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CREATURES

The creatures described in this section include mundane animals as well as fantastic creatures. The fantastic creatures are intended for campaigns that allow FX abilities.

Some creatures are presented as “templates.” A template can be acquired or inherited. Acquired templates can be applied to a creature anytime. Inherited templates assume the creature was born with the template. .

A creature’s description often includes statistics for both the standard breed and an “improved” version that has levels in one or more heroic classes.

Ape

Species Traits

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

Ape: CR 2; Large animal; HD 4d8+8; hp 26; Mas 14; Init +2; Spd 30 ft., climb 30 ft.; Defense 14, touch 11, flat-footed 12 (–1 size, +2 Dex, +3 natural); BAB +3; Grap +12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent; AL none; SV Fort +6, Ref +6, Will +2; AP 0; Rep +0; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills: Climb +18, Listen +6, Spot +6.

Feats: None.

Advancement: 5–8 HD (Large).

Bat

Species Traits

Blindsight (Ex): Bats can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 30 feet. Ultrasonic noise forces the bat to rely on its weak vision, which has a maximum range of 5 feet.

Skill Bonuses: Bats receive a +4 species bonus on Listen and Spot checks. These bonuses are lost if the bat’s blindsight is negated.

Bat: CR 1/10; Diminutive animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 5 ft., fly 40 ft. (good); Defense 16, touch 16, flat-footed 14 (+4 size, +2 Dex); BAB +0; Grap –17; Atk none; Full Atk none; FS 1 ft. by 1 ft.; Reach 0 ft.; SQ blindsight 30 ft.; AL none; SV Fort +2, Ref +4, Will +2; AP 0; Rep +0; Str 1, Dex 15, Con 10, Int 2, Wis 14; Cha 4.

Skills: Listen +9, Move Silently +6, Spot +9.

Feats: None.

Advancement: None.

Bear

Species Traits

Bears have the following traits.

Improved Grab (Ex): To use this ability, the bear must hit with a claw attack.

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

Bear: CR 4; Large animal; HD 6d8+24; hp 51; Mas 19; Init +1; Spd 40 ft.; Defense 15, touch 10, flat-footed 14 (–1 size, +1 Dex, +5 natural); BAB +4; Grap +16; Atk +11 melee (1d8+8, claw); Full Atk +11 melee (1d8+8, 2 claws), +6 melee (2d8+4 bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved grab, low-light vision, scent; AL none; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Climb +18, Listen +6, Spot +6.

Feats: None.

Advancement: 7–10 HD (Large).

Bugbear

Species Traits

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

Skill Bonus: Bugbears receive a +4 species bonus on Move Silently checks.

Bonus Feat: Bugbears gain the bonus feat Simple Weapons Proficiency.

Automatic Language: Bugbears read, write, and speak Goblin.

Bugbear: CR 2; Medium-size humanoid; HD 3d8+3; hp 16; Mas 13; Init +1; Spd 30 ft.; Defense 15, touch 11, flat-footed 14 (+1 Dex, +3 natural, +1 leather jacket); BAB +2; Grap +4; Atk +4 melee (1d3+2, slam or 1d6+2/19–20, metal baton); Full Atk +4 melee (1d3+2, slam or 1d6+2/19–20, metal baton), or +3 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., scent; AL chaos, evil; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +2, Hide +3, Listen +3, Move Silently +6 (includes species bonus), Read/Write Goblin, Speak Goblin, Spot +3.

Feats: Alertness, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Leather jacket, metal baton, Colt Python (.357 revolver), 50 rounds of .357 ammunition, hip holster, casual clothes.

Advancement: By character class.

Bugbear Fast Hero 3: CR 5; Medium-size humanoid; HD 3d8+3 plus 3d8+3; hp 32; Mas 13; Init +1; Spd 30 ft.; Defense 21, touch 15, flat-footed 20 (+1 Dex, +4 class, +3 natural, +3 undercover vest); BAB +4; Grap +6; Atk +6 melee (1d3+2, slam or 1d6+2/_19–20, metal baton); Full Atk +6 melee (1d3+2, slam or 1d6+2/_19–20, metal baton), or +5 ranged (2d8, Mossberg); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., scent; AL chaos, evil; SV Fort +3, Ref +6, Will +2; AP 1; Rep +1; Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +2*, Drive +3, Escape Artist +3*, Hide +5*, Knowledge (streetwise) +2, Listen +3, Move Silently +8*, Read/Write Goblin, Speak Goblin, Spot +3, Tumble +3*.

*Includes the –2 armor penalty for wearing an undercover vest.

Feats: Alertness, Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion, uncanny dodge 1.

Possessions: Undercover vest, metal baton, Mossberg (12-gauge shotgun), 20 rounds of 12-gauge ammunition, fatigues, fatigue jacket, car opening kit, climbing gear.

Cat

Species Traits

Skill Bonuses: Cats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the cat's Hide bonus rises to +8. Cats use their Dexterity modifier for Climb checks.

Bonus Feats: A cat gains the bonus feats Weapon Finesse (bite) and Weapon Finesse (claw).

Cat: CR 1/4; Tiny animal; HD 1/2 d8; hp 2; Mas 10; Init +2; Spd 30 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d2–4, claw); Full Atk +4 melee (1d2–4, 2 claws), –1 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7.

Skills: Balance +10, Climb +5, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Listen +4, Move Silently +9, Spot +4.

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

Advancement: None.

Crocodile

Species Traits

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

Improved Grab (Ex): To use this ability, a crocodile must hit an opponent of its size or smaller with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Skill Bonus: Crocodiles gain a +12 species bonus on Hide checks when submerged.

Medium-Size Crocodile: CR 2; Medium-size animal; HD 3d8+9; hp 22; Mas 17; Init +1; Spd 20 ft., swim 30 ft.; Defense 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); BAB +2; Grap +6; Atk +6 melee (1d8+6, bite), or +6 melee (1d12+6, tail slap); Full Atk +6 melee (1d8+6, bite), or +6 melee (1d12+6, tail slap); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, improved grab, low-light vision; AL none; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2.

Skills: Hide +7 (+19 when submerged), Listen +5, Spot +5.

Feats: None.

Advancement: 4–5 HD (Medium-size); 6–7 HD (Large).

Huge Crocodile: CR 4; Huge animal; HD 7d8+28; hp 59; Mas 19; Init +1; Spd 20 ft., swim 30 ft.; Defense 16, touch 9, flat-footed 15 (–2 size, +1 Dex, +7 natural); BAB +5; Grap +21; Atk +11 melee (2d8+12, bite), or +11 melee (1d12+12, tail

slap); Full +11 melee (2d8+12, bite), or +11 melee (1d12+12, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ aquatic, improved grab, low-light vision; AL none; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills: Hide +0 (+4 while submerged), Listen +5, Spot +5.

Feats: None.

Advancement: 8–16 HD (Huge); 17–32 HD (Gargantuan).

Deinonychus

Species Traits

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

Deinonychus: CR 3; Large animal; HD 4d8+12; hp 30; Mas 17; Init +2; Spd 60 ft.; Defense 16, touch 11, flat-footed 14 (–1 size, +2 Dex, +5 natural); BAB +3; Grap +11; Atk +6 melee (2d6+4, rake); Full Atk +6 melee (2d6+4, rake), +1 melee (1d3+2, 2 foreclaws), +1 melee (2d4+2, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent; AL none or pack; SV Fort +7, Ref +6, Will +2; AP 0; Rep +0; Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +7, Jump +13, Listen +11, Spot +11, Survival +9.

Feats: None.

Advancement: 5–8 HD (Large).

Dog

Species Traits

Scent (Ex): This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Small Dog: CR 1/3; Small animal; HD 1d8+2; hp 6; Mas 15; Init +3; Spd 40 ft.; Defense 14, touch 14, flat-footed 11 (+1 size, +3 Dex); BAB +0; Grap –3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +4, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +3, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: None.

Advancement: None.

Medium-Size Dog: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 40 ft.; Defense 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: None.

Advancement: None.

Ferret

Species Traits

Attach (Ex): If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to Defense and has a Defense of 12.

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

Skill Bonuses: A ferret receives a +8 species bonus on Balance checks and a +4 species bonus on Move Silently checks. It uses its Dexterity modifier for Climb checks.

Bonus Feat: A ferret gains the bonus feat Weapon Finesse (bite).

Ferret: CR 1/4; Tiny animal; HD $1\frac{1}{4}$ 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 attach, low-light vision, scent; AL none; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4.

Feats: Weapon Finesse (bite).

Advancement: None.

Fiend

Fiends vary wildly. GMs are encouraged to design their own fiends using the information provided in the Table: Outsiders and below. Several sample fiends are given below.

Species Traits

Fiends have the following traits.

Variable Size: Depending on their size, fiends gain a size bonus or penalty on attack rolls, a size bonus or penalty to Defense, and a size bonus or penalty on Hide checks and grapple checks. See Table: Creature Sizes for attack and Defense modifiers based on size, as well as for a fiend's typical fighting space and reach.

Natural Armor: A fiend has preternaturally tough skin and gains a natural armor bonus to Defense. The bonus depends on its size, and higher bonuses are allowable: Tiny or smaller +2, Small +5, Medium-size +9, Large +14, Huge +16, Gargantuan +18, Colossal +20.

Immunities (Ex): A fiend is immune to one or more specific types of energy or weapon damage. Roll on Table: Fiend Immunities, Resistances, and Damage Reduction.

Resistance to Energy (Ex): A fiend is resistant to one or more specific types of energy damage. Roll on Table: Fiend Immunities, Resistances, and Damage Reduction.

Damage Reduction (Su): Some fiends have damage reduction. Roll on Table: Fiend Immunities, Resistances, and Damage Reduction to determine whether a fiend has damage reduction. If the campaign includes few or no magic weapons, the GM should consider allowing specific types of weapons to ignore a fiend's damage reduction or contrive some other special vulnerability (see Creature Weaknesses for suggestions).

Telepathy (Su): Fiends with an Intelligence of 6 or higher can communicate telepathically with any creature within 100 feet that has a language.

Allegiances: All fiends have a primary allegiance to evil. Fiends may also have an allegiance to either chaos or law.

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

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

Advancement: By character class.

Table: Fiend 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 ¹
13–18	Sonic/concussion damage	28–30	Acid resistance 20	46–57	10/specific weapon type ¹
19–24	Electricity damage	31–36	Cold resistance 10	58–63	20/specific weapon type ¹
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

¹ 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).

Festergog (Vomit Fiend)

Festergog (vomit fiend): CR 9; Huge outsider; HD 12d8+60; hp 114; Mas 20; Init –2; Spd 20 ft., climb 20 ft.; Defense 22, touch 6, flat-footed 22 (–2 size, –2 Dex, +16 natural); BAB +16; Grap +33; Atk +23 melee (2d6+13, slam); Full Atk +23/+18/+13/+8 melee (2d6+9, slam), or +12/+7/+2/–3 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ stench, immune to electricity and poison, acid and fire resistance 20, damage reduction 10/slashing, telepathy, darkvision 60 ft.; AL evil, chaos; SV Fort +15, Ref +8, Will +14; AP 0; Rep +0; Str 28, Dex 6, Con 20, Int 16, Wis 15, Cha 16.

Skills: Bluff +15, Climb +29, Intimidate +15, Knowledge (any three) +15, Listen +14, Read/Write Abyssal, Read/Write Draconic, Read/Write English, Read/Write Latin, Search +15, Sense Motive +14, Speak Abyssal, Speak Draconic, Speak English, Speak Latin, Spot +14, Survival +14.

Feats: Blind-Fight, Frightful Presence, Iron Will, Power Attack, Simple Weapons Proficiency.

Stench (Ex): A festergog's skin exudes a toxic, foul-smelling pus. Any creature within 10 feet must succeed on a Fortitude save (DC 21) or become nauseated for as long as it remains in the affected area and for 1d4 rounds afterward. A nauseated

creature cannot attack, cast spells, use spell-like abilities, or do anything else requiring attention or concentration. The only action a nauseated creature can take is a single move action per turn. Creatures that successfully save are unaffected and cannot be affected again by the same festergog's stench for 24 hours.

Immunities (Ex): A festergog is immune to electricity and poison.

Acid and Fire Resistance 20 (Ex): A festergog ignores the first 20 points of damage from any attack that deals acid or fire damage.

Damage Reduction 10/Slashing (Su): A festergog ignores the first 10 points of damage dealt by any nonslashing weapon.

Rotlord (Carrion Fiend)

Rotlord (carrion fiend): CR 4; Large outsider; HD 5d8+15; hp 37; Mas 17; Init -1; Spd 20 ft.; Defense 22, touch 8, flat-footed 22 (-1 size, -1 Dex, +14 natural); BAB +5; Grap +14; Atk +9 melee (1d6+7, pincer); Full Atk +9 melee (1d6+5, 2 pincers), +7 melee (1d8+7 plus disease, bite); FS 10 ft. by 10 ft.; Reach 5 ft. (bite), 10 ft. (pincers); SQ disease, fast healing 3, immune to bludgeoning damage and poison, cold and fire resistance 10, telepathy, darkvision 60 ft.; AL evil; SV Fort +7, Ref +3, Will +5; AP 0; Rep +0; Str 20, Dex 8, Con 17, Int 11, Wis 12, Cha 12.

Skills: Climb +10, Hide +4, Knowledge (any one) +5, Listen +6, Move Silently +4, Read/Write Abyssal, Search +5, Speak Abyssal, Speak Latin, Spot +6, Survival +6.

Feats: Multiattack, Simple Weapons Proficiency, Track.

Disease (Ex): Any creature that takes damage from a rotlord's bite must succeed on a Fortitude save (DC 15) or contract a horrible but treatable wasting disease (incubation period 1 day; 1d4 temporary Constitution). A successful Treat Injury check (DC 24) or a remove disease spell cures the affliction.

Animate Dead (Sp): Once per day, as an attack action, a rotlord can use animate dead (see page 339) as the spell cast by a 5th-level Acolyte.

Fast Healing 3 (Ex): A rotlord that devours a Small or Medium-size corpse gains the ability to heal damage at a rate of 3 hit points per round. Each devoured corpse provides the rotlord with 24 hours of fast healing. A rotlord can devour a Small corpse as a full-round action or a Medium-size corpse in 2 rounds.

Immunities (Ex): A rotlord is immune to bludgeoning damage and poison.

Cold and Fire Resistance 10 (Ex): A rotlord ignores the first 10 points of damage from any attack that deals cold or fire damage.

Skinhusker (Blade Fiend)

A skinhusker resembles a frightfully gaunt, 9-foot-tall human with red skin. Two slender, white horns protrude from its elongated forehead, and each of its two arms ends in a wicked, 3-foot-long, serrated bone blade. A skinhusker revels in combat and enjoys inflicting pain.

Skinhusker (blade fiend): CR 6; Large outsider; HD 7d8+21; hp 52; Mas 17; Init -1; Spd 30 ft.; Defense 22, touch 8, flat-footed 22 (-1 size, -1 Dex, +14 natural); BAB +7; Grap +16; Atk +11 melee (1d8+7/19-20, bone armblade); Full Atk +11 melee (1d8+5/19-20, 2 bone armblades), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved critical (bone armblade), immune to fire and poison, electricity resistance 20, damage reduction 10/+1, telepathy, darkvision 60 ft.; AL evil, chaos; SV Fort +8, Ref +4, Will +7; AP 0; Rep +0; Str 21, Dex 8, Con 17, Int 13, Wis 14, Cha 14.

Skills: Intimidate +11, Knowledge (any two) +10, Listen +11, Read/Write Abyssal, Read/Write Latin, Search +10, Speak Abyssal, Speak Latin, Spot +11, Survival +11.

Feats: Cleave, Power Attack, Simple Weapons Proficiency.

Improved Critical (Ex): A skinhusker threatens a critical hit on a natural roll of 19 or 20.

Death Explosion (Su): When a skinhusker is reduced to -1 or fewer hit points, it explodes in a ball of flame. All creatures in adjacent squares take 2d6 points of fire damage; a successful Reflex save (DC 12) halves the damage.

Immunities (Ex): A skinhusker is immune to fire and poison.

Electricity Resistance 20 (Ex): A skinhusker ignores the first 20 points of damage from any attack that deals electricity damage.

Flesh Golem

Species Traits

Construct: Flesh golems have the traits and immunities common to constructs.

Speed: Flesh golems can't take run actions.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round it will go berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 19). Following such a successful check, it takes 1 minute of rest by the golem to reset the golem's berserk chance to 0%.

Magic Immunity (Ex): A flesh golem is immune to all spells, psionic powers, spell-like abilities, and supernatural effects, except as follows. Attacks that deal fire or cold damage slow it for 2d6 rounds, with no saving throw (see the slow spell). A slowed golem can take only one move or attack action each turn. Additionally, the slowed golem takes a –2 penalty to Defense, melee attack rolls, melee damage rolls, and Reflex saves. Any amount of electricity damage dealt to the golem breaks the slow effect and cures 1 point of damage for each 3 points of damage it would otherwise deal. The golem rolls no saving throw against effects that deal electricity damage.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can either disregard the golem's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Flesh Golem: CR 7; Large construct; HD 9d10+20; hp 69; Mas —; Init –1; Spd 30 ft. (can't run); Defense 18, touch 8, flat-footed 18 (–1 size, –1 Dex, +10 natural); BAB +6; Grap +15; Atk +10 melee (2d8+5, slam); Full Atk +10 melee (2d8+5, 2 slams), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ construct, berserk, magic immunity, damage reduction 15/+1; AL none or owner; SV Fort +3, Ref +2, Will +3; AP 0; Rep +0; Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills: None.

Feats: None.

Advancement: 10–18 HD (Large); 19–27 HD (Huge).

Advanced Flesh Golem: CR 13; Huge construct; HD 20d10+40; hp 150; Mas —; Init –2; Spd 30 ft. (can't run); Defense 19, touch 6, flat-footed 19 (–2 size, –2 Dex, +13 natural); BAB +15; Grap +32; Atk +22 melee (4d6+9, slam); Full Atk +22 melee (4d6+9, 2 slams), or +11 ranged; FS 15 ft. by 15 ft.; Reach 15 ft.; SQ construct, berserk, magic immunity, damage reduction 15/+1; AL none or owner; SV Fort +6, Ref +4, Will +6; AP 0; Rep +0; Str 29, Dex 7, Con —, Int —, Wis 11, Cha 1.

Skills: None.

Feats: None.

Gargoyle

Species Traits

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

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a Spot check (DC 20) to notice the gargoyle is alive.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can either disregard the gargoyle's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Skill Bonus: A gargoyle receives a +8 species bonus on Hide checks when concealed against a background of worked stone.

Bonus Feats: Gargoyles receive the bonus feats Weapon Finesse (bite), Weapon Finesse (claw), and Weapon Finesse (gore).

Automatic Language: Gargoyles speak (but neither read nor write) Terran.

Gargoyle: CR 4; Medium-size magical beast; HD 4d10+16; hp 38; Mas 18; Init +2; Spd 45 ft., fly 75 ft. (average); Defense 16, touch 14, flat-footed 12 (+2 Dex, +4 natural); BAB +4; Grap +4; Atk +6 melee (1d4, claw); Full Atk +6 melee (1d4, 2 claws), +4 melee (1d6, bite), +4 melee (1d6, gore), or +6 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ freeze, keen sight, damage reduction 15/+1; AL chaos, evil; SV Fort +8, Ref +6, Will +1; AP 0; Rep +0; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9 (+17 when concealed against worked stone), Listen +4, Speak Terran, Spot +4.

Feats: Multiattack, Weapon Finesse (bite), Weapon Finesse (claw), Weapon Finesse (gore).

Advancement: 5–6 HD (Medium-size); 7–12 HD (Large); or by character class.

Gargoyle Tough Hero 3: CR 7; Medium-size humanoid magical beast; HD 4d10+16 plus 3d10+12 plus 3 (robust); hp 69; Mas 18; Init +2; Spd 45 ft., fly 75 ft. (average); Defense 18, touch 14, flat-footed 16 (+2 Dex, +2 class, +4 natural); BAB +6; Grap +6; Atk +8 melee (1d4, claw); Full Atk +8 melee (1d4, 2 claws), +6 melee (1d6, bite), +6 melee (1d6, gore), or +8 ranged; SQ freeze, keen sight, damage reduction 15/+1; AL chaos, evil; SV Fort +10, Ref +7, Will +2; AP 1; Rep +1; Str 11, Dex 15, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +11 (+19 when concealed against worked stone), Intimidate +1, Listen +4, Move Silently +4, Speak Terran, Spot +4.

Feats: Multiattack, Power Attack, Simple Weapons Proficiency, Stealthy, Weapon Finesse (bite), Weapon Finesse (claw), Weapon Finesse (gore).

Talents (Tough Hero): Robust, stamina.

Gnoll

Species Traits

Bonus Feat: Gnolls receive the bonus feat Simple Weapons Proficiency.

Automatic Language: Gnolls read, write, and speak Gnoll.

Gnoll: CR 1; Medium-size humanoid; HD 2d8+2; hp 11; Mas 13; Init +0; Spd 30 ft.; Defense 11, touch 10, flat-footed 11 (+1 natural); BAB +1; Grap +3; Atk +3 melee (1d3+2, unarmed or 1d6+2/19–20, metal baton); Full Atk +3 melee (1d3+2, unarmed or 1d6+2/19–20, metal baton), or +1 ranged (2d6, TEC-9); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL chaos, evil; SV Fort +4, Ref +0, Will +0; AP 0; Rep +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Read/Write Gnoll, Speak Gnoll, Spot +3.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Metal baton, TEC-9 (9mm machine pistol), 50 rounds of 9mm ammunition, fatigues, fatigue jacket.

Advancement: By character class.

Gnoll Strong Hero 2: CR 3; Medium-size humanoid; HD 2d8+2 plus 2d8+2; hp 22; Mas 13; Init +0; Spd 30 ft.; Defense 13, touch 10, flat-footed 13 (+2 class, +1 natural); BAB +3; Grap +6; Atk +6 melee (1d4+4, unarmed or 1d6+4/19–20, metal baton); Full Atk +6 melee (1d4+4, unarmed or 1d6+4/19–20, metal baton), or +3 ranged (2d6, TEC-9); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL chaos, evil; SV Fort +6, Ref +0, Will +0; AP 1; Rep +0; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Climb +4, Jump +4, Listen +3, Read/Write Gnoll, Speak Gnoll, Spot +3.

Feats: Combat Martial Arts, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency.

Talent (Strong Hero): Melee smash.

Possessions: Metal baton, TEC-9 (9mm machine pistol), 50 rounds of 9mm ammunition, fatigues, fatigue jacket, climbing gear.

Goblin

Species Traits

Skill Bonus: Goblins gain a +4 species bonus on Move Silently checks.

Bonus Feat: Goblins are keenly aware of their surroundings and receive the bonus feat Alertness.

Automatic Language: Goblins read, write, and speak Goblin.

Goblin: CR 1/4; Small humanoid; HD 1d8; hp 4; Mas 11; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 leather jacket); BAB +0; Grap –5; Atk +0 melee (1d2–1, slam or 1d4–1, knife); Full Atk +0 melee (1d2–1, slam or 1d4–1, knife), or –2 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL evil, tribe; SV Fort +2, Ref +1, Will +0; AP 0; Rep +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Read/Write Goblin, Speak Goblin, Spot +3.

Feats: Alertness, Simple Weapons Proficiency.

Possessions: Knife, Colt Python (.357 revolver), 25 rounds of .357 ammunition, hip holster, basic walkie-talkie.

Advancement: By character class.

Goblin Fast Hero 3: CR 3; Small humanoid; HD 3d8; hp 17; Mas 11; Init +2; Spd 35 ft.; Defense 18, touch 17, flat-footed 16 (+1 size, +2 Dex, +4 class, +1 leather jacket); BAB +2; Grap –3; Atk +2 melee (1d2–1, slam or 1d6–1/19–20, metal baton); Full Atk +2 melee (1d2–1, slam or 1d6–1/19–20, metal baton), or +5 ranged (2d8, Desert Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL evil, tribe; SV Fort +3, Ref +4, Will +1; AP 1; Rep +1; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +8, Knowledge (streetwise) +2, Listen +3, Move Silently +6, Read/Write Goblin, Sleight of Hand +5, Speak Goblin, Spot +3, Tumble +5.

Feats: Alertness, Dodge, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion, increased speed.

Possessions: Metal baton, Desert Eagle (.50AE autoloader), 25 rounds of .50AE ammunition, windbreaker, concealed carry holster, basic walkie-talkie.

Hawk

Species Traits

Skill Bonus: Hawks gain a +8 species bonus on Spot checks in daylight.

Bonus Feat: Hawks gain the bonus feat Weapon Finesse (claw).

Hawk: CR 1; Tiny animal; HD 1d8; hp 4; Mas 10; Init +3; Spd 10 ft., fly 60 ft. (average); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d4-2, claw); Full Atk +5 melee (1d4-2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +5, Will +2; AP 0; Rep +0; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6 (+14 in daylight).

Feats: Weapon Finesse (claw).

Advancement: None.

Herd Animal

Species Traits

Stampede (Ex): A frightened herd flees as a group in a random direction, but always away from the perceived source of danger. It runs over anything of size Large or smaller that gets in its way, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Herd Animal: CR 2; Large animal; HD 5d8+15; hp 37; Mas 16; Init +0; Spd 40 ft.; Defense 13, touch 9, flat-footed 13 (-1 size, +4 natural); BAB +3; Grap +11; Atk +6 melee (1d8+6, butt); Full Atk +6 melee (1d8+6, butt); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ stampede; AL none; SV Fort +7, Ref +4, Will +1; AP 0; Rep +0; Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills: Listen +8, Spot +5.

Feats: None.

Advancement: 6-7 HD (Large).

Horse

A horse cannot fight while carrying a rider.

Species Traits

Scent (Ex): This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Horse: CR 1; Large animal; HD 3d8+6; hp 19; Mas 15; Init +1; Spd 60 ft.; Defense 13, touch 10, flat-footed 12 (-1 size, +1 Dex, +3 natural); BAB +2; Grap +7; Atk +2 melee (1d4+1, hoof); Full Atk +2 melee (1d4+1, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ scent, low-light vision; AL none or owner; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +6.

Feats: None.

Advancement: None.

Invisible Stalker

Species Traits

Invisible stalkers have the following traits.

Elemental (Air): Invisible stalkers have the traits and immunities common to elementals.

Natural Invisibility (Su): An invisible stalker remains invisible even when attacking. Creatures that correctly discern the stalker's location despite being unable to see it have a 50% miss chance on melee and ranged attacks.

Improved Tracking (Ex): Invisible stalkers are consummate trackers and make Spot checks instead of Survival checks to track a creature's passage.

Automatic Language: Invisible stalkers speak (but neither read nor write) Auran. They understand (but do not speak, read, or write) two other languages.

Invisible Stalker: CR 7; Large elemental (air); HD 8d8+16; hp 52; Mas —; Init +8; Spd 30 ft., fly 30 ft. (perfect); Defense 17, touch 13, flat-footed 13 (-1 size, +4 Dex, +4 natural); BAB +6; Grap +14; Atk +10 melee (1d8+6, slam); Full Atk +10/+5 melee (1d8+6, slam), or +9 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ elemental, natural invisibility, improved tracking, darkvision 60 ft.; AL none or master; SV Fort +4, Ref +10, Will +4; AP 0; Rep +0; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills: Listen +11, Move Silently +15, Search +11, Spot +13.

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan).

Advanced Invisible Stalker: CR 11; Huge elemental (air); HD 12d8+48; hp 102; Mas —; Init +7; Spd 30 ft., fly 30 ft. (perfect); Defense 18, touch 11, flat-footed 15 (-2 size, +3 Dex, +7 natural); BAB +9; Grap +21; Atk +15 melee (2d6+12, slam); Full Atk +15/+10 melee (2d6+12, slam), or +10 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ elemental, natural

invisibility, improved tracking, darkvision 60 ft.; AL none or master; SV Fort +8, Ref +11, Will +6; AP 0; Rep +0; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.

Skills: Listen +13, Move Silently +17, Search +13, Spot +15.

Feats: Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (slam).

Kobold

Species Traits

Light Sensitivity (Ex): Kobolds take a –1 penalty on attack rolls in sunlight or in brightly lit areas.

Skill Bonuses: Kobolds receive a +2 species bonus on Craft (mechanical) and Search checks.

Bonus Feat: Kobolds are keenly aware of their surroundings and receive the bonus feat Alertness.

Automatic Language: Kobolds read, write, and speak Draconic.

Kobold: CR 1/6; Small humanoid; HD 1/2 d8; hp 2; Mas 11; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural); BAB +0; Grap –6; Atk –1 melee (1d2–2, slam or 1d3–2, knife); Full Atk –1 melee (1d2–2, slam or 1d3–2, knife), or –2 ranged (2d4, Pathfinder); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., light sensitivity; AL evil, law; SV Fort +0, Ref +1, Will +2; AP 0; Rep +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (mechanical) +2, Hide +8, Listen +2, Move Silently +4, Read/Write Draconic, Search +2, Speak Draconic, Spot +2.

Feats: Alertness, Simple Weapons Proficiency.

Possessions: Knife, Pathfinder (.22 revolver), 10 rounds of .22 ammunition.

Advancement: By character class.

Kobold Smart Hero 4: CR 4; Small humanoid; HD 4d6; hp 16; Mas 11; Init +1; Spd 30 ft.; Defense 15, touch 13, flat-footed 14 (+1 size, +1 Dex, +1 class, +1 natural, +1 leather jacket); BAB +2; Grap –4; Atk +1 melee (1d2–2, slam or 1d3 electricity plus paralysis, stun gun); Full Atk +1 melee (1d2–2, slam or 1d3 electricity plus paralysis, stun gun), or +4 ranged (2d4, Pathfinder), or +4 ranged (2d6, dynamite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., light sensitivity; AL evil, law; SV Fort +1, Ref +2, Will +4; AP 2; Rep +2; Str 6, Dex 13, Con 11, Int 12, Wis 10, Cha 10.

Skills: Craft (electronic) +7, Craft (mechanical) +8, Decipher Script +9, Demolitions +9, Disable Device +9, Knowledge (streetwise) +7, Knowledge (tactics) +7, Listen +2, Read/_ Write Draconic, Read/Write English, Repair +11, Research +9, Search +9, Speak Draconic, Speak English, Spot +2.

Feats: Alertness, Cautious, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

Talents (Smart Hero): Plan, savant (Repair).

Possessions: Leather jacket, stun gun, Pathfinder (.22 revolver), 20 rounds of .22 ammunition, 3 sticks of dynamite, tool belt, lockpick set, basic electrical toolkit, basic mechanical toolkit, demolitions kit.

Medusa

Species Traits

Gaze (Su): A medusa's gaze permanently turns to stone any creature within 30 feet that fails its Fortitude save (DC 15). See Special Qualities for more information on gaze attacks. A break enchantment spell can remove the effect of petrification. In a campaign where heroes have limited access to spells, the GM can make the petrification a temporary effect (lasting 1d6 hours).

Poison (Ex): Any creature bitten by the medusa's snaky hair must succeed on a Fortitude save (DC 14) or succumb to the poison (initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength).

Bonus Feat: Medusas receive the bonus feat Simple Weapons Proficiency.

Automatic Languages: Medusas read, write, and speak any two languages.

Medusa: CR 7; Medium-size monstrous humanoid; HD 6d8+6; hp 33; Mas 12; Init +2; Spd 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +6; Grap +6; Atk +6/_+1 melee (1d4, knife); Full Atk +6 melee (1d4, knife), +3 melee (1d4 plus poison, snakes), or +9/+4 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; SA darkvision 60 ft., gaze, poison; AL Evil, law; SV Fort +3, Ref +7, Will +6; AP 0; Rep +0; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15.

Skills: Bluff +11, Disguise +11, Move Silently +9, Read/_ Write English, Read/Write Spanish, Speak English, Speak Spanish, Spot +10.

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Weapon Finesse (snakes).

Possessions: Knife, Glock 17 (9mm autoloader), 50 rounds of 9mm ammunition, concealed carry holster, firearms license, casual clothing, overcoat.

Advancement: By character class.

Medusa Charismatic Hero 2: CR 9; Medium-size monstrous humanoid; HD 6d8+6 plus 2d6+2; hp 42; Mas 12; Init +2; Spd 30 ft.; Defense 16, touch 13, flat-footed 14 (+2 Dex, +1 class, +3 natural); BAB +7; Grap +7; Atk +7/+2 melee (1d4, knife); Full Atk +7 melee (1d4, knife), +4 melee (1d4 plus poison, snakes), or +10/+5 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; SA darkvision 60 ft., gaze, poison; AL Evil, law; SV Fort +4, Ref +8, Will +6; AP 1; Rep +2; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 16.

Skills: Bluff+15, Diplomacy +7, Disguise +15, Gather Information +7, Intimidate +7, Move Silently +9, Read/_ Write English, Read/Write Spanish, Speak English, Speak Spanish, Spot +10.

Feats: Deceptive, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Weapon Finesse (snakes).

Talent (Charismatic Hero): Coordinate.

Possessions: Knife, Glock 17 (9mm autoloader), 50 rounds of 9mm ammunition, concealed carry holster, firearms license, casual clothing, overcoat, cell phone, PDA (with addresses of various contacts and acquaintances), disguise kit.

Minotaur

Species Traits

Charge (Ex): A minotaur typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, the beast can make a single gore attack that deals 4d6+6 points of damage.

Scent (Ex): This ability allows the minotaur to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical reasoning ability. This prevents them from ever becoming lost. Further, they are never caught flat-footed.

Skill Bonuses: Minotaurs receive a +4 species bonus on Search, Spot, and Listen checks.

Bonus Feat: A minotaur gains the bonus feat Archaic Weapons Proficiency or Simple Weapons Proficiency.

Automatic Language: Minotaurs speak (but neither read nor write) Giant or one other language.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 39; Mas 15; Init +0; Spd 30 ft.; Defense 14, touch 9, flat-footed 14 (–1 size, +5 natural); BAB +6; Grap +14; Atk +9 melee (2d6+6, Huge lead pipe); Full Atk +9/+4 melee (2d6+4, Huge lead pipe), +4 melee (1d8+2, gore), or +9/+4 melee (1d4+4, slam), +4 melee (1d8+2, gore), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ charge 4d6+6, scent, natural cunning, darkvision 60 ft.; AL chaos, evil; SV Fort +6, Ref +5, Will +5; AP 0; Rep +0; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills: Intimidate +5, Jump +8, Listen +8, Search +6, Speak Giant, Spot +8.

Feats: Archaic Weapons Proficiency, Great Fortitude, Power Attack.

Possessions: Huge lead pipe (6 feet long, 4 inches thick).

Advancement: By character class.

Minotaur Strong Hero 3: CR 7; Large monstrous humanoid; HD 6d8+12 plus 3d8+6; hp 58; Mas 15; Init +0; Spd 30 ft.; Defense 16, touch 11, flat-footed 16 (–1 size, +2 class, +5 natural); BAB +10; Grap +18; Atk +13 melee (3d6+9, chain saw); Full Atk +13/+8 melee (3d6+7, chain saw), +8 melee (1d8+4, gore), or +13/+8 melee (1d4+7, slam), +8 melee (1d8+4, gore), or +8 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ charge 4d6+7, scent, natural cunning, darkvision 60 ft.; AL chaos, evil; SV Fort +8, Ref +6, Will +6; AP 1; Rep +0; Str 20, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills: Intimidate +5, Jump +8, Knowledge (streetwise) +3, Listen +8, Search +6, Speak English (or other local language), Speak Giant, Spot +8.

Feats: Archaic Weapons Proficiency, Combat Reflexes, Exotic Weapon Proficiency (chain saw), Great Fortitude, Power Attack, Simple Weapons Proficiency.

Talents (Strong Hero): Melee smash, improved melee smash.

Possessions: Chain saw, bloodstained smock.

Monkey

Species Traits

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

Monkey: CR 1/6; Tiny animal; HD 1d8; hp 4; Mas 10; Init +2; Spd 30 ft., climb 30 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); Face/Reach 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +13, Hide +13, Listen +4, Spot +4.

Feats: Weapon Finesse (bite).

Advancement: 2–3 HD (Small).

Monstrous Flytrap

Species Traits

Plant: Monstrous flytraps have the traits and immunities common to plants.

Improved Grab (Ex): To use this ability, a monstrous flytrap must hit with its bite attack. If it gets a hold, it can attempt to swallow its opponent (see below), provided its opponent is at least two size categories smaller than it. See Improved Grab.

Swallow Whole (Ex): A monstrous flytrap can swallow a grabbed opponent two size categories smaller than it by making a successful grapple check. The swallowed creature can attack the flytrap from inside its mouth using claws or a Small or Tiny slashing weapon. The flytrap does not release its opponent until it is slain or its swallowed prey is completely drained of blood (that is, dead). A monstrous flytrap's mouth can swallow only one opponent at a time and cannot attack while it drains a creature's blood.

Blood Drain (Ex): A creature swallowed by a monstrous flytrap takes 1d6+13 points of damage every round due to blood loss. For every 3 hit points it drains, the monstrous flytrap heals 1 hit point of damage. After draining its swallowed prey to death, it expectorates the lifeless husk and seeks out its next meal.

Automatic Language: Monstrous flytraps raised from seedlings can be taught to speak (but neither read nor write) one language.

Monstrous Flytrap: CR 7; Huge plant; HD 11d8+55; hp 104; Mas —; Init –2; Spd 20 ft.; Defense 14, touch 6, flat-footed 14 (–2 size, –2 Dex, +8 natural); BAB +8; Grap +25; Atk +16 melee (1d6+13, bite); Full Atk +16/+11 melee (1d6+13, bite), or +5 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ plant, improved grab, swallow whole, blood drain 1d6+13, blindsight 60 ft.; AL none or owner; SV Fort +12, Ref +1, Will +5; AP 0; Rep +0; Str 28, Dex 7, Con 21, Int 10, Wis 14, Cha 14.

Skills: None.

Feats: None.

Advancement: 12–16 HD (Huge); 17–32 HD (Gargantuan); 33–48 HD (Colossal).

Advanced Monstrous Flytrap: CR 12; Gargantuan plant; HD 22d8+154; hp 253; Mas —; Init –2; Spd 20 ft.; Defense 16, touch 4, flat-footed 16 (–4 size, –2 Dex, +12 natural); BAB +16; Grap +41; Atk +25 melee (1d8+19, bite); Full Atk +25/+20/+15/+10 melee (1d8+19, bite), or +9 ranged; FS 20 ft. by 20 ft.; Reach 15 ft.; SQ plant, improved grab, swallow whole, blood drain 1d8+19, blindsight 60 ft.; AL none or owner; SV Fort +20, Ref +5, Will +9; AP 0; Rep +0; Str 36, Dex 7, Con 25, Int 10, Wis 14, Cha 14.

Skills: None.

Feats: None.

Monstrous Spider

Monstrous spiders come in two general types: hunters and web spinners.

Species Traits

Monstrous spiders have the following traits.

Speed: Hunting spiders are speedier than their web-spinning counterparts. Increase the normal speed of hunting spiders by 10 feet. Climb speed remains unchanged.

Poison (Ex): A monstrous spider injects poison into its victim with a successful bite. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage. The DC of the Fortitude saves and the effects vary depending on the monstrous spider's size, as shown on Table: Monstrous Spider Poison.

Table: Monstrous Spider Poison

Spider Size	Fort Save DC	Initial/Secondary Damage
Colossal	35	2d8 Str
Gargantuan	31	2d6 Str
Huge	22	1d8 Str
Large	17	1d6 Str
Medium-size	14	1d4 Str
Small	11	1d3 Str
Tiny	11	1d2 Str

Web (Ex): Monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Web-spinning spiders can cast a web eight times per day. Casting a web is a melee touch attack with a maximum range of 50 feet and a range increment of 10 feet, and the web is effective against targets up to one size category larger than the spider.

The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are attack actions whose DCs are given in Table: Monstrous Spider Webs. Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on below and damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Table: Monstrous Spider Webs

Spider Size	Escape DC	Break DC	Hit Points
Colossal	32	34	18
Gargantuan	30	32	16
Huge	28	30	14
Large	26	28	12
Medium-size	20	22	6
Small	18	20	4
Tiny	16	18	2

Resistance to Massive Damage: Monstrous spiders gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Skill Bonuses: Monstrous spiders receive a +4 species bonus on Hide and Move Silently checks and a +8 species bonus on Spot checks. Hunting spiders receive a +6 species bonus on Jump checks.

Bonus Feat: Medium-size or smaller monstrous spiders gain the bonus feat Weapon Finesse (bite).

Tiny Monstrous Spider: CR 1/4; Tiny vermin; HD 1/2 d8; hp 2; Mas 10; Init +3; Spd 20 ft. (30 ft. for hunting spider), climb 10 ft.; Defense 15, touch 15, flat-footed 12 (+2 size, +3 Dex); BAB +0; Grap -12; Atk +5 melee (1d3-4 plus poison, bite); Full Atk +5 melee (1d3-4 plus poison, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +2, Ref +3, Will +0; AP 0; Rep +0; Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills: Climb +8, Hide +17, Jump -4 (+2 for hunting spiders), Move Silently +9, Spot +12.

Feat: Weapon Finesse (bite).

Advancement: None.

Small Monstrous Spider: CR 1/2; Small vermin; HD 1d8; hp 4; Mas 10; Init +3; Spd 20 ft. (30 ft. for hunting spider), climb 10 ft.; Defense 13, touch 13, flat-footed 11 (+1 size, +3 Dex); BAB +0; Grap -6; Atk +4 melee (1d4-2 plus poison, bite); Full Atk +4 melee (1d4-2 plus poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +2, Ref +3, Will +0; AP 0; Rep +0; Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills: Climb +10, Hide +13, Jump -2 (+4 for hunting spiders), Move Silently +9, Spot +12.

Feats: Weapon Finesse (bite).

Advancement: None.

Medium-size Monstrous Spider: CR 1; Medium-size vermin; HD 2d8+2; hp 11; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); BAB +1; Grap +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +4, Ref +3, Will +0; AP 0; Rep +0; Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +12, Hide +9, Jump +0 (+6 for hunting spiders), Move Silently +9, Spot +12.

Feat: Weapon Finesse (bite).

Advancement: None.

Large Monstrous Spider: CR 2; Large vermin; HD 4d8+4; hp 22; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 14, touch 12, flat-footed 11 (-1 size, +3 Dex, +2 natural); BAB +3; Grap +9; Atk +4 melee (1d8+3 plus poison, bite); Full Atk +4 melee (1d8+3 plus poison, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ poison, webs, darkvision 60

ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +5, Ref +4, Will +1; AP 0; Rep +0; Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +14, Hide +5, Jump +2 (+8 for hunting spiders), Move Silently +9, Spot +12.

Feats: None.

Advancement: None.

Huge Monstrous Spider: CR 4; Huge vermin; HD 10d8+10; hp 55; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 16, touch 11, flat-footed 13 (–2 size, +3 Dex, +5 natural); BAB +7; Grap +19; Atk +4 melee (2d6+6 plus poison, bite); Full Atk +4 melee (2d6+6 plus poison, bite); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +8, Ref +6, Will +3; AP 0; Rep +0; Str 19, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +16, Hide +1, Jump +4 (+10 for hunting spiders), Move Silently +9, Spot +12.

Feats: None.

Advancement: None.

Gargantuan Monstrous Spider: CR 7; Gargantuan vermin; HD 24d8+24; hp 132; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 18, touch 9, flat-footed 15 (–4 size, +3 Dex, +9 natural); BAB +18; Grap +36; Atk +20 melee (2d8+9 plus poison, bite); Full Atk +20 melee (2d8+9 plus poison, bite); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +15, Ref +11, Will +8; AP 0; Rep +0; Str 23, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +18, Hide –3, Jump +6 (+12 for hunting spiders), Move Silently +9, Spot +12.

Feats: None.

Advancement: None.

Colossal Monstrous Spider: CR 10; Colossal vermin; HD 48d8+48; hp 264; Mas 12; Init +3; Spd 30 ft. (40 ft. for hunting spider), climb 20 ft.; Defense 20, touch 5, flat-footed 17 (–8 size, +3 Dex, +15 natural); BAB +36; Grap +60; Atk +36 melee (4d6+12 plus poison, bite); Full Atk +36 melee (4d6+12 plus poison, bite); FS 30 ft. by 30 ft.; Reach 15 ft.; SQ poison, webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +27, Ref +19, Will +16; AP 0; Rep +0; Str 27, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +20, Hide –7, Jump +8 (+14 for hunting spiders), Move Silently +9, Spot +12.

Feats: None.

Advancement: None.

Mummy

Species Traits

Undead: Mummies have the traits and immunities common to undead.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): A mummy's touch carries a horrible rotting disease (Fort save DC 20 negates; incubation period 1 day; damage 1d6 temporary Constitution). The GM may allow characters to create medicine to treat the disease using the Craft (pharmaceutical) skill. In a campaign that uses magic, a remove disease spell can cure this disease. The only other way to halt the disease's advance is to amputate whatever appendage the mummy touched (usually a hand, arm, leg, or foot). Amputating a limb deals 1d4+1 points of temporary Constitution damage, although a successful Treat Injury check (DC 25) reduces the temporary Constitution damage to 1 point.

An afflicted creature that dies of mummy rot shrivels away and turns to dust.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage, and a failure doubles it.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Damage Reduction 5/+1 (Su): In campaigns without magic weapons, the GM can either disregard the mummy's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Bonus Feat: Mummies receive the bonus feat Archaic Weapons Proficiency.

Automatic Language: Mummies read, write, and speak one language.

Mummy: CR 4; Medium-size undead; HD 6d12 plus 3 (Toughness feat); hp 42; Mas —; Init –1; Spd 20 ft.; Defense 17, touch 9, flat-footed 17 (–1 Dex, +8 natural); BAB +3; Grap +6; Atk +6 melee (1d6+4 plus mummy rot, slam); Full Atk +6 melee (1d6+4 plus mummy rot, slam), or +2 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, despair, mummy rot, fire

vulnerability, resistant to blows, damage reduction 5/+1, darkvision 60 ft.; AL evil, law; SV Fort +2, Ref +1, Will +7; AP 0; Rep +0; Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15.

Skills: Hide +8, Listen +9, Move Silently +8, Read/Write Egyptian, Speak Egyptian, Spot +9.

Feats: Alertness, Archaic Weapons Proficiency, Toughness.

Advancement: 7–12 HD (Medium-size); 13–18 HD (Large); or by character class.

Mummy Dedicated Hero 3: CR 7; Medium-size undead; HD 9d12 plus 3 (Toughness feat); hp 58; Mas —; Init –1; Spd 20 ft.; Defense 19, touch 11, flat-footed 19 (–1 Dex, +2 class, +8 natural); BAB +5; Grap +8; Atk +8 melee (1d6+4 plus mummy rot, slam); Full Atk +8 melee (1d6+4 plus mummy rot, slam), or +4 ranged (1d10/19–20, crossbow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, despair, mummy rot, fire vulnerability, resistant to blows, damage reduction 5/+1, darkvision 60 ft.; AL evil, law; SV Fort +4, Ref +2, Will +9; AP 1; Rep +1; Str 17, Dex 8, Con —, Int 7, Wis 14, Cha 15.

Skills: Hide +8, Listen +12, Move Silently +8, Read/Write Egyptian, Speak Egyptian, Spot +12, Survival +11.

Feats: Alertness, Archaic Weapons Proficiency, Blind-Fight, Simple Weapons Proficiency, Toughness, Track.

Talents (Dedicated Hero): Skill emphasis (Survival), aware.

Possessions: Crossbow, 15 crossbow bolts.

Ogre

Species Traits

Bonus Feat: An ogre gains the bonus feat Archaic Weapons Proficiency or Simple Weapons Proficiency.

Automatic Language: Ogres speak (but neither read nor write) Giant or one other language.

Ogre: CR 2; Large giant; HD 4d8+8; hp 26; Mas 15; Init –1; Spd 40 ft.; Defense 13, touch 8, flat-footed 13 (–1 size, –1 Dex, +5 natural); BAB +3; Grap +12; Atk +8 melee (2d6+7, Huge club), or +7 melee (1d4+5, slam); Full Atk +8 melee (2d6+7, Huge club), or +7 melee (1d4+5, slam), or +1 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision; AL chaos, evil; SV Fort +6, Ref +0, Will +1; AP 0; Rep +0; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +6, Listen +3, Speak Giant, Spot +3.

Feats: Simple Weapons Proficiency, Weapon Focus (Huge club).

Advancement: By character class.

Possessions: Huge club (6 feet long, 8 inches thick).

Ogre Tough Hero 6/Bodyguard 1: CR 9; Large giant; HD 4d8+12 plus 6d10+18 plus 1d12+3; hp 90; Mas 16; Init –1; Spd 40 ft.; Defense 20, touch 12, flat-footed 20 (–1 size, –1 Dex, +4 class, +5 natural, +3 undercover vest); BAB +7/+2; Grap +16; Atk +12/+7 melee (2d6+7, Huge club), or +12/+7 melee (1d6+5, slam); Full Atk +12/+7 melee (2d6+7, Huge club), or +12/+7 melee (1d6+5, slam), or +5/+0 ranged (2d10, Browning BPS); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision; AL chaos, evil, employer; SV Fort +11, Ref +4, Will +3; AP 3; Rep +2; Str 21, Dex 8, Con 16, Int 6, Wis 10, Cha 7.

Skills: Climb +2*, Concentration +9, Listen +2, Speak Giant, Spot +3.

*Includes armor check penalty for undercover vest.

Feats: Armor Proficiency (light), Brawl, Knockout Punch, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Weapon Focus (great club).

Talents (Tough Hero): Damage reduction 1/—, 2/—, and Second Wind.

Talent (Bodyguard): Harm's way.

Possessions: Huge club (6 feet long, 8 inches thick), undercover vest, overcoat, Browning BPS 10-gauge shotgun, 20 10-gauge shotgun shells, standard flashlight.

Owl

Species Traits

Skill Bonuses: Owls receive a +8 species bonus on Listen checks and a +14 species bonus on Move Silently checks. They receive a +8 species bonus on Spot checks in dusk and darkness.

Bonus Feat: Owls gain the bonus feat Weapon Finesse (claw).

Owl: CR 1/4; Tiny animal; HD 1/2 d8; hp 2; Mas 10; Init +3; Spd 10 ft., fly 40 ft. (average); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap –10; Atk +5 melee (1d2–2, claw); Full Atk +5 melee (1d2–2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL none or owner; SV Fort +2, Ref +5, Will +2; AP 0; Rep +0; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +20, Spot +6 (+14 in dusk and darkness).

Feats: Weapon Finesse (claw).

Advancement: 1 HD (Small); 2 HD (Medium-size); 3–4 HD (Large).

Puppeteer

Species Traits

Combined Challenge Rating: The Challenge Rating of a puppeteer with a host is equal to the host's Challenge Rating +1.

Glide (Sp): A puppeteer can glide through the air at a speed of 20 feet for up to 16 minutes at a time, with poor maneuverability. The puppeteer cannot manifest psionic powers while gliding.

Psionics (Sp): 3/day—brain lock, lesser domination. These abilities are as the psionic powers of an 8th-level manifester.

Thrall (Sp): If a puppeteer successfully uses lesser domination on its host seven times, the final effect is permanent, bonding the host to the puppeteer. The thrall host will carry out the orders of the puppeteer, including self-destructive orders.

Actions against the host's original nature allow the host a Will save (DC 22) to resist, with a –10 penalty on the roll. A successful save negates that particular action (or future occurrences of that action), but the host remains the puppeteer's thrall.

Shared Host (Ex): When multiple puppeteers prey on a single host, the blood drain can be too great for the host to bear. The extensive blood drain deals 1 point of temporary Constitution damage per day, and a host reduced to 0 Constitution in this fashion dies. The minimum number of puppeteers needed to cause temporary Constitution damage depends on the host's size: Diminutive 2, Tiny 4, Small 12, Medium-size 20, Large 30, Gargantuan 50, Colossal 90.

Blindsight (Ex): A puppeteer can ascertain creatures by nonvisual means within 60 feet. The puppeteer confers blindsight upon its host.

Host Protection (Ex): An attached puppeteer uses its host's base saving throw bonuses if they're better than its own. Effects that target vermin can't affect a puppeteer riding a humanoid host.

Immunities: Puppeteers are immune to mind-influencing effects. This ability is conferred upon the puppeteer's host as well.

Resistance to Massive Damage (Ex): Puppeteers gain a +5 species bonus on Fortitude saves to negate the effects of massive damage. This ability is conferred upon the puppeteer's host as well.

Shared Skills: The puppeteer retains its skills when it takes a host. The host gains a +4 bonus on Listen and Spot checks.

Puppeteer: CR 1; Fine vermin; HD 1/16 d8–1; hp 1; Mas 9; Init +4; Spd 5 ft., fly 20 ft. (poor); Defense 22, touch 22, flat-footed 18 (+8 size, +4 Dex); BAB +0; Grap –13; Atk +3 melee (1, bite); Full Atk +3 melee (1, bite); FS 6 in. by 6 in.; Reach 0 ft.; SQ glide, psionics, thrall, shared host, blindsight 60 ft., host protection, immune to mind-influencing effects, resistance to massive damage; AL evil; SV Fort +1, Ref +4, Will +3; AP 0; Rep +0; Str 1, Dex 19, Con 9, Int — (or as host), Wis 16, Cha 14.

Skills: Hide +20, Listen +7, Spot +7.

Feats: None.

Advancement: None.

Puppeteer Host (Human Charismatic Ordinary 5): CR 5; Medium-size humanoid; HD 5d6; hp 19; Mas 10; Init +0; Spd 30 ft.; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d3 electricity plus paralysis, stun gun); Full Atk +1 melee (1d3 electricity plus paralysis, stun gun), or +3 ranged (2d6, Beretta 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blindsight 60 ft., immune to mind-influencing effects, resistance to massive damage; AL puppeteer; SV Fort +3*, Ref +4*, Will +0*; AP 0; Rep +3; Str 8, Dex 12, Con 10, Int 11, Wis 9, Cha 14.

*While attached to its host, the puppeteer's saving throw bonuses are as follows: Fort +2, Ref +7, Will +4.

Occupation: White collar (bonus class Skills: Computer Use and Knowledge [business]).

Skills: Bluff +10, Computer Use +4, Diplomacy +12, Disguise +6, Gather Information +12, Intimidate +10, Knowledge (business) +8, Knowledge (current events) +8, Listen +3**, Read/_ Write English (or other language), Speak English (or other language), Spot +3**.

**Skill bonus conferred by puppeteer.

Feats: Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Trustworthy.

Possessions: Business clothes, cell phone, PDA, briefcase, stun gun, Beretta 92F (9mm autoloader)†, 15 rounds of 9mm ammunition†, firearms license†, wallet with ID and credit cards, BMW M3 sports coupe with car alarm, car alarm keychain.

†These items are stored in the BMW's glove compartment.

Rat

Species Traits

Scent (Ex): This ability allows a rat to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Rats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. They use their Dexterity modifier for Climb checks.

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

Rat: CR 1/8; Tiny animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 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 scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10.

Feats: Weapon Finesse (bite).

Advancement: 1/2 HD (Small); 1 HD (Medium-size); 2-4 HD (Large).

Raven

Species Traits

Bonus Feat: Ravens gain the bonus feat Weapon Finesse (claw).

Raven: CR 1/4; Tiny animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 10 ft., fly 40 ft. (average); Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -13; Atk +4 melee (1d2-5, claw); Full Atk +4 melee (1d2-5, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +4, Will +2; AP 0; Rep +0; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6.

Feats: Weapon Finesse (claw).

Advancement: 1/2 HD (Small); 1 HD (Medium-size); 2-4 HD (Large).

Replacement (Template)

A replacement is a physical duplicate of a specific humanoid, called a primary. Although a replacement does not gain the specific life experiences of its primary, it can easily mimic the demeanor and general behavior of the primary, enabling it to fill the same general role as the primary. A replacement is identical in appearance to the primary except it has jet-black eyes with no visible irises. Some replacements wear special contact lenses (purchase DC 12) to conceal this sinister physical divergence.

Replacements are bred in laboratories. A sample of the primary's subdermal tissue is required to create a replacement (dead skin cells or hair follicles will not do), and an adult replacement takes two months to grow. Creating a replacement requires a successful Craft (pharmaceutical) check (DC 50). The check must be made 1 month into the replacement's growth period, and a failed roll indicates the premature death of the replacement. Financing the growth and development of a replacement also requires a successful Wealth check against a purchase DC of 48, rolled before the process of growing the clone commences.

Template Traits

"Replacement" is an inherited template that can be added to any humanoid (referred to hereafter as the original). A replacement uses all the primary's statistics except as noted here.

Challenge Rating: Same as the original -1.

Hit Dice: Change to one die type smaller than the primary.

Special Qualities: A replacement gains all of the original's extraordinary abilities but none of its supernatural or spell-like abilities (including psionics). A replacement gains none of the original's other special qualities or talents. A replacement knows that it lacks some of the abilities of the original and occasionally feels resentful toward the original for this reason. In addition to its inherited extraordinary abilities, a replacement has the following special quality:

Limited Existence (Ex): A replacement has a programmed natural life span of one to four years (the creator must specify the life span when the project to create the replacement begins). Once the replacement reaches the end of its programmed life span, it must make a Fortitude save (DC 25) once per day. Each failed save drains the replacement of 1d6 points of Constitution. This ability drain cannot be restored by any means. When its Constitution drops to 0, the replacement dissolves into a mass of protoplasmic goo. A replacement that dies before this time retains the shape of the original.

Allegiances: A replacement's primary allegiance is to its creator or owner. This allegiance cannot be broken unless the creator or owner does something to break it (such as by attacking the replacement).

Saves: As the original, modified by altered ability scores (see Abilities, below).

Action Points: Replacements do not acquire or amass action points.

Abilities: As the original, except ability scores cannot exceed 12. Ability scores of 13 or higher for the original are reduced to 12 for the replacement. A replacement that gains levels can never raise an ability score above 12.

Skills: A replacement has access to any skill in which the original has ranks, and all of a replacement's skills are class skills even if they are cross-class skills for the original. A replacement gets a number of skill points per Hit Die equal to 4 + the replacement's Intelligence modifier (minimum 1 skill point per Hit Die). The replacement can never have more ranks in a skill than the original.

The replacement gains a +4 species bonus on Disguise checks when impersonating the original. The bonus increases to +10 if the replacement wears contact lenses that hide its distinctive black eyes.

Feats: A replacement gains the original's feats but cannot use any feat for which it no longer meets the prerequisites.

Automatic Languages: A replacement can read, write, and speak any language known by the original.

Advancement: By character class.

Replacement Scientist (Human Smart Ordinary 5/Charismatic Ordinary 2): CR 6; Medium-size humanoid; HD 7d6+7; hp 31; Mas 12; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +3; Grap +3; Atk +3 melee (1d3, unarmed strike); Full Atk +3 melee (1d3, unarmed strike), or +4 ranged (2d6, SITES M9); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Creator; SV Fort +4, Ref +4, Will +3; AP 0; Rep +4; Str 10, Dex 12, Con 12, Int 12, Wis 11, Cha 9.

Skills: Bluff +4, Computer Use +4, Craft (chemical) +5, Decipher Script +3, Disguise +5 (+11 with contact lenses), Disable Device +3, Investigate +3, Knowledge (current events) +3, Knowledge (earth and life sciences) +7, Profession +3, Read/Write English, Read/Write Korean, Research +11, Search +3, Speak English, Speak Korean.

Feats: Dodge*, Educated, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

*The replacement does not meet the prerequisite for this feat and therefore cannot use it.

Possessions: SITES M9 (9mm autoloader pistol), 16 rounds of 9mm ammunition, firearms license, notebook computer, briefcase, cellphone, corporate security pass, overcoat, business clothing, wallet.

Robot

Species Traits

Construct: Robots have the traits and immunities common to constructs.

Speed: A robot's speed depends on its size and method of locomotion (bipedal, quadrupedal, tracked, or wheeled). The different speeds are given with each robot's statistics (below).

Attacks: A robot is not normally equipped with weapons. Robots fitted with arms or similar manipulators can attempt to grapple things, but the manipulators are too small to deal damage.

Skills: A character with four or more levels in the Techie advanced class can program one or more ranks of a single skill into a Diminutive or Tiny robot. Otherwise, a robot has no skills.

Diminutive Robot: CR 1/10; Diminutive construct; HD 1/4 d10; hp 1; Mas —; Init +2; Spd 10 ft. (treads), 20 ft. (bipedal), 30 ft. (quadrupedal), or 40 ft. (wheels); Defense 16, touch 16, flat-footed 14 (+4 size, +2 Dex); BAB +0; Grap –15; Atk +1 melee; Full Atk +1 melee or +6 ranged; FS 1 ft. by 1 ft.; Reach 0 ft.; SQ construct; AL none; SV Fort +0, Ref +2, Will +0; AP 0; Rep +0; Str 4, Dex 14, Con —, Int —, Wis 10, Cha 10.

Skills: None (unless programmed by a Techie).

Feats: None.

External Components: Audio/visual sensor.

Tiny Robot: CR 1/4; Tiny construct; HD 1/2 d10; hp 2; Mas —; Init +2; Spd 20 ft. (treads), 30 ft. (bipedal), 40 ft. (quadrupedal), or 50 ft. (wheels); Defense 13, touch 13, flat-footed 12 (+2 size, +1 Dex); BAB +0; Grap –10; Atk +0 melee; Full Atk +0 melee or +3 ranged; FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ construct; AL none; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 6, Dex 12, Con —, Int —, Wis 10, Cha 10.

Skills: None (unless programmed by a Techie).

Feats: None.

External Components: Audio/visual sensor, manipulator arms.

Shark

Species Traits

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

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile.

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

Shark: CR 1; Medium-size animal; HD 3d8+3; hp 16; Mas 13; Init +2; Spd swim 60 ft.; Defense 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +2; Grap +3; Atk +4 melee (1d6+1, bite); Full Atk +6 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, keen scent, low-light vision; AL none; SV Fort +4, Ref +5, Will +2; AP 0; Rep +0; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7, Swim +9.

Feats: Weapon Finesse (bite).

Advancement: 4–7 HD (Large); 8–16 (Huge).

Skeleton (Template)

Template Traits

“Skeleton” is an acquired template that can be added to any living corporeal creature that has a skeletal structure (referred to hereafter as the base creature). A skeleton uses all the base creature’s statistics except as noted here.

Challenge Rating: A skeleton’s Challenge Rating depends on its size: Tiny or smaller 1/10, Small 1/6, Medium-size 1/3, Large 2, Huge 5, Gargantuan 9, Colossal 12.

Type: The creature’s type changes to undead.

Hit Dice: Drop any Hit Dice gained from attaining levels, and raise the remaining Hit Dice to d12.

Speed: Winged skeletons can’t use their wings to fly. If the base creature flew magically, so can the skeleton.

Defense: A skeleton’s natural armor bonus to Defense changes to a value based on its size: Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +6, Colossal +10.

Attacks: A skeleton retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature, except for attacks that can’t work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with all of them at its full attack bonus. (If the base creature already had claw attacks, it can use the skeleton claw attack and damage, if they’re better.)

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton’s size (use the base creature’s claw damage if it’s greater): Diminutive or Fine 1, Tiny 1d2, Small 1d3, Medium-size 1d4, Large 1d6, Huge 1d8, Gargantuan 2d6, Colossal 2d8.

Special Qualities: A skeleton loses all of the base creature’s special qualities except for immunity or resistance to specific energy types. In addition to gaining the undead type, a skeleton has the following special quality.

Skeleton Immunities (Ex): A skeleton has cold immunity. Because it lacks flesh and internal organs, a skeleton takes only half damage from ballistic, piercing, or slashing weapons.

Allegiances: A skeleton loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

Saves: A skeleton’s saving throw modifiers are based on Hit Dice and given in Table: Creature Saves and Base Attack Bonuses.

Action Points: A skeleton does not acquire or amass action points. It loses any action points possessed by the base creature.

Reputation Bonus: A skeleton has a +0 Reputation bonus.

Ability Scores: A skeleton gains the following ability score increase: Dexterity +2. In addition, a skeleton has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton loses all skills.

Feats: A skeleton loses all feats except those that confer armor or weapon proficiency (Archaic Weapons Proficiency, Armor Proficiency, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Personal Firearms Proficiency, and Simple Weapons Proficiency). A skeleton gains the feat Improved Initiative.

Human Skeleton: CR 1/3; Medium-size undead; HD 1d12; hp 6; Mas —; Init +5; Spd 30 ft.; Defense 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +0; Grap +0; Atk +0 melee (1d4, claw); Full Atk +0 melee (1d4, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, skeleton immunities; AL creator; SV Fort +0, Ref +1, Will +2; AP 0; Rep +0; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Improved Initiative, Simple Weapons Proficiency.

Ogre Skeleton: CR 2; Large undead; HD 4d12; hp 22; Mas —; Init +4; Spd 30 ft.; Defense 12, touch 9, flat-footed 12 (–1 size, +3 natural); BAB +0; Grap +8; Atk +4 melee (1d6+5, claw); Full Atk +4 melee (1d6+5, 2 claws), or +4 melee (2d6+7, great club); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ undead, skeleton immunities; AL creator; SV Fort +0, Ref +0, Will +3; AP 0; Rep +0; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Improved Initiative, Simple Weapons Proficiency.

Snake

Species Traits

Snakes have the following traits.

Variable Size: See Table: Creature Sizes for attack and Defense modifiers based on size, as well as for a snake’s fighting space (assuming the creature is coiled) and reach.

Improved Grab (Ex): Only constrictor snakes have this ability. To use this ability, a constrictor snake must hit with its bite attack. If it gets a hold, it can constrict (see below). See Improved Grab.

Constrict (Ex): With a successful grapple check against a creature of its size or smaller, a constrictor snake deals damage equal to its bite damage.

Poison (Ex): A viper injects venom with a successful bite. The victim must succeed on a Fortitude save or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made 1 minute later to negate the venom’s secondary

damage (same as the initial damage). The save DC is equal to 11 + 1/2 the snake's Hit Dice + the snake's Constitution modifier (DC 11 for a Tiny viper).

Scent (Ex): This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.

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

Constrictor Snake: CR 2; Medium-size animal; HD 3d8+3; hp 16; Mas 13; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; Defense 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); BAB +2; Grap +5; Atk +5 melee (1d6+4, bite); Full Atk +5 melee (1d6+4, bite); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ improved grab, constrict 1d6+4, scent, low-light vision; AL none; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9, Swim +11.

Feats: None.

Advancement: 4–8 HD (Large); 9–16 HD (Huge); 17–32 HD (Gargantuan).

Tiny Viper: CR 1/3; Tiny animal; HD 1/4 d8; hp 1; Mas 11; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap –10; Atk +5 melee (1d3–2 plus poison, bite); Full Atk +5 melee (1d3–2 plus poison, bite); FS 2 1/2 ft. by 2 1/2 ft. (coiled); Reach 0 ft.; SQ poison, scent, low-light vision; AL none; SV Fort +2, Ref +5, Will +1; AP 0; Rep +0; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8, Swim +11.

Feat: Weapon Finesse (bite).

Advancement: 1/2–1 HD (Small); 2 HD (Medium-size); 3–4 HD (Large); 5–16 HD (Huge).

Terrestrial Effluvium

Species Traits

Ooze: Terrestrial effluvium has the traits and immunities common to oozes.

Acidic Enzymes (Ex): Any creature that takes damage from a terrestrial effluvium's slam attack also takes 1d6 points of acid damage from the ooze's digestive enzymes. The enzymes continue to dissolve the victim, dealing 1d6 points of acid damage every round until the wound is washed with at least 1 pint of water (or some other appropriate liquid).

Immunities (Ex): Terrestrial effluvium is immune to ballistic and piercing weapons.

Vulnerabilities (Ex): Terrestrial effluvium takes double damage from attacks that deal sonic or concussion damage. Direct sunlight deals 50 points of damage to the creature each round.

Terrestrial Effluvium: CR 15; Colossal ooze; HD 32d10+256 plus 40 (extra hit points); hp 472; Mas —; Init –2; Spd 10 ft.; Defense 6, touch 0, flat-footed 6 (–8 size, –2 Dex, +6 natural); BAB +24; Grap +53; Atk +37 melee (2d8+19 plus 1d6 acid, slam); Full Atk +37/+32/+27/+22 melee (2d8+19 plus 1d6 acid, slam); FS 30 ft. by 30 ft.; Reach 15 ft.; SQ ooze, acidic enzymes, immunities, vulnerabilities, blindsight 60 ft.; AL none; SV Fort +18, Ref +8, Will +5; AP 0; Rep +0; Str 44, Dex 6, Con 26, Int —, Wis 1, Cha 1.

Skills: None.

Feats: None.

Advancement: 33–56 HD (Colossal).

Tiger

Species Traits

Pounce (Ex): If a tiger 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 tiger must hit with a claw or bite attack. If it gets a hold, it can rake (see below). See Improved Grab.

Rake (Ex): A tiger that gets a hold of its target can make two rake attacks (+9 melee) with its hind legs for 1d8+6 points of damage each. If the tiger pounces on an opponent, it can also rake.

Skill Bonuses: Tigers receive a +4 species bonus on Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, their Hide bonus improves to +8.

Tiger: CR 4; Large animal; HD 6d8+18; hp 45; Mas 17; Init +2; Spd 40 ft.; Defense 14, touch 11, flat-footed 12 (–1 size, +2 Dex, +3 natural); BAB +4; Grap +14; Atk +9 melee (1d8+6, claw); Full Atk +9 melee (1d8+6, 2 claws), +4 melee (2d6+3, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ pounce, improved grab, rake 1d8+3, low-light vision; AL none; SV Fort +8, Ref +7, Will +3; AP 0; Rep +0; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +5 (+9 in tall grass or undergrowth), Listen +3, Move Silently +9, Spot +3, Swim +11.

Feats: None.

Advancement: 7–12 HD (Large); 13–18 HD (Huge).

Toad

Species Traits

Skill Bonuses: A toad's coloration gives it a +4 species bonus on Hide checks.

Toad: CR 1/10; Diminutive animal; HD 1/4 d8; hp 1; Mas 11; Init +1; Spd 5 ft.; Defense 15, touch 15, flat-footed 14 (+4 size, +1 Dex); BAB +0; Grap –17; Atk none; Full Atk none; FS 1 ft. by 1 ft.; Reach 0 ft.; AL none; SV Fort +2, Ref +3, Will +2; AP 0; Rep +0; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Skills: Hide +21 (includes +4 species bonus), Listen +5, Spot +4.

Feats: None.

Advancement: None.

Tooth Fairy

Species Traits

Fey Rod (Sp): A tooth fairy's preferred weapon is a 1-foot-long rod of ash wood. A fey rod allows its wielder to cast the following spells as a 3rd-level Mage (save DC 10 + spell level): daze (DC 10), knock, light, magic missile, and sleep (DC 11). Using any of the rod's powers is an attack action. The fey rod can cast seven spells per day and has a hardness of 5, 1 hit point, and a break DC of 11. A tooth fairy that loses its fey rod fights to the death to retrieve it or takes 1d4 points of temporary Wisdom damage every 24 hours the fairy and the rod remain separated. Destroying the rod instantly slays the tooth fairy, turning both to dust.

Invisibility (Sp): A tooth fairy can turn itself invisible at will, as a move action. This ability works only after sunset and before sunrise, but the duration of the invisibility is otherwise unlimited. An invisible tooth fairy becomes visible when it attacks.

Anyspeak (Sp): A tooth fairy can speak, read, and write any spoken language.

Bonus Feat: Tooth fairies gain the bonus feat Simple Weapons Proficiency.

Tooth Fairy: CR 1; Medium-size fey; HD 2d6; hp 7; Mas 10; Init +5; Spd 30 ft., fly 30 ft. (average); Defense 11, touch 11, flat-footed 10 (+1 Dex); BAB +0; Grap +0; Atk +0 melee (1d4, knife); Full Atk +0 melee (1d4, knife), or +1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ fey rod, invisibility, anyspeak, low-light vision; AL evil; SV Fort +0, Ref +1, Will +4; AP 0; Rep +3; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 13.

Skills: Bluff +4, Craft (any one) +3, Decipher Script +4, Disguise +4, Escape Artist +4, Hide +4, Intimidate +4, Listen +4, Move Silently +4, Search +4, Sense Motive +4, Sleight of Hand +4, Spot +4, Tumble +4.

Feats: Improved Initiative, Renown, Simple Weapons Proficiency.

Possessions: Fey rod, knife.

Advancement: By character class.

Tooth Fairy Fast Hero 3/Smart Hero 1: CR 5; Medium-size fey; HD 2d6 plus 3d8 plus 1d6; hp 23; Mas 10; Init +1; Spd 30 ft., fly 30 ft. (average); Defense 15, touch 15, flat-footed 15 (+1 Dex, +4 class); BAB +2; Grap +2; Atk +2 melee touch (1d4, knife); Full Atk +2 melee (1d4, knife), or +3 ranged (2d6, Colt Double Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ fey rod, invisibility, anyspeak, low-light vision; AL evil; SV Fort +1, Ref +3, Will +6; AP 2; Rep +5; Str 10, Dex 13, Con 10, Int 13, Wis 12, Cha 13.

Skills: Bluff +4, Computer Use +4, Craft (chemical) +3, Decipher Script +4, Disguise +4, Escape Artist +7, Hide +9, Intimidate +4, Listen +4, Move Silently +9, Repair +4, Research +5, Search +4, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7.

Feats: Heroic Surge, Improved Initiative, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Stealthy.

Talents (Fast Hero): Evasion, uncanny dodge 1.

Talent (Smart Hero): Savant (Research).

Possessions: Colt Double Eagle (10mm autoloader), 18 rounds of 10mm ammunition, hip holster, fey rod, knife, day pack, bag of 25 caltrops, 3 sticks of dynamite, lighter, disguise kit, steel handcuffs.

Troglodyte

Species Traits

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that most animal life finds offensive. All living creatures (except troglodytes) within 30 feet of the troglodyte must succeed on a Fortitude save (DC 13) or take a –2 morale penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for 10

rounds. Characters subjected to stench from multiple troglodytes make only one saving throw. Characters affected by a troglodyte's stench cannot be affected again by any troglodyte's stench until the current effect expires.

Species Bonus: A troglodyte's skin changes color somewhat, allowing it to blend in with its surroundings like a chameleon. A troglodyte gains a +4 species bonus on Hide checks (+8 in a rocky or subterranean setting).

Bonus Feat: Troglodytes receive the bonus feat Simple Weapons Proficiency.

Automatic Language: Troglodytes read, write, and speak Draconic.

Troglodyte: CR 1; Medium-size humanoid; HD 2d8+4; hp 13; Mas 14; Init -1; Spd 30 ft.; Defense 15, touch 9, flat-footed 15 (-1 Dex, +6 natural); BAB +1; Grap +1; Atk +1 melee (1d4, claw); Full Atk +1 melee (1d4, 2 claws), -1 melee (1d4, bite), or +1 melee (1d6 nonlethal, sap), -4 melee (1d4, bite), or +0 ranged (1d6, javelin); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ stench, darkvision 90 ft.; AL chaos, evil; SV Fort +5, Ref -1, Will +0; AP 0; Rep +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +6, Listen +3.

Feats: Multiattack, Simple Weapons Proficiency.

Possessions: Sap, 1d4 javelins, backpack containing food and assorted items.

Advancement: By character class.

Troglodyte Dedicated Hero 3/Field Medic 1: CR 5; Medium-size humanoid; HD 2d8+4 plus 3d6+6 plus 1d8+2; hp 35; Mas 14; Init +0; Spd 30 ft.; Defense 19, touch 13, flat-footed 19 (+3 class, +6 natural); BAB +3; Grap +3; Atk +3 melee (1d4, claw); Full Atk +3 melee (1d4, 2 claws), +1 melee (1d4, bite), or +3 melee (1d6 nonlethal, sap), -2 melee (1d4, bite), or +4 ranged (1d4 electricity plus paralysis, taser); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ stench, darkvision 90 ft.; AL chaos, evil; SV Fort +9, Ref +2, Will +3; AP 2; Rep +2; Str 10, Dex 10, Con 14, Int 8, Wis 10, Cha 10.

Skills: Craft (pharmaceutical) +1, Hide +7, Listen +3, Spot +3, Treat Injury +10.

Feats: Armor Proficiency (light), Multiattack, Simple Weapons Proficiency, Surgery, Weapon Focus (taser).

Talents (Dedicated Hero): Healing knack, healing touch 1.

Talents (Field Medic): Medical specialist +1.

Possessions: Sap, taser, medical kit, first aid kit, backpack containing food and assorted items.

Troll

Species Traits

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

Regeneration (Ex): A troll regenerates 5 points of damage each round but cannot regenerate acid or fire damage. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

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

Darkvision (Ex): Instead of the low-light vision normally possessed by creatures of the giant type, trolls have darkvision with a range of 90 feet.

Bonus Feat: A troll gains either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat.

Automatic Language: Trolls speak (but neither read nor write) Giant or one other language.

Troll: CR 5; Large giant; HD 6d8+36; hp 63; Mas 23; Init +2; Spd 30 ft.; Defense 18, touch 11, flat-footed 15 (-1 size, +2 Dex, +7 natural); BAB +4; Grap +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws), +7 melee (1d6+3 bite), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ rend 2d6+9, regeneration 5 (cannot regenerate acid or fire damage), scent, darkvision 90 ft.; AL chaos, evil; SV Fort +11, Ref +4, Will +1; AP 0; Rep +0; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Speak Giant, Spot +5.

Feats: Alertness, Multiattack, Simple Weapons Proficiency.

Advancement: By character class.

Troll Tough Hero 7: CR 12; Large giant; HD 6d8+42 plus 7d10+49 plus 7 (robust); hp 163; Mas 25; Init +2; Spd 30 ft.; Defense 22, touch 15, flat-footed 19 (-1 size, +2 Dex, +4 class, +7 natural); BAB +9; Grap +19; Atk +14 melee (1d6+6, claw); Full Atk +14 melee (1d6+6, 2 claws), +12 melee (1d6+3 bite), or +10/+5 ranged (2d8, M16A2); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ rend 2d6+9, regeneration 5 (cannot regenerate acid or fire damage), scent, darkvision 90 ft.; AL chaos, evil; SV Fort +15, Ref +6, Will +3; AP 3; Rep +2; Str 23, Dex 14, Con 25, Int 6, Wis 9, Cha 6.

Skills: Climb +8, Drive +7, Listen +5, Read/Write English, Speak English, Speak Giant, Spot +5.

Feats: Advanced Firearms Proficiency, Alertness, Heroic Surge, Improved Bull Rush, Multiattack, Power Attack, Simple Weapons Proficiency, Vehicle Expert.

Talents (Tough Hero): Acid resistance 7, fire resistance 7, robust, second wind.

Possessions: M16A2 (5.56mm assault rifle), 200 rounds of 5.56mm ammunition, mesh vest, 8-person dome tent in backpack.

Vampire (Template)

Vampires speak, read, and write the languages they knew in life.

Template Traits

“Vampire” is an acquired template that can be added to any humanoid, or monstrous humanoid (referred to hereafter as the base creature). The creature’s type changes to undead. It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Undead: Vampires have the traits and immunities common to undead.

Hit Dice: Change to d12. Vampires have no Constitution score.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see below).

Defense: The base creature’s natural armor improves by +6.

Attacks: A vampire retains all the attacks of the base creature and gains a slam attack if it didn’t already have one. The vampire’s slam attack deals damage according to its size: Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

Special Qualities: A vampire retains all the special qualities of the base creature and gains the additional special qualities described below.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of temporary Constitution damage each round the pin is maintained.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire’s energy drain attack rises as a vampire loyal to its creator (called the master vampire, or simply “master”). The new vampire gains three allegiances (in any order): chaos, evil, and master. All previous allegiances are lost permanently. A vampire loses its allegiance to its master (and may adopt a new allegiance to replace it) only when the master vampire is destroyed.

Domination (Su): As an attack action, a vampire can crush an opponent’s will just by gazing into his or her eyes. The vampire can attempt to dominate only one target at a time, and the target must be within 30 feet and able to see the vampire. A target that fails a Will save (DC 10 + 1/2 vampire’s Hit Dice + vampire’s Charisma modifier) becomes the vampire’s thrall for 1 day per Hit Die of the vampire. The thrall temporarily loses all previous allegiances and adopts a singular, unswerving allegiance to the vampire. If the vampire commands its thrall to do something blatantly self-destructive, the target can make a Will save to break the vampire’s control. If the save succeeds, the target becomes free-willed and regains its previous allegiances.

Energy Drain (Su): A living creature hit by a vampire’s slam attack gains two negative levels. See page 226 for more information on energy drain and negative levels. A creature killed by a vampire’s energy drain attack rises as a vampire under its creator’s control (see Create Spawn, above).

Alternate Form (Su): A vampire can assume the form of a bat, rat, or wolf as a move action. The vampire can remain in that form until it assumes another form or until the next sunrise.

Children of the Night (Su): Vampires command the lesser creatures of the world and, once per day, can call forth a pack of 4d8 rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a full-round action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can disregard the vampire’s damage reduction, change it to 15/silver or 15/wood, or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/concussion).

Fast Healing 5 (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, its hit points rise to 1 hit point after 1 hour; the vampire then resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a move action, the vampire (and all its gear) becomes insubstantial, misty, and translucent. The vampire gains damage reduction 20/+1 in this form. Its armor (including natural armor) ceases to modify its Defense, though other modifiers (such as from Dexterity and size) still apply. The vampire cannot attack or use supernatural abilities while in gaseous form.

A vampire in this form can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. It can pass through small holes or narrow openings, even mere cracks. Its gaseous form is subject to wind and cannot enter water or other liquid.

Cold Resistance 20 (Ex): A vampire ignores the first 20 points of cold damage from any cold-based attack.

Electricity Resistance 20 (Ex): A vampire ignores the first 20 points of electricity damage from any electricity-based attack.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Darkvision (Ex): Vampires have darkvision with a range of 60 feet.

Weaknesses (Ex): A vampire has several weaknesses, described below. A vampire can have fewer weaknesses, but each lost weakness costs a vampire one of its other special qualities. For example, a vampire that is immune to the effects of garlic might be unable to summon children of the night.

Direct Sunlight: The merest sliver of sunlight deals 2d6 points of damage to a vampire. A vampire exposed to direct sunlight for 1 full round must succeed on a Fortitude save (DC 20) or be consumed by fire and destroyed utterly.

Garlic: A vampire cannot enter or pass through any 5-foot square containing garlic. A vampire takes a –2 penalty on melee attack rolls against a target wearing garlic.

Holy Symbol: A vampire takes a –2 penalty on melee attack rolls against a creature prominently wearing or brandishing a holy symbol. The symbol's touch deals 1d4 points of holy damage to a vampire, and a vampire reduced to 0 hit points in this fashion is destroyed utterly. This holy damage can be healed only by inflict spells.

Inviolate Sanctuary: A vampire cannot enter a privately owned residence unless invited in by the rightful owner or tenant.

Mirror: A vampire in view of a mirror cannot use its domination special quality (see above).

Running Water: A vampire cannot cross running water (but may be carried across). A vampire immersed in running water loses one-third of its remaining hit points each round until it is destroyed at the end of the third round.

Wooden Stake: Wooden weapons that deal piercing damage (such as wooden stakes, arrows, pool cues, spear shafts, and table legs) threaten a critical hit against a vampire on a natural 20 (unless noted otherwise), even though vampires are normally immune to critical hits. A successful critical hit destroys a vampire instantly, turning it to dust.

Allegiances: Previous allegiances are lost, replaced by allegiances to chaos, evil, and master (or simply chaos and evil if the master vampire has been destroyed). Changed allegiances might cause the loss of particular class abilities.

Ability Scores: Vampires gain the following ability score increases: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As undead creatures, vampires have no Constitution score.

Skills: Same as the base creature (human vampires retain the extra skill points afforded to all humans). Vampires receive a +8 species bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats: Vampires gain the bonus feats Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats. Human vampires keep the extra feat they gained as a 1st-level human character.

Advancement: By character class.

Vampire (Human Fast Hero 2/Charismatic Hero 3): CR 7; Medium-size undead; HD 5d12; hp 32; Mas —; Init +8; Spd 30 ft.; Defense 25, touch 19, flat-footed 21 (+4 Dex, +5 class, +6 natural); BAB +2; Grap +6; Atk +6 melee (1d6+4, slam); Full Atk +6 melee (1d6+4, slam) +7 melee (2d6/19–20, mastercraft katana), or +6 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blood drain, create spawn, domination (DC 17), energy drain, alternate form, children of the night, damage reduction 15/+1, fast healing 5, gaseous form, cold and electricity resistance 20, spider climb, +4 turn resistance, darkvision 60 ft., weaknesses: AL evil, chaos, master; SV Fort +2, Ref +10, Will +3; AP 2; Rep +5; Str 19, Dex 18, Con —, Int 14, Wis 10, Cha 20.

Skills: Bluff +17*, Diplomacy +9*, Disguise +9, Drive +8, Gather Information +9*, Hide +18, Intimidate +9*, Knowledge (art) +6, Knowledge (current events) +7, Knowledge (popular culture) +7, Perform (stringed instruments) +9*, Listen +10, Move Silently +18, Read/Write Language (any two), Search +10, Sense Motive +8, Speak Language (any two), Spot +10.

*The vampire gains a +3 bonus on these Charisma-based skill checks when influencing members of its chosen gender (see Charm).

Feats: Alertness, Combat Reflexes, Dodge, Exotic Melee Weapon (katana), Improved Initiative, Iron Will, Lightning Reflexes, Renown, Simple Weapons Proficiency, Stealthy, Windfall.

Talent (Fast Hero): Evasion.

Talents (Charismatic Hero): Charm, favor.

Possessions: Aston-Martin Vanquish sports coupe, eight-bedroom mansion, designer formal wear, mastercraft katana (+1), cell phone, desktop computer (with cellular modem, printer, and scanner), mastercraft violin (+1).

Werewolf (Template)

Natural werewolves are humanoids born with the ability to assume wolf and hybrid forms. A humanoid who contracts lycanthropy after being wounded by a werewolf becomes an afflicted werewolf.

Template Traits

“Werewolf” is a template (inherited for natural werewolves, acquired for afflicted werewolves) that can be added to any humanoid creature (referred to hereafter as the character).

A werewolf uses either the character's or the wolf's statistics and special abilities in addition to those described below.

Challenge Rating: Same as the character +2.

Hit Dice: Same as the character plus the wolf's Hit Dice (2d8).

Speed: Same as the character, or 50 feet for hybrid and wolf form.

Defense: Same as the character while in humanoid form. In hybrid and animal form, the creature gains a +2 natural armor bonus. This bonus does not stack with other natural armor bonuses.

Base Attack: Same as the character +1.

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

Attacks: Same as the character while in humanoid form. In hybrid and animal form, a werewolf attacks with its powerful bite, dealing 1d6 points of damage plus its Strength modifier.

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

Alternate Form (Su): A werewolf can assume wolf or hybrid form, but its gear is not absorbed into the new form. The bipedal hybrid form is about 6 feet tall, with a short tail and thick fur. The legs are like those of a wolf, and the head combines humanoid and lupine features in degrees that vary from one werewolf to the next. The animal form is that of a fully-grown wolf without any trace of human features.

Changing to or from wolf or hybrid form is a move action. Upon assuming either form, the werewolf regains hit points as if having rested for a day. A slain werewolf reverts to its humanoid form, although it remains dead. Afflicted werewolves find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Curse of Lycanthropy (Su): Any humanoid hit by a werewolf's bite attack (in wolf or hybrid form) must succeed on a Fortitude save (DC 15) or contract lycanthropy.

Trip (Ex): A werewolf in wolf form that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

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

Damage Reduction 15/Silver (Su): A werewolf in wolf 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 a +1 or better magic bonus.

Wolf Empathy (Ex): A werewolf can communicate with wolves in any form and gains a +4 species bonus on Diplomacy checks when influencing a wolf's attitude. A friendly wolf understands and heeds simple commands, such as "wait," "chase," "flee," and "attack."

Darkvision (Ex): In their wolf and hybrid forms, werewolves have darkvision with a range of 60 feet.

Saves: Same as the character, with a +3 bonus on Fortitude and Reflex saves.

Ability Scores: Werewolves gain the following ability score increases: Con +4, Wis +2. Additionally, a werewolf that assumes wolf and hybrid form gains the following additional benefits for as long as it remains in either form: Str +2, Dex +4.

Allegiances: A natural werewolf typically has allegiance to chaos and evil. An afflicted werewolf gains the chaos and evil allegiances (displacing other allegiances, if need be). These allegiances can be removed only when the werewolf has the ability to control the curse of lycanthropy by taking 10 on a Control Shape check.

Skills: Same as the character, with a +1 species bonus on Hide checks, a +2 species bonus on Move Silently checks, a +3 species bonus on Spot checks, and a +5 species bonus on Listen checks. A werewolf in wolf or hybrid form also gains a +4 species bonus on Survival checks when tracking by scent.

Feats: Same as the character. A werewolf gains the bonus feats Iron Will and Weapon Finesse (bite).

Talents: Same as the character.

Werewolf in Humanoid Form (Human Strong Hero 5): CR 7; Medium-size humanoid; HD 5d8+15 plus 2d8+6; hp 52; Mas 17; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +5; Grap +8; Atk +8 melee (1d6+6/19–20, cleaver); Full Atk +8 melee (1d6+6/19–20, cleaver), or +7 ranged (2d8, Mossberg); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ alternate form, trip, scent, wolf empathy; AL evil, chaos; SV Fort +9, Ref +6, Will +2; AP 2; Rep +1; Str 16, Dex 14, Con 17, Int 12, Wis 12, Cha 8.

Skills: Climb +9, Handle Animal +3, Hide +3, Jump +7, Knowledge (current events) +5, Knowledge (popular culture) +5, Knowledge (streetwise) +5, Listen +6, Move Silently +4, Profession +5, Read/Write Language (any two), Speak Language (any two), Spot +4, Swim +9.

Feats: Athletic, Heroic Surge, Iron Will, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Weapon Finesse (bite).

Talents (Strong Hero): Melee smash, improved melee smash, advanced melee smash.

Possessions: Mossberg (12-gauge shotgun), 12 rounds of 12-gauge ammunition, cleaver, casual clothes.

Werewolf in Hybrid or Wolf Form (Human Strong Hero 5): As humanoid form except: Init +4; Spd 50 ft.; Defense 17, touch 15, flat-footed 15 (+2 Dex, +3 class, +2 natural); Grap +9; Atk +9 melee (1d6+7, bite); Full Atk +9 melee (1d6+7, bite), or +9 ranged; SQ alternate form, curse of lycanthropy, trip, scent, damage reduction 15/silver, wolf empathy, darkvision 60 ft.; SV Ref +8; Str 18, Dex 18.

Adjusted Skills: Climb +10, Hide +5, Jump +8, Move Silently +6, Swim +10, Survival +5 (when tracking by scent).

Lycanthropy as an Affliction

When a character contracts lycanthropy through a werewolf's attack, no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and becomes a ravenous beast, forgetting his or her own identity. The character remains in animal form until dawn and remembers nothing about the incident.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check to resist changing into animal form.

Curing Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within an hour of a lycanthrope's attack can attempt a Fortitude save (DC 20) to shake off the affliction. If someone with ranks in the Treat Injury skill administers the herb, use the character's saving throw or the healer's Treat Injury check, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

Fresh or not, belladonna is toxic. A character consuming the herb must succeed on a Fortitude save (DC 13) or take initial damage of 1d6 points of temporary Strength. One minute later, the character must succeed on a second save (same DC) or take an additional 2d6 points of temporary Strength damage.

The only other way to remove the curse of lycanthropy is to cast remove curse or break enchantment on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a Will save (DC 20) to break the curse (the caster knows whether the spell works). Otherwise, the process must be repeated. Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy. Natural lycanthropy cannot be cured.

New Skill: Control Shape (Wis) Trained Only

Any character who has contracted lycanthropy and is aware of his or her condition can learn Control Shape as a class skill. This determines whether the afflicted werewolf can voluntarily control his shape. Natural lycanthropes have control over their shapeshifting abilities.

Check: The afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his or her hit point total to three-quarters of its full normal value and again after each additional one-quarter lost (save DC same as for full moon).

Task	DC
Resist involuntary change	25
Return to humanoid form (full moon ¹)	25
Return to humanoid form (not full moon)	20
Voluntary change (full moon)	10
Voluntary change (not full moon)	15

¹ For game purposes, the full moon lasts three days every month.

Try Again?: Check for an involuntary change once each time a triggering event occurs. On a failed check to return to humanoid form (see below), the character must remain in animal or hybrid form until the next dawn, when he or she automatically returns to humanoid form.

Special: A character can take 10, but cannot take 20.

When returning to normal form after an involuntary change, the character attempts a Wisdom check (DC 15) to realize what has happened. If the check succeeds, the character becomes aware of the affliction and can now voluntarily attempt to change to animal or hybrid form, using the appropriate DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's two strongest allegiances to chaos and evil.

An afflicted character who is aware of his or her condition can also try to return to humanoid form after assuming animal or hybrid form, using the appropriate DC. Only one attempt is allowed, however, as described above.

Time: Attempting to control one's shape is a full-round action.

Wolf

Species Traits

Scent (Ex): This ability allows a wolf to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skill Bonuses: Wolves receive a +4 species bonus on Survival checks when tracking by scent.

Wolf: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 50 ft.; Defense 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BAB +1; Grap +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent, trip, low-light vision; AL none; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent).

Advancement: 3–4 HD (Large).

Wyrms

Species Traits

Breath Weapon (Su): A wyrm can breathe a 60-foot-long, 5-foot-wide line of fire every 1d4 rounds as an attack action. Any creature in the line of fire takes 10d10 points of damage, or half damage if a Reflex save (DC 25) succeeds.

Improved Grab (Ex): To use this ability, a wyrm must hit with both claw attacks. If it gets a hold, it hangs on and stings. If a wyrm grabs a creature two or more size categories smaller, it automatically deals damage with both claws and its sting each round the hold is maintained. See Improved Grab.

Fling (Ex): A wyrm can drop a creature it has grabbed or use an attack action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the wyrm flings it while flying, the creature takes this amount or falling damage, whichever is greater.

Poison (Ex): A creature stung by a wyrm must succeed on a Fortitude save (DC 25) or take 2d6 points of temporary Constitution damage. After 1 minute has elapsed, the creature must succeed on a second save (DC 25) or take another 2d6 points of temporary Constitution damage.

Scent (Ex): This ability allows a wyrm to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Immunities (Ex): Wyrms are immune to sleep, hold, and paralysis effects.

Skill Bonus: Wyrms receive a +3 species bonus on Spot checks during daylight hours.

Wyrms (Adult): CR 17; Huge dragon; HD 19d12+114; hp 237; Mas 23; Init –2; Spd 20 ft., fly 60 ft. (poor), burrow 20 ft.; Defense 21, touch 6, flat-footed 21 (–2 size, –2 Dex, +15 natural); BAB +19; Grap +37; Atk +28 melee (1d8+10 plus poison, sting); Full Atk +28 melee (1d8+10 plus poison, sting), +26 melee (2d8+5, bite), +26 melee (2d6+5, 2 claws); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ breath weapon, improved grab, fling, poison, scent, immunities, darkvision 60 ft.; AL evil; SV Fort +17, Ref +9, Will +12; AP 0; Rep +0; Str 31, Dex 7, Con 23, Int 6, Wis 12, Cha 10.

Skills: Listen +22, Move Silently +17, Search +17, Spot +22 (+25 during daylight).

Feats: Alertness, Cleave (bite), Multiattack, Power Attack, Weapon Focus (sting).

Advancement: 20–26 HD (Huge); 27–38 HD (Gargantuan); 39–45 HD (Colossal).

Wyrms (Hatchling): CR 6; Medium-size dragon; HD 7d12+14; hp 59; Mas 15; Init +0; Spd 20 ft., fly 60 ft. (poor), burrow 20 ft.; Defense 18, touch 10, flat-footed 18 (+8 natural); BAB +7; Grap +9; Atk +10 melee (1d4+2 plus poison, sting); Full Atk +10 melee (1d4+2 plus poison, sting), +4 melee (1d8+1, bite), +4 melee (1d6+1, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ breath weapon (DC 15; 3d10 points of fire damage), improved grab, poison (save DC 15; initial and secondary 2d6 Con), scent, immunities, darkvision 60 ft.; AL evil; SV Fort +7, Ref +5, Will +6; AP 0; Rep +0; Str 15, Dex 10, Con 15, Int 6, Wis 12, Cha 10.

Skills: Listen +10, Move Silently +7, Search +5, Spot +10 (+13 during daylight).

Feats: Alertness, Weapon Focus (sting).

Zombie (Template)

Zombies do not speak, but they understand the orders of their creators.

Template Traits

“Zombie” is a template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature). It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: A zombie’s challenge rating depends on its size: Tiny or smaller 1/8, Small 1/4, Medium-size 1/2, Large 3, Huge 6, Gargantuan 10, Colossal 13.

Type: The creature’s type changes to undead.

Hit Dice: Drop any Hit Dice gained from experience, double the number of Hit Dice left, and raise them to d12.

Speed: If the base creature could fly, its maneuverability rating as a zombie drops to clumsy.

Defense: A zombie’s natural armor bonus to Defense increases to a value based on the zombie’s size (but use the base creature’s natural armor bonus, if it’s higher): Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +7, Colossal +11.

Attacks: The zombie retains all the natural attacks and manufactured weapons of the base creature, but loses any weapon proficiency feats. A zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie's size (but use the base creature's slam damage if it's greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 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 zombie loses all of the base creature's supernatural and spell-like qualities except for immunity or resistance to specific energy types. A 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 zombie has the following special quality:

Move or Attack Action Only (Ex): A zombie has poor reflexes and can perform only a single move action or attack action on its turn. It can only move and attack if it charges.

Allegiances: A zombie loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

Saves: A zombie's saving throw modifiers are based on Hit Dice and given in Table 8–2: Creature Saves and Base Attack Bonuses.

Action Points: A zombie does not acquire or amass action points. It loses any action points gained by the base creature.

Reputation Bonus: A zombie has a +0 Reputation bonus.

Ability Scores: A zombie's ability scores change as follows: Str +2, Dex –2. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The zombie loses all skills.

Feats: The zombie loses all of the base creature's feats and gains the Toughness feat.

Human Zombie: CR 1/2; Medium-size undead; HD 2d12 plus 3 (Toughness feat); hp 16; Init –1; Spd 30 ft.; Defense 11, touch 9, flat-footed 11 (–1 Dex, +2 natural); BAB +0; Grap +1; Atk +1 melee (1d6+1, slam); Full Atk +1 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, move or attack action only; AL none or creator; SV Fort +0, Ref –1, Will +3; AP 0; Rep +0; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Toughness.

Possessions: Burial clothes.

Huge Crocodile Zombie: CR 6; Huge undead; HD 14d12 plus 3 (Toughness feat); hp 94; Init +0; Spd 20 ft., swim 30 ft.; Defense 15, touch 8, flat-footed 15 (–2 size, +7 natural); BAB +5; Grap +22; Atk +12 melee (2d8+13, bite), or +12 melee (1d6+13, tail slap); Full Atk +12 melee (2d8+13, bite), or +12 melee (1d6+13, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ undead, move or attack action only, aquatic, improved grab, low-light vision; AL none or creator; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 29, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Toughness.

Researching Creatures

Researching a creature and learning its weaknesses will increase the likelihood of victory in the ultimate confrontation.

A hero can uncover secrets about a particular creature or type of creature through research. The success of any such endeavor is measured with Research skill checks.

Researching a creature takes 1d4 hours plus an additional 1d4 hours if the creature is unique or has traits unlike other members of its species. The type of information gleaned in this amount of time depends on the hero's Research check result, as shown below.

Type of Information	Research Check DC
Type Traits	
Reveals a creature's type and any traits common to that type.	15
Species Traits	
Reveals a specific creature's Species Traits.	20
Unique Traits	
Reveals the unique attributes and weaknesses (if any) of a specific creature.	25

Creature Weaknesses

Although a creature's type and species determine many of its traits and abilities, GMs are encouraged to alter a creature's physiology, behavior, abilities, tactics, and defenses when it serves the story or to confound players who think they know everything about their opponents.

The rules provided allow GMs to build custom monsters and ascribe special qualities to them. When designing a creature, the GM should also think of ways the creature can be defeated. From the heroes' point of view, a creature's weaknesses are more important than its abilities. Assigning weaknesses to creatures gives under-powered or poorly equipped heroes a fighting chance.

Table: Sources of Weakness lists many sources to which a creature may be vulnerable. A source can be a specific object, location, substance, sound, sensation, or activity. How the creature interacts with a source of weakness is left up to the GM, although most sources must be in close proximity to the creature (if not touching the creature) to affect it. GMs may roll randomly on the table, choose a source that suits the creature, or devise their own.

Source Effects

After determining a creature's source of weakness, the GM needs to decide how the creature reacts when confronted by the source. Pick an effect that seems appropriate for the creature and the source.

A creature gets either a Fortitude or Will saving throw to overcome or resist the source of weakness; the DC of the save varies depending on the source's strength:

Strength of Source	Save DC
Easily resistible	10
Moderate	15
Strong	20
Overpowering	25

Creatures usually react to a source of weakness in one of six ways:

Addiction: The creature is compelled to ingest, imbibe, or inhale the source. The source must be within 5 feet of the creature to affect it. On a successful Will save, the creature negates the compulsion. On a failed save, the creature spends a full-round action indulging its addiction, then may resume normal actions while suffering one or more of the following effects (GM's choice):

- Creature takes a –2 penalty to Dexterity and Wisdom.
- Creature takes a –2 penalty on attack rolls and skill checks.
- Creature loses 10% of its current hit points.
- Blindness: The creature has a 50% miss chance in combat, loses any Dexterity bonus to Defense, moves at half speed, takes a –4 penalty on Strength and Dexterity-based skills, and cannot make Spot checks. Foes gain a +2 bonus on attack rolls to hit the creature.
- Deafness: The creature takes a –4 penalty to initiative checks and has a 20% chance of spell failure when casting spells with verbal components. The creature cannot make Listen checks.
- Creature loses one of its extraordinary, supernatural, or spell-like special qualities.

Each effect lasts 1d4 hours. Even creatures immune to mind-affecting effects are susceptible to a source-induced addiction.

Attraction: The creature is compelled to move as fast as it can toward the source. On a successful Will save, the creature resists the compulsion. On a failed save, the creature moves toward the source at its maximum speed, taking the safest and most direct route. Once it reaches the source, the compelled creature seeks to possess it. If the source isn't something the creature can easily possess, it gets a new save every round to break the compulsion.

Even creatures immune to mind-affecting effects are susceptible to a source-induced attraction.

Aversion: The creature finds the source repellant. On a failed save, the creature cannot approach or remain within 1d4 x10 feet of it. In the case of traveling sounds, the creature moves away from the source as fast as it can, stopping only when it can no longer hear it. On a successful Will save, the creature overcomes its aversion and may approach the source freely.

A repelled creature that cannot move the requisite distance from the source suffers one or more of the following effects (GM's choice):

- Creature takes a –2 morale penalty to Strength and Dexterity.
- Creature takes a –2 morale penalty on attack rolls, damage rolls, and skill checks.
- Creature takes a –2 penalty to Defense.
- Blindness: See Addiction, above.
- Deafness: See Addiction, above.
- Creature loses one of its extraordinary, supernatural or spell-like special qualities.

Each effect lasts until the creature leaves the affected area and for 1d4 rounds afterward. Even creatures immune to mind-affecting effects are susceptible to a source-induced aversion.

Fascination: The creature finds the source fascinating and ceases all attacks and movement upon seeing, hearing, smelling, or otherwise perceiving it. On a successful Will save, the creature negates the fascination and can act normally. On a failed Will save, the creature can take no actions, and foes gain a +2 bonus on attack rolls against the creature. Any time the creature is attacked or takes damage, it gets a new save to negate the fascination. Otherwise, the fascination lasts as long as the creature can see, hear, smell, or otherwise perceive the source.

Even creatures immune to mind-affecting effects are susceptible to a source-induced fascination.

Fear: The creature is frightened by the source. If it fails its Will save, the creature flees from the source as fast as it can. If unable to flee, the creature takes a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. On a successful save, the creature overcomes the fear and can approach the source or otherwise act without penalty.

Even creatures immune to mind-affecting effects are susceptible to a source-induced fear.

Harm: Contact with the source or proximity to the source harms the creature in some fashion. On a successful Fortitude save, the creature negates the effect or, in the case of instant death or disintegration, takes damage instead. GMs may choose one of the following effects or invent their own:

- Blindness and deafness: See Addiction, above. The blindness and deafness last 1d4 hours.
- Creature loses all of its supernatural and spell-like special qualities.
- Creature is turned to stone instantly.
- Creature loses 50% of its current hit points.
- Creature drops dead. On a successful save, the creature takes 3d6+15 points of damage instead.
- Creature is disintegrated. On a successful save, the creature takes 5d6 points of damage instead.

Even creatures immune to effects that require Fortitude saves are susceptible to source-induced harm.

Table: Sources of Weakness

d%	Source	d%	Source
01	Alcohol or moonshine	49	Lilac-scented candles
02	Amber	50	Mathematical equations
03	Animated cartoons	51	Morphine
04	Archways	52–53	Nerve gas
05–06	Bells or chimes	54	Nitrous oxide (laughing gas)
07	Books written by William Blake	55	Novocaine
08	Bunnies	56–57	Number “8”
09–10	Cancerous organs	58	Pearls
11	Carbonated soft drinks	59	Penicillin
12–13	Cats	60	Photo flashes
14	Chrome	61–62	Plastic or vinyl
15–16	Classical music	63–64	Played violin or electric guitar
17	Clocks	65	Playgrounds
18	Clowns	66–67	Plutonium
19	Cocaine	68	Poppies
20–21	Country music	69	Pulsing strobe lights
22–23	Crosses or crucifixes	70–71	Radiation
24	Crows	72	Radio waves
25	Dogs	73	Rubber
26	Elvis Presley memorabilia	74	Running water
27	Fast cars	75–76	Silver
28	Fast foods	77	Sodium benzoate (food preservative)
29–30	Fluorescent lights	78–79	Sodium chloride (salt)
31	Games of chance	80–81	Specific phrase or word
32	Gold or iron pyrite (fool’s gold)	82	Specific song
33	Grave dirt	83	Spoken Latin
34–35	Heavy metal music	84	Stuffed animals
36–37	Holy symbols	85	Sumerian or Egyptian hieroglyphs
38–39	Holy water	86–87	Sunlight
40	Hospitals	88–89	The Bible
41	Ice cream	90	Tinfoil
42	Insecticide (DDT)	91–92	Toxic waste
43	Jack o’-lanterns	93–94	Triangles
44	Keys	95	Television infomercials

45–46	Laughter of children	96	Television static
47	Laundry detergent	97–98	White rice
48	Lavender	99–100	X-rays