide the maximum number of hit points at 1st level.

Repeat this process for a creature's saving throws. If the saving throws are too high, consider altering the ability scores on which they are based.

When determining a creature's speed, first decide if it has any alternative modes of movement, such as burrow, climb, fly, or swim. Most Medium creatures have a base speed of 30 feet. Quadrupeds and Large creatures increase this by 10 feet each. Smaller creatures decrease this base speed by 10 feet. If a creature is particularly fast or slow, modify the base speed by 10 feet. Burrow and climb speeds are usually half a creature's base speed, while flying speeds are roughly double. Remember to give a creature the appropriate skills for any unusual movement methods.

Step 8: Special Abilities and Qualities

Monsters are different from characters in that they can have all sorts of different special abilities and qualities. Each of these is tied closely to the creature's concept, allowing it to fill a specific role in the game. For examples, look at monsters in this book. Monsters should use abilities from the Universal Monster Rules

whenever possible, instead of creating new yet similar abilities—when you do create new abilities, use the Universal Monster Rules as a template for how to present and create the new abilities.

Most special abilities that cause damage, such as breath weapons, give a save (Fortitude, Reflex, or Will depending on the ability). The DC for almost all special abilities is equal to 10 + 1/2 the creature's Hit Dice + a relevant ability modifier (usually Constitution or Charisma depending on the ability). Special abilities that add to melee and ranged attacks generally do not allow a save, as they rely on the attacks hitting to be useful.

Special senses and resistances to certain energy types are common in creatures of CR 5 and lower. Damage reduction, energy immunities, and regeneration are more common in creatures above CR 5. Spell resistance and immunities become more common above CR 10.

Step 9: Treasure

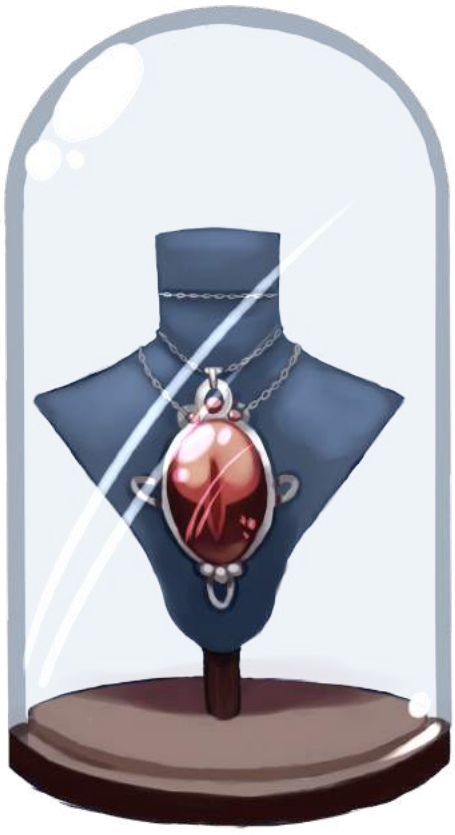
A creature should have an amount of treasure appropriate to its CR. See **Table: Treasure Value by CR** for a list of treasure totals based on CR. For some creatures, their treasure consists of the loot from their recent meals strewn across their lairs, while for others it consists of a greed-fueled hoard or even gear it uses in combat. Make sure to account for any weapons or armor that the creature is using, as determined by step 7.

Table: Treasure Value by CR

CR	Slow	Medium	Fast
1/8	20 gp	35 gp	50 gp
1/6	30 gp	45 gp	65 gp
1/4	40 gp	65 gp	100 gp
1/3	55 gp	85 gp	135 gp
1/2	85 gp	130 gp	200 gp
1	170 gp	260 gp	400 gp
2	350 gp	550 gp	800 gp
3	550 gp	800 gp	1,200 gp
4	750 gp	1,150 gp	1,700 gp
5	1,000 gp	1,550 gp	2,300 gp
6	1,350 gp	2,000 gp	3,000 gp
7	1,750 gp	2,600 gp	3,900 gp
8	2,200 gp	3,350 gp	5,000 gp
9	2,850 gp	4,250 gp	6,400 gp
10	3,650 gp	5,450 gp	8,200 gp
11	4,650 gp	7,000 gp	10,500 gp
12	6,000 gp	9,000 gp	13,500 gp
13	7,750 gp	11,600 gp	17,500 gp
14	10,000 gp	15,000 gp	22,000 gp
15	13,000 gp	19,500 gp	29,000 gp
16	16,500 gp	25,000 gp	38,000 gp
17	22,000 gp	32,000 gp	48,000 gp
18	28,000 gp	41,000 gp	62,000 gp
19	35,000 gp	53,000 gp	79,000 gp
20	44,000 gp	67,000 gp	100,000 gp
21	55,000 gp	84,000 gp	125,000 gp
22	69,000 gp	104,000 gp	155,000 gp
23	85,000 gp	127,000 gp	190,000 gp
24	102,000 gp	155,000 gp	230,000 gp
25	125,000 gp	185,000 gp	275,000 gp

Step 10: Details

Now that you have all of the creature's statistics sorted out, it's time to fill in all the details—such as name, space, reach, environment, and ecology—as you see fit.



Creature Types

Each creature has one type, which broadly defines its abilities. Some creatures also have one or more subtypes. A creature cannot violate the rules of its subtype without a special ability or quality to explain the difference—templates can often change a creature's type drastically.

Aberration

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

- d8 Hit Die
- Base attack bonus equal to 3/4 total Hit Dice
- Good Will saves
- **Skill points:** 4 + Int modifier (minimum 2) per Hit Die. The following are class skills for aberrations: Acrobatics, Athletics, Escape Artist, Intimidate, Knowledge (pick one), Perception, Spellcraft, Stealth, and Survival

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

- **Senses:** darkvision
- **Proficiencies:** armor (any), shields (any), weapons (natural, simple)
- **Metabolism:** breathe, eat, sleep

Animal

An animal is a living, nonhuman creature, usually a vertebrate with no spell-like or supernatural abilities and no innate capacity for language or culture. An animal has the following features (unless otherwise noted).

- d8 Hit Die
- Base attack bonus equal to 3/4 total Hit Dice (medium progression)
- Good Fortitude and Reflex saves
- **Skill points:** 2 per Hit Die + Int Modifier (minimum 2). The following are class skills for animals: Acrobatics, Athletics, Perception, Stealth, and Survival

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

- **Ability Scores:** Int score of 1 or 2
- **Senses:** low-light vision
- **Camouflage:** Within their listed environment, these creatures should gain a +2 to +8 circumstance bonus on their Stealth checks
- **Proficiencies:** weapons (natural)
- **Metabolism:** breathe, eat, sleep

Construct

A construct is an animated object or artificially created creature. A construct has the following features.

- d10 Hit Die
- Base attack bonus equal to total Hit Dice
- No good saving throws
- **Skill points:** 2 + Int modifier (minimum 2) per Hit Die. However, most constructs are mindless and gain no skill points or feats. Constructs do not have any class skills, regardless of their Intelligence scores

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

- **Ability Scores:** No Constitution score. Treat a construct as having a score no Constitution bonus or penalty
- **Senses:** darkvision
- **Hardy:** Constructs gain a bonus 20 HP per size category above Tiny
- **Immune:** anything that requires a Fortitude save (unless it affects objects), ability damage or drain, bleed, death, energy drain, exhaustion, fatigue, massive damage, mind, necromancy, non-lethal damage, stun; they are also immune to radiant damage
- **Weaknesses:** cannot heal damage naturally
- **Proficiencies:** weapons (any)
- **Metabolism:** none

Dragon

A dragon is ancient magical creature, usually winged, with magical or unusual abilities. Many dragons are reptilian. A dragon has the following features.

- d12 Hit Die
- Base attack bonus equal to total Hit Dice
- All good saves
- **Skill points:** 6 + Int modifier (minimum 2) per Hit Die. Due to their varied nature, dragons may

consider all skills to be class skills.

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

- **Senses:** darkvision
- **Immune:** paralysis, sleep
- **Proficiencies:** weapons (natural)
- **Metabolism:** breathe, eat, sleep

Fey

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

- d6 Hit Die
- Base attack bonus equal to 1/2 total Hit Dice
- Good Reflex and Will saves
- **Skill points:** 6 + Int modifier (minimum 2) per Hit Die. The following are class skills for fey: Acrobatics, Athletics, Deception, Diplomacy, Escape Artist, Handle Animal, Heal, Intimidate, Knowledge (arcana, geography, history, local, nature), Linguistics, Perception, Profession, Scrutiny, Sense Motive, Sleight of Hand, Stealth, Survival, Use Magic Device

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

- **Senses:** low-light vision
- **Proficiencies:** armor (listed in statblock), weapons (simple, listed in statblock)
- **Grace:** Fey creatures add their Charisma modifier to their attack rolls and to their hit points as a luck bonus
- **Immortal:** Fey creatures never die of old age, nor do they suffer the effects of aging
- **Metabolism:** breathe, eat, and sleep

Humanoid

A humanoid usually has two arms, two legs, and one head, or a human-like torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They are usually Small or Medium. Every humanoid creature also has a specific subtype to match its race, such as human, goblinoid, reptilian, or tengu.

- All numeric traits defined by character class

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

- **Proficiencies:** by character class
- **Metabolism:** breathe, eat sleep

Magical Beast

Magical beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the magical beast knows at least one language, but can't necessarily speak). Magical beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in appearance or habits. A magical beast has the following features.

- d10 Hit Die
- Base attack bonus equal to total Hit Dice
- Good Fortitude and Reflex saves
- **Skill points:** 2 + Int modifier (minimum 2) per Hit Die. The following are class skills for magical beasts: Acrobatics, Athletics, Perception, Sense Motive, Stealth, and Survival

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

- **Senses:** darkvision
- **Camouflage:** Within their listed environment, they creatures should gain a +2 to +8 circumstance bonus on their Stealth checks
- **Proficiencies:** natural weapons
- **Metabolism:** breathe, eat, sleep

Monstrous Humanoid

Monstrous humanoids are similar to humanoids, but with monstrous or magical abilities as well. A monstrous humanoid has the following features.

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice.
- Good Reflex and Will saves.
- **Skill points:** 4 + Int modifier (minimum 2) per Hit Die. The following are class skills for monstrous humanoids: Athletics, Knowledge (geography), Knowledge (local), Knowledge (nature), Intimidate, Perception, Ride, Sap, Stealth, and Survival.

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

- **Senses:** darkvision.
- **Proficiencies:** armor (any), shields (any), weapon (any).
- **Metabolism:** breathe, eat, sleep.

Ooze

An ooze is an amorphous or mutable creature, usually mindless. An ooze has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice.
- Good Fortitude saves.
- **Skill points:** 2 + Int modifier (minimum 2) per Hit Die. However, most oozes are mindless and gain no skill points or feats. Oozes do not have any class skills.

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

- **Senses:** blindsight, blind (immune to effects dependent on sight)
- **Immune:** disease, flanking, paralysis, poison, polymorph, precision damage, stunning
- **Mindless:** No Intelligence score, and immune to emotion, fear, and mind descriptors.
- **Proficiencies:** natural weapons
- **Metabolism:** breathe, eat

Outsider

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

- d10 Hit Dice.
- Base attack bonus equal to total Hit Dice (fast progression).
- Good Reflex and Will saves.
- **Skill points:** 6 + Int modifier (minimum 2) per Hit Die. Due to their varied nature, outsiders may consider all skills to be class skills.

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

- **Senses:** darkvision
- **Proficiencies:** armor (any), weapons (any)
- **Metabolism:** breathe.
- **Mortality:** Only outsiders with the native subtype may be brought back to life.

Plant

This type comprises vegetable creatures. A plant creature has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice
- Good Fortitude saves.
- **Skill points:** 2 + Int modifier (minimum 2) per Hit Die. Some plant creatures, however, are mindless and gain no skill points or feats. The following are class skills for plants: Perception and Stealth.

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

- **Senses:** low-light vision.
- **Immune:** emotion, fear, mind, paralysis, poison, polymorph, sleep, stunning
- **Camouflage:** Within their listed environment, these creatures should gain a +2 to +8 circumstance bonus on their Stealth checks
- **Proficiency:** weapons (natural)
- **Metabolism:** breathe, eat

Undead

Undead are once-living creatures animated by spiritual or supernatural forces. An undead creature has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice
- Good Will saves.
- **Skill points:** 4 + Int modifier (minimum 2) per Hit Die. The following are class skills for undead: Athletics, Deception, Diplomacy, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth.

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

- **Ability Scores:** no Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves,

and any special ability that relies on Constitution.
- **Senses:** lifesense
- **Immune:** ability drain, bleed, death, disease, energy drain, exhaustion, fatigue, massive damage, mind, nonlethal damage, paralysis, poison, sleep, stunning; and anything requiring a Fort save
- **Weaknesses:** cannot heal damage naturally, resurrection, true resurrection
- **Proficiency:** armor (any). weapon (any)
- **Metabolism:** none

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have the following features.

- d8 Hit Die
- Base attack bonus equal to 3/4 total Hit Dice (medium progression)
- Good Fortitude saves
- **Skill points:** none

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

- **Senses:** darkvision, tremorsense (varies)
- **Mindless:** no Intelligence score, and immune to mind and emotion descriptors
- **Camouflage:** Within their listed environment, these creatures should gain a +2 to +8 circumstance bonus on their Stealth checks
- **Proficiencies:** natural weapons
- **Metabolism:** breathe, eat, sleep

Creature Subtypes

Some creatures have one or more subtypes. Subtypes add additional abilities and qualities to a creature.

Aberrant Subtype: Humanoids with the aberrant subtype possess darkvision and are subject to any effect that can target aberrations.

Aeon Subtype: Aeons are a race of outsiders who roam the Expanse maintaining the balance of reality. Aeons have the following traits (unless otherwise noted in a creature's entry).

- **Immune:** cold, critical hits, poison
- **Resist:** electricity 10, fire 10
- **Envisaging (Su, mind)** Aeons communicate via a form of telepathy that is communicated in pictures and images but not words. Likewise, they see words as images or concepts.
- **Extension of All (Ex)** Aeons are connected to all things in the multiverse. They have immense access to esoteric information. They gain a racial bonus equal to 1/2 their Hit Dice on all Knowledge checks.
- **Void Form (Su)** Aeons are semi-tangible and gain a deflection bonus equal to 1/4 their Hit Dice.

Agathion Subtype: Agathions are beast-aspect outsiders native to the Wilderlands. Agathions have the following traits (unless otherwise noted in a creature's entry).

- **Immune:** electricity, petrification
- **Resist:** cold 10, sonic 10
- **Saves:** +4 vs. poison
- **Lay on Hands:** 1/day per 2 HD; As a standard action, you may heal a creature 1d6 hit points/2 HD by touching them. You may only heal a creature once per day.
- **Languages:** Celestial, Infernal, and Draconic unless otherwise noted plus animalspeech, truespeech

Air Subtype: A creature with the air subtype has immunity to electricity, can fly, and suffers no ill effects from natural hazards on the Plane of Air, Atmosphaira. Creatures with the air subtype speak Auran.

Angel Subtype: Angels are a race of celestials from the Seven Heavens. Angelshave the following traits

(unless otherwise noted in a creature's entry).

- **Saves:** +4 vs. poison
- **Immune:** acid, cold, and petrification
- **Resist:** electricity 10, fire 10
- **Protective Aura (Su)** Against attacks made or effects created by two outsider subtypes (often devils and demons), this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a lesser globe of invulnerability, both with a radius of 20 feet. Additionally, the angels attack bypass the damage reduction of the selected subtypes.
- **Truespeech (Su)** All angels can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Amphibious Subtype: Amphibious creatures are capable of living well in the water and on land. They possess a swim speed and can breathe underwater and on land.

Aquatic Subtype: Aquatic creatures live underwater and have swim speeds. They suffer no penalties for underwater combat as if they were under the effects of a constant freedom of movement spell.

Asura Subtype: Asura have the following traits (unless otherwise noted in a creature's entry).

- **Saves:** +2 vs. enchantment
- **Immune:** curse, disease, and poison
- **Resist:** acid 10, electricity 10
- **Languages:** telepathy
- **Elusive Aura (Su)** Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. The caster check to attempt divination on creatures within the aura is 15 + the spell-like ability caster level of the asura creating the aura.
- **Regeneration (Ex)** The divine spark at the core of their being allows asuras to regenerate at varying rates. Fire spells can kill an asura.
- **Summon (Sp)** Asuras share the ability to summon others of their kind, typically another of their type or a small number of weaker asuras.

Beastborn Subtype: Creatures with the beastborn subtype are not true animals but have many animal traits. They possess low-light vision and can be affected by any effect that targets animals.

Daemon Subtype: Daemons are outsiders from Perdition that eat souls and thrive on disaster and ruin. Daemons have the following traits (unless otherwise noted in a creature's entry).

- **Immune:** acid, death, disease, poison
- **Resistance:** cold 10, electricity 10, fire 10
- **Summon (Sp; Cha):** Daemons share the ability to summon others of their kind, typically another of their type or a small number of less powerful daemons.
- **Languages:** Abyssal, Draconic, Infernal; telepathy.

Demon Subtype: Demons are destructive outsiders from the Abyss, their home. Demons have the following traits (unless otherwise noted in a creature's entry).

- **Immune:** electricity, poison
- **Resistance:** acid 10, cold 10, and fire 10
- **Summon (Sp):** Demons share the ability to summon others of their kind, typically another of their type or a small number of less powerful demons.
- **Languages:** Abyssal, Celestial, Draconic; telepathy.

Demon Lord: Demon lords are powerful outsiders who command other demons and who hold some dominion over the Abyss. Demon lords have the following traits (unless otherwise noted in a creature's entry).

- **Initiative:** Demon lords do not possess static initiative
- **Senses:** lifesense, true seeing
- **Aura:** fear (60 ft.)
- **Domain Powers:** Demon lords have access to the domain powers of the four domains listed in their portfolio.
- **Heightened Senses:** Demon lords gain a +10 insight bonus to initiative and Perception checks.
- **Legendary Power:** Demon lords add their Charisma modifer as a profane bonus to armor class, hit points, saves, and attack rolls.
- **Ritual Magic:** Demon lords can use ritual magic without suffering challenges. Ritual magic is still in development.

Devil Subtype: Devils are outsiders intent on stealing mortals souls through elaborate compacts. They hail from the plane of Hell. Devils have the following traits (unless otherwise noted in a creature's entry).

- **Senses:** see in blackness
- **Immune:** fire, poison
- **Resist:** acid 10, cold 10
- **Summon (Sp; Cha):** Devils share the ability to summon others of their kind, typically another of their type or a small number of less-powerful devils.
- **Languages:** Celestial, Draconic, Infernal; telepathy

Dhampir Subtype: Creatures with the dhampir subtype have a strong connection to the negative energy plane. They can be affected by any effect that targets undead. They can speak Necril.

Djab Subtype: Djab are powerful outsiders and guardian spirits. They were once folk heroes who became something more. They dwell in the come from The Invisible Realm. Djab have the following traits (unless otherwise noted in a creature's entry).

- **Defensive Abilities:** immortal, sustained by belief
- **Immune:** critical hits, precision damage

Dragonborn Subtype: Creatures with the dragonborn subtype are not true dragons but can be affected by any effect that targets dragons. Dragonborn can speak Draconic.

Earth Subtype: A creature with the earth subtype has immunity to acid and suffers no ill effects from natural hazards on the Plane of Earth, Lithanos. Creatures with the earth subtype speak Terran.

Elemental Subtype: An elemental is a being composed from one or more of the six classical elements: air, earth, fire, metal, water, or wood. Elementals have the following traits (unless otherwise noted in a creature's entry).

- **Immune:** bleed, critical hits, paralysis, precision damage, poison, sleep, stunning
- **Proficiency:** armor (any), weapons (natural)
- **Metabolism:** none

Extraplanar Subtype: A creature that is from another plane of existence that is not an outsider gains the extraplanar subtype. Creatures with this subtype may be banished, summoned, or called from their home planes as if they were outsiders.

Extraterrestrial Subtype: A creature with the extraterrestrial subtype comes from the Void. Creatures with the extraterrestrial subtype are proficient in technological weapons and armor and suffer a -2 penalty to save vs. disease.

Fearsome Critter Subtype: A creature with the fearsome critter subtype is a creature that lives in a remote wilderness location. Fearsome critters have the following traits (unless otherwise noted in a creature's entry).

- **Hard to Pin Down:** Most of the information about fearsome creatures comes from notoriously unreliable mining or lumberjack camps. As such the DC to identify them is increased by 5 and they gain a +4 competence bonus against any divination spell.

Feyborn Subtype: Creatures with the feyborn subtype are often humanoid creatures. They have low-light vision or darkvision and can be affected by spells and effects as if they were fey.

Fire Subtype: A creature with the fire subtype has immunity to fire and suffers no ill effects from natural hazards on the Plane of Fire, Ignatius. Creatures with the fire subtype speak Ignan.

Human Subtype: Creatures of this subtype are often called human. They have a base speed of 30 ft., speak Common, and are proficient with all simple weapons.

Inevitable: Inevitables are construct-like outsiders built by the axiomites to enforce law. They exist in the Realms Beyond in a space called the Clockwork Perfection of Regulus. Inevitables have the following traits (unless otherwise noted in a creature's entry).

- **Senses:** low-light vision
- **Constructed (Ex):** Although inevitables are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type, inevitables count as both outsiders and constructs.

- **Immune:** construct immunities
- **Saves:** An inevitable's good saving throws are Fortitude and Will
- **Regeneration (Ex):** Inevitables have regeneration (mercurial). The regeneration amount varies by the type of inevitable.
- **Truespeech (Su):** An inevitable can speak with any creature that has a language, as if under the effects of a constant tongues spell.

Lampetra Subtype: A creature with the lampetra subtype are humanoid lamprey-folk. They possess a bite attack for their size that deals 1 point of bleed damage, they possess a +4 racial bonus to Stealth in marine environments, and they speak Aquan.

Linnorm Subtype: A dragon with the linnorm subtypes possesses the following traits. Linnorms have the following traits (unless otherwise noted in a creature's entry).

- **Senses:** dragon senses, true seeing
- **Damage Reduction:** Linnorns possess damage reduction that is bypassed by cold iron
- **Immune:** curse, mind, paralysis, poison, sleep
- **Freedom of Movement (Ex)** A linnorm is under the constant effect of freedom of movement, as per the spell of the same name
- **Regeneration:** A linnorm possesses regeneration that is bypassed by cold iron
- **Special Attacks:** breath weapon, constrict, death curse
- **True Seeing:** A linnorm has constant true seeing, as per the spell of the same name

Metal Subtype: A creature with the metal subtype has immunity to sonic and suffers no ill effects from natural hazards on the Plane of Metal, The Forge. Creatures with the metal subtype speak Koinkin.

Native Subtype: An outsider who has lived on Porphyra for too long becomes naturally separated from their home plane. They are no longer affected by effects that would banish, summon, or call them as outsiders.

Ogdoad Subtype: Ogdoads have the following traits (unless otherwise noted in a creature's entry).

- **Alien Mindset (Ex; Cha)** Ogdoad have a +4 racial bonus to resist all emotion, fear, and mind effects. Further, anyone attempting to read an ogdoad's mind (via detect thoughts or some similar effect) must succeed at a Will save. If successful, the character is stunned for 1 round and the mind-reading fails. If the save fails, the mind-reading fails and the character is stunned for 1 round and then is confused for 1d4 rounds.
- **No Breath (Ex)** Ogdoads does not breathe, and is immune to effects that require breathing.
- **Damage Reduction (Ex)** Ogdoads have damage reduction that is bypassed by platinum weapons.
- **Defenses (Ex)** All ogdoad have resistance to cold 5, fire 5, and sonic 5, as well as immunity to acid.
- **Healing:** All ogdoad have fast healing 5.
- **Strikes:** Ogdoads natural attacks and weapons bypass damage reduction as if they were mercurial.
- **Summon Ogdoad (Sp)** One or more times per day, an ogdoad can attempt to summon one or more other members of its race as a standard action. The numbers and type summoned are given in each ogdoad's description, as is the chance of success for that ogdoad's summoning ability. Ogdoad summoned in this way remain for 1 hour, and summoned ogdoad can't use their own summon ogdoad ability for 1 hour.
- **Languages** All ogdoad speak their own tongue, known as Ogdoadt. For their own unfathomable reasons, some choose to master additional languages, and kukkoad can communicate with virtually any being by means of their tongues spell-like ability.
- **Environment:** The ogdoads come from a realm in the Planes Beyond known as the Savage Rumpus.

Planar Subtype: Creatures with the planar subtype are treated as outsiders for any effect that will affect outsiders. Creatures with this subtype are native to the Lands of Porphyra.

Psionic Subtype: A creature with the psionic subtype can manifest psionic powers, possess psi-like abilities, take psionic feats, and attain psionic focus.

Qlippoth Subtype: Qlippoth are outsiders from the deepest reaches of the Abyss. Qlippoth have the following traits (unless otherwise noted in a creature's entry).

- **Immune:** cold, mind, poison
- **Resist:** acid 10, fire 10, radiant 10

- **Horrific Appearance (Su; gaze, mind; Cha)** All qlippoth have such horrific and mind-rending shapes that those who gaze upon them suffer all manner of ill effects. A qlippoth can present itself as a standard action to assault the senses of all living creatures within 30 feet. The exact effects caused by a qlippoth's horrific appearance vary by the type of qlippoth. A successful Will save reduces or negates the effect.
- **Languages:** Abyssal; telepathy

Reptilian Subtype: Creatures with the reptilian subtype are not animals share several traits with reptiles. They tend to be cold-blooded, scaly, and possess a natural armor bonus and darkvision.

Robot Subtype: Robots are intelligent constructs created by scientific means. Robots have the following traits (unless otherwise noted in a creature's entry).

- **Intelligent:** Robots are intelligent, and thus have skills and feats as appropriate for their Hit Dice. The following are class skills for robots: Athletics, Disable Device, Knowledge (all), Linguistics, Perception, Sense Motive, and Stealth.
- **Vulnerable:** Critical hits and electricity. Whenever a robot takes extra damage from a critical hit, it must succeed at a DC 15 Fortitude save or be stunned for 1 round. If the robot succeeds at the save, it is staggered for 1 round.

Sonic Subtype: Creatures of the sonic subtype are composed of living, semisolid sound. They possess tremorsense to 60 ft., and are immune to visual effects. Sonic creatures have the following traits (unless otherwise noted in a creature's entry).

- **Senses:** blindsense 120 ft.
- **Aura of Noise (Ex; sonic; Cha):** All those within 30 ft. who fail their saving throw are deafened for that round; those within the aura must save each round to avoid this condition. Those within the aura must also make a Perception check to hear any normal speech by their companions, equal to 10 plus the sonic being's CR.
- **Defensive Abilities:** compression, incorporeal (limited; cannot pass through solid objects)
- **Immune:** sonic
- **Weakness:** Magical silence causes them 1d6 points of damage per round.

Spirit Subtype: Spirits are incorporeal creatures that are tied to the living essence of the world. Spirits have the following traits (unless otherwise noted in a creature's entry).

- **Incorporeal**
- **Living Spirit:** Spirits are not harmed by holy water or positive energy. They can be harmed by unholy water and negative energy.

Swarm Subtype: A swarm, mob, troop, or horde is a collection of creatures that act as a single creature.

A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm attempts saving throws as a single creature.

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

- **Free Movement:** A swarm can move spaces large enough for its component creatures.
- **Immune (All):** combat maneuvers, critical hits, emotion, fear, flanking, mind, precision damage, spells that target a specific number of creatures
- **Immune (Fine, Diminuitive, Tiny):** half-damage from slashing and piercing weapons,
- **Vulnerable:** area of effect spells, splash weapons, high winds (Fine, Dimimuitive, Tiny only)
- **Space (Fine, Diminuitive, Tiny):** four 5-ft. squares (shapeable); **Reach** 0 ft.
- **Space (Other):** 4 x normal space as 5 ft. squares (shapeable); **Reach** normal
- **Swarm Attack:** creatures with the swarm subtype deal automatic damage to any creature whose space they occupy at the end of their move or any creatures within their reach. The amount of damage a swarm deals is based on its Hit Dice and their Strength bonus (but not Strength penalty). Spellcasting or concentrating on spells within the area of a swarm requires a caster check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Table: Swarm Damage by Size

Swarm HD	Swarm Base Damage
1–5	1d6 + Str bonus
6-10	2d6 + Str bonus
11-15	3d6 + Str bonus

16-20	4d6+ Str bonus
21-25	5d6+ Str bonus
26-30	6d6 + Str bonus
+5 HD range	+1d6 + Str bonus

- **Attacks of Opportunity (Ex):** A swarm deals swarm damage to any creature within its space or reach that draws an attack of opportunity.
- **Distraction (Fine, Diminuitive, Tiny; Ex; Con):** A creature occupying the same space as the swarm may be nauseated. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save negates the effect.

Water Subtype: A creature with the water subtype has immunity to cold and suffers no ill effects from the natural hazards on the Plane of Water, Oceanus. Creatures with the water substype speak Aquan.
Wood Subtype: A creature with the wood subtype has immunity to radiant and suffers no ill effects from the natural hazards on the Plane of Wood, Arboria. Creatures with the wood substype speak Arboreal.

Zicree Subtype: The zicree are a race of extraterrestrial conquerers that seek to wipe out the native populations of whole planets and remake them in the image of their own preferred ecosystem. Zicree have the following traits (unless otherwise noted in a creature's entry).

- **Alien Scream (Su; sonic; Con):** As a standard action, a zicree can target a living being within 30 ft. and unleash a neuro-scrambling attack. The target is shaken for a number of rounds equal to the zicree's Hit Dice unless they make a Fortitude saving throw. Once a being has made its saving throw against a specific zicree's alien scream, it cannot be affected by the zicree for 24 hours.
- **Extraterrestrial:** Zircee suffer -2 to saving throws vs. disease because of their alien physiology.
- **Fibroid Construction (Ex):** All zicree can secrete internal fiber strands to assemble buildings, barricades, tools, and even spacecraft with which to travel. Each zicree can secrete fibroid to make one 10 ft. by 10 ft, panel per day per hit dice. More information about this ability is given in the entries.
- **Hive Mind:** All zicree gain +1 to initiative and Will saves for every other zicree within 30 ft, to a maximum equal to their own hit dice. The death of a member of a hive mind makes every other member of the hive mind within 30 ft. shaken for 1 round. This also functions as racial telepathy with other zicree within 60 ft.
- **Resistance:** cold 5, electricity 5
- **Psionics:** All zicree have psi-like abilities to one degree or another, and can detect psionics at will. All zicree are automatically assumed to be part of a psionic collective where that is necessary or possible for a psi-like power.
- **Language:** As well as having racial telepathy 100 ft., and except where otherwise noted, zicree speak their racial language Krizlor, Femanx and Xenarch.

Universal Monster Rules

The following rules are standard and are referenced in monster stat blocks. Each rule includes a format guide for how it appears in a monster's listing and its location in the stat block.

Acrobatic Grace (Ex) These creatures do not draw attacks of opportunity due to their movement.

Format: acrobatic grace; *Location:* Defensive Abilities

Adhesive (Ex; Str) This creature exudes a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered creature automatically grapples any creature it hits with its listed attack (often slam). Opponents so grappled cannot get free while the creature is alive without removing the adhesive first. A weapon that strikes an adhesive-coated creature is stuck fast unless the wielder succeeds on Reflex save. A successful Sap check at the same DC is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the creature can still grapple normally. A creature can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Format: slam +X (damage plus adhesive [R-DC XX]); *Location:* individual attacks

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against this creature.

Format: air mastery; *Location:* Defensive Abilities

All-Around Vision (Ex) The creature sees in all directions at once. It cannot be flanked.

Format: all-around vision; *Location:* Defensive Abilities.

Amorphous (Ex) The creature's body is malleable and shapeless. It is immune to precision damage and critical hits.

Format: amorphous; *Location:* Defensive Abilities.

Animalspeech (Su) This creature can speak with any animal, as though using a speak with animals spell. This ability is always active.

Format: animalspeech; *Location:* Languages

Attach (Ex) The creature automatically latches onto its target when it successfully makes the listed attack. The creature is considered grappling, but the target is not. The target can attack or grapple the creature as normal, or break the attach with a successful grapple or Escape Artist check. Creatures with this ability gain a +4 racial bonus to maintain a grapple.

Format: attach; *Location:* individual attacks.

Attacks (type) Creatures with this special attack are able to bypass the damage reduction of one or more types of listed attacks with their natural weapons.

Format: attacks (material/magic/epic); *Location:* Special Attacks

Aura of Mischief (Su; mind; Cha) Hostile creatures within a prescribed range of the creature must make a Will save every round or be affected on the table below.

d4	Effect
1	Acts normally, but is unable to make skill checks
2	Takes a full-round action to make a Perform check
3	Casts a spell or uses a spell-like ability of a harmless nature; otherwise roll again
4	Make a double move, using a special movement type, if possible

Format: mischief aura (XX ft.; W-DC XX); *Location:* Aura

Bleed (Ex) A creature with this ability causes wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Format: bleed (2d6); *Location:* Special Attacks and individual attacks.

Blind (Ex) Creatures with the blind sense cannot see creatures with normal vision. They are immune to any effect that relies on vision, such as gaze attacks. They have grown accustomed to their blindness and do not possess the blinded condition when in combat unless they cannot sense opponents with their other senses.

Format: blind; *Location:* Senses and Immune (visual effects)

Blindsense (Ex) Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Format: blindsense XX ft.; *Location:* Senses.

Blindsight (Ex) This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Format: blindsight XX ft.; *Location:* Senses.

Block Attacks (Ex) Once per round, when the creature is hit by a melee or ranged attack, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it, the creature is unaffected by the attack (as if the attack had missed).

Format: block attacks; *Location:* Defensive Abilities.

Blood Drain (Ex) The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Format: blood drain (1d2 Constitution); *Location:* Special Attacks.

Blood Rage (Ex) When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +1 temporary hit points/Hit Dice, +1 bonus to Fortitude saves and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Format: blood rage; *Location:* Special Attacks.

Bond to Land (Ex): The creature gains a +2 racial bonus to AC in the listed environment.

Format: +2 AC in environment and bond to land (environment); *Location:* AC and Defensive Abilities

Bow Mastery (Ex) A creature with bow master may add their Dexterity modifier to their damage and never draw attacks of opportunity for using a bow in melee combat.

Format: bow mastery; *Location:* Special Attacks

Breath Weapon (Su; varies; Com) Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage. A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

Format: breath weapon (area of effect, damage type, R-DC XX for half, use); *Location:* Special Attacks; if the breath is more complicated than damage, it also

appears under Special Abilities with its own entry.

Burn (Ex; fire; Con) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Format: burn (damage, R-DC XX); *Location:* Special Attacks and individual attacks.

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

Format: burrow XX ft.; *Location:* Speed.

Burst of Speed (Ex) This can increased multiple of its base speed on a bull rush, charge, overrun, or trample.

Format: burst of speed (XX); *Location:* Speed

Camouflage (Ex) Within this creature's listed environment, they gain a +2 to +8 circumstance bonus on their Stealth checks. As a variable amount it is not factored into their statistics.

Format: camouflage; *Location* SQ

Caustic (Ex) This creature generates immense amounts of acid within its body. It deals the listed acid damage on all its natural attacks and to others that strike it with natural attacks.

Format: caustic (xd6 acid); *Location:* Special Attacks

Channel Resistance (Ex) A creature with this special quality is less easily affected by channelled energy. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

Format: +4 channel resistance; *Location:* Saving Throws

Chill (Ex) This creature generates immense amounts of cold within its body. It deals the listed cold damage on all its natural attacks and to others that strike it with natural attacks.

Format: chill (xd6 cold); *Location:* Special Attacks

Climb (Ex or Su) A creature with this ability can cease or resume climbing as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to climb for as long as the antimagic effect persists.

Creatures with a climb speed gain a +8 racial bonus to Athletics check to climb if they need to make a check (this bonus is not listed in the statistics block). They can always take 10 on a climb check. They are not considered flat-footed when climbing.

Format: climb 30 ft.; *Location:* Speed

Combat Trained (Ex) A creature with this special quality are trained to bear a rider one size smaller than them into combat and they know the tricks attack, come, defend, down, guard, and heel.

Format: combat trained; *Location:* SQ

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check. The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Format: constrict (damage); *Location:* Special Attacks

Damage Reduction (Ex or Su) A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly. The creature takes normal damage from energy attacks, spells, spell-like

abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantine, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon that inflicts damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction, and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Format: DR XX/type; *Location:* Defensive Abilities

Darkvision (Ex) Creatures with this sense can see in areas of low-light and darkness without penalty.

Format: darkvision; *Location* Senses

Dazed (Ex) Creatures with this special attack daze opponents for one round with a successful melee attack. If duration is longer than 1 round it is listed in a parenthetical.

Format: dazed [duration]; *Location:* individual attacks

Death Roll (Ex) When grappling a foe of its size or smaller, the creature can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The creature inflicts its bite damage and knocks the creature prone. If successful, the creature maintains its grapple.

Format: death roll (bite damage plus trip); *Location:* Special Attacks

Deep Dweller (Ex) This creature is immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

Format: deep dweller; *Location* Defensive Abilities

Dragon Senses (Ex) Dragons have darkvision, blindsense 60 ft, and scent.

Format: dragon senses; *Location:* Senses

Elusive Aura (Su) These creatures exist within reality but apart from it. They emit an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the creatures power. The caster check to attempt divination on creatures within the aura is 15 + HD of the creature.

Format: elusive (XX ft.; DC XX); *Location:* aura

Engulf (Ex; Str) The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Format: engulf (R-DC 12, 1d6 acid and paralysis); *Location:* Special Attacks.

(Environment/Weather Condition)sight (Su) The creature can see through normal vegatation and weather conditions of the listed environment usually 10x their Notice score in feet. The environment offer no concealment to the monster's sight, though solid objects still block its line of sight.

Format: arcticsight; *Location:* Senses.

(Environment) stride (Ex) The creature may move through any natural difficult terrain in the listed environment without taking damage or suffering any other impairment. They may also choose to leave no trail while moving in this environment.

Format: desert stride; *Location:* Speed

Fast Healing (Ex) A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Format: fast healing XX; *Location:* HP

Fast Swallow (Ex) The creature can use its swallow whole ability as a free action at any time during its turn, not just at the start of its turn.

Format: fast swallow; *Location:* Special Attacks.

Fear (Su or Sp; fear; Cha) Fear attacks can have various effects.

Fear Aura (Su; fear; Cha) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the fear spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone (Sp; fear; Cha) and **Ray (Su fear; Cha)** These effects usually work like the fear spell.

Fearsome Roar (Ex; fear, sonic; Cha) As a swift action, this creature can give voice to a fearsome roar. All creatures within a listed range. must make a Will save or suffer the listed fear affect. Those that make their save are immune to this roar for 24 hours.

If a fear effect allows a saving throw, it is a Will save.

Format: fear aura (XX ft., W-DC XX); *Location:* Aura.

Format: fear cone (XX ft., DC XX); *Location:* Special Attacks.

Format: fearsome roar (XX ft.; W-DC XX; frightened 1d6 rounds); *Location:* Special Attacks

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Format: ferocity; *Location:* Defensive Abilities.

Fortification (Ex) The monster has a % chance to treat any critical hit or sneak attack as a normal hit.

Format: fortification (XX%); *Location: Defensive* Abilities.

Fly (Ex or Su) A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Creatures with a fly speed gain a +8 racial bonus to Acrobatic check to fly if they need to make a check (this bonus is not listed in the statistics block). They can always take 10 on a fly check.

Format: fly XX ft.; *Location:* Speed.

Frightful Presence (Ex; fear; Cha) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An af-

fected opponent can resist the effects with a successful Will save. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if the creature has 4 HD more than the opponent.

Format: frightful presence (XX ft., W-DC 21); *Location:* Aura.

Gaze (Su; varies; Cha) A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect: petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save. A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description.

- **(Passive)** Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable.

Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

- *Averting Eyes:* The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.
- *Wearing a Blindfold:* The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.
- **(Active)** A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. The creature can also veil its eyes, thus negating its gaze ability.

Format: (type) gaze; *Location:* Special Attacks.

Grab (Ex) If a creature with this special attack hits with the indicated attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack.

Creatures with the grapple special attack receive a +4 bonus on combat maneuver checks made for and against grapple manuevers. Creatures with a grab attack are treated as if they possessed Improved Grapple.

Format: grab; *Location:* individual attacks

Grace (Su): Creatures with the grace special quality add their Charisma modifier to their attack rolls and to their hit points as a luck bonus.

Format: grace; *Location:* SQ

Hatred (Ex) The creature gains a +1 racial bonus to attack rolls against one or more creature types or races.

Format: hatred (race 1, race 2); *Location:* Special Attacks

Heat (Ex) This creature generates immense amounts of heat within its body. It deals the listed fire damage on all its natural attacks and to others that strike it with natural attacks.

Format: heat (xd6 fire); *Location:* Special Attacks

Hive Mind (Ex) All of these creatures within a designated distance of their lair a hive mind. If creature is aware of danger, they are all aware of the danger. This makes them immune to being flat-footed and flanked.

Format: hive mind (distance); *Location:* Defensive

Hold Breath (Ex) The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Format: hold breath; *Location:* Special Qualities.

Immortal: These creatures never die of old age, nor do they suffer any penalties associated with aging.

Format: immortal; *Location:* Defensive Abilities

Immunity (Ex or Su) A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect.

Format: Immune acid, fire, paralysis; *Location:* Defensive Abilities

Incorporeal (Ex) An incorporeal creature has no physical body. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Effects with the force descriptor deal normal damage.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus. An incorporeal creature can enter or pass through solid objects. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks ignore natural armor, armor, and shields. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. They cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; *Location:* Defensive Abilities.

Infinite Endurance (Ex) These creatures are utterly tireless, they are immune to being staggered, fatigued, or exhausted.

Format: infinite endurance; *Location Defensive* Abilities

Iterative Attacks (Ex) A creature can make iterative attacks with a single natural weapon attack as if it were a manufactured weapon. This is common in very large monster that possess only a single attack form.

Format: iterative attacks (bite); *Location:* Special Attacks

Jump (Ex) A creature with this ability can move the listed distance by jumping as a move action. They may move throw occupied squares by jumping but may draw attacks of opportunity as normal.

Creatures with a jump speed gain a +8 racial bonus to Athletics or Acrobatic check to jump if they need to make a check (this bonus is not listed in the statistics block). They can always take 10 on a jump check.

Format: jump XX ft.; *Location:* Speed.

Keen Scent (Ex) The creature can notice other creatures by scent in a 180-foot radius and can detect spilled blood at ranges of up to a mile.

Format: keen scent; *Location:* Senses.

Lay On Hands (Su) Creatures with this special quality, can heal wounds (their own or those of others) by touch. Each day they can use this ability a number of times equal to 1/2 their Hit Dice. With one use of this ability, they can heal 1d6 hit points/2 Hit Dice they possesses. Using this ability is a standard action, unless the creature targets itself, in which case it is a swift action.

Alternatively, a creature can use this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee attack

and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Format: lay on hands (xd6; x/day); *Locations:* SQ

Lifesense (Su) The creature notices and locates living creatures within a specified difference, just as if it possessed the blindsight ability. If no range is listed that ability is assumed to be 60 ft.

Format: lifesense XX ft.; *Location:* Senses.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Format: light blindness; *Location:* Weaknesses

Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Format: Weakness light sensitivity; *Location:* Weaknesses.

Low-Light Vision (Ex) Creatures with this sense can see in areas of low-light without penalty.

Format: low-light vision; *Location* Senses

Luminous (Ex or Su; light) A creature with this light to a given intensity and radius. If no intensity is listed the light is considered to be normal light.

Format: luminous (intensity, radius); *Location:* SQ

Martial Training (Ex) This creature is proficient in all types of armor and weapons. Additionally, they are treated as if they were a fighter of their total Hit Dice as the purpose of qualifying for and using feats.

Format: martial training: *Location:* SQ

Metal Mastery (Ex) Creatures using metal weapons take a –1 penalty on attack and damage rolls against this creature. This creature gains +1 to hit and damage against a metal-armored opponents.

Format: metal mastery; *Location:* Special Attacks

Multiweapon Mastery (Ex) The creature never takes penalties to an attack roll when fighting with multiple weapons. It may take any feats requiring Two-Weapon Fighting.

Format: multiweapon mastery; *Location:* Special Attacks

Natural Invisibility (Ex or Su) This ability is constant—the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell.

Format: natural invisibility; *Location:* Defensive Abilities.

Negative Energy Affinity (Ex) The creature is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature.

Format negative energy affinity; *Location* Defensive Abilities

No Breath (Ex) The monster does not breathe and is immune to effects that require breathing. This does not give immunity to cloud or gas attacks that do not require breathing.

Format: no breath; *Location:* Special Qualities.

No Scent (Ex) This monster possesses no scent. It cannot be tracked by scent or have its location determined by the scent sense.

Format: no scent; *Location:* Defensive Abilities

Plantspeech (Su) This creature can speak with any plant, as though using a speak with plants spell. This ability is always active.

Format: plantspeech; *Location:* Languages

Poison (Ex or Su; Con) A creature with this ability can poison those it attacks. The effects of the poison, including its save, track, effect, and cure, are included in the creature's description.

Format: Poison Name (Ex) Sting—injury; save F-DC XX (DC - 10 poison damage), track Con, effect W(1-6)—I(1-6)—H(1-4)—D(1-4)—dead, cure 2 consecu-

tive saves; *Location:* Special Attacks and individual attacks

Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Format: pounce; *Location:* Special Attacks

Powerful Blows (Ex) The specified attack adds 1-1/2 times the creature's Strength bonus to damage instead of its normal Strength bonus or half its Strength bonus. Any changed to the damage bonus are listed next to the attack form.

Format: powerful blows (slam); *Location:* Special Attacks

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

Format: powerful charge (attack +XX, damage); *Location:* Special Attacks.

Power Resistance (Ex) A creature with power resistance can avoid the effects of powers and psi-like abilities that directly affect it. To determine if a power or psi-like ability works against a creature with power resistance, the caster must make a manifester level check. If the result equals or exceeds the creature's power resistance, the power works normally, although the creature is still allowed a saving throw.

Power Resistance is normally equal to (10 + 1/2 creature's Hit Dice + Cha modifier). Some creatures with minor power resistance do not gain the Cha modifer bonus.

Format: PR 18; *Location:* Defensive Abilities

Proficiency (Ex) Creatures with the proficiency special quality possess proficiency in the listed weapons or armor in addition to the proficiencies listed in their monster type or subtypes.

Format: proficiency (XXXX); *Location:* SQ

Protective Aura (Su) Against attacks made or effects created by two outsider subtypes (often devils and demons), this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a lesser globe of invulnerability, both with a radius of 20 feet. Additionally, the creature's attack bypass the damage reduction of the selected subtypes.

Format: protective aura (type/subtype 1; type/subtype 2) and protective aura; *Location:* Aura, AC

Psi-Like Abilities (Ps; Cha) Psi-like abilities are psionic and work just like powers.

A psi-like ability usually has a limit on how often it can be used. A constant psi-like ability or one that can be used at will has no use limit; unless otherwise stated, a creature can only use a constant psi-like ability on itself. Reactivating a constant psi-like ability is a swift action. Using all other psi-like abilities is a standard action and doing so provokes attacks of opportunity.

A creature's manifester level is based on their Hit Dice. The saving throw (if any) against a psi-like ability is 10 + the level of the power the ability resembles or duplicates + the creature's Charisma modifier.

Format: At will—expansion; *Location:* Psi-Like Abilities.

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Format: pull (tentacle, 5 feet); *Location:* Special Attacks and individual attacks.

Push (Ex) A creature with the push ability can choose to make a free combat maneuver check (as a bull rush) that does not draw attacks of opportunity with a certain successful attack (often a slam attack). If successful, this check pushes a creature directly away as with a bull rush, but the distance moved is set by this ability. The type of attack that causes the push and the dis-

tance pushed are included in the creature's description. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature.

Creatures with the push special attack receive a +4 bonus on combat maneuver checks made for and against bull rush manuevers. Creatures with a grab attack are treated as if they possessed Improved Bull Rush.

Format: push (slam, XX feet); *Location:* Special Attacks and individual attacks

Rake (Ex) A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Format: rake (2 claws +XX, damage); *Location:* Special Attacks.

Rampage (Ex) Once every 6 rounds as a full attack action, the creature may make a single attack each opponent within its reach. Some creature may rampage more often than every 6 rounds, any changes are parenthetically listed.

Format: rampage (time); *Location:* Special Attacks

Regeneration (Ex) A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Format: regeneration XX (fire, acid); *Location:* HP

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

Format: rend (attacks, damage); *Location:* Special Attacks.

Resistance (Ex) A creature with this resistance ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

Format: acid XX; *Location:* Resist

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Format: rock catching; *Location:* Defensive Abilities.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size

of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus. When a rock strikes an opponent it also triggers a bull rush with the same roll.

Format: rock throwing (120 ft.); *Location:* Special Attacks (damage is listed in Ranged attack).

Ruinous Strike (Ex) This creature's manufactured and natural attacks bypass all types of damage reduction.

Format: ruinous strike; *Location:* Special Attacks

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

The creature can detect opponents within 30 feet by sense of smell. Strength of a smell or wind patterns can alter this range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Survival check to find or follow a track. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Format: scent; *Location:* Senses.

See in Blackness (Su) The creature can see perfectly in darkness of any kind.

Format: see in blackness; *Location:* Senses.

See Invisible (Ex or Su) Creatures with this sense can always see invisible creatures within their line of sight.

Format: see invisible; *Location:* Senses

Shrill (Ex) This creature generates immense amounts of sonic energy within its body. It deals the listed sonic damage on all its natural attacks and to others that strike it with natural attacks.

Format: shrill (xd6 sonic); *Location:* Special Attacks

Slippery (Ex) The creature is impossibly slippery and hence impossible to grapple.

Format: slippery; *Location:* Defensive Abilities

Sound Mimicry (Ex) The creature perfectly imitates certain sounds or even specific voices. The creature makes a Deception check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a –8 penalty on its Sense Motive check. The creature has a +8 racial bonus on its Deception check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

Format: sound mimicry (voices); *Location:* Special Qualities.

Spell-Like Abilities (Sp; Cha) Spell-like abilities are magical and work just like spells in all ways except they lack components.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit; unless otherwise stated, a creature can only use a constant spell-like ability on itself. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action and doing so provokes attacks of opportunity.

A creature's caster level is based on their Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Format: At will—burning hands (R-DC XX); *Location:* Spell-Like Abilities.

Spell Resistance (Ex) A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check. If the

result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Spell Resistance is normally equal to (10 + 1/2 creature's Hit Dice + Cha modifier). Some creatures with minor spell resistance do not gain the Cha modifer bonus.

Format: SR XX; *Location:* Defensive Abilities

Sprint (Ex) A creature that moves on two or more legs can move at an enhanced listed speed. However, the creature loses the ability to attack when any of its limbs, such as hooves or claws, while sprinting.

Format: sprint XX ft.; *Location:* Speed

Stench (Ex; poison; Con) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours.

Format: stench (F-DC 15, 10 rounds); *Location:* Aura

Strangle (Ex) An opponent grappled by the creature cannot speak or cast spells with verbal components.

Format: strangle; *Location:* Special Attacks

Strength in Numbers (Ex) For every two allies within 50-feet of this creature, it gains a +1 insight bonus to attack rolls, saving throws and checks to a maximum of a +5 bonus.

Fortmat: strength in numbers; *Location:* Special Attacks

Stunning Blow (Ex; stun; Str) One of this creatures natural attacks is delivered with such force that creatures that fail a Fortitude save against it are stunned for a limited number of rounds.

Format: stunning blow (headbutt, XX rounds; F-DC XX); *Location:* Special Attacks

Surefooted (Ex) This creatures movement is not reduced by difficult terrain unless the terrain has been magically manipulated to impede movement.

Format: surefooted; *Location:* SQ

Swallow Whole (Ex) If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Format: swallow whole (damage, AC XX, XX HP); *Location:* Special Attacks

Swarming (Ex) Creatures with this special attack are used to living communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two of these creatures can share the same square at the same time. If two of these creatures in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Format: swarming; *Location:* Special Attacks

Swim (Ex) A creature with this ability can cease or resume swimming as a free action.

Creatures with a swim speed gain a +8 racial bonus to Athletic check to swim if they need to make a check (this bonus is not listed in the statistics block). They can always take 10 on a swim check.

Format: swim XX ft.; *Location:* Speed

Targeting (Ex) A creature with this special attack uses the listed ability score in place of its Dexterity to determine its ranged attack modifier.

Format: targeting (varies); *Location:* Special Attacks

Telepathy (Su) The creature can mentally communicate with any other creature within a certain range (usually 100 feet; otherwise mentioned in the description) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Format: telepathy [XX ft. (if not 100 ft.)]; *Location:* Languages.

Trample (Ex; Str) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Creatures with the overrun special attack receive a +4 bonus on combat maneuver checks made for and against overrun manuevers.Creatures with a trample attack are treated as if they possessed Improved Overrun.

Format: trample (damage, R-DC XX); *Location:* Special Attacks.

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

Format: tremorsense XX ft.; *Location:* Senses

Truespeech (Su) This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

This can be expanded to include other creature types that do not possess a language with as a parenthetical addition.

Format: truespeech (options); *Location:* Languages

Unnatural Aura (Su) Animals do not willingly approach the creature unless the animal makes a Will save or animal's master makes a DC 25 Handle Animal or Ride.

Format: unnatural aura (30 ft.); *Location:* Aura.

Unstoppable (Ex) This creature cannot be stopped when they do not wish to be. They are immune to effects that entangle, paralyze, or stun. They cannot be bull rushed, overrun, pulled, pushed, or dragged. The treat difficult terrain as normal terrain and impassible terrain as difficult terrain.

Format: unstoppable; *Location:* Defensive Abilities

Vulnerabilties (Ex or Su) A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –4 penalty on saves against spells and effects that cause or use the listed vulnerability. Some creatures might suffer additional effects, as noted in their descriptions.

Format: Vulnerable fire; *Location:* Vulnerable

By Challenge Rating

The following is a list of all monsters in this book by their challenge rating.

CR ⅓: dragon mite

CR ½: battle corgi, bosch fiend (1st), deigen, juvenile crater beetle, mahrog, makesh, myxini, ndragg, urisk, vaar's raven

CR 1: bladeleaf, bosch fiend (2nd),burrowing lamprey, children of the dead, dancer in the glade, deep one, dire penguin, eagle eye drone, fur-bearing trout, grabast, nature spirit (small), zhu ru

CR 2: assassin's bane, blindbraun, bosch fiend (3rd), crimson horror, darkstone dragon (wyrmling), deep flailer, drainpipe troll, drone zicree, fire eel, jaggerfanigle, jakulus (male), meadow maid, racing snail, trog fly, young crater beetle

CR 3: agropelter, apiary devil, arid dragon (wyrmling), beavertail, bosch fiend (4th), botach, crawler netherian, darlith, divine vessel, glerp (medium), guardian drake (tiny), haunted doll, nature spirit (medium), qi dragon, roog, thylacoleo

CR 4: adult crater beetle, ashen dragon (wyrmling), attractor, blood scarecrow, boxbiter, electroid zicree, emissary of najim, green jellybear, guardian drake (small), hagiographical drake (tiny), moddey dhoo, giant wolf spider, salt ooze, slithering abomination, teo-selerai, werejaguar, windrune

CR 5: alcestus, anakim, bosch fiend (5th), briny hexenbeist dire boar, chingatrüll, diprotodon, dire lamprey, glerp (large), green slime quickgrass, grizzly boar, guardian drake (medium), hagiographical drake (small), hovara, liopleurodon, nature spirit (large), plague doctor, sheepsquatch, sleet dragon, sluu'gho, tulgorth

CR 6: a'peril, crypt mother, crystallax minotaur, guardian drake (large), hagiographical drake (medium), madtockian worm (lesser), murtaziq, nunnoad, organ thief, red jellybear, rot monster, shajara, stalactaur, unknowing ogre priest, yaramayahu

CR 7: bosch fiend (6th), deist spirits, falazyr, glerp (huge), hagiographical drake (large), hoard dragon (wyrmling), mentoid zicree, porphyrite drake (tiny), rochahoposaurus, snowy owlbear, umbral angler

CR 8: abaasy, crystallax wyvern, giant lamprey, kukkoad, lavalantula, minion of kadeg, nature spirit (huge), ocular swarm, orange jellybear, parabythos, porphyrite drake (small), pyrhedon, shadowcat, suppligon devil

CR 9: bosch fiend (7th), chikram, coral dryad, darkstone dragon (adult), draumrgeiss, glacier hexenbeist sphinx, karkadann, palindroid zicree, porphyrite drake (medium), sailor's bane, strigifal, xexenaeth

CR 10: arid dragon (adult), brute, clear jellybear, latranal, old man winter, piasa, porphyrite drake (large), retrieval drone, subterranoid zicree, vagadoia

CR 11: ashen dragon (adult), bloodfrenzy shark swarm, bosch fiend (8th), bukavac, dire owlbear, halfling wendigo barbarian, starfallen inquisitor

CR 12: contemplative angel, huhhoad, madtockian worm (adult), terrorpins, yellow jellybear, zicriformer zicree

CR 13: abaia, bosch fiend (9th), harpooner, katalut, lepidoral, nature spirit (greater), psyros, urseloct, wasteland linnorm,

CR 14: brine sea serpent, darkstone dragon (ancient), grovenger, hoard dragon (adult), masagmasvima, nightmare collector, rancor daemon

CR 15: arachnid mark III turret, arid dragon (ancient), dasshenpyrosaurus, jakulus (female), leucrotta, siccuros

CR 16: annoad, ashen dragon (ancient), cthonic cyclops, decimator zicree, hevaka, thunderstorm jellyfish

CR 17: backdraft, whalecroc

CR 18: madtockian worm (greater), megamind zicree

CR 19: hoard dragon (ancient), techtonic terror, xebarrack

CR 20: azagon la croix, typhoean

CR 22: colossus of dhu, deep hunter sea serpent

CR 24: blooded guardian

CR 25: Balakor (demon lord)

CR 26: paper dragon golem

By Environment

The following is a list of all monsters in this book by their environment.

Any: arachnid mark III turret, attractor, decimator, deist spirits, dragon mite, eagle eye drone, giant wolf spider, glerp, jellybear, makesh, minion of kadeg, nature spirits, paper dragon golem, retrieval drone, siccuros, subterranoid, thunderstorm jellyfish, vaar's raven, zicriformer

Arctic: dire penguin, old man winter, snowy owlbear, strigifal, wasteland linnorm

Desert: anakim, arid dragon, colossus of dhu, darlith, hovara, madtockian worm, psyros, salt ooze, wasteland linnorm

Forest: argopelter, alcestus, assassin's bane, battle

corgi, beavertail, bladeleaf, brute, chingatrüll, dancer in the glade, dasshenpyrosaurus, diprotodon, dire owlbear, fur-bearing trout, grizzlyboar, grovenger, harpooner, jakulus, leucrota, moddey dhoo, murtaziq, piasa, pyrhedon, racing snail, rot monster, shadowcat, sheepsquatch, thylacoleo, tulgorth, urseloct, yaramayahu

Hills: alcestus, assassin's bane, blood scarecrow, dire owlbear, draumrgeiss, hagiographical drake, hovara, leucrotta, moddey dhoo, murtaziq, rochahoposaurus, shadowcat, urisk, xeberrack

Jungle: argopelter, bladeleaf, dasshenpyrosaurus, darkstone dragon, harpooner, jakulus, mahrog, moddey dhoo, pyrhedon, tulgorth, werejaguar

Magic-Dead Regions: wasteland linnorm

Marine: abaia, beavertail, bloodfrenzy shark swarm, brine sea serpent, bukavac, burrowing lamprey, coral dryad, deep flailer, deep hunter sea serpent, deep one, dire lamprey, fire eel, fur-bearing trout, giant lamprey, liopleurodon, murtaziq, myxini, piasa, sailor's bane, urseloct, whalecroc

Marsh: bukavac, burrowing lamprey, diprotodon, moddey dhoo

Mountains: ashen dragon, chingatrüll, crater beetle, dire owlbear, draumrgeiss, fur-bearing trout, harpooner, lavalantula, porphyrite drake, rochahoposaurus, shadowcat, techtonic terror, typhoean, urisk, urseloct

Plains: alcestus, assassin's bane, battle corgi, blood scarecrow, diprotodon, dire owlbear, draumrgeiss, hagiographical drake, hovara, karkadann, leucrota, moddey dhoo, murtaziq, pyrhedon, qi dragon, rot monster, wasteland linnorm, xeberrack

Porphyrite Fields: porphyrite drake, xeberrack

Ruins: botach, chthonic cyclops, moddey dhoo, ocular swarm, psyros, rot monster, slithering abomination, terrorpins

Underground: abaasy giant, blindbraun, boxbiter, children of the dead, crater beetle, crawler netherian, crypt mother, chthonic cyclops, deep flailer, drainpipe troll, emissary of Najim, grabast, harpooner, jaggerfanigle, lavalantula, ocular swarm, rochahoposaurus, slithering abomination, stalactaur, teo-selerai, trog fly

Urban: a'peril, assassin's bane, blooded guardian, botach, boxbiter, divine vessel, guardian drake, haunted doll, hoard dragon, nightmare collector, plague doctor, racing snail, roog, terrorpins, zhu ru

Void: brute, drone zicree, electroid zicree, emissary of Najim, megamind zicree, mentoid zicree, palindroid zicree, starfallen inquisitor

Realms Between: Azagon La Croix, deigen, sluu'gho, umbral angler

Astral Plane: deigen

Ethereal Plane: azagon la croix, sluu'gho

Shadow Plane: organ thief, umbral angler

Realms Beyond: annoad, apiary devil, bosch fiend, chikram, contemplative angel, crimson horror, hevaka, huhhoad, katalut, kukkoad, latranal, lepidoral, meadow maid, nunnoad, parabythos, rancor daemon, strigifal, suppligon, vagadoia, xexenaeth

Abyss: crimson horror, xexenaeth, Balakor

Celestial Towers: contemplative angel, meadow maid

The Expanse: parabythos, vagadoia

Foothills of Wrath: chakram

Halls of Bureacracy: hevaka

Nine Hells: bosch fiend

Perdition: rancor daemon

Regulus: katalut

Savage Rumpus: annoad, huhhoad, kukkoad, nunnoad

Seven Circles: apiary devil, suppligon

The Wilderlands: latranal, lepidoral, strigifal

Realms Within: backdraft, falazyr, masagmasvima, shajara, sleet dragon, windrune

Arboria: shajara

Atmosphaira: backdraft, windrune

The Forge: falazyr

Ignatius: backdraft, masagmasvima

Lithanos: masagmasvima

Oceanus: sleet dragon

By Monster Type

The following is a list of all monsters in this book by their monster type.

Aberration: a'peril, boxbiter, crawler netherian, darlith, drone zicree, electroid zicree, grabast, harpooner, jaggerfanigle, megamind zicree, mentoid zicree, ocular swarm, palindroid zicree, rot monster, slithering abomination, thunderstorm jellyfish, umbral angler, xeberrack

Animal: battle corgi, bloodfrenzy shark swarm, bukavac, burrowing lamprey, dasshenpyrosaurus, diprotodon, dire lamprey, dire owlbear, dire penguin, fire eel, fur-bearing trout, giant lamprey, grizzlyboar, karkadann, leucrotta, liopleurodon, qi dragon, rochaho-

posaurus, snowy owlbear, thylacoleo, whalecroc

Construct: arachnid mark III turret, blooded guardian, colossus of dhu, divine vessel, eagle eye drone, haunted doll, paper dragon golem, minion of kadeg, nightmare collector, retrieval drone, techtonic terror, terrorpins

Dragon: arid dragon, ashen dragon, brine sea serpent, darkstone dragon, deep hunter sea serpent, guardian drake, hagiographical drake, hoard dragon, jakulus, piasa, porphyrite drake, wasteland linnorm

Fey: beavertail, bladeleaf, coral dryad, dancer in the glade, old man winter, organ thief, pyrhedon, roog, zhu ru

Humanoid: deigen, mahrog, makesh, myxini, ndragg, werejaguar, urisk

Magical Beast: abaia, argopelter, alcestus, assassin's bane, attractor, decimator, draumrgeiss, emissary of Najim, hovara, lavalantula, moddey dhoo, shadowcat, sheepsquatch, stalactaur, subterranoid, urseloct, vaar's raven, zicriformer

Monstrous Humanoid: abaasy, anakim, children of the dead, chingatrüll, chthonic cyclops, deep one, drainpipe troll, murtaziq, starfallen inquisitor, teoselerai, typhoean

Outsider: annoad, apiary devil, Azagon La Croix, backdraft, Balakor, bosch fiend, chakram, contemplative angel, crimson horror, falazyr, hevaka, huhhoad, katalut, kukkoad, latranal, lepidoral, masagmasvima, meadow maid, nunnoad, parabythos, psyros, rancor daemon, shajara, sleet dragon, sluu'gho, strigifal, suppligon, vagadola, xexenaeth, windrune

Ooze: glerp, jellybear, sailor's bane, salt ooze

Plant: brute, grovenger, tulgorth

Undead: blindbraun, blood scarecrow, botach, crypt mother, deist spirits, nature spirits, plague doctor, siccuros, yaramayahu

Vermin: crater beetle, deep flailer, dragon mite, giant wolf spider, madtockian worm, racing snail, trog fly

By Monster Subtype

The following is a list of all monsters in this book by their monster subtype.

(aberrant): makesh

(aeon): parabythos, vagadoia

(agathion): latranal, lepidoral, strigifal

(air): backdraft, thunderstorm jellyfish, windrune

(amphibious): abaia, deep one, fur-bearing trout, myxini

(angel): contemplative angel, meadow maid

(aquatic): brine sea serpent, burrowing lamprey, coral dryad, deep flailer, deep hunter sea serpent, dire lamprey, fire eel, giant lamprey, liopleurodon, urseloct, zicree drone

(asura): chakram

(beastborn): ndragg

(daemon): rancor daemon

(demon): crimson horror

(demon lord): Balakor

(devil): apiary devil, suppligon

(dhampir): children of the dead

(djab): Azagon La Croix

(dragonborn): typhoean

(earth): arid dragon, Azagon La Croix, masagmasvima

(elemental): backdraft, masagmasvima, sleet dragon, windrune

(extraplanar): organ thief, umbral angler

(extraterrestrial): brute, emissary of Najim, starfallen inquisitor, subterranoid, zicriformer

(fearsome critter): argopelter, fur-bearing trout

(feyborn): urisk

(fire): ashen dragon, backdraft, lavalantula, masagmasvima, psyros, pyrhedon

(human): mahrog

(inevitable): katalut

(lampetra): myxini

(metal): falazyr, hoard dragon

(native): psyros

(ogdoad): annoad, huhhoad, kukkoad, nunnoad

(planar): deigen

(psionic): decimator zicree, chakram, contemplative angel, darkstone dragon, decimator, drone zircee, electroid zicree, megamind zicree, mentoid zicree, moddey dhoo, palindroid zicree, psyros, shadowcat, subterranoid, zicriformer

(qlippoth): xexenaeth

(reptilian): murtaziq

(robot): arachnid mark III turret, eagle eye drone, retrieval drone

(sonic): sluu'gho

(spirit): deist spirits, nature spirits

(swarm): bloodfrenzy shark swarm, ocular swarm

(water): hoard dragon, sleet dragon

(wood): shajara

(zicree): drone zicree, electroid zicree, megamind zicree, mentoid zicree, palindroid zicree

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