

This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a.

## SHADOW CREATURES

### SHADOW CREATURES AND THE MODERN WORLD

Humans cling steadfastly to the reality that they wish to be true, resisting every piece of evidence that suggests that the world isn't the way they believe it to be. Only a relative few make up the "aware minority," those humans who have experienced a Shadow event and seen it for more or less what it was. The majority, the mundanes, find comfort in translating kobolds with swords into knife-wielding muggers and malicious spirits into tricks of the light. A magical effect might be fireworks or a weather peculiarity. Never underestimate the human mind's power to deceive itself and maintain a level of comfort.

Those who subconsciously delude themselves do so for the sake of their fragile sanity. Those who know and understand at least some aspect of the Shadow tide maintain the secret to avoid ridicule or investigation, as well as to protect the public illusion of a sane, mundane world.

In addition, since Shadow creatures really don't belong to this reality, they have a tendency to slowly fade away. Some of them disappear within 1d4 rounds of dying (being reduced to -10 hit points), and none remain in this reality for more than 1d4 hours before the tide of Shadow reclaims them.

### SHADOW CREATURE DESCRIPTIONS

#### Ash Wraith

Ash wraiths speak whatever languages they spoke in life.

They typically stand between 5 and 6 feet tall. Because they're incorporeal, they have no weight.

##### Species Traits

Ash wraiths have the following traits:

**Undead:** Undead are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. They may be healed by application of negative energy (such as an *inflict light wounds* spell). They are destroyed if reduced to 0 hit points or less.

**Incorporeal (Ex):** An ash wraith can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. It is immune to nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with ghost touch weapons). It can pass through solid objects at will, but not force effects (such as a *wall of force*). Its attacks ignore natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it.

An ash wraith moves silently and cannot be heard with Listen checks. It has no Strength score, so its Dexterity modifier applies both to its melee and ranged attacks. Nonvisual senses, such as blindsight and scent, do not function against an ash wraith. An ash wraith cannot be tripped or grappled by a corporeal attacker.

**Burning Touch (Ex):** The touch of an ash wraith deals 3d6 points of fire damage, and creatures hit by an ash wraith must succeed at a Reflex save (DC 15) or catch on fire.

**Spawn (Su):** Any humanoid slain by an ash wraith's burning touch is immolated and reduced to a pile of ash that rises as an ash wraith in 1d4 rounds. Spawn are under the command of the ash wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su):** Both wild and domesticated animals can sense the unnatural presence of an ash wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Fear of Daylight (Ex):** Ash wraiths exposed to natural sunlight are panicked (no save). A panicked ash wraith flees from the sunlight as fast as possible; it can defend normally but cannot attack while exposed to natural sunlight.

**Ash Wraith:** CR 6; Medium undead; HD 6d12; hp 39; Mas —; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); Defense 15, touch 15, flat-footed 12 (+3 Dex, +2 deflection); BAB +3; Grap +3; Atk +6 melee (3d6 fire, burning touch); Full Atk +6 melee (3d6 fire, burning touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, burning touch, spawn, unnatural aura, fear of daylight; AL evil; SV Fort +2, Ref +5, Will +7; AP 0; Rep +0; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

**Skills:** Hide +12, Intimidate +11, Listen +13, Read/Write Language (up to any three), Search +9, Sense Motive +11,

Speak Language (up to any three), Spot +13.

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

**Possessions:** None.

**Advancement:** 7–12 HD (Medium).

## Big Cat

### Species Traits

Big cats have the following traits:

**Pounce (Ex):** If a big cat leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the big cat must hit with its bite attack. If it gets a hold, it can rake.

**Rake (Ex):** If a big cat successfully grabs its prey (see Improved Grab, above), it can make two rake attacks (+6 melee) with its hind legs as part of a full attack. Each successful rake attack deals 1d3+1 points of damage.

**Scent (Ex):** This ability allows the big cat to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

**Low-Light Vision (Ex):** Big cats can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Skill Bonuses:** Big cats gain a +8 species bonus on Balance checks and a +4 species bonus on Hide, Jump, and Move Silently checks (for running jumps, the Jump bonus is +8).

**Bonus Feats:** Big cats gain the bonus feats Weapon Finesse (bite) and Weapon Finesse (claw).

**Big Cat:** CR 2; Medium animal; HD 3d8+6; hp 19; Mas 15; Init +4; Spd 40 ft., climb 20 ft.; Defense 15, touch 15, flatfooted 11 (+4 Dex, +1 natural); BAB +2; Grap +5; Atk +6 melee (1d3+4, claw); Full Atk +6 melee (1d6+3, bite), +1 melee (1d3+1, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ pounce, improved grab, rake, scent, low-light vision; AL none or owner; SV Fort +5, Ref +7, Will +2; AP 0; Rep +0; Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Balance +12, Climb +11, Hide +9, Jump +7, Listen +6, Move Silently +9, Spot +6.

**Feats:** Weapon Finesse (bite, claw).

**Advancement:** 4–5 (Medium).

## Boar

Boars are about 4 feet long and 3 feet high at the shoulder.

### Species Traits

Boars have the following traits:

**Ferocity (Ex):** Boars are such tenacious combatants that they continue to fight without penalty until reduced to –10 hit points. At –10 hit points, they are slain.

**Scent (Ex):** This ability allows the wild boar to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

**Low-Light Vision (Ex):** Boars can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Boar:** CR 2; Medium animal; HD 3d8+9; hp 22; Mas 17; Init +0; Spd 40 ft.; Defense 16, touch 10, flat-footed 16 (+6 natural); BAB +2; Grap +4; Atk +4 melee (1d6+3, gore); Full Atk +4 melee (1d6+3, gore); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ ferocity, scent, low-light vision; AL None; SV Fort +6, Ref +3, Will +2; AP 0; Rep +0; Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4.

**Skills:** Listen +7, Spot +5.

**Feats:** None.

**Advancement:** 4–5 HD (Medium).

## Breathsnatcher

They average 6 feet tall and weigh about 150 pounds.

### Species Traits

Breathsnatchers have the following traits:

**Clawing Smoke (Su):** Once every 1d4 rounds, a breathsnatcher can expel a 30-foot cone of magic smoke. The smoke grants one-half concealment to creatures in its periphery and full concealment to characters obscured by more than 5 feet of smoke. In addition, any creature within the cone must succeed at a Fortitude save (DC 14) or get smoke in their lungs.

Holding one's breath doesn't help, as tendrils of smoke actively try to invade the lungs. This magic smoke begins to rip at the lungs and surrounding organs, dealing 3d4 points of damage per round. The affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

**Snatch Breath (Su):** As a full-round action, the breathsnatcher can steal the breath from any adjacent creature with –1 or fewer hit points. This instantly kills the creature and grants the breathsnatcher damage reduction 15/+1 for 1 hour per Hit Die of the victim.

**Fast Healing 5 (Ex):** A breathsnatcher heals 5 points of damage each round so long as it has at least 1 hit point remaining.

**Breathsnatcher:** CR 6; Medium monstrous humanoid; HD 9d8; hp 40; Mas 10; Init +3; Spd 30 ft.; Defense 17, touch 13, flat-footed 14 (+3 Dex, +3 natural, +1 equipment); BAB +9; Grap +11; Atk +11 melee (1d4+2, knife) or +12 ranged (2d6, MAC Ingram M10) or +8 ranged (4d6, MAC Ingram M10 burst); Full Atk +11/+6 melee (1d4+2, knife) or +12/+7 ranged (2d6, MAC Ingram M10) or +8/+3 ranged (4d6, MAC Ingram M10 burst); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ clawing smoke, snatch breath, fast healing 5; AL evil; SV Fort +3, Ref +9, Will +9; AP 0; Rep +0; Str 14, Dex 17, Con 10, Int 13, Wis 16, Cha 9.

**Skills:** Hide +14, Listen +14, Move Silently +14, Read/Write English, Read/Write Language (any one), Speak English, Speak Language (any one), Spot +12.

**Feats:** Advanced Firearms Proficiency, Burst Fire, Personal Firearms Proficiency, Quick Draw, Simple Weapons Proficiency.

**Possessions:** Leather trenchcoat, knife, MAC Ingram M10 (.45 machine pistol) with suppressor.

**Advancement:** By character class.

**Breathsnatcher Infiltrator 4:** CR 10; Medium monstrous humanoid; HD 9d8 plus 4d8; hp 58; Mas 10; Init +4; Spd 30 ft.; Defense 21, touch 17, flat-footed 17 (+4 Dex, +3 class, +3 natural, +1 equipment); BAB +11; Grap +13; Atk +13 melee (1d4+2/19–20, knife) or +15 ranged (2d6, MAC Ingram M10) or +11 ranged (4d6, MAC Ingram M10 burst); Full Atk +13/+8 melee (1d4+2/19–20, knife) or +15/+10 ranged (2d6, MAC Ingram M10) or +11/+6 ranged (4d6, MAC Ingram M10 burst); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ clawing smoke, snatch breath, fast healing 5, sweep, improvised implements, improved evasion; AL evil; SV Fort +4, Ref +14, Will +10; AP 2; Rep +2; Str 14, Dex 18, Con 10, Int 13, Wis 16, Cha 9.

**Skills:** Climb +9, Escape Artist +11, Hide +17, Jump +9, Listen +14, Move Silently +17, Read/Write English, Read/Write Language (any one), Sleight of Hand +11, Speak English, Speak Language (any one), Spot +12.

**Feats:** Advanced Firearms Proficiency, Burst Fire, Personal Firearms Proficiency, Quick Draw, Simple Weapons Proficiency, Stealthy, Strafe.

**Possessions:** Leather trenchcoat, knife, MAC Ingram M10 (.45 machine pistol) with suppressor.

## Celestial

All celestials are outsiders. A sample celestial (the gotthammer) is presented below; use the information about outsiders to create new celestial types.

### Species Traits

Celestials have the following traits:

**Variable Size:** Most celestials are Medium, but their size can vary and some celestials can change their size naturally. Depending on their size, celestials gain a size bonus or penalty on attack rolls, Defense, Hide checks, and grapple checks.

**Natural Armor:** Celestials gain a natural armor bonus to Defense equal to 3 + the celestial's Hit Dice.

**Immunities (Ex):** A celestial is immune to one or more specific types of energy or weapon damage, as determined by rolling on Table: Celestial Immunities, Resistances, and Damage Reduction.

**Energy Resistance (Ex):** A celestial is resistant to one or more types of energy, as determined by rolling on Table: Celestial Immunities, Resistances, and Damage Reduction. Roll again if the celestial is resistant to a type of energy against which it already has immunity.

**Damage Reduction (Ex):** Some celestials have damage reduction, as determined by rolling on Table: Celestial Immunities, Resistances, and Damage Reduction.

**Tongues (Su):** A celestial may converse with any creature that has a language. This ability is always active.

**Keen Vision (Ex):** Celestials have darkvision with a range of 60 feet and low-light vision.

**Allegiances:** Celestials have a primary allegiance to good. They may also have allegiances to law or chaos. Fallen celestials may revoke any or all of their prior allegiances.

**Bonus Feats:** Celestials gain either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat.

**Automatic Languages:** Celestials speak Celestial and a number of additional languages equal to their Intelligence bonus.

**Table: Celestial Immunities, Resistances, and Damage Reduction**

Roll d%	Immunity	Roll d%	Resistance	Roll d%	Damage Reduction
01–06	Acid damage	01–21	None (do not roll again)	01–33	None (do not roll again)
07–12	Cold damage	22–27	Acid resistance 10	34–45	5/specific weapon type <sup>1</sup>
13–18	Sonic/concussion damage	28–30	Acid resistance 20	46–57	10/specific weapon type <sup>1</sup>
19–24	Electricity damage	31–36	Cold resistance 10	58–63	20/specific weapon type <sup>1</sup>

25–30	Fire damage	37–39	Cold resistance 20	64–72	5/+1
31–36	Ballistic damage	40–45	Sonic/concussion resistance 10	73–81	10/+1
37–42	Bludgeoning damage	46–48	Sonic/concussion resistance 20	82–84	15/+1
43–48	Piercing damage	49–54	Electricity resistance 10	85–87	20/+1
49–54	Slashing damage	55–57	Electricity resistance 20	88–90	5/+2
55–60	Poison damage	58–63	Fire resistance 10	91–93	10/+2
61–66	Radiation damage	64–66	Fire resistance 20	94–98	15/+2
67–100	Choose one, and roll again	67–100	Choose one, and roll again	99–100	20/+2

<sup>1</sup> Includes weapons made of a specific material (silver or wood, for example) or weapons that deal a specific type of damage (ballistic, bludgeoning, piercing, or slashing).

**Gotthammer (Avenging Angel):** CR 15; Medium outsider; HD 14d8+70; hp 133; Mas 20; Init +4 (Improved Initiative); Spd 30 ft., fly 60 ft. (perfect); Defense 27, touch 10, flat-footed 27 (+17 natural); BAB +14; Grap +18; Atk +21 melee (2d6+9/19–20, +3 *greatsword*); Full Atk +21/+16/+11 melee (2d6+7/19–20, +3 *greatsword*) or +14/+9/+4 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ acid and fire resistance 10, aura of menace, call/dismiss weapon, damage reduction 10/+1, greater incarnation, imbue weapon, immune to ballistic damage and poison, keen vision, tongues; AL good, law; SV Fort +14, Ref +9, Will +12; AP 0; Rep +0; Str 18, Dex 11, Con 20, Int 11, Wis 16, Cha 18.

**Skills:** Escape Artist +14, Hide +14, Intimidate +18, Knowledge (theology and philosophy) +14, Listen +17, Move Silently +14, Read/Write Celestial, Sense Motive +17, Speak Celestial, Spot +17.

**Feats:** Archaic Weapons Proficiency, Cleave, Improved Initiative, Power Attack, Simple Weapons Proficiency.

**Aura of Menace (Su):** A righteous aura surrounds the avenging angel. Any hostile creature within a 20-foot radius of a gotthammer must succeed at a Will save (DC 21) or take a –2 morale penalty on attacks, AC, and saves for one day or until they successfully injure the gotthammer generating the aura. A creature that has resisted or broken the effect cannot be affected again by the gotthammer’s aura for one day.

**Call/Dismiss Weapon (Su):** Once per day, as a free action, a gotthammer may call his shining greatsword to him. The weapon is normally hidden in a secure location of the gotthammer’s choosing, but may be called from anywhere unless carried by another living creature or in an area where magic does not function. Once per day, as a full-round action, the gotthammer may dismiss the sword to a location of his choosing.

**Imbue Weapon (Su):** Once per day, as a full-round action, a gotthammer may imbue his weapon with holy power, dealing +2d6 points of damage to creatures with an allegiance to evil. The effect lasts for 14 rounds.

**Greater Incarnation (Su):** A gotthammer can change his size as a move action, becoming a 20-foot-tall (Huge) figure at will. His greatsword’s size increases proportionately. In this form, the gotthammer’s statistics change as follows: Defense 25, touch 8, flat-footed 25 (–2 size, +17 natural); Grap +31; Atk +24 melee (4d6+16/19–20, +3 *greatsword*); Full Atk +24/+19/+14 melee (4d6+12/19–20, +3 *greatsword*); FS 15 ft. by 15 ft.; Reach 10 ft.; Str 29; Hide +6.

**Immunities (Ex):** Gotthammers are immune to ballistic damage and poison.

**Acid and Fire Resistance 10 (Ex):** A gotthammer ignores the first 10 points of any attack that deals acid or fire damage.

**Damage Reduction 10/+1 (Ex):** A gotthammer ignores the first 10 points of damage dealt by a nonmagical weapon.

**Possessions:** +3 *greatsword*.

## Changeling (Template)

### Template Traits

“Changeling” is an inherited template that can be added to any Small or Medium humanoid, monstrous humanoid, or outsider (referred to hereafter as the base creature). The changeling uses all the base creature’s statistics and special abilities except as noted here.

**Challenge Rating:** Same as the base creature +2.

**Type:** The creature’s type changes to fey.

**Hit Dice:** Change to d6.

**Special Qualities:** A changeling retains all of the base creature’s extraordinary, supernatural, and spell-like qualities except for qualities tied to its type. In addition to gaining the fey type, a changeling has the following special qualities.

**Spell-like Abilities:** 1/day—*charm person*, *object reading*; 3/day—*detect magical aura*. The changeling’s manifester level is equal to his or her character level.

**Immunities (Ex):** A changeling picks one energy type (acid, cold, electricity, fire, or sonic/concussion) to which it is immune.

**Resistance to Energy (Ex):** A changeling gains energy resistance 10 to one energy type (acid, cold, electricity, fire, or sonic/concussion). A changeling cannot be resistant to an energy type to which it is immune (see above).

**Damage Reduction 5/+1 (Su):** A changeling ignores the first 5 points of damage dealt by a nonmagical weapon. Unlike sidhe, this damage reduction doesn’t increase as the changeling gains Hit Dice or levels.

**Allegiances:** A changeling has an allegiance to chaos, but unlike other sidhe, chaos need not be the primary allegiance. This allegiance cannot be broken.

**Ability Scores:** A changeling's ability scores change as follows: Dex +4, Con -2, Cha +4.

**Skill Bonuses:** Changelings gain a +2 species bonus on Bluff and Sleight of Hand checks.

**Feats:** As the base creature. Unlike sidhe, changelings do not gain Archaic Weapons Proficiency or Simple Weapons Proficiency as bonus feats.

**Changeling (Half-Human) Charismatic Hero 1:** CR 3; Medium fey; HD 1d6+2 (includes Toughness feat); hp 8; Mas 8; Init +4; Spd 30 ft.; Defense 15, touch 14, flat-footed 11 (+4 Dex, +1 leather jacket); BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed strike) or +4 ranged (2d6, Ruger Service-Six); Full Atk -1 melee (1d3-1 nonlethal, unarmed strike) or +4 ranged (2d6, Ruger Service-Six); FS 5 ft. by 5 ft.; Reach 5 ft.; SA spell-like abilities, immune to electricity, fire resistance 10, damage reduction 5/+1; AL chaos; SV Fort +0, Ref +5, Will +1; AP 0; Rep +2; Str 8, Dex 18, Con 8, Int 12, Wis 13, Cha 19.  
**Skills:** Bluff +10, Diplomacy +8, Disguise +8, Drive +6, Gamble +3, Gather Information +8, Knowledge (streetwise) +5, Sleight of Hand +8.

**Feats:** Personal Firearms Proficiency, Simple Weapons Proficiency, Toughness.

**Talent (Charismatic Hero):** Fast-talk.

**Possessions:** Leather jacket, loaded Ruger Service-Six (.385 revolver), stolen BMW M3 sports coupe, coat, casual clothes, sunglasses, first aid kit (in car's trunk).

## Demonic Auto

The demonic auto does not speak. It has the normal height and weight of the automobile it most closely resembles.

### Species Traits

Demonic autos have the following traits:

**Construct:** Demonic autos are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

**Outsider Traits:** While they are technically constructs, demonic autos are animated by a fell presence from beyond Shadow. They gain skills and feats as if they were outsiders, and they have an Intelligence score.

**Damage Reduction 20/+1 (Ex):** A demonic auto ignores the first 20 points of damage dealt by a nonmagical weapon.

**Vehicle Movement:** The demonic car moves as a vehicle, not as a character. It has a top speed of 320 squares at character scale (32 squares at chase scale). It maneuvers as a vehicle, using its Drive score, and it must choose a speed category (alley, street, highway, or all-out speed) at the beginning of each action. The demonic auto's speed category may increase its Defense and penalize skill checks.

**No Limbs:** The demonic auto has no limbs and thus can't grapple, nor can it manipulate or throw an object. However, it can open and close its car doors, hood, or trunk rapidly to make a slam attack.

**Trample (Ex):** The demonic auto can trample smaller creatures by running over them. The demonic auto's trample attack deals 2d6+9 points of damage if traveling at alley speed and 4d6+9 points of damage at higher speeds. A successful Reflex save (DC 23) halves the damage. The demonic auto takes this damage as well, but its damage reduction applies.

**Repairable:** Demonic autos cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage, and each check represents 1 hour of work. A demonic auto can repair itself.

**Darkvision (Ex):** Demonic autos can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and demonic autos can function with no light at all.

**Demonic Auto:** CR 13; Huge construct; HD 15d10+40; hp 102; Mas —; Init +1; Spd 400 ft. (320 squares as vehicle); Defense 24, touch 9, flat-footed 23 (-2 size, +1 Dex, +15 natural); BAB +11; Grap —; Atk +15 melee (1d6+9, slam); Full Atk +15/+10/+5 melee (1d6+6, slam); FS 10 ft. by 15 ft.; Reach 5 ft.; SQ construct, outsider traits, damage reduction 20/+1, vehicle movement, no limbs, trample (2d6+9 alley speed or 4d6+9 at higher speeds), repairable, darkvision 120 ft.; AL chaos, evil; SV Fort +5, Ref +6, Will +5; AP 0; Rep +0; Str 23, Dex 13, Con —, Int 10, Wis 10, Cha 5.

**Skills:** Bluff +15, Drive +21, Hide +3, Navigate +18, Repair +10, Sense Motive +18, Spot +18.

**Feats:** Drive-By Attack, Force Stop, Vehicle Dodge, Vehicle Expert.

**Possessions:** None.

**Advancement:** 16–25 HD (Huge); 26–45 (Gargantuan).

**Advanced Demonic Auto (Semi Truck):** CR 16; Gargantuan construct; HD 26d10+80; hp 223; Mas —; Init +1; Spd 400 ft. (320 squares as vehicle); Defense 26, touch 7, flatfooted 25 (-4 size, +1 Dex, +19 natural); BAB +18; Grap —; Atk +25 melee (1d8+15, slam); Full Atk +25/+20/+15/+10 melee (1d8+10, slam); FS 10 ft. by 30 ft.; Reach 5 ft.; SQ construct, outsider traits, damage reduction 20/+1, vehicle movement, no limbs, trample (DC 33; 2d8+15 at alley speed or 4d8+15 at higher speeds), repairable, darkvision 120 ft.; AL chaos, evil; SV Fort +10, Ref +9, Will +10; AP 0; Rep +0; Str 31, Dex 13, Con —, Int 10, Wis 10, Cha 5.

**Skills:** Bluff +22, Drive +32, Hide +10, Intimidate +19, Navigate +25, Repair +25, Sense Motive +25, Spot +29.

**Feats:** Drive-By Attack, Great Fortitude, Force Stop, Iron Will, Vehicle Dodge, Vehicle Expert, Weapon Focus (slam).

**Possessions:** *Flame job* (see Chapter Four: Magic Items).

## Donkey

Donkeys are surefooted and sturdy. They can carry up to 50 pounds as a light load, 51–100 pounds as a medium load, and 101–150 pounds as a heavy load. A donkey can drag 750 pounds.

### Species Traits

Donkeys have the following traits:

**Low-Light Vision (Ex):** Donkeys can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Scent (Ex):** This ability allows the donkey to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

**Skill Bonus:** Donkeys gain a +2 species bonus on Balance checks.

**Donkey:** CR 1/6; Medium animal; HD 2d8+2; hp 11; Mas 12; Init +0; Spd 30 ft.; Defense 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +1; Grap +1; Atk +1 melee (1d3, bite); Full Atk +1 melee (1d3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, scent; AL none or owner; SV Fort +4, Ref +4, Will +0; AP 0; Rep +0; Str 10, Dex 13, Con 12, Int 1, Wis 11, Cha 4.

**Skills:** Balance +3, Listen +5, Spot +5.

**Feats:** None.

**Advancement:** None.

## Dragon

All dragons speak their own language, Draconic. They speak a number of additional languages equal to their Intelligence bonus.

### Species Traits

Dragons have the following traits:

**Age Categories:** Dragons have twelve age categories that broadly define most of their statistics, including size, Hit Dice, Defense, attacks, and special abilities. As a dragon ages, it grows more powerful, as defined in Table: Dragon Age Categories.

**Breath Weapon (Su):** Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at the dragon's mouth and extends in a direction of the dragon's choice, with an area as noted in Table: Dragon Breath Weapon Range. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age. Saves against nondamaging breath weapons use the same DC, but aren't necessarily Reflex saves.

Breath weapons are either cones (which are as high and wide as they are long) or lines (5 feet high and 5 feet wide).

Each dragon has one breath weapon, which is associated with the color of its scales and its allegiance to good or evil.

**Fear Aura (Ex):** A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer Hit Dice than the dragon.

A potentially affected creature that succeeds at a Will save (DC noted in Table: Dragon Age Categories) remains immune to that dragon's fear aura for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the fear aura of other dragons.

**Crush (Ex):** A flying or jumping dragon of at least Huge size can land on opponents as an attack action, using its whole body to crush them. Crush attacks are effective only against opponents three or more sizes smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed at a Reflex save (DC noted in Table: Dragon Age Categories) or be pinned and automatically take the listed damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take crush damage each round if they don't escape.

**Grappling:** A dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds at Concentration checks.

If grappled by a creature the same size or larger, a dragon can attack the grappling creature with its bite and all four limbs (each doing claw damage). If crushed by a larger dragon, a dragon can respond only with grapple attacks, or with bite or breath weapon attacks. If grappled by a creature smaller than itself, the dragon can respond with any of its physical attacks other than a tail sweep.

**Tail Sweep (Ex):** A dragon of at least Gargantuan size can sweep with its tail as a standard action. The sweep affects a half circle with a diameter of 30 feet, centered on the dragon's rear. A Colossal dragon's tail sweep has a 40-foot radius.

Creatures within the swept area are affected if they are four or more sizes smaller than the dragon. The sweep deals the damage listed in Table: Dragon Age Categories; a successful Reflex save halves the damage.

**Spells:** A dragon knows and casts arcane spells as a Mage of the level indicated on Table: Dragon Spells and Spell-like Abilities, gaining bonus spells for a high Intelligence score.

**Spell-Like Abilities:** A young or older dragon gains a spell-like ability upon reaching its new age category, as noted in Table: Dragon Spell-like Abilities. Once the dragon selects a spell-like ability for a given age category, it cannot swap that ability for another. The dragon retains all previously selected spell-like abilities and uses its age category as its caster level. The save DC is 10 + the dragon's Charisma modifier + spell level.

**Spell Resistance (Ex):** As dragons age, they become more resistant to spells and spell-like abilities, as listed in Table: Dragon Age Categories.

**Immunities (Ex):** All dragons are immune to *sleep* and paralysis effects. Dragons are also immune to certain energy types depending on their color:

Black, green, and copper dragons are immune to acid.

Blue and bronze dragons are immune to electricity.

Red, brass, and gold dragons are immune to fire and take 50% more damage against cold-based attacks on a failed save.

White and silver dragons are immune to cold and take 50% more damage against fire-based attacks on a failed save.

**Blindsight (Ex):** A dragon can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 30 feet x the dragon's age category.

**Keen Senses (Ex):** A dragon has low-light vision and darkvision with a range of 100 feet x the dragon's age category.

**Table: Dragon Age Categories**

Category	Age in Years	Size	Base Hit Dice	Breath Weapon	Fear Aura	Crush	Tail Sweep	SR	DR
1 Wyrmling	0–5	Small	7d12	2d8 (DC 14)	—	—	—	—	—
2 Very young	6–15	Medium	10d12	4d8 (DC 17)	—	—	—	—	—
3 Young	16–25	Medium	13d12	6d8 (DC 18)	—	—	—	—	—
4 Juvenile	26–50	Large	16d12	8d8 (DC 21)	—	—	—	—	—
5 Young adult	51–100	Large	19d12	10d8 (DC 23)	150 ft. (DC 23)	—	—	20	5/+1
6 Adult	101–200	Huge	22d12	12d8 (DC 26)	180 ft. (DC 26)	2d8+12 (DC 26)	—	22	5/+1
7 Mature adult	201–400	Huge	25d12	14d8 (DC 27)	210 ft. (DC 27)	2d8+13 (DC 27)	—	24	10/+1
8 Old	401–600	Huge	28d12	16d8 (DC 30)	240 ft. (DC 30)	2d8+15 (DC 30)	—	26	10/+1
9 Very old	601–800	Huge	31d12	18d8 (DC 31)	270 ft. (DC 32)	2d8+16 (DC 31)	—	27	15/+2
10 Ancient	801–1,000	Gargantuan	34d12	20d8 (DC 34)	300 ft. (DC 35)	4d6+18 (DC 34)	2d6+18 (DC 34)	29	15/+2
11 King/Queen	1,001–1,200	Gargantuan	37d12	22d8 (DC 36)	330 ft. (DC 37)	4d6+21 (DC 36)	2d6+21 (DC 36)	30	20/+3
12 Emperor/ Empress	1,201+	Colossal	40d12	24d8 (DC 39)	360 ft. (DC 40)	4d8+24 (DC 39)	2d8+24 (DC 39)	32	20/+3

**Table: Dragon Breath Weapon Range**

Dragon Size	Line (Length)	Cone (Length)
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	100 ft.	50 ft.
Gargantuan	120 ft.	60 ft.
Colossal	140 ft.	70 ft.



**Table: Dragon Breath Weapon Types**

Type	Dragon Color	Allegiance	Notes
Line of acid	Black	Evil	Damage by age category (see Table: Dragon Age Categories)
Line of electricity	Blue	Evil	Damage by age category (see Table: Dragon Age Categories)
Cone of acid	Green	Evil	Damage by age category (see Table: Dragon Age Categories)
Cone of fire	Red	Evil	Damage by age category (see Table: Dragon Age Categories)
Cone of cold	White	Evil	Damage by age category (see Table: Dragon Age Categories)
Cone of sleep gas	Brass	Good	Will save or fall asleep for 1d6 rounds + 1 round per dragon age category
Cone of repulsion gas	Bronze	Good	Will save or move away for 1d6 rounds + 1 round per dragon age category
Cone of slow gas	Copper	Good	Fortitude save or slowed (as <i>slow</i> spell) for 1d6 rounds + 1 round per dragon age category
Cone of weakening gas	Gold	Good	Fortitude save or take 1 point of temporary Strength damage per dragon age category
Cone of paralysis gas	Silver	Good	Fortitude save or paralyzed for 1d6 rounds + 1 round per dragon age category

**Table: Dragon Spells And Spell-Like Abilities**

Age Category	Caster Level*	New Spell-like Ability (choose one)
Wyrmling	—	—
Very young	—	—
Young	1st	<i>Daze</i> or <i>detect magical aura</i> 1/day
Juvenile	2nd	<i>Sleep</i> or <i>true strike</i> 1/day
Young adult	3rd	<i>Locate object</i> or <i>zone of truth</i> 1/day
Adult	4th	<i>Protection from arrows/bullets</i> or <i>resist energy</i> 1/day
Mature adult	5th	<i>Blur</i> or <i>invisibility</i> 1/day
Old	6th	<i>Tongues</i> or <i>water breathing</i> 1/day
Very old	7th	<i>Arcane eye</i> or <i>minor globe of invulnerability</i> 1/day
Ancient	8th	<i>Confusion</i> or <i>freedom of movement</i> 1/day
Dragon King/Queen	9th	<i>Break enchantment</i> or <i>true seeing</i> 1/day
Dragon Emperor/Empress	10th	<i>Cloudkill</i> or <i>telekinesis</i> 1/day

\*Caster level applies to arcane spells and spell-like abilities.

**Wyrmling:** CR 4; Small dragon; HD 7d12+7; hp 52; Mas 13; Init +0; Spd 40 ft., fly 100 ft. (average); Defense 17, touch 11, flat-footed 17 (+1 size, +6 natural); BAB +7; Grap +4; Atk +9 melee (1d6+1, bite); Full Atk +9 melee (1d6+1, bite), +4 melee (1d4, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon, immunities, blindsight 30 ft., low-light vision, darkvision 100 ft.; AL none; SV Fort +6, Ref +5, Will +7; AP 0; Rep +0; Str 13, Dex 10, Con 13, Int 14, Wis 15, Cha 14.

**Skills:** Bluff +9, Diplomacy +9, Hide +4, Jump +8, Knowledge (arcane lore) +9, Listen +9, Read/Write Draconic, Read/Write Language (any two), Search +9, Sense Motive +9, Speak Draconic, Speak Language (any two), Spot +9.

**Feats:** Cleave, Power Attack.

**Very Young Dragon:** CR 5; Medium dragon; HD 10d12+20; hp 85; Mas 15; Init +0; Spd 40 ft., fly 150 ft. (poor); Defense 19, touch 10, flat-footed 19 (+9 natural); BAB +10; Grap +12; Atk +12 melee (1d8+3, bite); Full Atk +12 melee (1d8+2, bite), +7 melee (1d6+1, 2 claws), +7 melee (1d4+1, 2 wings); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon, immunities, blindsight 60 ft., low-light vision, darkvision 200 ft.; AL none; SV Fort +9, Ref +7, Will +9; AP 0; Rep +0; Str 15, Dex 10, Con 15, Int 14, Wis 15, Cha 14.

**Skills:** Bluff +10, Diplomacy +10, Jump +10, Knowledge (arcane lore) +10, Listen +12, Read/Write Draconic, Read/Write Language (any two), Search +10, Sense Motive +10, Speak Draconic, Speak Language (any two), Spot +12.

**Feats:** Alertness, Cleave, Power Attack.

**Young Dragon:** CR 7; Medium dragon; HD 13d12+26; hp 110; Mas 18; Init +0; Spd 40 ft., fly 150 ft. (poor); Defense 22, touch 10, flat-footed 22 (+12 natural); BAB +13; Grap +16; Atk +16 melee (1d8+4, bite); Full Atk +16 melee (1d8+3, bite), +11 melee (1d6+1, 2 claws), +11 melee (1d4+1, 2 wings); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon, spells, spell-like ability, immunities, blindsight 90 ft., low-light vision, darkvision 300 ft.; AL none; SV Fort +10, Ref +8, Will +11; AP 0; Rep +0; Str 17, Dex 10, Con 15, Int 16, Wis 17, Cha 16.



**Skills:** Concentration +3, Bluff +12, Diplomacy +12, Jump +12, Knowledge (arcane lore) +12, Listen +14, Read/Write Draconic, Read/Write Language (any three), Search +12, Sense Motive +12, Speak Draconic, Speak Language (any three), Spot +14.

**Feats:** Alertness, Cleave, Improved Damage Threshold, Power Attack.

**Spells Prepared** (3/2): 0—*mage hand, read magic, resistance*; 1st—*ray of fatigue, sleep* (DC 14).

**Spell-like Ability:** 1/day—*daze* (DC 13) or *detect magical aura*.

**Juvenile Dragon:** CR 10; Large dragon; HD 16d12+48; hp 152; Mas 20; Init +0; Spd 40 ft., fly 150 ft. (poor); Defense 24, touch 9, flat-footed 24 (–1 size, +15 natural); BAB +16; Grap +24; Atk +19 melee (2d6+6, bite); Full Atk +19 melee (2d6+4, bite), +14 melee (1d8+2, 2 claws), +14 melee (1d6+2, 2 wings), +14 melee (1d8+6, tail slap); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ breath weapon, spells, spell-like abilities, immunities, blindsight 120 ft., low-light vision, darkvision 400 ft.; AL none; SV Fort +13, Ref +10, Will +14; AP 0; Rep +0; Str 19, Dex 10, Con 17, Int 18, Wis 19, Cha 18.

**Skills:** Concentration +5, Bluff +14, Diplomacy +14, Hide –4, Jump +14, Knowledge (arcane lore) +14, Knowledge (history) +5, Listen +16, Read/Write Draconic, Read/Write Language (any four), Search +14, Sense Motive +14, Speak Draconic, Speak Language (any four), Spot +16.

**Feats:** Alertness, Cleave, Improved Damage Threshold, Power Attack.

**Spells Prepared** (4/3): 0—*mage hand, message, read magic, resistance*; 1st—*mage armor, ray of fatigue, shield*.

**Spell-like Abilities:** 1/day—*daze* (DC 14) or *detect magical aura, sleep* (DC 15) or *true strike*.

**Young Adult Dragon:** CR 13; Large dragon; HD 19d12+76; hp 199; Mas 22; Init +0; Spd 40 ft., fly 150 ft. (poor); Defense 27, touch 9, flat-footed 27 (–1 size, +18 natural); BAB +19; Grap +29; Atk +24 melee (2d6+9, bite); Full Atk +24 melee (2d6+6, bite), +19 melee (1d8+3, 2 claws), +19 melee (1d6+3, 2 wings), +19 melee (1d8+9, tail slap); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ breath weapon, fear aura 150 ft., spells, spell-like abilities, immunities, SR 20, damage reduction 5/+1,

blindsight 150 ft., low-light vision, darkvision 500 ft.; AL none; SV Fort +15, Ref +11, Will +15; AP 0; Rep +0; Str 23, Dex 10, Con 19, Int 18, Wis 19, Cha 18.

**Skills:** Concentration +7, Bluff +15, Diplomacy +15, Hide –4, Jump +17, Knowledge (arcane lore) +15, Knowledge (history) +6, Listen +17, Read/Write Draconic, Read/Write Language (any four), Search +15, Sense Motive +15, Speak Draconic, Speak Language (any four), Spot +17.

**Feats:** Alertness, Cleave, Improved Bull Rush, Improved Damage Threshold, Power Attack.

**Spells Prepared** (4/3/2): 0—*mage hand, message, read magic, resistance*; 1st—*mage armor, ray of fatigue, shield*; 2nd—*enhance ability, web* (DC 16).

**Spell-like Abilities:** 1/day—*daze* (DC 14) or *detect magical aura, sleep* (DC 15) or *true strike, locate object or zone of truth* (DC 16).

**Adult Dragon:** CR 15; Huge dragon; HD 22d12+110; hp 253; Mas 24; Init +0; Spd 40 ft., fly 150 ft. (poor); Defense 29, touch 8, flat-footed 29 (–2 size, +21 natural); BAB +22; Grap +38; Atk +28 melee (2d8+12, bite); Full Atk +28 melee (2d8+8, bite), +23 melee (2d6+4, 2 claws), +23 melee (1d8+4, 2 wings), +23 melee (2d6+12, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ breath weapon, fear aura 180 ft., crush 2d8+12, spells, spell-like abilities, immunities, SR 22, damage reduction 5/+1, blindsight 180 ft., low-light vision, darkvision 600 ft.; AL none; SV Fort +18, Ref +13, Will +18; AP 0; Rep +0; Str 27, Dex 10, Con 21, Int 20, Wis 21, Cha 20.

**Skills:** Concentration +9, Bluff +17, Diplomacy +17, Hide –8, Jump +20, Knowledge (arcane lore) +17, Knowledge (current events) +6, Knowledge (history) +8, Listen +19, Read/Write Draconic, Read/Write Language (any five), Search +17, Sense Motive +17, Speak Draconic, Speak Language (any five), Spot +19.

**Feats:** Alertness, Cleave, Combat Reflexes, Improved Bull Rush, Improved Damage Threshold, Power Attack.

**Spells Prepared** (4/5/3): 0—*mage hand, message, read magic, resistance*; 1st—*mage armor, magic missile, ray of fatigue, shield, true strike*; 2nd—*enhance ability, spider climb, web* (DC 17).

**Spell-like Abilities:** 1/day—*daze* (DC 15) or *detect magical aura, sleep* (DC 16) or *true strike, locate object or zone of truth* (DC 17), *protection from arrows/bullets* or *resist energy*.

**Mature Adult Dragon:** CR 18; Huge dragon; HD 25d12+125; hp 287; Mas 24; Init +0; Spd 40 ft., fly 150 ft. (poor); Defense 32, touch 8, flat-footed 32 (–2 size, +24 natural); BAB +25; Grap +42; Atk +32 melee (2d8+13, bite); Full Atk +32 melee (2d8+9, bite), +27 melee (2d6+4, 2 claws), +27 melee (1d8+4, 2 wings), +27 melee (2d6+13, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ breath weapon, fear aura 210 ft., crush 2d8+13, spells, spell-like abilities, immunities, SR 24, damage reduction 10/+1, blindsight 210 ft., low-light vision, darkvision 700 ft.; AL none; SV Fort +19, Ref +14, Will +19; AP 0; Rep +0; Str 29, Dex 10, Con 21, Int 20, Wis 21, Cha 20.

**Skills:** Concentration +10, Bluff +18, Diplomacy +18, Hide –8, Jump +22, Knowledge (arcane lore) +18, Knowledge (current events) +7, Knowledge (history) +9, Listen +20, Read/Write Draconic, Read/Write Language (any five), Search +18, Sense Motive +18, Speak Draconic, Speak Language (any five), Spot +20.

**Feats:** Alertness, Cleave, Combat Reflexes, Improved Bull Rush, Improved Damage Threshold, Power Attack, Sunder.

**Spells Prepared** (4/5/3/2): 0—*mage hand, message, read magic, resistance*; 1st—*mage armor, magic missile, ray of fatigue, shield, true strike*; 2nd—*enhance ability, spider climb, web* (DC 17); 3rd—*dispel magic, haste*.

**Spell-like Abilities:** 1/day—*daze* (DC 15) or *detect magical aura, sleep* (DC 16) or *true strike, locate object or zone of truth* (DC 17), *protection from arrows/bullets* or *resist energy, blur* or *invisibility*.

**Old Dragon:** CR 20; Huge dragon; HD 28d12+168; hp 350; Mas 26; Init +0; Spd 40 ft., fly 150 ft. (poor); Defense 35, touch 8, flat-footed 35 (–2 size, +27 natural); BAB +28; Grap +46; Atk +36 melee (2d8+15, bite); Full Atk +36 melee (2d8+10, bite), +31 melee (2d6+5, 2 claws), +31 melee (1d8+5, 2 wings), +31 melee (2d6+15, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ breath weapon, fear aura 240 ft., crush 2d8+15, spells, spell-like abilities, immunities, SR 26, damage reduction 10/+1, blindsight 240 ft., low-light vision, darkvision 800 ft.; AL none; SV Fort +22, Ref +16, Will +22; AP 0; Rep +0; Str 31, Dex 10, Con 23, Int 22, Wis 23, Cha 22.

**Skills:** Concentration +13, Bluff +20, Diplomacy +20, Hide –8, Jump +24, Knowledge (arcane lore) +20, Knowledge (current events) +9, Knowledge (history) +11, Listen +22, Read/Write Draconic, Read/Write Language (any six), Search +20, Sense Motive +20, Speak Draconic, Speak Language (any six), Spot +22.

**Feats:** Alertness, Cleave, Combat Reflexes, Improved Bull Rush, Improved Damage Threshold, Power Attack, Sunder.

**Spells Prepared** (4/5/5/3): 0—*mage hand, message, read magic, resistance*; 1st—*mage armor, magic missile, ray of fatigue, shield, true strike*; 2nd—*arcane lock, enhance ability, resist energy, spider climb, web* (DC 18); 3rd—*dispel magic, displacement, haste*.

**Spell-like Abilities:** 1/day—*daze* (DC 16) or *detect magical aura, sleep* (DC 17) or *true strike, locate object or zone of truth* (DC 18), *protection from arrows/bullets* or *resist energy, blur* or *invisibility, tongues* or *water breathing*.

**Very Old Dragon:** CR 21; Huge dragon; HD 31d12+186; hp 387; Mas 26; Init +0; Spd 40 ft., fly 150 ft. (poor); Defense 38, touch 8, flat-footed 38 (–2 size, +30 natural); BAB +31; Grap +50; Atk +40 melee (2d8+16, bite); Full Atk +40 melee (2d8+11, bite), +38 melee (2d6+5, 2 claws), +38 melee (1d8+5, 2 wings), +38 melee (2d6+16, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ breath weapon, fear aura 270 ft., crush 2d8+16, spells, spell-like abilities, immunities, SR 27, damage reduction 15/+2, blindsight 270 ft., low-light vision, darkvision 900 ft.; AL none; SV Fort +23, Ref +17, Will +24; AP 0; Rep +0; Str 33, Dex 10, Con 23, Int 24, Wis 25, Cha 24.

**Skills:** Concentration +15, Bluff +22, Diplomacy +22, Hide –8, Jump +26, Knowledge (arcane lore) +22, Knowledge (current events) +12, Knowledge (history) +13, Listen +24, Read/Write Draconic, Read/Write Language (any seven), Search +22, Sense Motive +22, Speak Draconic, Speak Language (any seven), Spot +24.

**Feats:** Alertness, Cleave, Combat Reflexes, Improved Bull Rush, Improved Damage Threshold, Multiattack, Power Attack, Sunder.

**Spells Prepared** (4/6/5/3/2): 0—*mage hand, message, read magic, resistance*; 1st—*mage armor, magic missile, ray of fatigue* (2), *shield, true strike*; 2nd—*arcane lock, enhance ability, resist energy, spider climb, web* (DC 19); 3rd—*dispel magic, displacement, haste*; 4th—*stoneskin, wall of ice* (DC 21).

**Spell-like Abilities:** 1/day—*daze* (DC 17) or *detect magical aura, sleep* (DC 18) or *true strike, locate object or zone of truth* (DC 19), *protection from arrows/bullets* or *resist energy, blur* or *invisibility, tongues* or *water breathing, arcane eye* or *minor globe of invulnerability*.

**Ancient Dragon:** CR 23; Gargantuan dragon; HD 34d12+238; hp 459; Mas 28; Init +0; Spd 40 ft., fly 200 ft. (clumsy); Defense 39, touch 6, flat-footed 39 (–4 size, +33 natural); BAB +34; Grap +58; Atk +42 melee (4d6+18, bite); Full Atk +42 melee (4d6+12, bite), +40 melee (2d8+6, 2 claws), +40 melee (2d6+6, 2 wings), +40 melee (2d8+18, tail slap); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ breath weapon, fear aura 300 ft., crush 4d6+18, tail sweep 2d6+18, spells, spell-like abilities, immunities, SR 29, damage reduction 15/+2, blindsight 300 ft., lowlight vision, darkvision 1,000 ft.; AL none; SV Fort +26, Ref +19, Will +27; AP 0; Rep +0; Str 35, Dex 10, Con 25, Int 26, Wis 27, Cha 26.

**Skills:** Concentration +18, Bluff +24, Diplomacy +24, Hide –12, Jump +28, Knowledge (arcane lore) +24, Knowledge (current events) +15, Knowledge (history) +16, Listen +26, Read/Write Draconic, Read/Write Language (any eight), Search +24, Sense Motive +24, Speak Draconic, Speak Language (any eight), Spot +26.

**Feats:** Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Damage Threshold, Multiattack, Power Attack, Sunder.

**Spells Prepared** (4/6/5/4/3): 0—*mage hand, message, read magic, resistance*; 1st—*mage armor, magic missile, ray of fatigue* (2), *shield, true strike*; 2nd—*arcane lock, enhance ability, resist energy, spider climb, web* (DC 20); 3rd—*dispel magic, displacement, haste, slow* (DC 21); 4th—*ice storm, stoneskin, wall of fire* (DC 22).

**Spell-like Abilities:** 1/day—*daze* (DC 18) or *detect magical aura*, *sleep* (DC 19) or *true strike*, *locate object* or *zone of truth* (DC 20), *protection from arrows/bullets* or *resist energy*, *blur* or *invisibility*, *tongues* or *water breathing*, *arcane eye* or *minor globe of invulnerability*, *confusion* (DC 22) or *freedom of movement*.

**Dragon King/Queen:** CR 24; Gargantuan dragon; HD 37d12+333; hp 573; Mas 32; Init +0; Spd 40 ft., fly 200 ft. (clumsy); Defense 42, touch 6, flat-footed 42 (–4 size, +36 natural); BAB +37; Grap +63; Atk +47 melee (4d6+21, bite); Full Atk +47 melee (4d6+14, bite), +45 melee (2d8+7, 2 claws), +45 melee (2d6+7, 2 wings), +45 melee (2d8+21, tail slap); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ breath weapon, fear aura 330 ft., crush 4d6+21, tail sweep 2d6+21, spells, spell-like abilities, immunities, SR 30, damage reduction 20/+3, blindsight 330 ft., low-light vision, darkvision 1,100 ft.; AL none; SV Fort +29, Ref +20, Will +29; AP 0; Rep +3; Str 39, Dex 10, Con 29, Int 28, Wis 29, Cha 28.

**Skills:** Concentration +22, Bluff +26, Diplomacy +26, Hide –12, Jump +31, Knowledge (arcane lore) +26, Knowledge (current events) +18, Knowledge (history) +20, Listen +28, Read/Write Draconic, Read/Write Language (any nine), Search +26, Sense Motive +26, Speak Draconic, Speak Language (any nine), Spot +28.

**Feats:** Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Damage Threshold, Multiattack, Power Attack, Renown, Sunder.

**Spells Prepared** (4/6/6/4/3/2): 0—*mage hand*, *message*, *read magic*, *resistance*; 1st—*mage armor*, *magic missile*, *ray of fatigue* (2), *shield*, *true strike*; 2nd—*arcane lock*, *enhance ability* (2), *resist energy*, *spider climb*, *web* (DC 21); 3rd—*dispel magic*, *displacement*, *haste*, *slow* (DC 22); 4th—*ice storm*, *stoneskin*, *wall of fire* (DC 23); 5th—*hold monster* (DC 24), *wall of force*.

**Spell-like Abilities:** 1/day—*daze* (DC 19) or *detect magical aura*, *sleep* (DC 20) or *true strike*, *locate object* or *zone of truth* (DC 21), *protection from arrows/bullets* or *resist energy*, *blur* or *invisibility*, *tongues* or *water breathing*, *arcane eye* or *minor globe of invulnerability*, *confusion* (DC 23) or *freedom of movement*, *break enchantment* or *true seeing*.

**Dragon Emperor/Empress:** CR 26; Colossal dragon; HD 40d12+400; hp 660; Mas 34; Init +0; Spd 40 ft., fly 200 ft. (clumsy); Defense 41, touch 2, flat-footed 41 (–8 size, +39 natural); BAB +40; Grap +72; Atk +52 melee (4d8+24, bite); Full Atk +52 melee (4d8+16, bite), +50 melee (4d6+8, 2 claws), +50 melee (2d8+8, 2 wings), +50 melee (4d6+24, tail slap); FS 30 ft. by 30 ft.; Reach 15 ft.; SQ breath weapon, fear aura 360 ft., crush 4d8+24, tail sweep 2d8+24, spells, spell-like abilities, immunities, SR 32, damage reduction 20/+3, blindsight 360 ft., low-light vision, darkvision 1,200 ft.; AL none; SV Fort +32, Ref +22, Will +32; AP 0; Rep +3; Str 43, Dex 10, Con 31, Int 30, Wis 31, Cha 30.

**Skills:** Concentration +25, Bluff +28, Diplomacy +28, Hide –16, Jump +34, Knowledge (arcane lore) +28, Knowledge (current events) +23, Knowledge (history) +23, Listen +30, Read/Write Draconic, Read/Write Language (any ten), Search +28, Sense Motive +28, Speak Draconic, Speak Language (any ten), Spot +30.

**Feats:** Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Damage Threshold, Multiattack, Power Attack, Renown, Sunder.

**Spells Prepared** (4/6/6/4/4/3): 0—*mage hand*, *message*, *read magic*, *resistance*; 1st—*mage armor*, *magic missile*, *ray of fatigue* (2), *shield*, *true strike*; 2nd—*arcane lock*, *enhance ability* (2), *resist energy*, *spider climb*, *web* (DC 22); 3rd—*dispel magic*, *displacement*, *haste*, *slow* (DC 23); 4th—*dimension door*, *ice storm*, *stoneskin*, *wall of fire* (DC 24); 5th—*cone of cold* (DC 25), *hold monster* (DC 25), *wall of force*.

**Spell-like Abilities:** 1/day—*daze* (DC 20) or *detect magical aura*, *sleep* (DC 21) or *true strike*, *locate object* or *zone of truth* (DC 22), *protection from arrows/bullets* or *resist energy*, *blur* or *invisibility*, *tongues* or *water breathing*, *arcane eye* or *minor globe of invulnerability*, *confusion* (DC 24) or *freedom of movement*, *break enchantment* or *true seeing*, *cloudkill* (DC 25) or *telekinesis* (DC 25).

## Drow

Drow speak, read, and write Elven, a beautiful language they've corrupted with their own vile idioms and inflections.

Many drow also understand one or more local languages. Particularly intelligent drow also speak, read, and write any of the following Shadow languages: Abyssal, Aquan, Draconic, Gnome, Goblin, and Undertongue.

### Species Traits

Drow have the following traits:

**Darkvision (Ex):** Drow can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and drow can function with no light at all.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a drow for 1 round. In addition, drow take a –1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light.

**Spell Immunities:** Drow are immune to *sleep* spells and effects, and they gain a +2 species bonus on saves against Enchantment spells or effects. They also gain a +2 species bonus on Will saves against spells and spell-like abilities.

**Spell Resistance (Ex):** A drow gains Spell Resistance equal to 11 + her character level (if any).

**Skill Bonuses:** Drow gain a +2 species bonus on Listen, Search, and Spot checks. A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check (as a free action) to notice it as if she were actively looking for the door.

**Bonus Feat:** Drow receive Archaic Weapons Proficiency as a bonus feat.

**Drow:** CR 2; Medium humanoid (Shadowkind); HD 1d8–1; hp 3; Mas 8; Init +1; Spd 30 ft.; Defense 11, touch 11, flat-footed 10 (+1 Dex); BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike) or +0 melee (1d6/19–20, machete); Full Atk +0 melee (1d3 nonlethal, unarmed strike) or +0 melee (1d6/19–20, machete) or +1 ranged (1 plus poison, shuriken); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 120 ft., light blindness, spell immunities, SR 11; AL varies; SV Fort –1, Ref +1, Will +2; AP 0; Rep +0; Str 10, Dex 13, Con 8, Int 13, Wis 11, Cha 12.

**Skills:** Craft (chemical) +3, Hide +3, Listen +2, Move Silently +3, Read/Write Elven, Read/Write Language (any one), Search +4, Speak Elven, Speak Language (any one), Spot +2.

**Feat:** Archaic Weapons Proficiency, Personal Firearms Proficiency.

**Possessions:** Machete, 6 spider-shaped shuriken (coated with blue vitriol poison\*), casual clothes, cell phone, flash goggles (negates light blindness when worn).

*\*Blue vitriol poison: Injury; Fortitude save (DC 12) negates; initial and secondary 1d2 Con.*

**Advancement:** By character class.

**Drow Fast Hero 2:** CR 4; Medium humanoid (Shadowkind); HD 2d8; hp 12; Mas 10; Init +3; Spd 30 ft.; Defense 17, touch 17, flat-footed 14 (+3 Dex, +4 class); BAB +1; Grap +0; Atk +0 melee (1d3–1 nonlethal, unarmed strike) or +0 melee (1d6–1/19–20, machete); Full Atk +0 melee (1d3–1 nonlethal, unarmed strike) or +0 melee (1d6–1/19–20, machete) or +5 ranged (2d6, Glock 17) or +4 ranged (1d4/19–20 plus poison, hand crossbow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 120 ft., light blindness, spell immunities, SR 13; AL varies; SV Fort +0, Ref +5, Will +1; AP 1; Rep +0; Str 8, Dex 17, Con 10, Int 16, Wis 13, Cha 12.

**Skills:** Drive +7, Hide +8, Knowledge (streetwise) +7, Listen +6, Move Silently +8, Read/Write Elven, Read/Write Language (any three), Search +6, Sleight of Hand +8, Speak Elven, Speak Language (any three), Spot +6, Tumble +8.

**Feat:** Archaic Weapons Proficiency, Defensive Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

**Talent (Fast Hero):** Evasion.

**Possessions:** Machete, Glock 17 (9mm autoloader), 3 box magazines of 9mm ammunition (for Glock 17), hand crossbow with 12 bolts (coated with blue vitriol poison\*), casual clothes, cell phone, flash goggles (negates light blindness when worn).

*\*Blue vitriol poison: Injury; Fortitude save (DC 12) negates; initial and secondary 1d2 Con.*

## Dryad

### Species Traits

Dryads have the following traits:

**Spell-Like Abilities:** At will—*entangle* (DC 13), *speak with plants*, *tree shape*; 3/day—*charm person* (DC 13), *deep slumber* (DC 15), *tree stride*; 1/day—*suggestion* (DC 15). 6th-level caster. The save DCs are Wisdom-based.

**Tree Dependent (Su):** Each dryad is mystically bound to a single, enormous tree, or a copse of trees situated in one place (such as a lobby atrium) and must never stray more than 300 yards from it. Any who do stray from their trees become ill and die within 4d6 hours. A dryad's tree does not radiate magic.

**Wild Empathy (Ex):** A dryad can use body language, vocalizations, and demeanor to improve the attitude of an animal. This ability functions like a Diplomacy check made to improve the attitude of a person. The dryad rolls 1d20 +10 (+6 species bonus, +4 Charisma bonus) to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

**Dryad:** CR 3; Medium fey; HD 4d6; hp 14; Mas 11; Init +8; Spd 30 ft.; Defense 17, touch 12, flat-footed 13 (+4 Dex, +3 natural); BAB +1; Grap +1; Atk +2 melee (1d4, dagger) or +6 ranged (1d8, masterwork longbow); Full Atk +2 melee (1d4, dagger) or +6 ranged (1d8, masterwork longbow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ DR 5/+1, spell-like abilities, tree dependent, wild empathy; AL chaotic good, nature; SV Fort +3, Ref +8, Will +6; AP 0; Rep +0; Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18.

**Skills:** Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (life science) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9.

**Feats:** Great Fortitude, Improved Initiative.

**Possessions:** None.

**Advancement:** 3–4 HD (Medium).

## Dwarf

Dwarves speak Dwarven. Those of particular intelligence (and good breeding) may speak other languages, including the following Shadow languages: Giant, Gnome, Goblin, Orc, Terran, and Undertongue.

### **Species Traits**

Dwarves have the following traits:

**Speed:** Dwarves have a base speed of 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

**Special Combat Bonuses:** Dwarves gain a +1 species bonus on attack rolls against bugbears, goblins, orcs, and other goblinoids. Dwarves also gain a +4 dodge bonus to Defense against creatures of the giant type. If a dwarf loses his positive Dexterity bonus to Defense (such as when flatfooted), this dodge bonus is lost.

**Stability:** Dwarves gain a +4 species bonus on ability checks to resist bull rush and trip attempts when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

**Darkvision (Ex):** Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function with no light at all.

**Saving Throw Bonuses:** Dwarves are highly resistant to toxins and innately resistant to magic. They gain a +2 species bonus on saving throws against poisons, spells, and spell-like abilities.

**Skill Bonuses:** Dwarves gain a +2 species bonus on Search checks to notice unusual stonework, new construction, unsafe surfaces, ceilings, and the like. A dwarf who merely passes within 10 feet of such exceptional construction can, as a free action, make a Search check (DC 15) as though he were actively searching for such.

Dwarves are naturally skilled mechanics and engineers. They gain a +2 species bonus on Craft (mechanical), Craft (structural), and Repair checks.

**Bonus Feat:** Dwarves gain the bonus feat Archaic Weapons Proficiency. Dwarves may treat dwarven urgroshes and dwarven waraxes as archaic weapons instead of exotic weapons.

**Dwarf:** CR 1/2; Medium humanoid (Shadowkind); HD 1d8+1; hp 5; Mas 13; Init +0; Spd 20 ft.; Defense 10, touch 10, flatfooted 10; BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike) or +0 melee (1d6/x4, pickaxe); Full Atk +0 melee (1d3 nonlethal, unarmed strike) or +0 melee (1d6/x4, pickaxe) or +0 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ special combat bonuses, stability, darkvision 60 ft.; AL varies; SV Fort +3, Ref +0, Will +0; AP 0; Rep +0; Str 11, Dex 10, Con 13, Int 11, Wis 10, Cha 8.

**Skills:** Craft (mechanical) +5, Craft (structural) +4, Listen +2, Read/Write Dwarven, Repair +3, Speak Dwarven, Spot +2.

**Feats:** Archaic Weapons Proficiency, Educated (mechanical, structural).

**Possessions:** Pickaxe, casual clothes, cell phone, multipurpose tool.

**Advancement:** By character class.

**Dwarf Dedicated Hero 1/Tough Hero 1:** CR 2; Medium humanoid (Shadowkind); HD 1d6+3 plus 1d10+3 plus 1 (robust); hp 18; Mas 17; Init -1; Spd 20 ft.; Defense 12, touch 11, flat-footed 12 (-1 Dex, +2 class, +1 leather jacket); BAB +0; Grap +1; Atk +1 melee (1d3+1, brass knuckles) or +0 melee (1d10+1/x3, dwarven waraxe); Full Atk +1 melee (1d3+1, brass knuckles) or +1 melee (1d10+1/x3, dwarven waraxe) or -1 ranged (2d6, dynamite stick); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ special combat bonuses, stability, darkvision 60 ft.; AL varies; SV Fort +5, Ref -1, Will +3; AP 1; Rep +0; Str 12, Dex 8, Con 17, Int 13, Wis 14, Cha 8.

**Skills:** Craft (mechanical) +6, Craft (structural) +6, Drive +1, Knowledge (art) +3, Knowledge (current events) +3, Listen +6, Profession (any one) +6, Read/Write Dwarven, Read/Write Language (any one), Repair +3, Speak Dwarven, Speak Language (any one), Spot +6, Survival +9.

**Feats:** Archaic Weapons Proficiency, Educated (mechanical, structural), Simple Weapons Proficiency.

**Talent (Dedicated Hero):** Skill emphasis (Survival).

**Talent (Tough Hero):** Robust.

**Possessions:** Leather jacket, dwarven waraxe, 6 sticks of dynamite, brass knuckles, casual clothes, cell phone, multipurpose tool, lighter.

**Advancement:** By character class.

## **Eagle**

Eagles include other large birds of prey and raptors. They are typically 3 feet long and have a wingspan of about 7 feet.

### **Species Traits**

Eagles have the following traits:

**Low-Light Vision (Ex):** Eagles can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Skill Bonuses:** Eagles gain a +8 species bonus on Spot checks during daylight.

**Bonus Feats:** Eagles gain the bonus feats Weapon Finesse (bite) and Weapon Finesse (claw).

**Eagle:** CR 1; Small animal; HD 1d8+1; hp 5; Mas 12; Init +2; Spd 10 ft., fly 80 ft. (average); Defense 14, touch 13, flatfooted 12 (+1 size, +2 Dex, +1 natural); BAB +0; Grap -4; Atk +3 melee (1d3, claw); Full Atk +3 melee (1d3, 2 claws), -2 melee (1d4 bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision; SV Fort +3, Ref +4, Will +2; AP 0; Rep +0; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6.

**Skills:** Hide +6, Listen +7, Spot +7 (+15 during daylight).

**Feats:** Weapon Finesse (claw, bite).

**Advancement:** 2–3 HD (Medium); 4–6 HD (Large).

## Efreeti

An efreeti typically uses its *polymorph* ability to conceal its true form: that of a 12-foot-tall giant with brick-red skin, fiery eyes, small horns, and jutting tusks. The average efreeti weighs about 2,000 pounds. Efreet read, write, and speak Auran, Ignan, and Infernal, and one or more common or local languages.

### Species Traits

Efreet have the following traits:

**Heat (Ex):** An efreeti deals 1d6 points of additional fire damage whenever it hits in melee or each round it maintains a hold while grappling.

**Spell-like Abilities:** 1/day—*detect magical aura*, *gaseous form*, *invisibility*, *wall of fire* (save DC 16). These abilities are as the spells cast by a 10th-level Mage (save DC 12 + spell level). The DCs are Charisma-based.

**Polymorph (Sp):** An efreeti can cast *polymorph*, at will, as a move action. This ability is similar to the *polymorph* incantation except that no skill checks or components are required, the efreeti cannot transform any creature other than itself, and the efreeti can remain in its new form indefinitely.

**Grant Wishes (Sp):** Some efreeti (1% of the total population) are “noble” and can grant up to three wishes to any being (non-genies only) who captures them. Noble efreet perform no other services and, upon granting the third wish, are free of their servitude. Whenever possible, an efreeti will twist the words of a wish to bring pain and destruction upon the wisher. A wish can produce any one of the following effects, at the GM’s discretion:

- Duplicate any spell, psionic power, or incantation (including *raise dead*).
- Undo the harmful effects of a spell, psionic power, or incantation.
- Increase one creature’s Wealth bonus by +20.
- Bequeath one nonmagical item with a purchase DC of 60 or less.
- Bequeath one magic item with a purchase DC of 45 or less.
- Remove all injuries and afflictions affecting one creature.
- Transport a number of creatures equal to the efreeti’s Hit Dice to any place the wisher chooses.
- Undo a single recent event.

**Immunities:** Efreet are immune to fire.

**Cold Vulnerability:** Efreet take 50% more damage when they fail a save against any cold-based attack.

**Telepathy (Su):** An efreeti can communicate telepathically with any creature within 100 feet that has a language.

**Darkvision (Ex):** Efreet can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and efreet can function with no light at all.

**Efreeti:** CR 8; Large outsider; HD 10d8+20; hp 65; Mas 14; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 20 ft. (perfect); Defense 18, touch 12, flat-footed 15 (-1 size, +3 Dex, +6 natural); BAB +10; Grap +20; Atk +15 melee (1d8+9 plus 1d6 fire, slam); Full Atk +15/+10 melee (1d8+9 plus 1d6 fire, slam); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ heat, spell-like abilities, *polymorph* (self only), immune to fire, cold vulnerability, telepathy, darkvision 60 ft.; AL evil, law; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

**Skills:** Bluff +12, Concentration +12, Craft (any one) +8, Escape Artist +11, Intimidate +13, Listen +12, Move Silently +11, Read/Write Auran, Read/Write Ignan, Read/Write Infernal, Read/Write Language (any one), Sense Motive +11, Speak Auran, Speak Ignan, Speak Infernal, Speak Language (any one), Spellcraft +9, Spot +12.

**Feats:** Archaic Weapons Proficiency, Combat Reflexes, Dodge, Improved Initiative.

**Possessions:** None.

**Advancement:** 11–15 HD (Large); 16–30 HD (Huge); or as character class.

**Efreeti Archaic Weaponsmaster 5 (Efreeti Noble):** CR 13; Large outsider; HD 10d8+20 plus 5d10+10; hp 112; Mas 14; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 20 ft. (perfect); Defense 21, touch 15, flat-footed 18 (-1 size, +3 Dex, +6 natural, +3 class); BAB +13; Grap +23; Atk +19 melee (1d8+9 plus 1d6 fire, slam) or +20 melee (2d6+12/ 18–20 plus 1d6 fire, Huge falchion); Full Atk +19/+14/+9 melee (1d8+9 plus 1d6 fire, slam) or +20/+15/+10 melee (2d6+12/18–20 plus 1d6 fire, Huge falchion); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ heat, spell-like abilities, *polymorph* (self only), *grant wishes*, immune to fire, cold vulnerability, telepathy, darkvision 60 ft., imbue weapon +1, quick weapon draw, expert in your field (falchions); AL evil, law; SV Fort +13, Ref +11, Will +10; AP 2; Rep +2; Str 24, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

**Skills:** Bluff +12, Concentration +12, Craft (any one) +8, Escape Artist +7, Intimidate +13, Knowledge (history) +6, Listen +12, Move Silently +11, Read/Write Auran, Read/Write Ignan, Read/Write Infernal, Read/Write Language (any one), Sense Motive +11, Speak Auran, Speak Ignan, Speak Infernal, Speak Language (any one), Spellcraft +9, Spot +12.

**Feats:** Archaic Weapons Proficiency, Cleave, Combat Reflexes, Improved Disarm, Improved Initiative, Power Attack, Weapon Focus (great falchion), Weapon Specialization (great falchion).

**Possessions:** Huge falchion.

## Elephant

### Species Traits

Elephants have the following traits:

**Trample (Ex):** An elephant can trample Medium or smaller creatures for 2d6+15 points of damage. Opponents who do not make attacks of opportunity against the elephant can attempt a Reflex save (DC 25) to halve the damage. The mastadon's trample deals 2d6+18 points of damage (Reflex save, DC 31, for half damage).

**Scent (Ex):** This ability allows the elephant to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

**Low-Light Vision (Ex):** Elephants can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Elephant:** CR 8; Huge animal; HD 11d8+55; hp 104; Mas 21; Init +0; Spd 40 ft.; Defense 15, touch 8, flat-footed 15 (–2 size, +7 natural); BAB +8; Grap +26; Atk +16 melee (1d6+15, slam) or +16 melee (2d6+15, gore); Full Atk +16 melee (1d6+10, slam), +11 melee (2d4+5, 2 stamps) or +16 melee (2d6+15, gore); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ trample 2d6+15, scent, low-light vision; AL None or owner; SV Fort +12, Ref +7, Will +4; AP 0; Rep +0; Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7.

**Skills:** Hide –8, Listen +6, Spot +6.

**Feats:** None.

**Advancement:** 12–22 HD (Huge).

**Advanced Elephant (Mastadon):** CR 10; Huge animal; HD 18d8+90; hp 171; Mas 21; Init +0; Spd 40 ft.; Defense 17, touch 8, flat-footed 17 (–2 size, +9 natural); BAB +13; Grap +33; Atk +23 melee (1d6+18, slam) or +23 melee (2d6+18, gore); Full Atk +23 melee (1d6+12, slam), +18 melee (2d4+6, 2 stamps) or +23 melee (2d6+18, gore); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ trample 2d6+18, scent, low-light vision; AL none; SV Fort +16, Ref +11, Will +7; AP 0; Rep +0; Str 34, Dex 10, Con 21, Int 2, Wis 13, Cha 7.

**Skills:** Hide –8, Listen +6, Spot +6.

**Feats:** None.

**Advancement:** None.

## Elf

Elves speak, read, and write Elven. Many also take the time to learn one or more local languages. Particularly intelligent elves also know one or more Shadow languages, including any of the following: Draconic, Gnoll, Goblin, Gnome, Orc, and Sylvan.

### Species Traits

Elves have the following traits:

**Low-Light Vision (Ex):** Elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Spell Immunities:** Elves are immune to *sleep* spells and effects, and they gain a +2 species bonus on saves against Enchantment spells or effects.

**Skill Bonuses:** Elves gain a +2 species bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.

**Bonus Feat:** Elves gain the bonus feat Archaic Weapons Proficiency.

**Elf:** CR 1/2; Medium humanoid (Shadowkind); HD 1d8–1; hp 3; Mas 8; Init +1; Spd 30 ft.; Defense 11, touch 11, flatfooted 10 (+1 Dex); BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike) or +0 melee (1d6/18–20, sword cane); Full Atk +0 melee (1d3 nonlethal, unarmed strike) or +0 melee (1d6/18–20, sword cane) or +1 ranged (1d8, compound bow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, spell immunities; AL varies; SV Fort –1, Ref +3, Will +0; AP 0; Rep +0; Str 11, Dex 13, Con 8, Int 11, Wis 10, Cha 10.

**Skills:** Hide +3, Listen +2, Move Silently +3, Read/Write Elven, Search +2, Speak Elven, Spot +2, Survival +2.

**Feat:** Archaic Weapon Proficiency, Point Blank Shot.

**Possessions:** Sword cane, compound bow, casual clothes (in urban areas) or fatigues (in rural areas).

**Advancement:** By character class.



**Elf Charismatic Hero 4/Arcane Arranger 1:** CR 5; Medium humanoid (Shadowkind); HD 4d6 plus 1d6; hp 19; Mas 10; Init +2; Spd 30 ft.; Defense 14, touch 14, flat-footed 11 (+3 Dex, +1 class); BAB +2; Grap +1; Atk +1 melee (1d3–1 nonlethal, unarmed strike) or +1 melee (1d3 electricity plus paralysis, stun gun) or +5 ranged (2d6, SITES M9); Full Atk +1 melee (1d3–1 nonlethal, unarmed strike) or +1 melee (1d3 electricity plus paralysis, stun gun) or +5 ranged (2d6, SITES M9); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, spell immunities, word on the street; AL varies; SV Fort +2, Ref +5, Will +4; AP 2; Rep +5; Str 8, Dex 16, Con 10, Int 14, Wis 10, Cha 15.

**Skills:** Bluff +11, Computer Use +4, Diplomacy +9, Disguise +11, Gather Information +9, Intimidate +9, Knowledge (arcane lore) +9, Knowledge (current events) +9, Knowledge (popular culture) +9, Knowledge (streetwise) +4, Listen +2, Read/Write Elven, Read/Write Language (any two), Research +4, Search +2, Sense Motive +2, Speak Elven, Speak Language (any two), Spot +2.

**Feat:** Archaic Weapon Proficiency, Deceptive, Iron Will, Point Blank Shot, Precise Shot, Simple Weapons Proficiency.

**Talents (Charismatic Hero):** Charm, coordinate.

**Possessions:** Stun gun, SITES M9 (9mm autoloader), 3 box magazines of 9mm ammunition (for SITES M9), casual clothes, PDA, cell phone, compass, disguise kit.

## Gear Golem

Gear golems cannot speak. They typically stand 10 feet tall and weigh 4,000 pounds. A gear golem may be created using the *create golem* incantation.

### Species Traits

Gear golems have the following traits:

**Construct:** Gear golems are immune to mind-influencing effects as well as poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

**Speed:** Gear golems are lumbering constructs that can't take run actions.

**Improved Grab (Ex):** To use this ability, the gear golem must hit an opponent smaller than itself with its slam attack. If it gets a hold, it attempts to grind its foe against its spinning gears as a free action (see below).

**Gear Grind (Ex):** If the gear golem successfully grapples a creature smaller than itself, it grinds the creature with its spinning gears for 4d8 points of slashing damage each round the grapple is maintained (including the round in which the grapple is first achieved).

**Detonate (Ex):** When a gear golem is reduced to 0 or fewer hit points, it explodes in a 20-foot-radius burst of serrated gears and shrapnel. The explosion deals 12d8 points of slashing damage to creatures caught in the radius; a successful Reflex save (DC 19) halves the damage.

**Magic Immunity (Ex):** A gear golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. The golem rolls no saving throw against fire effects.

**Repairable:** Gear golems cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage, and each check represents 1 hour of work. A gear golem cannot repair itself.

**Darkvision (Ex):** Gear golems can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and gear golems can function with no light at all.

**Gear Golem:** CR 11; Large construct; HD18d10+20; hp 119; Mas —; Init –1; Spd 20 ft. (can't run); Defense 30, touch 8, flat-footed 30 (–1 Dex, –1 size, +22 natural); BAB +13; Grap +23; Atk +18 melee (1d8+9, slam); Full Atk +18 melee (1d8+6, 2 slams); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ construct, improved grab, gear grind, detonate, magic immunity, darkvision 60 ft.; AL none or master; SV Fort +6, Ref +5, Will +6; AP 0; Rep +0; Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1.

**Skills:** Hide –5.

**Feats:** None.

**Advancement:** 19–24 HD (Large); 25–54 HD (Huge).

**Advanced Gear Golem:** CR 13; Huge construct; HD 25d10+40; hp 177; Mas —; Init –2; Spd 30 ft. (can't run); Defense 31, touch 6, flat-footed 31 (–2 Dex, –2 size, +25 natural); BAB +17; Grap +35; Atk +25 melee (2d6+15, slam); Full Atk +25 melee (2d6+10, 2 slams); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ construct, improved grab, gear grind, detonate (30-foot-radius burst; DC 22), magic immunity, darkvision 60 ft.; AL none or master; SV Fort +8, Ref +6, Will +8; AP 0; Rep +0; Str 31, Dex 7, Con —, Int —, Wis 11, Cha 1.

**Skills:** Hide –10.

**Feats:** None.

## Gnome

Gnomes speak their own language, Gnome. They usually take the time to learn one or more local languages as well.

Particularly bright gnomes may know additional Shadow languages, including Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

### Species Traits

Gnomes have the following traits:

**Special Combat Bonuses:** Gnomes gain a +1 species bonus on attack rolls against bugbears, goblins (and other goblinoids), and kobolds. Gnomes also gain a +4 dodge bonus to their Defense against giant-type creatures (such as ogres and trolls); this bonus represents special training that gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Note that any time a gnome loses his positive Dexterity bonus to Defense, such as when he's caught flat-footed, he loses this dodge bonus, too.

**Illusion Mastery:** Add +1 to the Difficulty Class for all saving throws against Illusion spells cast by gnomes.

**Speak with Animals (Sp):** Once per day, a gnome can use *speak with animals* as a spell-like ability to speak with a burrowing mammal (a mole, gopher, ground hog, and so forth). It has a duration of 1 minute, and the gnome is considered a 1st-level caster when he uses this ability, regardless of his actual level.

**Low-Light Vision (Ex):** Gnomes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Saving Throw Bonus:** Gnomes gain a +2 species bonus on saving throws against illusions.

**Skill Bonuses:** Gnomes gain a +2 species bonus on Listen checks. Gnomes who have one or more ranks in the Craft (pharmaceutical) skill also gain a +2 species bonus on Craft (pharmaceutical) checks.

**Bonus Feats:** Gnomes gain the bonus feat Archaic Weapons Proficiency. They may treat gnome hooked hammers as archaic weapons instead of exotic weapons.

Gnomes with Charisma scores of 10 or higher gain the bonus feat Magical Heritage.

**Gnome:** CR 1/2; Small humanoid (Shadowkind); HD 1d8+1; hp 5; Mas 12; Init +0; Spd 20 ft.; Defense 11, touch 11, flatfooted 11 (+1 size); BAB +0; Grap -5; Atk +0 melee (1d3-1 nonlethal, unarmed strike) or +0 melee (1d3 electricity plus paralysis, stun gun) or +1 ranged (blindness, pepper spray); Full Atk +0 melee (1d3-1 nonlethal, unarmed strike) or +0 melee (1d3 electricity plus stun, stun gun) or +1 ranged (blindness, pepper spray); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ special combat bonuses, illusion mastery, *speak with animals* 1/day, low-light vision; AL varies; SV Fort +1, Ref +2, Will +0; AP 0; Rep +0; Str 8, Dex 11, Con 12, Int 11, Wis 10, Cha 11.

**Skills:** Computer Use +1, Craft (pharmaceutical) +3, Hide +4, Knowledge (technology) +1, Listen +3, Read/Write Gnome, Speak Gnome, Speak Language (any one), Spot +1.

**Feats:** Archaic Weapons Proficiency, Magical Heritage, Simple Weapons Proficiency.

**Spell-like Abilities:** 1/day—*light, mage hand, prestidigitation*. Caster level 1st.

**Possessions:** Stun gun, pepper spray, windbreaker, casual clothes, cell phone, PDA.

**Advancement:** By character class.

**Gnome Smart Hero 3/Shadowjack 3:** CR 6; Small humanoid (Shadowkind); HD 3d6+6 plus 3d6+6; hp 38; Mas 12; Init +0; Spd 20 ft.; Defense 16, touch 16, flat-footed 14 (+1 size, +2 Dex, +3 class); BAB +2; Grap -3; Atk +2 melee (1d3-1 nonlethal, unarmed strike) or +2 melee (1d3 electricity plus paralysis, stun gun) or +5 ranged (blindness, pepper spray); Full Atk +2 melee (1d3-1 nonlethal, unarmed strike) or +1 melee (1d3 electricity plus stun, stun gun) or +5 ranged (blindness, pepper spray); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ special combat bonuses, illusion mastery, *speak with animals* 1/day, low-light vision, read/write code, online presence; AL varies; SV Fort +4, Ref +4, Will +4; AP 3; Rep +5; Str 8, Dex 15, Con 14, Int 15, Wis 8, Cha 13.

**Skills:** Computer Use +8, Craft (electronic) +8, Craft (pharmaceutical) +6, Decipher Script +8, Disable Device +8, Forgery +6, Gather Information +5, Hide +6, Knowledge (business) +8, Knowledge (current events) +6, Knowledge (popular culture) +6, Knowledge (technology) +8, Listen +1, Profession (any one) +3, Read/Write Gnome, Read/Write Language (any two), Repair +8, Research +11, Search +6, Speak Gnome, Speak Language (any two).

**Feats:** Archaic Weapons Proficiency, Educated (business, technology), Gearhead, Magical Heritage, Renown, Simple Weapons Proficiency, Studious.

**Talents (Smart Hero):** Linguist, savant (Research).

**Spell-like Abilities:** 1/day—*mage hand, message, prestidigitation*. Caster level 1st.

**Possessions:** Stun gun, pepper spray, windbreaker or overcoat, casual clothes, cell phone, PDA, notebook computer, multipurpose tool.

## Gremlin

### Species Traits

Gremlins have the following traits:

**Disassemble Device (Ex):** When making a Disable Device check, a gremlin completely disassembles the device if the check result is 5 or more higher than the DC of the skill check. Reassembling the device requires a successful Repair check against a DC equal to the gremlin's Disable Device check result.

**Mystic Aid (Su):** When a gremlin aids another gremlin with a Disable Device check, the aid another attempt succeeds automatically, granting a +2 bonus to the check. The gremlin providing the aid must be adjacent to the gremlin performing the check.

**Spell-like Abilities:** 1/day—*degauss*, *haywire*, *machine invisibility* (DC 13), *power device*. Caster level 1st.

**Low-Light Vision (Ex):** Gremlins can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Jury-Rigged Repair:** Gremlins may only use the Repair skill to jury-rig.

**Skill Bonuses:** Gremlins gain a +4 species bonus on Demolition and Disable Device skill checks.

**Gremlin:** CR 1/6; Diminutive fey; HD 1/8d6–1; hp 1; Mas 9; Init +4; Spd 5 ft., fly 30 ft. (good); Defense 18, touch 18, flatfooted 14 (+4 size, +4 Dex); BAB +0; Grap –17; Atk –1 melee (1, claw or tiny wrench); Full Atk –1 melee (1, claw or tiny wrench) or +8 ranged; FS 1 ft. by 1 ft.; Reach 0 ft.; SQ disassemble device, mystic aid, spell-like abilities, low-light vision, jury-rigged repair; AL none; SV Fort –1, Ref +4, Will +4; AP 0; Rep +0; Str 1, Dex 18, Con 9, Int 14, Wis 14, Cha 10.

**Skills:** Computer Use +6, Craft (electronic) +6, Craft (mechanical) +6, Disable Device +12, Demolitions +10, Escape Artist +8, Hide +18, Listen +8, Move Silently +12, Repair +4, Spot +8, Tumble +8.

**Feat:** Alertness, Builder (electronic, mechanical), Simple Weapons Proficiency, Stealthy.

**Advancement:** None.

## Grendelspawn

Grendelspawn hiss and growl but seem to have no language of their own.

### Species Traits

Grendelspawn have the following traits:

**Acid Spit (Ex):** Grendelspawn can spit acid up to 20 feet away as a ranged touch attack; if the acid hits, it deals 2d6 points of acid damage per round until it's washed off with at least a gallon of water (a full-round action) or until 1 minute passes. A grendelspawn hunter can spit acid twice per day; a grendelspawn queen can spit acid at will.

**Rage (Ex):** A grendelspawn that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged grendelspawn gains +4 Strength and +4 Constitution, and it suffers a –2 penalty to Defense. The creature cannot begin or end its rage voluntarily.

**Scent (Ex):** This ability allows the grendelspawn to detect approaching enemies, sniff out hidden foes, and track by scent.

**Keen Sight (Ex):** Grendelspawn have darkvision with a range of 60 feet and low-light vision.

### Grendelspawn Hunter

Hunters tend to travel in small packs of three to six. Though only marginally intelligent, they often display the cunning common to many predators.

**Grendelspawn Hunter:** CR 6; Medium magical beast; HD 9d10+27; hp 76; Mas 17; Init +2; Spd 40 ft., climb 20 ft.; Defense 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); BAB +9; Grap +14; Atk +14 melee (1d6+5, bite) or +11 ranged touch (2d6, acid spit); Full Atk +14 melee (1d4+5, 2 claws), +12 melee (1d6+2, bite) or +11 ranged touch (2d6, acid spit); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ acid spit (2/day), rage, scent, keen sight; AL queen, master; SV Fort +9, Ref +8, Will +4; AP 0; Rep +0; Str 20, Dex 15, Con 17, Int 3, Wis 12, Cha 11.

**Skills:** Climb +13, Listen +6, Spot +6, Survival +5.

**Feats:** Combat Reflexes, Multiattack, Track.

**Rage (Ex):** When raging, a grendelspawn hunter gains 18 hit points. Its other statistics change as follows: Mas 21; Defense 16, touch 10, flat-footed 14; Grap +16; Atk +16 melee (1d6+7, bite); Full Atk +16 melee (1d4+7, 2 claws), +14 melee (1d6+3, bite); SV Fort +11; Str 24, Con 21.

**Possessions:** None.

**Advancement:** 10–15 HD (Medium); 16–27 HD (Large).

### Grendelspawn Queen

Grendelspawn queens are generally solitary, although sometimes a small cluster of them will cooperate long enough to protect a joint clutch of eggs. They have a ruthless intellect devoted solely to the protection of their progeny.

The grendelspawn queen gains the following additional special qualities:

**Improved Grab (Ex):** To use this ability, a grendelspawn queen must hit with its tentacle slam. If it gets a hold, it can constrict (see below).

**Constrict (Ex):** A grendelspawn queen deals automatic tentacle damage with a successful grapple check against creatures smaller than itself.

**Grendelspawn Queen:** CR 12; Huge magical beast; HD 14d10+70; hp 147; Mas 21; Init +0; Spd 20 ft.; Defense 22, touch 8, flat-footed 22 (–2 size, +14 natural); BAB +14; Grap +30; Atk +20 melee (2d6+12, bite) or +12 ranged touch (2d6, acid spit); Full Atk +20 melee (2d4+8, 2 claws), +18 melee (2d6+4, bite), +18 melee (1d6+4, 2 tentacle slams) or +12 ranged touch (2d6, acid spit); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ acid spit (at will), rage, improved grab, constrict, scent, keen sight; AL eggs; SV Fort +14, Ref +9, Will +5; AP 0; Rep +0; Str 26, Dex 10, Con 21, Int 13, Wis 12, Cha 15.

**Skills:** Hide –8, Intimidate +15, Listen +14, Spot +14.

**Feats:** Blind-Fight, Combat Expertise, Frightful Presence, Multiattack, Power Attack.

**Rage (Ex):** When raging, a grendelspawn queen gains 28 hit points. Her other statistics change as follows: Mas 25; Defense 20, touch 6, flat-footed 20; Grap +32; Atk +22 melee (2d6+15, bite); Full Atk +22 melee (2d4+10, 2 claws), +20 melee (2d6+5, bite), +20 melee (1d6+5, 2 tentacle slams); SV Fort +16; Str 30, Con 25.

**Possessions:** None.

**Advancement:** 15–32 HD (Huge); 33–42 HD (Gargantuan).

## Halfling

Halflings read, write, and speak their own language. Particularly intelligent halflings know other languages as well, including any of the following Shadow languages: Dwarven, Elven, Gnome, Goblin, and Orc.

### Species Traits

Halflings have the following traits:

**Special Combat Bonuses:** Halflings gain a +1 species bonus on attacks with thrown weapons and slings.

**Saving Throw Bonuses:** Halflings gain a +1 species bonus on all saving throws. In addition, they gain an additional +2 morale bonus on saving throws against fear.

**Skill Bonuses:** Halflings gain a +2 species bonus on Climb, Jump, Listen, and Move Silently checks. In addition, halflings gain the bonus skills Read/Write Language (any one) and Speak Language (any one).

**Bonus Feat:** Halflings gain the bonus feat Archaic Weapons Proficiency.

**Halfling:** CR 1/2; Small humanoid (Shadowkind); HD 1d8; hp 4; Mas 10; Init +1; Spd 20 ft.; Defense 12, touch 12, flat-footed 11 (+1 size, +1 Dex); BAB +0; Grap –5; Atk +0 melee (1d3–1 nonlethal, unarmed) or +0 melee (1d4–1/19–20, knife) or +1 ranged (1d4 electricity plus paralysis, taser) or +3 ranged (1d3, slingshot); Full Atk +0 melee (1d3–1 nonlethal, unarmed) or +0 melee (1d4–1/19–20, knife) or +2 ranged (1d4 electricity plus paralysis, taser) or +3 ranged (1d3, slingshot); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ special combat bonuses; AL varies; SV Fort +1, Ref +4, Will +1; AP 0; Rep +0; Str 8, Dex 13, Con 10, Int 11, Wis 10, Cha 11.

**Skills:** Bluff +1, Climb +1, Diplomacy +2, Hide +5, Jump +1, Knowledge (any one) +1, Listen +2, Move Silently +3, Read/Write Halfling, Read/Write Language (any one), Sleight of Hand +3, Speak Halfling, Speak Language (any one).

**Feats:** Archaic Weapons Proficiency, Simple Weapons Proficiency.

**Possessions:** Slingshot, knife, taser, casual clothes, disposable camera.

**Advancement:** By character class.

**Halfling Fast Hero 1/Charismatic Hero 1:** CR 2; Small humanoid (Shadowkind); HD 1d8 plus 1d6; hp 11; Mas 10; Init +3; Spd 20 ft.; Defense 17, touch 17, flat-footed 14 (+1 size, +3 Dex, +3 class); BAB +0; Grap –4; Atk +1 melee (1d3 nonlethal, unarmed strike) or +1 melee (1d4/19–20, knife) or +4 ranged (2d4, Pathfinder) or +4 ranged (1d4 electricity plus paralysis, taser) or +5 ranged (1d3, slingshot); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or +1 melee (1d4/19–20, knife) or +4 ranged (2d4, Pathfinder) or +4 ranged (1d4 electricity plus paralysis, taser) or +5 ranged (1d3, slingshot); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ special combat bonuses; AL varies; SV Fort +2, Ref +6, Will +0; AP 1; Rep +2; Str 10, Dex 17, Con 10, Int 14, Wis 8, Cha 13.

**Skills:** Balance +5, Bluff +3, Climb +2, Diplomacy +3, Escape Artist +5, Gather Information +3, Hide +11, Jump +2, Knowledge (current events) +3, Knowledge (popular culture) +4, Knowledge (streetwise) +4, Listen +3, Move Silently +7, Perform (any one) +2, Read/Write Halfling, Read/Write Language (any three), Sleight of Hand +7, Speak Halfling, Speak Language (any three), Tumble +7.

**Feats:** Archaic Weapons Proficiency, Personal Firearms Proficiency, Simple Weapons Proficiency.

**Talent (Fast Hero):** Evasion.

**Talent (Charismatic Hero):** Fast-talk.

**Possessions:** Slingshot, knife, loaded Pathfinder (.22 revolver), speed loader (with 6 extra .22 rounds), taser, casual clothes, disposable camera.

## Homunculus

Most homunculi cannot speak, with exceptions noted below. However, the process of creating a homunculus links it telepathically with its creator. It knows what its master knows and can convey to her everything it sees and hears, up to a range of 1 mile. A homunculus never willingly travels beyond this range; if taken beyond the 1-mile range, it loses telepathic contact with its creator and seeks to regain contact at all costs. If a homunculus is slain, its creator immediately takes 2d10 points of damage. If the master is slain, the homunculus is immediately destroyed.

### Species Traits

Homunculi have the following traits:

**Construct:** Homunculi are immune to mind-influencing effects, as well as poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

**Repairable:** Homunculi cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage, and each check represents 1 hour of work. A homunculus cannot repair itself unless it has one or more ranks in the Repair skill.

**Darkvision (Ex):** Homunculi can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and homunculi can function with no light at all.

### Creating a Homunculus

Techno Mages have the ability to construct homunculi. Creating a homunculus requires time, skill, equipment, and various raw materials (including a pint of the creator's blood) that are consumed during the construction process. Acquiring the necessary equipment and supplies to build a homunculus requires a successful Wealth check (DC 25). Once the necessary supplies are obtained, a Techno Mage must spend 1 week building the homunculus. During this time, the Techno Mage must labor for 8 hours a day. A character not actively working on the ritual must rest and perform no other activities except eating, sleeping or talking. If she misses a day, the process fails, and the ritual must begin anew. At the end of the period, the Techno Mage makes an appropriate Craft check (DC 20). The type of Craft check depends on the nature of the homunculus. A successful check means the procedure has worked. A failed check indicates that the process has failed, although the Techno Mage may start again from scratch. A Techno Mage cannot take 10 or take 20 on the Craft check.

A Techno Mage can create an advanced homunculus with more than 2 Hit Dice (maximum 6 Hit Dice). Each extra Hit Die adds +2 to the purchase DC and +2 to the Craft check DC.

The Techno Mage may create any number of homunculi. However, when a homunculi perishes, its death deals 2d10 points of damage to the Techno Mage. Homunculi are constructs and, as such, may be stored until needed.

### Biochemical Homunculus

A biochemical homunculus is made using the Craft (pharmaceutical) skill and appears as a roughly humanoid wisp of vapor. It can merge with another living being and see through its eyes.

**Incorporeal (Ex):** A biochemical homunculus can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. It is immune to nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with ghost touch weapons). It can pass through solid objects at will, but not force effects (such as a *wall of force*). Its attacks ignore natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it.

A biochemical homunculi moves silently and cannot be heard with Listen checks. It has no Strength score, so its Dexterity modifier applies both to its melee and ranged attacks. Nonvisual senses, such as blindsight and scent, do not function against biochemical homunculi. A biochemical homunculi cannot be tripped or grappled by a corporeal attacker.

**Creature Meld (Su):** With a successful melee touch attack, a biochemical homunculus can meld with a living organism of Tiny size or larger and see through that creature's eyes. It gains none of the host creature's other senses and exerts no telepathic control over the host creature. If a melded biochemical homunculus is taken more than 1 mile from its creator, it separates from the host creature as a move action and returns to its master with all due haste. If its host creature is slain, the melded biochemical homunculus is immediately destroyed as well.

**Biochemical Homunculus:** CR 1; Tiny construct (incorporeal); HD 2d10; hp 11; Mas —; Init +2; Spd 20 ft., fly 50 ft. (good); Defense 15, touch 15, flat-footed 13 (+2 size, +2 Dex, +1 deflection); BAB +1; Grap —; Atk +5 melee (1d2, bite); Full Atk +5 melee (1d2, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ construct, repairable, incorporeal, darkvision 60 ft., creature meld; AL master; SV Fort +0, Ref +2, Will +1; AP 0; Rep +0; Str —, Dex 15, Con —, Int 10, Wis 12, Cha 7.

**Skills:** Hide +10.

**Feats:** None.

**Advancement:** 3–6 HD (Tiny).

### Digital Homunculus

A digital homunculus is made with the Craft (electronic) skill and resembles a mechanical insect. It has the ability to uplink with electronic devices.

**Electronic Interface (Ex):** A digital homunculus can attach itself to an electronic device, such as a cell phone or computer, and provide a direct link between the device and its master. Provided the homunculus and its master are within 1 mile of each other, the master can use the homunculus's interface to operate the device by remote. The homunculus also provides a +2 equipment bonus on its master's Computer Use and Disable Device skill checks provided it can attach itself to the computer or device through which (or against which) these skills are applied.

The digital homunculus must succeed at a melee touch attack to attach to any device in another creature's possession. It loses its Dexterity bonus to Defense while connected to a device.

**Digital Homunculus:** CR 1; Tiny construct; HD 2d10; hp 11; Mas —; Init +2; Spd 20 ft., fly 50 ft. (good); Defense 16, touch 14, flat-footed 14 (+2 size, +2 Dex, +2 natural); BAB +1; Grap -9; Atk +1 melee (1d4-2, bite); Full Atk +1 melee (1d4-2, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ construct, repairable, darkvision 60 ft., electronic interface; AL master; SV Fort +0, Ref +2, Will +1; AP 0; Rep +0; Str 7, Dex 15, Con —, Int 10, Wis12, Cha 7.

**Skills:** Hide +10.

**Feats:** None.

**Advancement:** 3-6 HD (Tiny).

### Flesh Homunculus

A flesh homunculus is formed from the living tissue of the Techno Mage. It resembles an emaciated, bipedal bat with needlelike fangs that inject a sleep-inducing venom. It is constructed using the Craft (chemical) skill.

**Poison (Ex):** Venomous bite: Fortitude save (DC 11); initial damage sleep for 1 minute; secondary damage sleep for another 5d6 minutes.

**Damage Reduction 5/+1 (Ex):** A flesh homunculus ignores the first 5 points of damage dealt by a nonmagical weapon.

**Fast Healing 3 (Ex):** A flesh homunculus heals 3 points of damage each round so long as its master is alive and the homunculus has at least 1 hit point.

**Flesh Homunculus:** CR 1; Tiny construct; HD 2d10; hp 11; Mas —; Init +2; Spd 20 ft., fly 50 ft. (good); Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +1; Grap -9; Atk +1 melee (1d3-2, bite); Full Atk +1 melee (1d3-2, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ construct, repairable, darkvision 60 ft., poison, damage reduction 5/+1, fast healing; AL master; SV Fort +0, Ref +2, Will +1; AP 0; Rep +0; Str 7, Dex 14, Con —, Int 10, Wis12, Cha 7.

**Skills:** Hide +10.

**Feats:** None.

**Advancement:** 3-6 HD (Tiny).

### Mechanical Homunculus

A mechanical homunculus is made of metal and resembles a miniature robot. It is constructed using the Craft (mechanical) skill. This homunculus has limited artificial intelligence, allowing its master to program it with specific skills.

**Darkvision (Ex):** The mechanical homunculus has night vision sensors that improve the range of its darkvision to 120 feet.

**Acid Spit (Ex):** The bite of a mechanical homunculus injects mild acid that deals an additional 1d6 points of acid damage. The fumes of this acid are not poisonous.

**Skills:** A mechanical homunculus has 10 skill points, which its master assigns to specific skills when the homunculus is first created. The skill ranks can be assigned only to the following skills: Computer Use, Decipher Script, Demolitions, Disable Device, Knowledge (any), Listen, Navigate, Read/Write Language (any), Repair, Search, Speak Language (any), and Spot. No skill can have more than 5 ranks assigned to it, and all of the skills are treated as class skills. A damaged mechanical homunculus with one or more ranks of Repair can attempt to repair itself or aid another's attempts to repair it.

**Mechanical Homunculus:** CR 1; Tiny construct; HD 2d10; hp 11; Mas —; Init +2; Spd 10 ft., fly 30 ft. (average); Defense 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural); BAB +1; Grap -8; Atk +2 melee (1d3-1 plus 1d6 acid, bite); Full Atk +2 melee (1d3-1 plus 1d6 acid, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ construct, repairable, darkvision 120 ft., acid spit, skills; AL master; SV Fort +0, Ref +2, Will +1; AP 0; Rep +0; Str 8, Dex 14, Con —, Int 10, Wis12, Cha 7.

**Skills:** Disable Device +3, Hide +10, Listen +3, Repair +4, Speak Language (any one), Spot +3.

**Feats:** None.

**Advancement:** 3-6 HD (Tiny).

### Leechwalker

#### Species Traits

Leechwalkers have the following traits:

**All-Around Vision (Ex):** A leechwalker can see in all directions at once. Because of this, it gains a +4 species bonus on Search and Spot checks, and it cannot be flanked.

**Blood Drink (Ex):** A leechwalker can drink the blood of a grabbed victim with a successful grapple check. This attack deals 2d4 points of Constitution damage.

**Improved Grab (Ex):** If a leechwalker hits an opponent that is its own size or smaller with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it successfully grapples, it can use its blood drink ability in the same round. Thereafter, each successful grapple check automatically deals tentacle rake damage and blood drink damage.

**Vermin Traits:** A leechwalker is immune to all mind-affecting effects. It also has darkvision (60-foot range).

**Wounding (Ex):** Damage resulting from the leechwalker's tentacle rake attack is a wound that bleeds for an additional 3 points of damage every round thereafter. Multiple wounds result in cumulative blood loss (two successful rake attacks mean blood loss of 6 points per round, and so on). The bleeding can be stopped by a successful Treat Injury check (DC 10) or the application of a *cure* spell or some other healing spell.

**Leechwalker:** CR 10; Medium vermin; HD 13d8 +39; hp 97; Mas 16; Init +0; Spd 30 ft., swim 20 ft.; Defense 12, touch 10, flat-footed 12 (+2 natural); BAB +9; Grap +13; Atk +13 melee (1d8+4 plus wounding, tentacle rake); Full Atk +13/+13 melee (1d8+4 plus wounding x2, tentacle rakes); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ All-around vision, blood drink, improved grab, vermin traits, wounding; AL none; SV Fort +11, Ref +4, Will +5; AP 0; Rep +0; Str 18, Dex 11, Con 16, Int —, Wis 13, Cha 7.

**Skills:** Hide +3, Listen +5, Move Silently +5, Search +4, Spot +8, Swim +12.

**Feats:** None.

**Possessions:** None.

**Advancement:** 14–26 HD (Medium); 27–39 HD (Large).

## Living Dumpster

Living dumpsters do not speak. They weigh between 500 and 1,000 pounds, depending on how much trash they have inside them.

### Species Traits

Living dumpsters have the following traits:

**Construct:** Living dumpsters are immune to mind-influencing effects, as well as poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

**Wheels:** Because the living dumpster relies on small caster wheels for locomotion, its speed is reduced by half on very soft or soft surfaces such as mud or thick lawns. It can't negotiate stairs, although it can hop up or down a curb without difficulty.

**Wall Smash (Ex):** If a living dumpster bull rushes a foe against a wall, it can make a free slam attack against that foe. If the attack succeeds, it deals 2d8+18 points of damage.

**Swallow Whole (Ex):** If a living dumpster successfully grapples a creature smaller than itself, it can attempt to swallow the creature. If the living dumpster succeeds at a second grapple check, the grappled opponent is swallowed whole. Swallowed characters take 1d8+9 points of damage per round from the vigorous shaking of the living dumpster. The swallowed creature can attack the living dumpster from inside using either its natural weapons or a Small, Tiny, or Diminutive weapon. A living dumpster can hold two Medium creatures (or four Small creatures) at a time.

**Darkvision (Ex):** Living dumpsters can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and living dumpsters can function with no light at all.

**Living Dumpster:** CR 5; Large construct; HD 8d10+20; hp 64; Mas —; Init –2; Spd 30 ft.; Defense 19, touch 7, flat-footed 19 (–2 Dex, –1 size, +12 natural); BAB +6; Grap +16; Atk +11 melee (1d8+9, slam); Full Atk +11 melee (1d8+9, slam); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ construct, wheels, wall smash 2d8+18, swallow whole, darkvision 60 ft.; AL none; SV Fort +2, Ref +0, Will +2; AP 0; Rep +0; Str 22, Dex 7, Con —, Int —, Wis 10, Cha 1.

**Skills:** Hide –6.

**Feats:** None.

**Possessions:** None.

**Advancement:** 9–18 HD (Large); 19–24 HD (Huge).

**Advanced Living Dumpster:** CR 9; Huge construct; HD 23d10+40; hp 166; Mas —; Init –2; Spd 30 ft.; Defense 20, touch 5, flat-footed 20 (–3 Dex, –2 size, +15 natural); BAB +18; Grap +36; Atk +26 melee (2d6+15, slam); Full Atk +26 melee (2d6+15, slam); FS 15 ft. by 15 ft.; Reach 5 ft.; SQ construct, wheels, wall smash 4d6+30, swallow whole (holds 4 Medium creatures or 8 Small creatures), darkvision 60 ft.; AL none; SV Fort +7, Ref +5, Will +7; AP 0; Rep +0; Str 30, Dex 5, Con —, Int —, Wis 10, Cha 1.



**Skills:** Hide –11.  
**Feats:** None.  
**Possessions:** None.

## Lizard

### Species Traits

Lizards have the following traits:

**Poison (Ex):** Some species of giant lizard have a poisonous bite. Bite: Fortitude save (DC 14); initial and secondary 1d3 Strength damage.

**Low-Light Vision (Ex):** Lizards can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Skill Bonuses:** Lizards use their Dexterity modifier for Climb checks. They gain a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In wooded or overgrown areas, the species bonus on Hide checks improves to +8.

**Bonus Feat:** Lizards gain the bonus feat Weapon Finesse (bite).

**Lizard:** CR 1/6; Tiny animal; HD 1/2 d8; hp 2; Mas 10; Init +2; Spd 20 ft., climb 20 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL none; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

**Skills:** Balance +10, Climb +6, Hide +14 (+18 in wooded or overgrown areas), Listen +5, Move Silently +6, Spot +5.

**Feats:** Weapon Finesse (bite).

**Advancement:** None.

**Giant Lizard:** CR 2; Medium animal; HD 3d8+9; hp 22; Mas 17; Init +2; Spd 30 ft., climb 30 ft., swim 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +2; Grap +5; Atk +5 melee (1d8+4, bite); Full Atk +5 melee (1d8+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Poison, low-light vision; AL none; SV Fort +6, Ref +5, Will +2; AP 0; Rep +0; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

**Skills:** Balance +10, Climb +13, Hide +6 (+10 in wooded or overgrown areas), Listen +5, Move Silently +6, Spot +5, Swim +11.

**Feats:** None.

**Advancement:** 4–5 HD (Medium); 6–18 HD (Large); 19–32 HD (Huge); 33–45 HD (Gargantuan).

## Octopus

### Species Traits

Octopi have the following traits:

**Aquatic:** Octopi can move in water without making Swim checks and cannot drown in water.

**Improved Grab (Ex):** To use this ability, a normal octopus must hit with its tentacle attack (which itself deals no damage). If it gets a hold, it automatically deals bite damage each round the hold is maintained. If a giant octopus successfully hits with a tentacle slam against a target smaller than itself, it can deal automatic bite damage each round or it can constrict (see below).

**Constrict (Ex):** A giant octopus that succeeds in grappling an opponent smaller than itself deals 1d4+5 points of damage per round as it constricts.

**Poison (Ex):** Some small octopi have venomous bites. Bite: Fortitude save (DC 10 + 1/2 octopus's Hit Dice + octopus's Constitution modifier); initial and secondary 1d2 Strength damage.

**Ink Cloud (Ex):** Both the octopus and giant octopus can emit a cloud of jet-black ink as a free action. The normal octopus's ink cloud is a 10-foot cube, while the giant octopus's ink cloud fills a 20-foot cube. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** An octopus or giant octopus can jet backward once a round as a full-round action, at a speed of 200 feet.

**Low-Light Vision (Ex):** Lizards can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Skill Bonuses:** Both octopi and giant octopi can change colors and squeeze into small spaces. They gain a +4 species bonus on Hide checks and a +10 species bonus on Escape Artist checks.

**Bonus Feats:** Normal octopi gain the bonus feats Weapon Finesse (bite) and Weapon Finesse (tentacles).

**Octopus:** CR 1/6 (1/2 if venomous); Small animal; HD 1/2 d8; hp 2; Mas 11; Init +3; Spd 5 ft., swim 30 ft.; Defense 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural); BAB +0; Grap –3; Atk +4 melee (special, tentacles); Full Atk +4 melee (special, tentacles), –1 melee (1d4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Aquatic, improved grab, poison (DC 10), ink

cloud, jet, low-light vision; AL none; SV Fort +2, Ref +5, Will +1; AP 0; Rep +0; Str 10, Dex 17, Con 11, Int 3, Wis 12, Cha 3.

**Skills:** Escape Artist +13, Hide +7, Listen +5, Move Silently +5, Spot +5.

**Feats:** Weapon Finesse (bite, tentacles).

**Advancement:** 1–2 HD (Small); 3–7 HD (Medium).

**Giant Octopus:** CR 8; Large animal; HD 8d8+8; hp 44; Mas 13; Init +2; Spd 10 ft., swim 30 ft.; Defense 18, touch 11, flatfooted 16 (–1 size, +2 Dex, +7 natural); BAB +6; Grap +15; Atk +10 melee (1d4+7, tentacle slam); Full Atk +10 melee (1d4+5, 8 tentacle slams), +5 melee (1d8+2, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ Aquatic subtype, improved grab, constrict, ink cloud, jet, low-light vision; AL none; SV Fort +7, Ref +8, Will +3; AP 0; Rep +0; Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3.

**Skills:** Escape Artist +12, Hide +2, Listen +5, Move Silently +4, Spot +5.

**Feats:** None.

**Advancement:** 9–12 HD (Large); 13–24 HD (Huge); 25–42 (Gargantuan).

## Orc

Orcs read, write, and speak their own language (Orc). A few particularly intelligent orcs speak other local or Shadow languages, including Goblin and Giant.

### Species Traits

Orcs have the following traits:

**Darkvision (Ex):** Orcs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and orcs can function with no light at all.

**Light Sensitivity (Ex):** Orcs suffer a –1 penalty to attack rolls in bright sunlight or within the radius of effects or spells that duplicate bright sunlight (such as *daylight*).

**Bonus Feats:** Orcs receive the bonus feats Archaic Weapons Proficiency, Armor Proficiency (light), and Armor Proficiency (medium). They may treat orc double axes as archaic weapons instead of exotic weapons.

**Orc:** CR 1/2; Medium humanoid; HD 1d8; hp 4; Mas 11; Init +0; Spd 30 ft.; Defense 14, touch 10, flat-footed 14 (+4 scale mail); BAB +0; Grap +2; Atk +2 melee (1d3+2 nonlethal, unarmed strike) or +2 melee (1d12+3/x3, greataxe); Full Atk +2 melee (1d3+2 nonlethal, unarmed strike) or +2 melee (1d12+3/x3, greataxe) or +0 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., light sensitivity; AL varies; SV Fort +2, Ref +0, Will –1; AP 0; Rep +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

**Skills:** Listen +2, Read/Write Orc, Speak Orc, Spot +1.

**Feats:** Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Simple Weapons Proficiency.

**Possessions:** Scale mail, greataxe, casual clothes or fatigues, sunglasses (negates light sensitivity).

**Advancement:** By character class.

**Orc Strong Hero 2/Tough Hero 1:** CR 3; Medium humanoid; HD 2d8+4 plus 1d10+2; hp 24; Mas 15; Init +0; Spd 30 ft.; Defense 18, touch 13, flat-footed 18 (+3 class, +5 breastplate); BAB +2; Grap +6; Atk +7 melee (1d6+5 nonlethal, unarmed strike) or +7 melee (1d12+7/x3, greataxe); Full Atk +7 melee (1d6+5 nonlethal, unarmed strike) or +7 melee (1d12+7/x3, greataxe) or +2 ranged (1d8+4, compound bow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., light sensitivity; AL varies; SV Fort +5, Ref +0, Will +0; AP 1; Rep +2; Str 18, Dex 10, Con 15, Int 11, Wis 10, Cha 6.

**Skills:** Climb +6, Jump +6, Knowledge (streetwise) +3, Read/Write Orc, Repair +2, Speak Language (any one), Speak Orc, Spot +2.

**Feats:** Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Power Attack, Simple Weapons Proficiency, Weapon Focus (greataxe).

**Talent (Strong Hero):** Melee smash.

**Talent (Tough Hero):** Remain conscious.

**Possessions:** Breastplate, greataxe, compound bow with 20 arrows, casual clothes or fatigues, sunglasses (negates light sensitivity).

## Otyugh

Otyughs weigh 500–750 pounds. They speak one local language.

### Species Traits

Otyughs have the following traits:

**Darkvision (Ex):** Otyughs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and otyughs can function with no light at all.

**Improved Grab (Ex):** To use this ability, the otyugh must hit an opponent at least one size category smaller than itself with a tentacle attack. If it gets a hold, it can constrict (see below).

**Constrict (Ex):** An otyugh deals automatic tentacle damage to a creature smaller than itself with a successful grapple check.

**Disease (Ex):** An otyugh's bite carries a nasty disease called filth fever. Filth fever—bite: Fortitude save (DC 16) negates; incubation period 1d3 days; initial and secondary damage 1d3 Dex and 1d3 Con.

**Skill Bonus:** An otyugh gains a +8 species bonus on Hide checks when in its lair, due to its natural coloration.

**Otyugh:** CR 4; Large aberration; HD 6d8+18; hp 45; Mas 17; Init +1; Spd 20 ft.; Defense 18, touch 10, flat-footed 17 (–1 size, +1 Dex, +8 natural); BAB +4; Grap +12; Atk +7 melee (1d6+6, tentacle rake); Full Atk +7 melee (1d6+4, 2 tentacle rakes), +2 melee (2d6+2 plus disease, bite); FS 10 ft. by 10 ft.; Reach 10 ft. (15 ft. with tentacles); SQ darkvision 60 ft., improved grab, constrict 1d6+4, disease; AL none; SV Fort +5, Ref +3, Will +6; AP 0; Rep +0; Str 18, Dex 12, Con 17, Int 5, Wis 12, Cha 6.

**Skills:** Hide +5 (+13 in lair), Listen +9, Speak Language (any one), Spot +9.

**Feats:** Alertness.

**Advancement:** 7–8 HD (Large); 9–15 HD (Huge).

**Advanced Otyugh:** CR 7; Huge aberration; HD 12d8+60; hp 114; Mas 24; Init +0; Spd 20 ft.; Defense 19, touch 8, flatfooted 19 (–2 size, +11 natural); BAB +8; Grap +24; Atk +14 melee (2d4+12, tentacle rake); Full Atk +14 melee (2d4+8, 2 tentacle rakes), +9 melee (2d8+4 plus disease, bite); FS 15 ft. by 15 ft.; Reach 15 ft. (20 ft. with tentacles); SQ darkvision 60 ft., improved grab, constrict 2d4+8, disease; AL none; SV Fort +9, Ref +4, Will +9; AP 0; Rep +0; Str 26, Dex 10, Con 21, Int 5, Wis 12, Cha 6.

**Skills:** Hide +0 (+8 in lair), Listen +15, Speak Language (any one), Spot +15.

**Feats:** Alertness, Improved Damage Threshold.

## Platonic

A platonic is a powerful entity of Shadow devoted to a particular cause or abstract concept. A platonic is compelled to protect and advance its cause at every opportunity, which often brings it into contact with mortals whose goals are more complex and nebulous.

Platonics can change their appearance at a whim, but most choose to appear as handsome humans of either gender. If they aren't bothering to disguise their otherworldly origin, their skin has a faint luminescent quality.

Each platonic has an abstract principle to which it is fanatically devoted. Platonics are beholden to what they call the Pact of the Boundless. A series of rules that all platronics follow, the Pact mandates that when possible, platronics won't reveal their true nature to mundanes. Furthermore, platronics are compelled to act as subtly as possible.

Platonics naturally speak all languages. They choose their height and weight, but generally pick something within human norms.

### Species Traits

Platonics have the following traits:

**Aura of Menace (Su):** A terrible aura surrounds platronics moved to anger or violence. Any hostile creature within a 20-foot radius of an enraged platonic must succeed at a Will save (DC 17 + platonic's Charisma modifier) to resist its effect. Those who fail suffer a –2 morale penalty on attacks and saves and a –2 penalty to Defense for one day or until they successfully injure the platonic who generated the aura. A creature that has resisted or broken the effect cannot be affected again by that platonic's aura for one day.

**Spell-Like Abilities:** At will—*bestow curse*, *change self*, *detect magic*, *dispel magic*, *fear*, *status*, *telekinesis*, *teleport*. In addition, platronics generally have four additional spell-like abilities (each usable at will) chosen from the spell lists and three spell-like abilities (each usable once per day) chosen from among the incantations. These seven spell-like abilities relate to the platonic's cause in some way, and they tend to be split evenly between offense, defense, and utility abilities. A platonic's spell-like abilities are as the spells cast by a 10th-level Mage or Acolyte.

**Tongues (Su):** All platronics can speak with any creature that has a language, as though using a *tongues* spell cast by a 10th-level caster. This ability is always active.

**Extradimensional Storage (Su):** Platonics can store up to 50 pounds of gear extradimensionally, sending it away or calling it to hand as a free action once per round. They usually store weapons, cash, and other generally useful goods in this manner.

**Keen Vision (Ex):** All platronics have low-light vision and 60-foot darkvision.

**Immunities (Ex):** Platonics are immune to cold, electricity, petrification, and sonic attacks.

**Energy Resistances (Ex):** Platonics have acid resistance 20 and fire resistance 20.

**Damage Reduction 30/+3 (Ex):** A platonic ignores the first 30 points of damage dealt by weapons of less than +3 enchantment.

**Spell Resistance (Ex):** A platonic has spell resistance equal to 10 + Hit Dice.

**Fast Healing 10 (Ex):** A platonic heals 10 points of damage each round so long as it has at least 1 hit point.

**Bonus Feat:** Platonics gain the bonus feat Archaic Weapons Proficiency.

### **Sraosha (Platonic of Contract Enforcement)**

**Sraosha:** CR 17; Medium outsider; HD 15d8+75; hp 142; Mas 20; Init +5; Spd 30 ft.; Defense 32, touch 17, flat-footed 27 (+5 Dex, +15 natural, +2 deflection); BAB +15; Grap +21; Atk +24 melee (1d8+12/19–20, +3 *longsword*) or +21 melee (1d4+6, unarmed strike) or +23 ranged (2d8+3, +3 *M–I6A2*) or +19 ranged (4d8+3, +2 *M–I6A2* burst); Full Atk +24/+19/+14 melee (1d8+12/19–20, +3 *longsword*) or +21/+16/+11 melee (1d4+6, unarmed strike) or +23/+18/+13 ranged (2d8+3, +2 *M–I6A2*) or +19/+14/+9 ranged (4d8+3, +2 *M–I6A2* burst); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aura of menace, spell-like abilities, tongues, extradimensional storage, keen vision, immunities, acid and fire resistance 20, damage reduction 30/+3, SR 25, fast healing 10; AL contract enforcement; SV Fort +14, Ref +14, Will +15; AP 0; Rep +0; Str 23, Dex 21, Con 20, Int 20, Wis 23, Cha 24.

**Skills:** Computer Use +7, Diplomacy +25, Intimidate +25, Investigate +23, Knowledge (business) +23, Knowledge (civics) +23, Listen +24, Research +25, Search +25, Sense Motive +24, Spot +24.

**Feats:** Advanced Firearms Proficiency, Archaic Weapons Proficiency, Burst Fire, Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

**Spell-Like Abilities:** At will—*bestow curse* (DC 21), *break enchantment*, *change self*, *detect magical aura*, *discern lies*, *dispel magic*, *fear* (DC 21), *hold person* (DC 20), *status*, *telekinesis* (DC 22), *teleport*, *wall of force*; 1/day—*baleful polymorph* (DC 24), *greater dispel magic*, *teleport*. Caster level 10th; save DC 17 + spell level.

**Possessions:** +3 *longsword*, +3 *M–I6A2* (both items stored extradimensionally), +2 *ring of protection*.

**Advancement:** By character class.

### **Porpoise**

Porpoises measure 4–6 feet long and weigh 110 to 170 pounds. The following stats may also be used to describe whales of similar size.

#### **Species Traits**

Porpoises have the following traits:

**Aquatic:** Porpoises can move in water without making Swim checks and cannot drown in water.

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

**Skill Bonuses:** Porpoises gain a +4 species bonus on Listen and Spot checks. These bonuses are lost if blindsight is negated.

**Bonus Feat:** Porpoises gain the bonus feat Weapon Finesse (slam).

**Porpoise:** CR 1/2; Medium animal; HD 2d8+2; hp 11; Mas 13; Init +3; Spd swim 80 ft.; Defense 15, touch 13, flatfooted 12 (+3 Dex, +2 natural); BAB +1; Grap +1; Atk +4 melee (1d4, slam); Full Atk +4 melee (1d4, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, blindsight; AL none or school; SV Fort +4, Ref +6, Will +1; AP 0; Rep +0; Str 11, Dex 17, Con 13, Int 5, Wis 12, Cha 6.

**Skills:** Listen +10 (+6 if blindsight is negated), Spot +10 (+6 if blindsight is negated).

**Feats:** Weapon Finesse (slam).

**Advancement:** 3–4 HD (Medium); 5–6 HD (Large).

### **Rat, Dire**

#### **Species Traits**

Dire rats have the following traits:

**Disease (Ex):** Dire rats carry a Shadow disease called filth fever. Filth fever—bite: Fortitude save (DC 12) negates; incubation period 1d3 days; initial and secondary damage 1d3 Dex and 1d3 Con.

**Darkvision (Ex):** Dire rats can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dire rats can function with no light at all.

**Scent (Ex):** This ability allows the dire rat to detect approaching enemies, sniff out hidden foes, and track by scent.

**Skill Bonuses:** Dire rats gain a +8 species bonus on Swim checks. Dire rats apply their Strength or Dexterity bonus (whichever is higher) to Climb and Swim checks.

**Bonus Feat:** Dire rats gain the bonus feat Weapon Finesse (bite). Advanced dire rats lose this feat if their Strength bonus exceeds their Dexterity bonus.

**Dire Rat:** CR 1/3; Small animal; HD 1d8+1; hp 5; Mas 12; Init +3; Spd 40 ft., climb 20 ft.; Defense 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural); BAB +0; Grap –4; Atk +4 melee (1d4, bite); Full Atk +4 melee (1d4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ disease, darkvision 60 ft., scent; AL none; SV Fort +3, Ref +5, Will +3; AP 0; Rep +0; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

**Skills:** Climb +14, Hide +11, Move Silently +6, Swim +11.

**Feats:** Weapon Finesse (bite).

**Possessions:** None.

**Advancement:** 2–3 HD (Small); 4–6 HD (Medium); 7–12 HD (Large); 13–24 HD (Huge).

**Advanced Dire Rat:** CR 4; Large animal; HD 9d8+36; hp 76; Mas 18; Init +1; Spd 40 ft., climb 20 ft.; Defense 13, touch 10, flat-footed 12 (–1 size, +1 Dex, +3 natural); BAB +6; Grap +16; Atk +11 melee (1d8+9, bite); Full Atk +11 melee (1d8+9, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ disease, darkvision 60 ft., scent; AL none; SV Fort +3, Ref +5, Will +3; AP 0; Rep +0; Str 22, Dex 13, Con 18, Int 1, Wis 12, Cha 4.

**Skills:** Climb +18, Hide +5, Move Silently +4, Swim +15.

**Feats:** None.

**Possessions:** None.

## Retriever

A typical retriever weighs about 6,500 pounds. It does not speak.

### Species Traits

Retrievers have the following traits:

**Construct:** Retrievers are immune to mind-influencing effects as well as poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

**Eye Rays (Su):** A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray, as a free action. An individual ray is usable only once every 4 rounds. It can fire an eye ray in the same round as it makes physical attacks. The save DC for all rays is 10 + 1/2 the retriever's Hit Dice + the retriever's Dexterity modifier. The four eye effects are:

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

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

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

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

**Fast Healing 5 (Ex):** Retrievers regain 5 hit points per round. Fast healing stops working when the retriever is reduced to 0 hit points or fewer.

**Find Target (Sp):** When ordered to find an item or being, a retriever does so unerringly, as though guided by *discern location*. The being giving the order must have seen (or have an item belonging to) the creature to be found, or have touched the object to be located. This ability is the equivalent of an 8th-level spell.

**Improved Grab (Ex):** To use this ability, the retriever must hit with its bite attack. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is how it usually "retrieves" things.

**Retriever:** CR 11; Huge construct; HD 10d10+40; hp 95; Mas —; Init +3; Spd 50 ft.; Defense 21, touch 11, flat-footed 18 (–2 size, +3 Dex, +10 natural); BAB +7; Grap +25; Atk +15 melee (2d4+10, claw) or +8 ranged touch (special, eye ray); Full Atk +15 melee (2d4+10, 4 claws), +10 melee (1d6+5, bite) or +8 ranged touch (special, eye ray); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ construct, eye rays (DC 18), fast healing 5, *find target*, improved grab; AL evil, master; SV Fort +3, Ref +6, Will +3; AP 0; Rep +0; Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1.

**Skills:** None.

**Feats:** None.

**Possessions:** None.

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

**Advanced Retriever:** CR 13; Gargantuan construct; HD 18d10+80; hp 179; Mas —; Init +3; Spd 50 ft.; Defense 23, touch 9, flat-footed 20 (–4 size, +3 Dex, +14 natural); BAB +13; Grap +39; Atk +23 melee (2d6+14, claw) or +12 ranged touch (special, eye ray); Full Atk +23 melee (2d6+14, 4 claws), +19 melee (1d8+7, bite) or +12 ranged touch (special, eye ray); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ construct, eye rays (DC 22), fast healing 5, *find target*, improved grab; AL evil, master; SV Fort +6, Ref +9, Will +6; AP 0; Rep +0; Str 39, Dex 17, Con —, Int —, Wis 11, Cha 1.

**Skills:** None.

**Feats:** None.

**Possessions:** None.

## Roach Thrall

Roach thralls learn the dominant human language in their area quickly—generally within a few weeks of emerging from their eggs. They lose the ability to speak if they emerge from their human host, but they still understand any human language they

know. In their true forms, roach thralls can wordlessly speak to each other by linking their antennae. In roach form, a roach thrall is about 5 feet long and weighs about 150 pounds.

### Species Traits

Roach thralls have the following traits:

**Human Host:** While inside its human host, the roach thrall can't use its natural weapons or darkvision. The host body has 10 hit points; if it's reduced to 0 or fewer hit points, the roach thrall automatically spends a full-round action growing out of the ruined host.

The roach thrall can voluntarily cast aside its host body as a full-round action.

**Multiple Limbs:** Once they've emerged from their human hosts, roach thralls walk upright for a few days before reverting to the gait of a cockroach. This is a preference, not a mandate; the roach thrall can choose whether to be upright or not once per round as a free action. An upright roach thrall has a speed of 30 feet and can use four limbs to attack. Otherwise, it has a speed of 40 feet and can only use two limbs to attack.

**Resistance to Massive Damage (Ex):** Although roach thralls aren't vermin, they share some attributes with cockroaches. Roach thralls gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

**Darkvision (Ex):** Roach thralls outside of their human hosts can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and otyughs can function with no light at all.

**Skill Bonus:** The roach thrall living inside a human host gains a +10 species bonus on Disguise checks. It also gains a +5 species bonus on Bluff checks when attempting to pass itself off as its human host.

**Roach Thrall:** CR 2; Medium aberration; HD 3d8+3; hp 16; Mas 12; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (bipedal) or 40 ft. (as insect); Defense 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); BAB +2; Grap +2; Atk +2 melee (1d4, claw); Full Atk +2 melee (1d4, 2 claws or 4 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ human host, multiple limbs, resistance to massive damage, darkvision 60 ft.; AL roach thralls; SV Fort +2, Ref +3, Will +4; AP 0; Rep +0; Str 11, Dex 14, Con 12, Int 14, Wis 13, Cha 7.

**Skills:** Bluff +5 (+10 when pretending to be its human host), Climb +4, Disguise +5 (+15 inside human host), Jump +4, Listen +6, Read/Write Language (any three), Sense Motive +5, Speak Language (any three), Spot +6, Swim +4.

**Feats:** Alertness, Archaic Weapons Proficiency, Deceptive, Improved Initiative, Simple Weapons Proficiency.

**Advancement:** 4–6 HD (Medium) in cockroach form.

## Sidhe

Use the information on Fey to create new sidhe.

### Species Traits

Sidhe have the following traits.

**Change Self (Sp):** A sidhe can change its appearance at will, as per the *change self* spell cast by a 10th-level Mage.

**Immunities (Ex):** A sidhe is immune to one or more specific types of energy or weapon damage. Sidhe roll on the immunity column of Table: Sidhe Immunities and Resistances.

**Energy Resistance (Ex):** A sidhe is resistant to one or more specific types of energy damage. Sidhe roll on the immunity column of Table: Sidhe Immunities and Resistances.

**Damage Reduction (Su):** Sidhe have damage reduction, as noted in the chart below. One-of-a-kind sidhe lords may have even higher damage reduction (usually 15/+2).

Sidhe Hit Dice	Damage Reduction
8 or fewer	5/+1
9–16	10/+1
17 or more	15/+2

Sidhe Hit Dice	Damage Reduction
8 or fewer	5/+1
9–16	10/+1
17 or more	15/+2

**Low-Light Vision (Ex):** Sidhe can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Allegiances:** All sidhe have a primary allegiance to chaos.

**Bonus Feat:** Sidhe gain either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat.

**Automatic Languages:** Sidhe can speak Sylvan (the language of fey) and a number of additional languages equal to their Intelligence bonus. Sidhe with an Intelligence of 8 or higher can also read and write these languages.

**Advancement:** By character class.

**Table: Sidhe Immunities and Resistances**

Roll d%	Immunity	Roll d%	Resistance
01–06	Acid damage	01–21	None (do not roll again)
07–12	Cold damage	22–27	Acid resistance 10
13–18	Sonic/concussion damage	28–30	Acid resistance 20

19–24	Electricity damage	31–36	Cold resistance 10
25–30	Fire damage	37–39	Cold resistance 20
31–36	Ballistic damage	40–45	Sonic/concussion resistance 10
37–42	Bludgeoning damage	46–48	Sonic/concussion resistance 20
43–48	Piercing damage	49–54	Electricity resistance 10
49–54	Slashing damage	55–57	Electricity resistance 20
55–60	Poison damage	58–63	Fire resistance 10
61–66	Radiation damage	64–66	Fire resistance 20
67–100	Choose one, and roll again	67–100	Choose one, and roll again

### Dreamghast

**Fascinate (Sp):** A dreamghast can fascinate onlookers by staring at the targets and speaking softly. The targets must be within 60 feet of the dreamghast and must be able to see and hear the dreamghast. The dreamghast must also see the creatures it intends to fascinate. The distraction of a nearby combat or other dangers prevents the ability from working. Otherwise, creatures that fail a Will save (DC 21) remain stationary and quiet, staring at and listening to the dreamghast as long as the dreamghast maintains the fascinate effect for up to 1 minute.

Any potential threat (such as a thrall of the dreamghast moving behind the fascinated creature) allows an affected target a new save against the *fascinate* effect. Any obvious threat, such as drawing a weapon, automatically breaks the effect. While using the *fascinate* ability, a dreamghast must spend an attack action each round concentrating. The *fascinate* ability is a spell-like, mind-affecting charm ability.

**Despair (Su):** The mere sight of a dreamghast in its true form forces the viewer to succeed at a Will save (DC 21) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that dreamghast's despair ability for one day.

**Detect Dreams (Sp):** A dreamghast can observe the dreams of a sleeping creature within 60 feet. This functions like the *detect thoughts* power manifested by a 10th-level Telepath, except that it only functions on sleeping creatures.

**Devour Dreams (Su):** A dreamghast can caress the forehead of a sleeping victim and consume its dreams for itself. The process requires 10 minutes of uninterrupted feeding, during which time a cloud or roiling vapor emerges from the victim's head and is sucked into the dreamghast's gaping maw. Once the dream is devoured, the dreamghast gains a +1 luck bonus on attacks, ability checks, skill checks, and saves and 4 temporary hit points per Hit Die of the victim. The luck bonus and temporary hit points last for 24 hours. At the end of the dream-eating process, the dreamghast chooses whether it wants to enslave the victim or cause memory loss (see below); either is a free action. A sleeping victim has no chance of waking during the dream-devouring process.

**Enslave (Su):** If the dreamghast considers a dream-eating victim particularly interesting or useful, he may implant a series of enslavement commands in the victim's mind. The target must succeed at a Will save (DC 21) or be affected as though by a *domination* power manifested by a 10th-level Telepath. The dreamghast commands the enslaved victim telepathically when the victim sleeps; when the victim is awake, it acts on previous orders but can't be given new ones. An enslaved creature obeys the dreamghast's commands until freed by a *dispel magic* or *remove curse* spell or a *negate psionics* power. The enslaved creature can also attempt a new Will save every 24 hours to break free. The control is also broken if the dreamghast dies or travels more than 1 mile from its slave.

**Memory Loss (Su):** Once the dreamghast eats someone's dreams, it may consume the subject's memories as well. The victim must succeed at a Will save (DC 21) or suffer complete memory loss. The victim has no memory of his identity, background, family, friends, and so forth. The memory loss has no effect on languages known, class-related talents, or other class features. The subject temporarily loses all Knowledge skills but retains all other skills. The memory loss persists until the victim receives a *break enchantment* spell or undergoes 1d6 months of therapy.

**Immunities (Ex):** A dreamghast is immune to ballistic damage.

**Fire Resistance 10 (Ex):** Dreamghasts ignore the first 10 points of fire damage dealt by any single attack.

**Dreamghast (Sidhe):** CR 7; Medium fey; HD 10d6+10; hp 45; Mas 16; Init +2; Spd 30 ft.; Defense 17, touch 12, flat-footed 15 (+2 Dex, +5 natural); BAB +5; Grap +6; Atk +6 melee (1d6+1/19–20, machete) or +6 ranged; Full Atk +4 melee (1d6+1/19–20, machete), +0 melee (1d6/19–20, 3 machetes) or +6 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ fascinate, *change self*, despair, *detect dreams*, dream eating, enslave, memory loss, damage reduction 10/+1, fire resistance 10, immunities, low-light vision; AL chaos, evil; SV Fort +4, Ref +5, Will +8; AP 0; Rep +0; Str 12, Dex 14, Con 13, Int 11, Wis 13, Cha 20. **Skills:** Concentration +14, Intimidate +18, Listen +13, Spot +14.

**Feats:** Archaic Weapons Proficiency, Combat Reflexes, Improved Damage Threshold, Multiweapon Fighting\*, Simple Weapons Proficiency.

\*The Multiweapon Fighting feat functions just like the Two-Weapon Fighting feat, except you need more than two arms to use it. The primary attack takes a –2 penalty, and all the secondary attacks take a –6 penalty.

**Possessions:** Four machetes.



**Advancement:** By character class.

## Faun

**Enchanting Music (Su):** Music is magical to fauns, and they can create a variety of enchanting effects on listeners with a carefully crafted song. When a faun infuses its song with its fey power, all creatures within a 60-foot spread of the satyr (except other sidhe) must succeed at a Will save (DC 13) or be affected by *attraction*, as the power manifest by a 10th-level Telepath. Once per day, the faun can use his music to instead create a *lesser domination* effect (Will save, DC 15, negates) or *mental blast* effect (Will save, DC 15, negates) targeted at one specific listener.

It takes the faun a full-round action to use enchanting music. Anyone who successfully saves against the faun's enchanting music cannot be affected by music from that faun for one day.

**Immunities (Ex):** A faun is immune to bludgeoning damage, enabling it to survive a barfight unscathed.

**Cold Resistance 10 (Ex):** Fauns ignore the first 10 points of cold damage dealt by any single attack.

**Skill Bonuses:** Fauns gain a +4 species bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

**Faun (Sidhe):** CR 4; Medium fey; HD 5d6; hp 17; Mas 11; Init +2; Spd 30 ft.; Defense 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BAB +2; Grap +2; Atk +2 melee (1d6, gore) or +2 melee (1d6/18–20, sword cane) or +5 ranged (2d6, Colt Python); Full Atk +2 melee (1d6, gore) or +2 melee (1d6/18–20, sword cane) or +5 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SA enchanting music, *change self*, cold resistance 10, damage reduction 5/+1, immunities, lowlight vision; AL chaos; SV Fort +3, Ref +3, Will +3; AP 0; Rep +0; Str 10, Dex 15, Con 11, Int 10, Wis 9, Cha 14.

**Skills:** Bluff +10, Disguise +12, Hide +14, Listen +3, Move Silently +12, Perform (sing) +14, Perform (any one) +14, Spot +3.

**Feats:** Archaic Weapons Proficiency, Great Fortitude, Personal Weapons Proficiency, Simple Weapons Proficiency.

**Possessions:** Musical instrument, loaded Colt Python (.357 revolver), sword cane (usually disguised as an umbrella or within the musical instrument's case).

**Advancement:** By character class.

## Skunk Ape

Skunk apes speak their own language, which has no written form. They may read, write, and speak a number of additional languages equal to their Intelligence bonus (if any).

### Species Traits

Skunk apes have the following traits:

**Stench (Ex):** Skunk apes exude a stench reminiscent of rotting vegetation, ammonia, and decay. When frightened or angry, they can intensify this odor such that all creatures within 30 feet of the skunk ape must succeed at a Fortitude save (DC 12) or be nauseated for 2d6 rounds. A nauseated creature may take only a single move action per turn and may not perform actions requiring concentration or attention. Skunk apes are immune to their own stench but not to the stench of other creatures.

**Woodland Stride (Ex):** The oily fur of the skunk ape allows it to pass through any sort of undergrowth (thorn bushes, briars, cranberry bogs, and other overgrown areas) at normal speed.

**Darkvision (Ex):** Skunk apes can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and skunk apes can function with no light at all.

**Bonus Feat:** Skunk apes gain the bonus feat Alertness.

**Skunk Ape:** CR 1/2; Medium monstrous humanoid; HD 1d8; hp 4; Mas 11; Init +1; Spd 30 ft.; Defense 13, touch 11, flatfooted 12 (+1 Dex, +2 natural); BAB +1; Grap +2; Atk +2 melee (1d4+1, claw); Full Atk +2 melee (1d4+1, 2 claws) or +2 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ stench, woodland stride, darkvision 60 ft.; SV Fort +0, Ref +3, Will +1; AP 0; Rep +0; Str 13, Dex 12, Con 11, Int 8, Wis 8, Cha 8.

**Skills:** Hide +5, Listen +5, Move Silently +5, Speak Skunk Ape, Spot +5.

**Feat:** Alertness, Simple Weapons Proficiency.

**Advancement:** By character class.

**Skunk Ape Dedicated Hero 3/Acolyte 2:** CR 5; Medium monstrous humanoid; HD 3d6+9 plus 2d8+6; hp 37; Mas 16; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; Defense 16, touch 14, flat-footed 15 (+1 Dex, +2 natural, +3 class); BAB +4; Grap +5; Atk +5 melee (1d4+1, claw) or +5 ranged (1d4, sling); Full Atk +5 melee (1d4+1, 2 claws) or +5 ranged (1d4, sling) or +5 ranged touch (special, net); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ stench, woodland stride, darkvision 60 ft., divine spells, turn or rebuke undead 2/day; AL good; SV Fort +8, Ref +4, Will +7; AP 2; Rep +3; Str 13, Dex 12, Con 16, Int 10, Wis 14, Cha 8.

**Skills:** Concentration +7, Knowledge (theology and philosophy) +6, Listen +7, Read/Write Language (any one), Sense Motive +8, Speak Language (any one), Speak Skunk Ape, Spellcraft +4, Spot +7, Survival +7, Treat Injury +4.

**Feat:** Alertness, Archaic Weapons Proficiency, Heroic Surge (2/day), Improved Initiative, Lightning Reflexes, Simple Weapons Proficiency, Track.

**Talents (Dedicated Hero):** Empathy, skill emphasis (Survival).

**Spells** (4/4): 0—*cure minor wounds, detect magical aura, read magic, resistance*; 1st—*bleed, cure light wounds, mending, shield of faith*.

**Possessions:** Sling with 20 bullets, net, holy symbol (totem necklace), shaman's bag (treat as medical kit).

## Spirit

### Species Traits

All spirits have the following capabilities. Particular types of spirits may have additional abilities.

**Undead:** Spirits are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. They may be healed by application of negative energy (such as an *inflict light wounds* spell). They are destroyed if reduced to 0 hit points or less (but may be rejuvenated, as noted below).

**Incorporeal (Ex):** A spirit can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. It is immune to nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with ghost touch weapons). It can pass through solid objects at will, but not force effects (such as a *wall of force*). Its attacks ignore natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. A spirit moves silently and cannot be heard with Listen checks (unless it wished to be heard). It has no Strength score, so its Dexterity modifier applies both to its melee and ranged attacks. Nonvisual senses, such as blindsight and scent, do not function against an ash wraith. A spirit cannot be tripped or grappled by a corporeal attacker, nor can a spirit make trip or grapple attacks.

**Bonuses to Defense:** A spirit gains a deflection bonus to its Defense equal to its Charisma modifier (minimum +1). Although it may appear to wear armor and other forms of protection, a spirit receives no natural armor bonus or equipment bonus to Defense.

**Corrupting Touch (Su):** A spirit that hits a living target with its incorporeal touch attack deals 1d6 points of damage. The spirit adds its Dexterity modifier to the attack roll.

**Invisibility (Ex):** Spirits are naturally invisible but may be detected by spells that detect or reveal invisible creatures and objects. A spirit may reveal itself willingly, but normally does so only during the night.

**Rejuvenation (Su):** In most cases, it's difficult to destroy a spirit through simple combat; the "destroyed" spirit will often restore itself in 2d4 days. As a rule, the only way to get rid of a spirit forever is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require use of the Research skill.

**Turn Resistance (Ex):** A spirit has +4 turn resistance. If a spirit is turned but cannot flee, it is instead destroyed. However, it may still rejuvenate (see above).

**Imprisonment (Ex):** Spirits are bound to a particular place. This place is usually a dwelling, building, or similarly contained area. Within this area, they may use their abilities as normal. In addition, some spirits may only be present at particular times (an anniversary of a death, or only between midnight and dawn). They may be released from this imprisonment by particular actions (giving their physical body a proper funeral, restoring a lost or stolen item, getting vengeance on those responsible for their death, and so forth). A spirit may be unaware of the nature of its release, or may be unwilling to divulge those details.

**Darkvision (Ex):** Spirits can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and spirits can function with no light at all.

**Skill Bonuses:** Spirits receive a +8 species bonus on Hide, Listen, Search, and Spot checks.

### Animating Spirit (Poltergeist)

An animating spirit can move and throw objects around.

**Telekinesis (Su):** An animating spirit can use *telekinesis* as an attack action, at will (as a 10th-level Mage). Creatures subjected to the telekinesis attack are entitled to a Will save (DC 15 + spirit's Intelligence modifier) to resist.

**Animating Spirit (Poltergeist):** CR 2; Medium undead; HD 1d12; hp 6; Mas —; Init +4 (Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defense 11, touch 11, flat-footed 11 (+1 deflection); BAB +0; Grap —; Atk +0 melee touch (1d6, corrupting touch); Full Atk +0 melee touch (1d6, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, corrupting touch, telekinesis (DC 15), invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +0, Ref +0, Will +2; AP 0; Rep +0; Str —, Dex 11, Con —, Int 11, Wis 11, Cha 10.

**Skills:** Bluff +4, Diplomacy +4, Hide +12, Intimidate +5, Listen +12, Read/Write Language (any one), Search +12, Sense Motive +4, Speak Language (any one), Spot +12.

**Feat:** Improved Initiative.

**Advancement:** 2–3 HD (Medium); 4–7 HD (Large).

### **Frightful Spirit (Apparition)**

A frightful spirit's twisted features horrify all who behold it.

**Horrific Appearance (Su):** Any living creature within 60 feet that views the frightful spirit must succeed at a Fortitude save (DC 10 + spirit's Hit Dice + spirit's Charisma modifier) or immediately suffer 1d4 points of temporary Strength damage, 1d4 points of temporary Dexterity damage, and 1d4 points of temporary Constitution damage. A creature that successfully saves against this effect cannot be affected by the same spirit's horrific appearance for one day.

**Frightful Spirit (Apparition):** CR 3; Medium undead; HD 2d12; hp 13; Mas —; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 deflection); BAB +0; Grap —; Atk +1 melee touch (1d6, corrupting touch); Full Atk +1 melee touch (1d6, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, corrupting touch, horrific appearance (DC 12), invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +0, Ref +1, Will +4; AP 0; Rep +0; Str —, Dex 12, Con —, Int 12, Wis 12, Cha 11.

**Skills:** Bluff +4, Diplomacy +4, Hide +14, Intimidate +5, Listen +14, Search +14, Sense Motive +6, Spot +14.

**Feat:** Improved Initiative.

**Advancement:** 3–5 HD (Medium); 6–9 HD (Large).

### **Groaning Spirit (Banshee)**

A groaning spirit can panic others with its mournful cry.

**Frightful Moan (Su):** A groaning spirit can moan as an attack action. All living creatures within a 30-foot spread must succeed at a Will save (DC 10 + spirit's Hit Dice + spirit's Charisma modifier) or become panicked for 2d4 rounds. A panicked creature flees as fast as possible, cowers if unable to get away, and defends normally (but cannot attack). This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same spirit's moan for one day.

**Groaning Spirit:** CR 4; Medium undead; HD 3d12; hp 19; Mas —; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 deflection); BAB +1; Grap —; Atk +2 melee touch (1d6, corrupting touch); Full Atk +2 melee touch (1d6, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, corrupting touch, frightful moan (DC 14), invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +1, Ref +2, Will +4; AP 0; Rep +0; Str —, Dex 13, Con —, Int 13, Wis 13, Cha 12.

**Skills:** Bluff +6, Diplomacy +6, Hide +14, Intimidate +7, Listen +15, Search +14, Sense Motive +6, Spot +15.

**Feat:** Improved Initiative.

**Advancement:** 4–7 HD (Medium); 8–12 HD (Large).

### **Possessing Spirit (Haunt)**

A possessing spirit can take command of a living physical body.

**Possession (Su):** Once per round, as an attack action, a possessing spirit can merge with a living creature and seize control of its body. To use this ability, the spirit must first enter the target's fighting space; doing so does not provoke attacks of opportunity.

The target can resist the spirit's attempt at possession with a successful Will save (DC 10 + spirit's Hit Dice + spirit's Charisma modifier). If the save succeeds, the spirit is rebuffed and pushed into an adjacent square. A target that successfully saves cannot be possessed by that spirit for one day, and the spirit cannot again enter the target's fighting space during that time. If the save fails, the spirit vanishes into the target's body and takes control of it.

A possessed creature gains the spirit's Intelligence, Wisdom, Charisma, base attack bonus, base save bonuses, allegiances, skills, and feats. The possessed creature retains its Strength, Dexterity, Constitution, type, hit points, massive damage threshold, grapple check modifier, fighting space, reach, Reputation bonus, and extraordinary abilities. It loses access to any spell-like abilities, supernatural abilities, action points, and mental abilities (including prepared spells and knowledge gained from life experiences).

While possessing a host creature, the spirit loses its supernatural or extraordinary abilities except for its turn resistance. The possessed creature's original spirit instantly reinstates itself if the possessing spirit is turned, destroyed, or otherwise dislodged from its host. A possessing spirit can leave its host as a free action, if it so chooses. Any attack that deals massive damage on the host's body allows the host another Will save to oust the possessing spirit and regain control of its body (whether or not the massive damage Fortitude save succeeds).

**Possessing Spirit:** CR 5; Medium undead; HD 5d12; hp 32; Mas —; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defense 14, touch 14, flat-footed 12 (+2 Dex, +2 deflection); BAB +2; Grap —; Atk +4 melee touch (1d6,

corrupting touch), Full Atk +4 melee touch (1d6, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, corrupting touch, possession (DC 17), invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +1, Ref +3, Will +6; AP 0; Rep +0; Str —, Dex 15, Con —, Int 15, Wis 15, Cha 14.

**Skills:** Bluff +8, Diplomacy +8, Hide +17, Intimidate +9, Listen +17, Search +17, Sense Motive +8, Spot +17.

**Feat:** Combat Reflexes, Improved Initiative.

**Advancement:** 6–9 HD (Medium); 10–15 HD (Large).

### **Weakening Spirit (Fetch)**

A weakening spirit draws strength from the bodies of living creatures.

**Draining Touch (Su):** A living creature wounded by the weakening spirit's corrupting touch attack must succeed at a Fortitude save (DC 10 + spirit's Hit Dice + spirit's Charisma modifier) or suffer 1d4 points of permanent Strength drain. A creature reduced to 0 Strength by a weakening spirit's draining touch dies and rises as a free-willed weakening spirit 24 hours later.

**Weakening Spirit:** CR 6; Medium undead; HD 4d12; hp 26; Mas —; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defense 13, touch 13, flat-footed 11 (+2 Dex, +1 deflection); BAB +1; Grap —; Atk +3 melee (1d6 plus 1d4 Str drain, corrupting touch); Full Atk +2 melee (1d6 plus 1d4 Str drain, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, corrupting touch, draining touch (DC 15), invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +1, Ref +3, Will +6; AP 0; Rep +0; Str —, Dex 14, Con —, Int 14, Wis 14, Cha 13.

**Skills:** Bluff +7, Diplomacy +7, Hide +16, Intimidate +7, Listen +16, Search +16, Sense Motive +8, Spot +16.

**Feat:** Improved Initiative .

**Advancement:** 5–8 HD (Medium); 9–14 HD (Large).

## **Squid**

### **Species Traits**

Squid have the following traits:

**Aquatic:** Squid can move in water without making Swim checks, and they cannot drown in water.

**Improved Grab (Ex):** To use this ability, the squid must hit with its tentacle arm attack. If it gets a hold, the squid automatically deals bite damage each round the hold is maintained. Squid and giant squid are treated as one size category larger for purposes of determining their grapple check bonus. If a giant squid makes a successful strike with its tentacle rake attack against a target smaller than itself, it can constrict (see below).

**Constrict (Ex):** A giant squid deals automatic tentacle damage with a successful grapple check against creatures smaller than itself.

**Ink Cloud (Ex):** Both the squid and giant squid can emit a cloud of jet-black ink as a free action. The squid's ink cloud fills a 10-foot cube, while the giant squid's ink cloud fills a 20-foot cube. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** A squid or giant squid can jet backward once per round as a full-round action. This increases the squid's speed to 240 feet and the giant squid's speed to 320 feet.

**Darkvision (Ex):** Squid can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and squid can function with no light at all.

**Bonus Feats:** Normal squid (but not giant squid) gain the bonus feats Weapon Finesse (bite) and Weapon Finesse (tentacles).

**Squid:** CR 1/6; Small animal; HD 1/2 d8; hp 2; Mas 11; Init +3; Spd swim 60 ft.; Defense 16, touch 14, flat-footed 13 (+1 size, +3 Dex, +2 natural); BAB +0; Grap –2; Atk +2 melee (special, tentacles); Full Atk +2 melee (special, tentacles), –3 melee (1d4–2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, improved grab, ink cloud, jet, darkvision 60 ft.; SV Fort +2, Ref +5, Will +1; AP 0; Rep +0; Str 7, Dex 17, Con 11, Int 1, Wis 12, Cha 3.

**Skills:** Hide +7, Listen +7, Spot +7.

**Feats:** Weapon Finesse (bite, tentacles).

**Advancement:** 1 HD (Small); 2–4 HD (Medium); 5–11 HD (Large).

**Giant Squid:** CR 10; Huge animal; HD 12d8+60; hp 114; Mas 21; Init +0; Spd swim 80 ft.; Defense 17, touch 9, flatfooted 17 (–2 size, +9 natural); BAB +9; Grap +29; Atk +15 melee (1d6+12, tentacle rake); Full Atk +15 melee (1d6+8, 10 tentacle rakes), +10 melee (2d6+4, bite); FS 15 ft. by 15 ft.; Reach 10 ft. (30 ft. with tentacles); SQ aquatic, improved grab, constrict 1d6+8, ink cloud, jet, darkvision 60 ft.; SV Fort +11, Ref +6, Will +4; AP 0; Rep +0; Str 26, Dex 11, Con 21, Int 1, Wis 12, Cha 2.

**Skills:** Hide –8, Listen +8, Spot +8.

**Feats:** None.

**Advancement:** 13–18 HD (Huge); 19–36 (Gargantuan).

## Swarm

A swarm is a collection of Fine or Diminutive creatures (usually creatures of the vermin or animal types, but not always) that acts as a single creature. Swarms include flocks of birds, swarms of bees, writhing nests of poisonous snakes, and any other conglomeration of creatures that tends to move as a solid mass.

A swarm has the characteristics of its original 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 Defense. The swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (if comprised of flying creatures) 5 feet on a side, but its reach is 0 feet. To attack, the swarm moves into an opponent's fighting space, which provokes an attack of opportunity. It can occupy the same fighting space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm may provoke an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures. Larger swarms are represented by multiple swarms, or multiple 5-foot squares.

Swarms are presented in a variety of sizes, with a typical example of their type.

### Species Traits

Swarms have the following traits:

**Swarm:** Swarms are not subject to critical hits or flanking. A swarm takes half damage from ballistic, slashing, and piercing weapons. It is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*) unless the swarm is susceptible to mind-affecting effects. (If it has a mind, it has a single hive mind that can be targeted by a mind-affecting spell, though swarms of vermin are mindless and thus immune to such effects.) A swarm takes a –10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenade-like weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

A swarm that fails a Fortitude save against massive damage disperses and does not reform until its hit points return to full. Swarms don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage. A swarm's attacks are nonmagical unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, incorporeality, or other special abilities may make a creature immune (or at least resistant) to damage from the swarm. Swarms cannot attempt trip or grapple checks, nor can they be tripped or grappled themselves.

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

**Distraction (Ex):** Any intelligent creature vulnerable to a swarm's damage that begins its turn with a swarm in its fighting space is distracted. The target must attempt a Fortitude save (DC 10 + swarm's Hit Dice) or become nauseated for 1 round by the intense pain of countless bites, stings, and pinches. A creature that takes no damage from the swarm's attack is not subject to distraction. Nauseated creatures are unable to attack or do anything else requiring attention or concentration; the only action a nauseated creature can take is a single move action per turn. Even if the target creature succeeds at a Fortitude save, it is still vulnerable to the swarm's distraction. It is difficult to undertake complex actions while covered by a swarm. Casting or concentrating on a spell requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration (such as moving silently or opening a lock) requires a Concentration check (DC 20). If the check fails, the target creature is unable to complete the action.

**Sentience (Ex):** Most swarms have the Intelligence of a single member of the swarm. Sentient swarms have a hive mind. A swarm with a hive mind has a higher Intelligence score but is susceptible to mind-affecting spells as if it was a single intelligent creature. Sentient swarms have skills as a magical beast (2  $\times$  Int score, plus 1 additional skill point per HD beyond 1 HD).

### Monstrous Spider Swarm

**Vermin:** A monstrous spider swarm is immune to mind-affecting attacks.

**Poison (Ex):** Bite—Fortitude save (DC 14); initial and secondary damage 1d4 Str.

**Resistance to Massive Damage (Ex):** A monstrous spider swarm gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

**Darkvision (Ex):** A monstrous spider swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the spiders can function with no light at all.

**Monstrous Spider Swarm:** CR 2; Medium vermin (swarm of Tiny vermin); HD 4d8; hp 18; Mas 10; Init +3; Spd 20 ft., climb 10 ft.; Defense 13, touch 13, flat-footed 10 (+3 Dex); BAB +3; Grap —; Atk swarm (1d6 plus poison, swarm); Full Atk swarm (1d6 plus poison, swarm); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ swarm, vermin, distraction, poison, resistance to

massive damage, darkvision 60 ft.; AL none; SV Fort +4, Ref +4, Will +1; AP 0; Rep +0; Str 1, Dex 16, Con 10, Int —, Wis 10, Cha 2.

**Skills:** Climb +3, Move Silently +8, Spot +5.

**Feats:** None.

**Advancement:** None.

### **Piranha Swarm**

**Aquatic:** A swarm of piranha can move in water without making Swim checks and cannot drown in water.

**Low-Light Vision (Ex):** A swarm of piranha can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. It retains the ability to distinguish color and detail under these conditions.

**Piranha Swarm:** CR 3; Medium animal (swarm of Diminutive animals); HD 6d8+6; hp 33; Mas 12; Init +3; Spd swim 30 ft.; Defense 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); BAB +4; Grap —; Atk swarm (2d6, swarm), Full Atk swarm (2d6, swarm); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ swarm, aquatic, distraction, low-light vision; AL none; SV Fort +6, Ref +8, Will +2;

AP 0; Rep +0; Str 1, Dex 17, Con 12, Int 1, Wis 10, Cha 1.

**Skills:** Hide +8, Spot +5.

**Feats:** None.

**Advancement:** None.

### **Sentient Killer Bee Swarm**

The killer bees in this swarm possess a hive mind. If dispersed, the bee swarm loses its intelligence (as individual bees are nonintelligent).

**Poison (Ex):** Bite—Fortitude save (DC 14) negates; initial and secondary damage 1d3 Con.

**Resistance to Massive Damage (Ex):** A sentient killer bee swarm gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

**Darkvision (Ex):** A sentient killer bee swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the killer bees can function with no light at all.

**Sentient Killer Bee Swarm:** CR 5; Medium vermin (swarm of Fine vermin); HD 5d8; hp 22; Mas 10; Init +5; Spd fly 20 ft. (perfect); Defense 15, touch 15, flat-footed 10 (+5 Dex); BAB +3; Grap —; Atk swarm (3d6 plus poison, swarm); Full Atk swarm (3d6 plus poison, swarm); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ swarm, sentience, distraction, poison, resistance to massive damage, darkvision 60 ft.; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 1, Dex 20, Con 10, Int 10 (— when dispersed), Wis 12, Cha 2.

**Skills:** Hide +7, Intimidate +4, Listen +7, Move Silently +7, Spot +7.

**Feats:** None.

**Advancement:** None.

### **Shadowmoth Swarm**

**Vermin:** A shadowmoth swarm is immune to mind-affecting attacks.

**Resistance to Massive Damage (Ex):** A shadowmoth swarm gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

**Darkvision (Ex):** A shadowmoth swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the shadowmoths can function with no light at all.

**Shadowmoth Swarm:** CR 1; Medium vermin (swarm of Fine vermin); HD 2d8; hp 9; Mas 10; Init +5; Spd 10 ft., fly 30 ft. (perfect); Defense 15, touch 15, flat-footed 10 (+5 Dex); BAB +1; Grap —; Atk swarm (1d6, swarm); Full Atk swarm (1d6, swarm); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ swarm, vermin, distraction, resistance to massive damage, darkvision 60 ft.; AL none; SV Fort +3, Ref +8, Will +0; AP 0; Rep +0; Str 1, Dex 20, Con 10, Int 1, Wis 10, Cha 2.

**Skills:** Listen +5, Spot +5.

**Feats:** None.

**Advancement:** None.

### **Skeletal Rat Swarm**

**Undead:** Skeletal rat swarms are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. They may be healed by application of negative energy (such as an *inflict light wounds* spell). The swarm is destroyed if reduced to 0 hit points or less.

**Immunities:** A skeletal rat swarm is immune to cold and takes only one-quarter damage from ballistic, piercing, or slashing weapons.

**Darkvision (Ex):** A skeletal rat swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the skeletal rats can function with no light at all.

**Skeletal Rat Swarm:** CR 2; Medium undead (swarm of Fine undead); HD 3d12; hp 19; Mas —; Init +1; Spd 20 ft.; Defense 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +1; Grap —; Atk swarm (2d4, swarm); Full Atk swarm (2d4, swarm); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ swarm, undead, immunities, distraction, darkvision 60 ft.; AL none; SV Fort +1, Ref +2, Will +3; AP 0; Rep +0; Str 3, Dex 12, Con —, Int —, Wis 10, Cha 1.

**Skills:** None.

**Feats:** None.

**Advancement:** None.

### West Nile Mosquito Swarm

This cloud of mosquitos drains blood from its victims and also carries a deadly virus.

**Vermin:** A West Nile mosquito swarm is immune to mindaffecting attacks.

**Disease (Ex):** West Nile virus—bite. Fortitude save (DC 12) negates; incubation period 1d4 days; initial damage 1 Dex and 1 Con; secondary damage 1d2 Dex (temporary) and 1d2 Con (temporary or permanent).

**Resistance to Massive Damage (Ex):** A West Nile mosquito swarm gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

**Darkvision (Ex):** A West Nile mosquito swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the mosquitos can function with no light at all.

**West Nile Mosquito Swarm:** CR 1; Medium vermin (swarm of Fine vermin); HD 1d8; hp 4; Mas 10; Init +4; Spd fly 20 ft. (perfect); Defense 14, touch 14, flat-footed 10 (+4 Dex); BAB +0; Grap —; Atk swarm (1d4 plus disease, swarm); Full Atk swarm (1d4 plus disease, swarm); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ swarm, vermin, distraction, disease, resistance to massive damage, darkvision 60 ft.; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 1, Dex 18, Con 10, Int —, Wis 12, Cha 2.

**Skills:** Listen +6, Spot +6.

**Feats:** None.

**Advancement:** None.

## Toxyderm

### Species Traits

Regardless of the type of waste that spawned them, toxyderms share the following traits.

**Elemental:** As elementals, toxyderms are immune to poison, sleep, paralysis, and stunning. They are not subject to critical hits, flanking, or the effects of massive damage. They cannot be raised from the dead.

**Breath Weapon (Ex):** A toxyderm has a cone-shaped breath weapon that it can use as an attack action once every 1d4 rounds. The exact length and type of the breath weapon varies depending on the toxyderm.

**Engulf (Ex):** A toxyderm can engulf creatures at least one size smaller than itself as an attack action. It cannot make a slam attack during a round in which it engulfs. The toxyderm merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the engulfing toxyderm, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed at a Reflex save (DC 10 + 1/2 toxyderm's Hit Dice + toxyderm's Dexterity modifier) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the toxyderm moves forward. Engulfed creatures are automatically considered grappled and take damage from the toxyderm's slam attack every subsequent round (no attack roll required).

**Darkvision (Ex):** A toxyderm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the toxyderm can function with no light at all.

### Chemical Toxyderm

**Acid (Ex):** The chemical toxyderm is made of an acid that dissolves organic material. With each successful slam, the toxyderm deals 2d6 points of acid damage in addition to normal slam damage. A creature continues to take acid damage each round until the acid is rinsed off with water.

**Breath Weapon (Ex):** The chemical toxyderm breathes a 50-foot cone of acid that deals 15d6 points of damage, or half damage if a Reflex save succeeds (DC 10 + 1/2 toxyderm's Hit Dice + toxyderm's Constitution modifier). Unlike the garbage toxyderm, the chemical toxyderm takes no damage from its own breath weapon.

**Chemical Toxyderm:** CR 15; Huge elemental; HD 24d8+120; hp 228; Mas —; Init +0; Spd 20 ft.; Defense 20, touch 8, flat-footed 20 (–2 size, +12 natural); BAB +18; Grap +37; Atk +27 melee (2d6+16 plus 2d6 acid, slam) or +16 ranged; Full Atk



+27/+22/+17/+12 melee (2d6+16 plus 2d6 acid, slam) or +16/+11/+6/+1 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ elemental, engulf (DC 22), acid, breath weapon (DC 27), darkvision 60 ft.; AL none; SV Fort +21, Ref +10, Will +8; AP 0; Rep +0; Str 32, Dex 11, Con 20, Int 6, Wis 11, Cha 11.

**Skills:** Hide –8, Listen +27, Spot +27, Swim +15.

**Feats:** Cleave, Great Cleave, Great Fortitude, Lightning Reflexes, Power Attack.

**Possessions:** None.

**Advancement:** 25–60 HD (Huge); 61–72 HD (Gargantuan).

**Advanced Chemical Toxyderm:** CR 26; Gargantuan elemental; HD 64d8+454 (includes Toughness feats); hp 742; Mas —; Init +4 (Improved Initiative); Spd 20 ft.; Defense 22, touch 6, flat-footed 22 (–4 size, +16 natural); BAB +48; Grap +75; Atk +60 melee (2d8+22 plus 2d6 acid, slam) or +44 ranged; Full Atk +60/+55/+50/+45 melee (2d8+22 plus 2d6 acid, slam) or +44/+39/+34/+29 ranged; FS 20 ft. by 20 ft.; Reach 15 ft.; SQ elemental, engulf (DC 42), acid, breath weapon (DC 49), darkvision 60 ft.; AL none; SV Fort +42, Ref +23, Will +23; AP 0; Rep +0; Str 40, Dex 11, Con 24, Int 6, Wis 11, Cha 11.

**Skills:** Hide –12, Listen +56, Spot +56, Swim +41.

**Feats:** Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Toughness (x2), Weapon Focus (slam).

**Possessions:** None.

### Garbage Toxyderm

**Disease (Ex):** Hantavirus—slam. Fortitude save (DC 14) negates; incubation period 1 day; initial damage 1d2 Str; secondary damage 1d2 Str (temporary or permanent) and 1d2 Con (temporary or permanent).

**Breath Weapon (Ex):** The garbage toxyderm can expel some of its mass in a 50-foot cone. This deals 10d6 points of bludgeoning damage, or half damage if a Reflex save succeeds (DC 10 + 1/2 toxyderm's Hit Dice + toxyderm's Constitution modifier). Each time the toxyderm uses its breath weapon, it takes 20 points of damage. Furthermore, any creature that takes damage from the cone must succeed at a Fortitude save (DC 14) or contract a disease (see above).

**Garbage Toxyderm:** CR 11; Huge elemental; HD 18d8+90; hp 171; Mas —; Init –2; Spd 20 ft., burrow 10 ft.; Defense 16, touch 6, flat-footed 16 (–2 size, –2 Dex, +10 natural); BAB +13; Grap +30; Atk +20 melee (2d6+13 plus disease, slam) or +9 ranged; Full Atk +20/+15/+10 melee (2d6+13 plus disease, slam) or +9/+4/–1 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ elemental, engulf (DC 17), disease, breath weapon (DC 24), darkvision 60 ft.; AL none; SV Fort +16, Ref +4, Will +6; AP 0; Rep +0; Str 28, Dex 7, Con 20, Int 6, Wis 11, Cha 11.

**Skills:** Hide –10, Listen +21, Spot +21, Swim +13.

**Feats:** Cleave, Great Cleave, Power Attack, Sunder.

**Possessions:** None.

**Advancement:** 19–40 HD (Huge); 41–54 HD (Gargantuan).

**Advanced Garbage Toxyderm:** CR 18; Gargantuan elemental; HD 42d8+294; hp 483; Mas —; Init –2; Spd 20 ft., burrow 10 ft.; Defense 18, touch 4, flat-footed 18 (–4 size, –2 Dex, +14 natural); BAB +32; Grap +57; Atk +41 melee (2d8+19 plus disease, slam) or +26 ranged; Full Atk +41/+36/+31/+25 melee (2d8+19 plus disease, slam) or +26/+21/+16/+11 ranged; FS 20 ft. by 20 ft.; Reach 15 ft.; SQ elemental, engulf (DC 29), disease, breath weapon (60-foot cone; DC 38), darkvision 60 ft.; AL none; SV Fort +37, Ref +14, Will +16; AP 0; Rep +0; Str 36, Dex 7, Con 24, Int 6, Wis 11, Cha 11.

**Skills:** Hide –14, Listen +39, Spot +39, Swim +33.

**Feats:** Alertness, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Sunder.

**Possessions:** None.

### Nuclear Toxyderm

**Radiation (Ex):** The area within a quarter-mile of a nuclear toxyderm is considered highly irradiated (see Radiation Sickness, below), so characters receive a low exposure to radiation if they remain in the area for less than a minute and a moderate exposure if they stay longer. If the nuclear toxyderm hits a creature with a slam attack, that creature receives a severe exposure to radiation.

**Breath Weapon (Ex):** The nuclear toxyderm's breath weapon is a 100-foot cone of white-hot nuclear slag and fullspectrum radiation. It deals 20d6 points of damage to all in its path, or half damage if a Reflex save succeeds (DC 10 + 1/2 toxyderm's Hit Dice + toxyderm's Constitution modifier). Any creature that takes damage from the cone also suffers a high exposure to radiation (see the Radiation Sickness).

**Chain Reaction (Su):** If the nuclear toxyderm is reduced to 0 or fewer hit points, it explodes in a blinding flash of light that deals 400 points of damage to everything (creatures and objects alike) within 400 feet and 100 points of damage to everything within a mile; a successful Reflex save halves the damage (DC 10 + 1/2 toxyderm's Hit Dice + toxyderm's

Dexterity modifier). This explosion generally results in a milehigh mushroom cloud and a highly radioactive crater a quarter-mile across.

**Nuclear Toxyderm:** CR 20; Gargantuan elemental; HD 30d8+180; hp 305; Init +0; Spd 30 ft.; Defense 21, touch 6, flatfooted 21 (–4 size, +15 natural); BAB +22; Grap +47; Atk +32 melee (2d8+19 plus radiation, slam) or +18 ranged; Full Atk +32/+27/+22/+17 melee (2d8+19 plus radiation, slam) or +18/+13/+8/+3 ranged; FS 20 ft. by 20 ft.; Reach 15 ft.; SQ elemental, radiation, engulf (DC 25), breath weapon (DC 32), chain reaction, darkvision 60 ft.; AL none; SV Fort +26, Ref +12, Will +12; AP 0; Rep +0; Str 36, Dex 11, Con 24, Int 13, Wis 11, Cha 11.

**Skills:** Hide –12, Listen +33, Spot +33, Swim +31.

**Feats:** Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam).

**Possessions:** None.

**Advancement:** 31–64 HD (Gargantuan); 65–90 HD (Colossal).

**Advanced Nuclear Toxyderm:** CR 35; Colossal elemental; HD 90d8+840 (includes Toughness feats); hp 1,245; Init +4 (Improved Initiative); Spd 30 ft.; Defense 22, touch 2, flatfooted 22 (–8 size, +20 natural); BAB +65; Grap +47; Atk +75 melee (4d6+25 plus radiation, slam) or +57 ranged; Full Atk +75/+70/+65/+60 melee (4d6+25 plus radiation, slam) or +57/+52/+47/+42 ranged; FS 30 ft. by 30 ft.; Reach 15 ft.; SQ elemental, radiation, engulf (DC 55), breath weapon (DC 64), chain reaction, darkvision 60 ft.; AL none; SV Fort +26, Ref +12, Will +12; AP 0; Rep +0; Str 44, Dex 11, Con 28, Int 13, Wis 11, Cha 11.

**Skills:** Hide –16, Listen +75, Spot +75, Swim +75.

**Feats:** Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Toughness (x10), Weapon Focus (slam).

**Possessions:** None.

### Radiation Sickness

When characters are exposed to radiation, they may be afflicted with radiation sickness. Radiation sickness functions exactly like exposure to any other disease, following the normal rules for diseases. The Fortitude save DC and the effects of radiation sickness vary with the dose of radiation to which a creature is exposed.

Radiation exposure has five degrees: mild, low, moderate, high, and severe. To determine the degree of exposure, start with the type of exposure: either an irradiated area or a specific source of radiation. Then consult Table: Radiation Exposure to determine the degree of exposure based on the total time of exposure within a given 24-hour period (rounding up).

The degree of the exposure determines the severity of the radiation sickness, as indicated on Table: Radiation Sickness. At low levels, radiation sickness is a slow disease. Often, a sick character suffers no severe short-term effects. This is reflected in the fact that even with a failed Fortitude save, the character might not suffer any Constitution loss.

**Table: Radiation Exposure**

Situation	Time of Exposure				
	1 rnd	1 min	10 min	1 hr	1 day
Character in irradiated area:					
Lightly irradiated	mild	mild	mild	mild	mild
Moderately irradiated	mild	mild	low	low	low
Highly irradiated	low	low	moderate	moderate	moderate
Severely irradiated	moderate	moderate	high	high	severe
Character exposed to radiation source:					
Mildly radioactive materials	mild	mild	low	low	low
Highly radioactive materials	moderate	moderate	high	high	severe
Severely radioactive materials	moderate	high	severe	severe	severe

**Table: Radiation Sickness**

Degree of Exposure	Fort Save DC	Damage
Mild	12	1d4–2 Con*
Low	15	1d6–2 Con*
Moderate	18	1d6–1 Con
High	21	1d6 Con
Severe	24	2d6 Con

---

*\*Minimum damage 0 Con.*

## Urban Wendigo

An urban wendigo is generally 8 feet tall and weighs 400 pounds.

### Species Traits

Wendigos have the following traits:

**Rage (Ex):** An urban wendigo that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged urban wendigo gains +4 Strength and +4 Constitution, and takes a –2 penalty Defense. The creature cannot end its rage voluntarily.

**Rend (Ex):** If an urban wendigo hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Ferocity (Ex):** An urban wendigo is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

**Peripheral Invisibility (Su):** A side effect of the desolation that created the urban wendigo in the first place, the urban wendigo gains the benefit of *invisibility*, as the spell cast by a 10th-level Mage. By staying out of the direct, focused vision of city dwellers, the urban wendigo can roam the city unseen. Unlike the *invisibility* spell, any character looking in the general direction of the urban wendigo and taking an attack action to make a Spot check (DC = the urban wendigo's Hide check) can see the urban wendigo if the check succeeds. Once a character sees an urban wendigo, that character is immune to its peripheral invisibility for 1 hour.

**Scent (Ex):** This ability allows the urban wendigo to detect approaching enemies, sniff out hidden foes, and track by scent.

**Low-Light Vision (Ex):** Urban wendigos can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Skill Bonuses:** Urban wendigos gain a +10 species bonus on Balance, Climb, Jump, and Survival checks.

**Urban Wendigo:** CR 5; Large giant; HD 6d8+24; hp 51; Mas 19; Init +1; Spd 40 ft.; Defense 17, touch 10, flat-footed 16 (–1 size, +1 Dex, +7 natural); BAB +4; Grap +14; Atk +9 melee (1d6+6, claw) or +4 ranged; Full Atk +9 melee (1d6+6, 2 claws), +4 melee (1d6+3, bite) or +4 ranged; FS 5 ft. by 5 ft.; Reach 10 ft.; SQ rage, rend 2d6+9, ferocity, peripheral invisibility, scent, low-light vision; AL evil; SV Fort +9, Ref +3, Will +4; AP 0; Rep +0; Str 23, Dex 13, Con 19, Int 6, Wis 14, Cha 6.

**Skills:** Balance +12, Climb +18, Hide –1, Jump +18, Listen +4, Spot +4, Survival +14.

**Feats:** Dodge, Mobility, Simple Weapons Proficiency.

**Rage (Ex):** When raging, the urban wendigo gains 12 hit points. Its other statistics change as follows: Mas 23; Defense 15, touch 8, flat-footed 14; Grap +16; Atk +11 melee (1d6+8, claw); Full Atk +11 melee (1d6+8, 2 claws), +6 melee (1d6+4, bite); SQ rend 2d6+12; SV Fort +11; Str 27, Con 23; Climb +20, Jump +20.

**Possessions:** None.

**Advancement:** By character class.

**Urban Wendigo Fast Hero 3:** CR 8; Large giant; HD 6d8+24 plus 3d8+12; hp 76; Mas 19; Init +2; Spd 45 ft.; Defense 22, touch 14, flat-footed 20 (–1 size, +2 Dex, +7 natural, +4 class); BAB +6; Grap +16; Atk +11 melee (1d6+6, claw) or +7 ranged (1d10/19–20, crossbow); Full Atk +11 melee (1d6+6, 2 claws), +6 melee (1d6+3, bite) or +7 ranged (1d10/19–20, crossbow); FS 5 ft. by 5 ft.; Reach 10 ft.; SQ rage, rend 2d6+9, ferocity, peripheral invisibility, scent, low-light vision; AL evil; SV Fort +9, Ref +6, Will +4; AP 1; Rep +1; Str 23, Dex 14, Con 19, Int 6, Wis 14, Cha 6.

**Skills:** Balance +14, Climb +19, Hide +4, Jump +19, Listen +4, Move Silently +4, Spot +4, Survival +14.

**Feats:** Archaic Weapons Proficiency, Dodge, Mobility, Simple Weapons Proficiency, Spring Attack, Stealthy.

**Talents (Fast Hero):** Evasion, increased speed.

**Rage (Ex):** When raging, the urban wendigo gains 18 hit points. Its other statistics change as follows: Mas 23; Defense 20, touch 12, flat-footed 18; Grap +18; Atk +13 melee (1d6+8, claw); Full Atk +13 melee (1d6+8, 2 claws), +8 melee (1d6+4, bite); SQ rend 2d6+12; SV Fort +11; Str 27, Con 23; Climb +21, Jump +21.

**Possessions:** Crossbow with 12 bolts, battered shopping cart filled with miscellaneous items.

## Vivilor

Vivilors are outsiders who come in response to the *summon vivilor* spell. Vivilors generally have humanoid shapes, but spellcasters can summon quadrupedal or serpentine vivilors if they wish. In addition to their basic statistics, a summoner chooses additional special qualities from Vivilor Menu A or Vivilor Menu B (see below). A spellcaster can substitute two choices on Vivilor Menu A for one choice on Vivilor Menu B, or one choice on Vivilor Menu B for two choices on Vivilor Menu A.

Vivilors do not speak. However, a vivilor can understand the instructions of its summoner and follows them to the letter.

### Species Traits

All vivilors share the following traits:

**Darkvision (Ex):** A vivilor can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the vivilor can function with no light at all.

**Bonus Feat:** Vivilors gain the bonus feat Archaic Weapons Proficiency. However, they generally prefer to use their natural weapons in combat.

**1st-level Vivilor:** CR 1/3; Small outsider; HD 1d8; hp 4; Init +1; Spd 40 ft.; Defense 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural); BAB +1; Grap -3; Atk +2 melee (1d4, slam); Full Atk +2 melee (1d4, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ one choice from Vivilor Menu A; AL summoner; SV Fort +2, Ref +3, Will +3; AP 0; Rep +0; Str 11, Dex 13, Con 11, Int 7, Wis 12, Cha 6.

**Skills:** Hide +5, Listen +6, Spot +6.

**Feats:** Alertness, Archaic Weapons Proficiency.

**Advancement:** None.

**2nd-level Vivilor:** CR 1; Medium outsider; HD 2d8+2; hp 11; Init +0; Spd 40 ft.; Defense 14, touch 10, flat-footed 14 (+4 natural); BAB +2; Grap +3; Atk +3 melee (1d6+1, slam); Full Atk +3 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ two choices from Vivilor Menu A; AL summoner; SV Fort +4, Ref +3, Will +4; AP 0; Rep +0; Str 13, Dex 11, Con 13, Int 7, Wis 12, Cha 6.

**Skills:** Climb +5, Jump +5, Listen +7, Spot +7.

**Feats:** Alertness, Archaic Weapons Proficiency.

**Advancement:** None.

**3rd-level Vivilor:** CR 2; Medium outsider; HD 3d8+4; hp 17; Init +0; Spd 40 ft.; Defense 17, touch 10, flat-footed 17 (+7 natural); BAB +3; Grap +4; Atk +4 melee (1d6+1, slam); Full Atk +4 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ three choices from Vivilor Menu A; AL summoner; SV Fort +4, Ref +3, Will +4; AP 0; Rep +0; Str 13, Dex 11, Con 13, Int 7, Wis 12, Cha 6.

**Skills:** Climb +7, Jump +7, Listen +8, Spot +8.

**Feats:** Alertness, Archaic Weapons Proficiency.

**Advancement:** None.

**4th-level Vivilor:** CR 4; Large outsider; HD 5d8+15; hp 37; Init -1; Spd 50 ft.; Defense 18, touch 8, flat-footed 18 (-1 size, -1 Dex, +10 natural); BAB +5; Grap +14; Atk +9 melee (1d8+7, slam); Full Atk +9 melee (1d8+7, slam); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ one choice from Vivilor Menu B, damage reduction 5/+1; AL summoner; SV Fort +7, Ref +3, Will +7; AP 0; Rep +0; Str 21, Dex 9, Con 17, Int 7, Wis 12, Cha 6.

**Skills:** Climb +13, Hide -5, Jump +13, Listen +12, Spot +12.

**Feats:** Alertness, Archaic Weapons Proficiency, Iron Will.

**Advancement:** None.

**5th-level Vivilor:** CR 5; Large outsider; HD 7d8+21; hp 52; Init -1; Spd 50 ft.; Defense 21, touch 8, flat-footed 21 (-1 size, -1 Dex, +13 natural); BAB +7/+2; Grap +16; Atk +11 melee (1d8+7, slam); Full Atk +11/+6 melee (1d8+7, slam); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ two choices from Vivilor Menu B, damage reduction 5/+1; AL summoner; SV Fort +8, Ref +4, Will +8; AP 0; Rep +0; Str 21, Dex 9, Con 17, Int 7, Wis 12, Cha 6.

**Skills:** Climb +16, Hide -5, Jump +16, Listen +15, Spot +15.

**Feats:** Alertness, Archaic Weapons Proficiency, Iron Will.

**Advancement:** None.

### Vivilor Menu A

**Aquatic:** The vivilor gains a swim speed of 60 feet. The vivilor can move in water without making Swim checks and cannot drown in water.

**Bat Wings:** The vivilor gains a fly speed of 60 feet (average maneuverability).

**Energy Resistance 5 (Ex):** The vivilor gains resistance 5 to one energy type of the summoner's choosing: acid, fire, cold, electricity, or sonic/concussion.

**Improved Ability Scores:** The vivilor gains +2 Strength and +2 Constitution.

**Quadrupedal:** The vivilor has four limbs for locomotion, increasing its ground speed by +20 feet. As a quadruped, the vivilor can also carry heavier loads than bipedal forms.

**Tentacles:** The vivilor can slam opponents using tentacles that increase its reach by +5 feet.

**Tougher Skin:** The vivilor's natural armor bonus to Defense increases by +1.

### Vivilor Menu B

**Amorphous:** The vivilor is immune to critical hits and massive damage. It cannot be flanked.

**Energy Resistance 15 (Ex):** The vivilor gains resistance 15 to one energy type of the summoner's choosing: acid, fire, cold, electricity, or sonic/concussion.

**Extra Limbs:** The vivilor gains three additional slam attacks during its full attack action. These additional slams are treated as secondary attacks (–5 penalty to the attack roll).

**Feathered Wings:** The vivilor gains a fly speed of 90 feet (good maneuverability).

**Grasping Tentacles (Ex):** The vivilor can slam opponents using tentacles that increase its reach by +5 feet. On a successful hit, a tentacle can make a free grapple check without provoking attacks of opportunity. A grappled opponent takes automatic slam damage every round the grapple is maintained.

**Metallic Skin:** The vivilor's natural armor bonus to Defense increases by +4.

**Serpentine:** The vivilor has a serpentine form. It deals double slam damage against grappled foes.

## Vrock

### Species Traits

Vrocks have the following traits:

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds. The spores automatically deal 1d8 points of damage to all creatures within 5 feet of the vrock. They then penetrate the skin and grow, dealing an additional 1d2 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. A delay poison spell stops the spores' growth for the duration. Bless, neutralize poison, or remove disease kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour, a vrock can emit a piercing screech. Every creature within a 30-foot radius must succeed at a Fortitude save (DC 10 + 1/2 vrock's Hit Dice + vrock's Constitution modifier) or be stunned for 1 round.

**Dance of Ruin (Su):** To use this ability, a group of five or more vrocks join hands in a circle, dancing wildly and chanting. If they dance for 3 rounds, a wave of crackling energy flashes outward in a 100-foot radius. All creature within the radius take 2d20 points of electricity damage (to which vrocks are immune); a successful Reflex save (DC 15) halves the damage. Forcing the vrocks to break the circle stops the dance.

**Spell-like Abilities:** At will—*darkness*, *detect magical aura*, *displacement*, *telekinesis* (DC 17). These abilities are as the spells cast by a 10th-level Mage. The DCs are Intelligence-based.

**Psionic Abilities:** At will—*charm person* (DC 12), *suggestion* (DC 14). These abilities are as the psionic powers manifested by a 10th-level Telepath. The DCs are Charismabased.

**Summon Vrock (Sp):** Once per day, a vrock can attempt to summon another vrock with a 35% chance of success.

Summoned vrock return whence they came after 1 hour. A vrock that has just been summoned cannot use its own summon ability for 1 hour.

**Teleport (Sp):** A vrock can teleport itself (plus 50 pounds of objects) to a specific destination up to 1,000 miles away. This ability is similar to the *teleport* incantation except the vrock cannot teleport other creatures, need not make skill checks to succeed, and does not require any components to activate the ability. The vrock may teleport as a full-round action, at will.

**Immunities:** Vrocks are immune to electricity and poison.

**Damage Reduction 20/+2 (Ex):** A vrock ignores the first 20 points of damage dealt by any weapon with less than a +2 magic bonus.

**Energy Resistance (Ex):** Vrocks have acid, cold, and fire resistance 10.

**Spell Resistance (Ex):** A vrock has spell resistance equal to 12 + the vrock's Hit Dice (SR 20 for a normal vrock).

**Telepathy (Su):** A vrock can communicate telepathically with any creature within 100 feet that has a language.

**Darkvision (Ex):** A vrock can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the vrock can function with no light at all.

**Skill Bonuses:** Vrocks gain a +8 species bonus on Listen and Spot checks.

**Vrock:** CR 9; Large outsider; HD 8d8+24; hp 60; Mas 17; Init +2; Spd 30 ft., fly 50 ft. (average); Defense 25, touch 11, flat-footed 23 (–1 size, +2 Dex, +14 natural); BAB +8; Grap +16; Atk +11 melee (1d8+4, claw); Full Atk +11 melee (1d8+4, 2 claws), +9 melee (1d6+2, bite), +9 melee (1d4+2, 2 talons); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ spores, stunning screech (DC 17), dance of ruin, spell-like abilities, psionic abilities, *summon vrock*, *teleport*, immune to electricity and poison, damage reduction 20/+2, acid resistance 10, cold resistance 10, fire resistance 10, SR 20, telepathy, darkvision 60 ft.; AL chaos, evil; SV Fort +9, Ref +8, Will +8; AP 0; Rep +0; Str 19, Dex 15, Con 17, Int 14, Wis 14, Cha 12.

**Skills:** Concentration +14, Hide +9, Knowledge (any one) +12, Listen +13, Move Silently +13, Search +13, Sense Motive +13, Speak Abyssal, Speak Language (any two), Spellcraft +12, Spot +12.

**Feats:** Archaic Weapons Proficiency, Multiattack, Power Attack.

**Possessions:** None.

**Advancement:** 9–12 HD (Large); 13–24 HD (Huge).

**Advanced Vrock (Vrock Lord):** CR 15; Huge outsider; HD 24d8+120; hp 228; Mas 21; Init +1; Spd 30 ft., fly 50 ft. (average); Defense 26, touch 9, flat-footed 25 (–2 size, +1 Dex, +17 natural); BAB +24; Grap +40; Atk +30 melee (2d6+8/19–20, claw); Full Atk +30 melee (2d6+8/19–20, 2 claws), +25 melee (1d8+4/19–20, bite), +25 melee (1d6+4, 2 talons); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ spores, stunning screech (DC 27), dance of ruin, spell-like abilities, psionic abilities, *summon vrock*, *teleport*, immune to electricity and poison, damage reduction 20/+2, acid resistance 10, cold resistance 10, fire resistance 10, SR 36, telepathy, darkvision 60 ft.; AL chaos, evil; SV Fort +18, Ref +14, Will +15; AP 0; Rep +0; Str 27, Dex 13, Con 21, Int 18, Wis 14, Cha 16.

**Skills:** Bluff +27, Concentration +29, Hide +17, Intimidate +27, Knowledge (any one) +28, Listen +26, Move Silently +25, Search +28, Sense Motive +26, Speak Abyssal, Speak Language (any four), Spellcraft +28, Spot +26, Tumble +25.

**Feats:** Archaic Weapons Proficiency, Cleave, Improved Critical (bite, claw), Multiattack, Power Attack.

**Possessions:** None.

## Wererat (Template)

Wererats retain whatever languages they spoke before they contracted lycanthropy. They are generally 5 to 6 feet tall and weigh 125 to 150 pounds.

### Template Traits

Wererat is a template (usually acquired by contracting lycanthropy, but very occasionally inherited when two wererats mate) that can be added to any humanoid creature (referred to hereafter as the character). A wererat uses the character's statistics and special qualities in addition to those described below.

**Challenge Rating:** Same as the character +2.

**Hit Dice:** Same as the character plus the dire rat's base Hit Dice (1d8).

**Speed:** Same as the character while in humanoid form. In hybrid or rat form, speed becomes 40 ft., climb 20 ft.

**Defense:** Same as the character while in humanoid form. In hybrid and animal form, the creature gains a +1 natural armor bonus to Defense. This bonus does not stack with other natural armor bonuses.

**Base Attack:** Same as the character.

**Grapple Bonus:** Apply modifiers for Strength and size depending on the lycanthrope's form.

**Attacks:** Same as the character while in humanoid form. In hybrid and rat form, a wererat attacks with its bite, dealing 1d4 points of damage plus its Strength modifier.

**Special Qualities:** A wererat retains all the special qualities of the character and gains the additional special qualities listed below.

**Alternate Form (Su):** A wererat can assume rat or hybrid form, but its gear is not absorbed into the new form. The bipedal hybrid form is about 5 feet tall, with a long tail and thin fur. The limbs are human, but the head looks like a rat's. Changing to or from rat or hybrid form is a move action. Upon assuming either form, the wererat regains hit points as if having rested for a day. A slain wererat reverts to its humanoid form, although it remains dead. Afflicted wererats find this ability difficult to control. The rare natural wererat has full control over this power.

**Curse of Lycanthropy (Su):** Any humanoid bitten by a wererat's bite attack (in rat or hybrid form) must succeed at a Fortitude save (DC 15) or contract lycanthropy.

**Damage Reduction 15/Silver (Su):** A wererat in rat or hybrid form ignores the first 15 points of damage dealt by a nonsilver or nonmagical weapon but takes full damage from silvered weapons or weapons with +1 or better magic bonus.

**Scent (Ex):** This ability allows a wererat in rat or hybrid form to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

**Rat Empathy (Ex):** A wererat can communicate with rats in any form and gains a +4 species bonus on Diplomacy checks when influencing a rat's attitude. A friendly rat understands and heeds simple commands, such "wait," "watch," "flee," and "attack."

**Darkvision (Ex):** In their rat and hybrid forms, wererats have darkvision with a range of 60 feet.

**Allegiances:** An afflicted wererat gains the law and evil allegiances (displacing other allegiances, if need be). They also generally gain an allegiance to other wererats, although this need not be the primary allegiance. The allegiances to law and evil can be removed only when the wererat has the ability to control the curse of lycanthropy by taking 10 on a Control Shape check.

**Saves:** Same as the character, with a +2 species bonus on Fortitude and Reflex saves.

**Ability Scores:** Wererats gain the following ability score increases: Dex +6, Con +2. In addition, they gain the following ability score increase in hybrid form: Str +2.

**Skill Bonuses:** Same as the character, with a +4 species bonus on Listen, Search, and Spot checks when in humanoid form. In rat or hybrid form, these bonuses increase to +8. A wererat in rat form also gains 3 ranks in Climb, 4 ranks in Hide, and 3 ranks in Move Silently.

**Bonus Feats:** Same as the character. A wererat gains the bonus feat Weapon Finesse (any one eligible weapon) in humanoid form and the bonus feat Weapon Finesse (bite) in rat or hybrid form.

**Wererat in Humanoid Form (Human Fast Hero 1):** CR 3; Medium humanoid; HD 1d8+2 plus 1d8+2; hp 13; Mas 15; Init +5; Spd 30 ft.; Defense 18, touch 15, flat-footed 13 (+5 Dex, +3 class); BAB +0; Grap +2; Atk +5 melee (1d4+2/19–20, knife) or +5 ranged (2d6, Colt Python); Full Atk +5 melee (1d4+2/19–20, knife) or +5 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ alternate form, rat empathy; AL law, evil, wererats; SV Fort +4, Ref +8, Will +0; AP 0; Rep +0; Str 14, Dex 21, Con 15, Int 8, Wis 10, Cha 12.

**Skills:** Balance +9, Climb +11, Escape Artist +9, Hide +10, Knowledge (streetwise) +3, Listen +4, Move Silently +8, Search +3, Spot +4, Tumble +9.

**Feats:** Dodge, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Finesse (knife).

**Possessions:** Loaded Colt Python (.357 revolver), knife, casual clothes.

**Advancement:** By character class.

**Wererat in Hybrid Form (Human Fast Hero 1):** As humanoid form except: Spd 40 ft., climb 20 ft.; Defense 19, touch 15, flat-footed 14 (+5 Dex, +1 natural, +3 class); Grap +3; Atk +5 melee (1d4+3/19–20, knife) or +5 melee (1d4+3 plus lycanthropy, bite); Full Atk +3 melee (1d4+3/19–20, knife) or +3 melee (1d4+3 plus lycanthropy, bite); SQ curse of lycanthropy, damage reduction 15/silver, scent, darkvision 60 ft.; Str 16.

**Adjusted Skills:** Listen +8, Search +7, Spot +8.

**Adjusted Feats:** Weapon Finesse (bite) instead of Weapon Finesse (knife).

**Wererat in Rat Form (Human Fast Hero 1):** As humanoid form except: Small humanoid; Spd 40 ft., climb 20 ft.; Defense 20, touch 19, flat-footed 15 (+1 size, +5 Dex, +1 natural, +3 class); Grap –2; Atk +6 melee (1d4+2 plus lycanthropy, bite); Full Atk +6 melee (1d4+2 plus lycanthropy, bite); SQ curse of lycanthropy, damage reduction 15/silver, scent, darkvision 60 ft.

**Adjusted Skills:** Climb +14, Hide +18, Listen +8, Move Silently +11, Search +7, Spot +8.

**Adjusted Feats:** Weapon Finesse (bite) instead of Weapon Finesse (knife).

## **Zombie, Liquefied (Template)**

Liquefied zombies cannot speak. They are generally between 5 feet and 6 feet tall, and they weigh about 150 pounds.

### **Template Traits**

“Liquefied zombie” is an acquired template that can be added to any corporeal creature other than a construct, elemental, ooze, plant, or undead (referred to hereafter as the base creature). The creature must be in an advanced state of decay, but not yet reduced to a skeletal corpse. The liquefied zombie uses all the base creature’s statistics and special abilities except as noted here.

**Challenge Rating:** A liquefied zombie’s Challenge Rating equals the base creature’s CR + the following modifier based on size: Tiny or smaller +0, Small +1, Medium +2, Large +4, Huge +5, Gargantuan +7, Colossal +10.

**Type:** The creature’s type changes to undead.

**Hit Dice:** Drop any Hit Dice gained from experience, triple the number of Hit Dice left, and raise them to d12.

**Speed:** If the base creature could fly, its maneuverability rating as a liquefied zombie drops to clumsy.

**Defense:** A liquefied zombie’s natural armor bonus to Defense increases to the following, based on its size (but use the base creature’s natural armor bonus if it’s higher): Small or smaller +0, Medium +1, Large +2, Huge +3, Gargantuan +6, Colossal +10.

**Attacks:** The liquefied zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A liquefied zombie also gains a slam attack.

**Damage:** Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the liquefied zombie’s size (but use the base creature’s slam damage if it’s greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

**Special Qualities:** A liquefied zombie loses all of the base creature’s supernatural and spell-like qualities except for immunity or resistance to specific energy types. A liquefied zombie may retain any or all of the base creature’s extraordinary abilities at the GM’s discretion. In addition to gaining the undead type, a liquefied zombie has the following special quality.

**Liquefied Spew (Ex):** Whenever a liquefied zombie is damaged in combat by anything other than a bludgeoning weapon, some of the liquefied tissue spews forth, covering everything within 5 feet of the liquefied zombie. The scalding liquid deals 1d6 points of damage and exposes anyone it touches to the disease of necrotizing fasciitis.

**Darkvision (Ex):** Liquefied zombies have darkvision with a range of 60 feet.

**Allegiances:** A liquefied zombie loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

**Saves:** A liquefied zombie’s saving throws are based on Hit Dice.

**Action Points:** A liquefied zombie does not acquire or amass action points. It loses any action points gained by the base creature.

**Reputation Bonus:** A liquefied zombie has a +0 Reputation bonus.

**Ability Scores:** A liquefied zombie's ability scores change as follows: Str +4, Dex –2. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

**Skills:** The liquefied zombie loses all skills.

**Feats:** The liquefied zombie loses all the base creature's feats except the following: Archaic Weapons Proficiency, Exotic Weapons Proficiency, Personal Firearms Proficiency, and Simple Weapons Proficiency. The liquefied zombie gains the Toughness feat.

**Human Liquefied Zombie:** CR 2; Medium undead; HD 3d12+3 (includes Toughness feat); hp 22; Init –1; Spd 30 ft.; Defense 10, touch 9, flat-footed 10 (–1 Dex, +1 natural); BAB +0; Grap +2; Atk +2 melee (1d6+3, slam); Full Atk +2 melee (1d6+3, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, liquefied spew, darkvision 60 ft.; AL creator; SV Fort +1, Ref +0, Will +3; AP 0; Rep +0; Str 15, Dex 8, Con —, Int —, Wis 10, Cha 1.

**Skills:** None.

**Feats:** Toughness.

**Otyugh Liquefied Zombie:** CR 8; Large undead; HD 18d12+3 (includes Toughness feat); hp 120; Init +0; Spd 20 ft.; Defense 17, touch 9, flat-footed 17 (–1 size, +8 natural); BAB +9; Grap +19; Atk +14 melee (1d6+9, tentacle rake); Full Atk +14 melee (1d6+6, 2 tentacle rakes), +9 melee (2d6+3 plus disease, bite); FS 10 ft. by 10 ft.; Reach 10 ft. (15 ft. with tentacles); SQ undead, liquefied spew, improved grab, constrict 1d6+6, disease, darkvision 60 ft.; AL creator; SV Fort +6, Ref +6, Will +11; AP 0; Rep +0; Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1.

**Skills:** None.

**Feats:** Toughness.