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[The original ethereal marauder was a magical beast, and had full ethereal jaunt. I have made them an aberration, because look at that thing, and reduced the power of the ethereal jaunt to keep them a little fairer for low-level parties. Leave ethereal jaunt for the [phase spiders](#). Keep them special.]

Ethereal Marauder

CR 3 N Aberration

This blue reptilian creature has a tripartite head, with a beak and teeth on each jaw. A beady red eye glares from between each of its jaws.

Ethereal marauders are Darklands predators with the ability to step between worlds, easily navigating the cramped tunnels and cave-ins of their underground homes. Although ethereal marauders are faintly sapient, they are concerned with little more than filling their ravenous bellies. Most ethereal marauders are nomads, traveling in search of prey constantly, although they may settle in a permanent location if food is readily available.

Ethereal marauders may form small packs in order to take big game, and mating events usually occur between members of the same pack. Ethereal marauders are hermaphroditic, and both typically leave an encounter impregnated. Their eggs are small, spherical and numerous, and ethereal marauders will fight to the death to protect them. The young are cared for until they reach adult size, which typically takes two years.

In combat, ethereal marauders make good use of their keen senses and ethereal jaunts to set up ambushes. If fighting individually, ethereal marauders will typically keep a use of their limited ethereal jaunt in reserve in order to flee. In groups, however, they delight in using this ability to set up flanking positions and move without provoking attacks of opportunity, and may exhaust all uses and leave themselves trapped in a fight they cannot win.

Ethereal Marauder **CR 3**

XP 800

N Medium aberration

Init +5; **Senses** darkvision 60 ft., ethereal scent, Perception +11

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 33 (6d8+6)

Fort +3, Ref +3, Will +6

Defensive Qualities limited ethereal jaunt

Offense

Speed 40 ft.

Melee bite +8 (2d6+4/19-20)

Statistics

Str 17, **Dex** 13, **Con** 12, **Int** 4, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 18

Feats Improved Critical (bite) (B), Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Perception +10, Stealth +6, Survival +6; **Racial Modifiers** +4 Perception

Languages Aklo (cannot speak)

Ecology

Environment underground

Organization solitary, pack (2-6) or holdout (1-4 plus 1 ethereal filcher)

Treasure none

Special Abilities

Ethereal Scent (Su) This ability functions as the scent special ability, except that, on the Material Plane, it can be used to detect and track creatures on the Ethereal Plane. It can also be used on the Ethereal Plane to detect and track creatures on the Material Plane.

Limited Ethereal Jaunt (Su) Three times per day, an ethereal filcher can enter the Ethereal Plane as a move action. It may remain there for up to 1 minute before being returned to the Material Plane. If it chooses, it can end this effect as a free action. This ability otherwise functions as the *ethereal jaunt* spell.