

MONSTER MENAGERIE



GRUESOME FOES

WITH SPECIAL GUEST WRITER ADAM DAIGLE

DAN DILLON, STEVEN T. HOLT

STEPHEN ROWE, OWEN K.C. STEPHENS

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ROLEPLAYING GAME COMPATIBLE



TABLE OF CONTENTS

Introduction	3	Hoarder	66
Gruesome Monsters	3	Insane Intelligence	68
Creating Gruesome Monsters	4	Intruder	73
Acrid	5	Macabre	75
Believer	7	Maneater	78
Bone Terror	9	Masochist	80
Bound Horror	12	Mind Collector	82
Brittle	14	Old One	85
Carrier	16	Plagued	89
Collector	19	Racked	91
Controted	20	Reaping	93
Creepy-Crawley	22	Spawning	94
Drachnid	24	Spirit	96
Emulator	27	Unbound	98
Eternal	19	Undying	101
Exiled Lord	33	Unstoppable	103
Exponentials	36	Vivisector	105
Faded	38	Whispering	107
False God	40		
Flayed	43	Appendix I: Gruesome Feats	110
Fleshwarper	45	Appendix II: Gruesome Spells	113
Fleshwired	47	Appendix III: Creature Types	116
Fomorian	49	Appendix IV: Creature Subtypes	122
Forgotten	51	Appendix V: Universal Monster Rules	137
Fungal Horror	53	Appendix VI:	
Gaping	56	Templates by CR Adjustment	156
Gluttinous	58	Appendix VII:	
Hermit	60	Monster Stat Blocks by CR	157
Hive Mind	63	OGL	158

CREDITS

Authors: Adam Daigle, Dan Dillon,
Steven T. Helt, Stephen Rowe,
Owen K.C. Stephens

Developers: Steven T. Helt, Lj Stephens

Editors: Dan Dillon, Steven Helt

Additional Editing: BJ Hensley

Cover Image: Chainat

Interior Illustration: Jacob E. Blackmon,
Bob Alien Cat, Greyvenstein, Jaecks, Jazirlina,
Dusan Kostic, Makou, and Publisher's Choice

Publisher: Owen K.C. Stephens

Graphic Design and Layout: Lj Stephens

Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

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follow us on Facebook:

www.Facebook.com/RogueGeniusGames
on Twitter: @Owen_Stephens

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INTRODUCTION

What makes a combat encounter memorable? What elements of a story help players feel horrified rather than merely imperiled? In the Pathfinder Roleplaying Game, certain plots or terrains may suggest specific creatures, allowing immersion in the game (because one expects to find mummies in pyramids and gargoyles atop gothic castles). However, even the best campaigns sometimes struggle to challenge experienced players or paint the desired mood for a scene.

The Rogue Genius “Gruesome” line seeks to expand Pathfinder campaigns by exploring either iconic tropes or terrifying new ideas for monstrous encounters. *The Genius Guide to Gruesome Foes* presents new templates with example monsters a GM can add to any adventure to create novel and memorable encounters. A GM can use these creatures and templates as less familiar threats to experienced players, clues or elements for a specific background story, or to just have an interesting new creature as the focus of a climactic final battle.

All the gruesome templates are designed to play into a specific fearsome idea and provide an extra dose of horror for encounters. Some of the gruesome templates are inspired by classic fiction, while others are intended to tie into specific background or environmental themes. Each template includes all the game rules needed to run it (including a new mechanic, shock value, explained in detail below) and enough descriptive material and suggestions for use to make it easy for a GM to add them to an ongoing adventure, or build whole new encounters around them.

GRUESOME MONSTERS?

While most creature types or subtypes (dragons, giants, undead, etc.) represent a staple in fantasy, many of the tropes surrounding them don’t live up to a terrifying reputation. Monsters inspired by the

stories of Lovecraft or Stoker are enshrined in our imaginations, but don’t always create the desired amount of gut-wrenching existential horror. In other cases, classic bizarre monsters like gibbering horrors are familiar challenges. While they might be dangerous, players are a savvy lot, and know what to expect.

The idea behind these gruesome templates is to “spice up” these monsters, to make them more interesting (and frightening) for players and GMs. Rather than face another ghoul or roper, the players find themselves battling malevolent terrors that warp others into monsters, or truly alien creatures whose greatest weakness is their immortal psychology. Creatures having more wrong with them than “just” being a run-of-the-mill man-eating monster, gruesome creatures have uncanny appearances, habits, smells, and sounds making them more frightening to even veteran characters (generally represented by each template’s shock value), while the fact they are difficult to identify makes them more of a mystery for players.

DRAGONS, FEY, GIANTS, OOZES, AND UNDEAD

Many of the templates in the Genius Guide to Gruesome Foes were originally included in several smaller tomes, each devoted to a specific creature type. Some of the details of those original templates remain with their specific books, like the hoard spells and advanced template abilities of the largest dragons. Those books deserve some of their own unique mechanics, and not every idea in those books were suitable for multiple creature types. Instead, you’ll find updated templates modified to suit multiple creature types. Those original books are inexpensive and ideal for focus on their specific creature type, so consider checking them out for their full original content.

MONSTER MENAGERIE

CREATING GRUESOME MONSTERS

Creating a gruesome monster is a simple matter of adding one of the gruesome templates presented in this book to an existing creature. Some templates may seem more suitable for certain creatures or creature types, but the truth is any combination can work with a little imagination.

DESCRIPTIVE TEXT

Each gruesome template begins with a short section of italicized descriptive text based off the example creature, offering the GM some idea how to convey the sights, sounds, and smells of the templated monster to players. Since these templates can be added to a wide range of creatures, these descriptions are all necessarily a bit vague, but GMs should easily be able to add details from the description of the base aberration a template is added to.

EXAMPLE CREATURE

All gruesome templates include an example monster with the template applied for ready use in any game. These samples cover a range of challenge ratings to demonstrate their flexibility, though by their nature, templates increase the terror and power over more traditional encounters.

BACKGROUND

After the example creature is a short outline of the concept behind the gruesome template with suggestions for how monsters of this kind come to be, what kinds of roles they take in combat, and where they might be found.

SHOCK VALUE

All gruesome monsters have a “shock value,” which represents a supernatural, disturbing quality most traditional creatures don’t possess. The shock aura ability means the monster has the frightful presence universal monster rule with a range of 30 feet, if they do not normally possess it. The template’s shock value increases both the DC of the ability (applied as a racial bonus to the DC) and the effective hit dice of the monster for the purpose of affecting other creatures with frightening presence. Once a creature encounters a gruesome monster with the shock aura, it gains some resistance to the awful visage of similar monstrosities. A character is only subject to this save once per day from the same type of gruesome template; regardless

of how many times the character runs into that kind of gruesome creature. This is a mind-affecting fear effect that requires line of sight.

For seasoned adventurers, there’s a limit to how shocking even the most gruesome monster can be. If a creature has multiple gruesome templates, its shock value is equal to the highest shock value of any of the templates +1, regardless of how many templates it has.

Format: shock (8 HD, DC 15); **Location:** aura

CR

Each gruesome template adjusts the CR of the base creature it is applied to.

AC

Some gruesome monster templates add to the AC of the creature it is applied to. This is normally applied as a natural armor bonus but can vary.

DEFENSIVE ABILITIES /SPECIAL ATTACKS

Some gruesome creatures gain defensive abilities, special attacks, or other abilities that build off of their gruesome features, either extending unusual powers, or giving it abilities matching its thematic elements.

ABILITIES

Gruesome monsters gain increases or take decreases to ability scores as indicated.

FEATS

Some gruesome creatures gain bonus feats as indicated.

WEAKNESSES

Gruesome monsters are designed to have weaknesses (although in some cases these are fairly minor), to help make them more interesting and memorable.

KNOWLEDGE CHECKS

Since each template adds new powers and weaknesses to the base creature they are applied to, this section adds entries a GM can use to allow PCs to get some idea of what they are up against. The DCs of these checks are based on the base DC of Knowledge checks used to gain information about any type of creature (DC 10 + CR for typical monsters). Making this base DC allows a player to identify a creature as “something similar to” the base creature but with odd differences, while checks hitting higher DCs gain information outlined in this entry (in addition to whatever information they gain about the base creature’s abilities and weaknesses).

GRUESOME FOES

ACRID

The small winged creature drips a constant stream of yellow-green slime. The air around it stings and tastes like copper.

ACRID OOZE MEPHIT CR 4

XP 1,200

NE Small outsider (water)

Init +6; **Senses** darkvision 60 ft.; **Perception** +6

Aura acrid aura (1d6 acid, DC 14), frightful presence (5 HD, DC 15)

DEFENSE

AC 15, **touch** 14, **flat-footed** 12 (+2 Dex, +1 dodge, +1 natural, +1 size)

hp 25 (3d10+9); fast healing 2*

Fort +4, **Ref** +5, **Will** +3

Defensive Abilities amorphous, radiant defense (1d6+3); **DR** 5/magic; **Immune** acid

OFFENSE

Speed 30 ft., fly 40 ft. (average), swim 30 ft.

Melee 2 claws +5 (1d3+1 plus 1d6 acid)

Special Attacks dying detonation (3d8 acid, DC 14)

Spell-Like Abilities (CL 3rd, concentration +5)

1/hour—acid arrow

1/day—stinking cloud (DC 15)

STATISTICS

Str 13, **Dex** 15, **Con** 16, **Int** 6,

Wis 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Aquan, Common

ECOLOGY

Environment any (elemental planes)

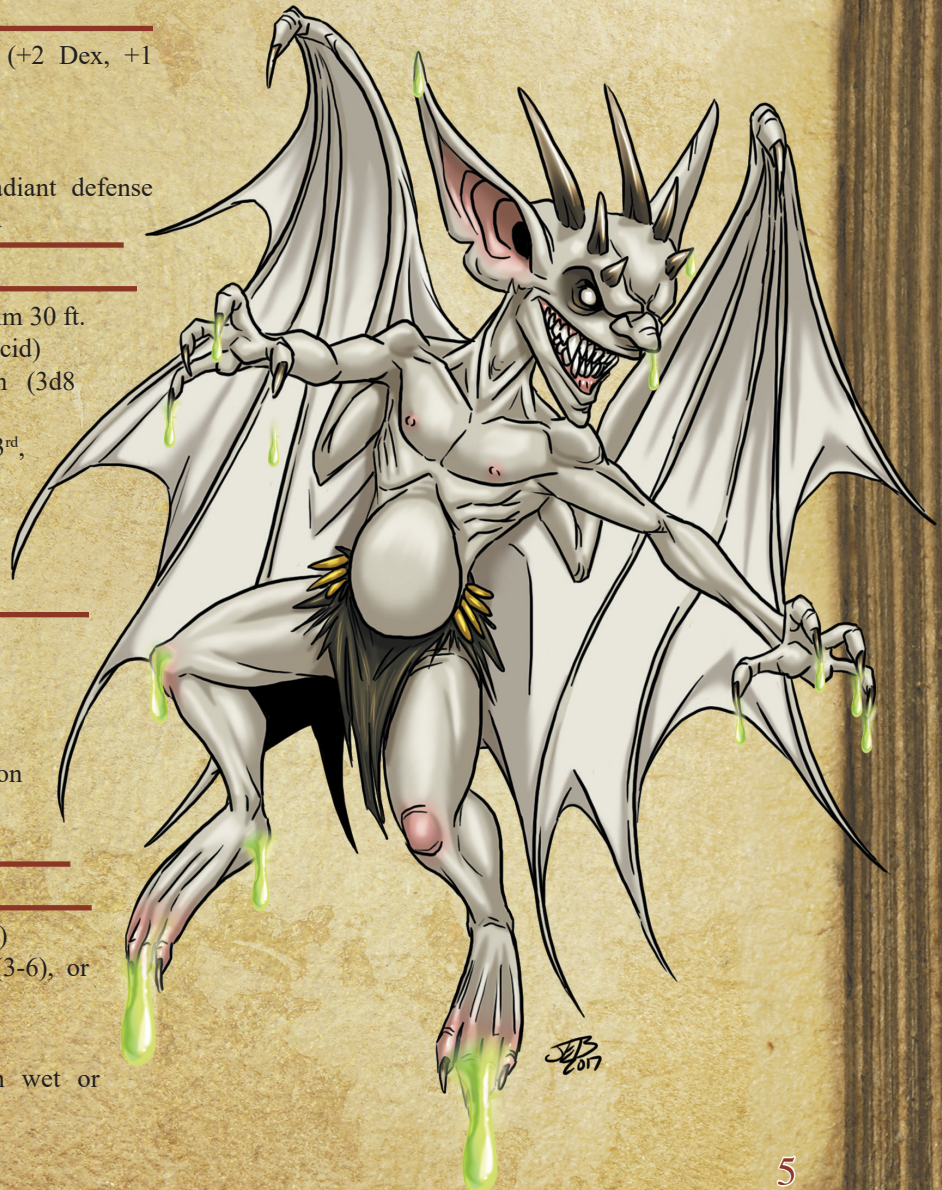
Organization solitary, pair, gang (3-6), or mob (7-12)

Treasure standard

*Fast healing functions only in wet or muddy environments.

Some creatures known to be infused with magical energy bear no control over the acid or flames that cover them. Instead, these creatures radiate power, unable to suppress their auras or harness their nature in the form of a breath weapon or similar attack. Acrid creatures are so named because the very air around them is charged with waves of roiling power.

Inferior in the eyes of their kin, acrid creatures are frequently loners, unable to find acceptance among their kind and intrinsically dangerous for any who come near them.



MONSTER MENAGERIE

CREATING AN ACRID CREATURE

Acrid is an inherited template that can be added to any corporeal creature that has a breath weapon. One or more of the base creature's breath weapons must deal hit point damage with an energy subtype, or other identifiable type (such as negative energy or piercing damage). The abilities listed below use the same type of damage or energy for its abilities as the base creature's breath weapon.

Shock Value: 2

CR: +1 to the base creature's CR

AC: -2 to the base creature's natural armor

Defensive Abilities: An acrid creature retains the special defenses of the base creature. The acrid creature's internal structure is softened by consistent exposure to elemental energy. She gains the amorphous universal monster rule in addition to the following:

Radiant Defense (Su) The intensified energy inside an acrid creature's body bursts out whenever her skin is broken. Whenever an opponent strikes an acrid creature with any piercing or slashing weapon, all creatures adjacent to the creature take energy damage equal to 1d6 + the acrid creature's Constitution modifier.

Special Attacks and Abilities: The acrid creature retains all of the base creature's special attacks and abilities, except for its breath weapon (see below), in addition to the following:

Acrid Attacks (Su) An acrid creature's natural attacks deal an additional 1d6 points of damage. The additional damage is the same type as the base creature's breath weapon. This additional damage increases to 2d6 for a Huge or larger creature. This damage is cumulative with any energy or hit point damage normally dealt by the base creature's attacks. If the acrid creature scores a critical hit with a natural attack, the additional damage is doubled.

Acrid Aura (Su) The acrid creature's energy aura fills the space around it with vaporized acid, frigid dry air, spontaneous embers, stinging ozone, or similarly charged impurities. Any creature that begins its turn inside the radius of the creature's aura takes 1d6 points of damage. This damage increases by 1d6 for each size category

of the creature larger than Medium. A successful Fortitude save (DC 10 + half the acrid creature's HD + creature's Con modifier) halves the damage.

Dying Detonation (Su) An acrid creature's death results in an immediate explosion. Treat this as a *detonate*^{APG} spell with a caster level equal to the acrid creature's hit dice, except that the detonation deals the same type of damage as the base creature's breath weapon and there is no maximum to the number of dice of damage for the effect. The save DC is equal to 10 + half the acrid creature's HD + creature's Constitution modifier.

Greater Special Attacks and Abilities: An acrid creature of at least Gargantuan size has the following additional ability.

Despoiler (Su) The acrid creature fills the air around her with crackling or stinging energy, destroying potion stoppers, scroll tubes, and alchemical items if they become exposed. Unattended potions, alchemical items, food, and water within the area affected by the creature's frightful presence aura are automatically ruined or rendered inedible. Carried items are ruined if the creature possessing them fails any Reflex save while within the affected area. The acrid creature may cease or resume this ability (but not its aura) as a free action.

Ability Scores: +4 Con

WEAKNESSES

No Breath Weapon (Su) An acrid creature lives her life being slowly consumed by the magical energy she generates. She has no control over this energy, and loses any breath weapons possessed by the base creature. Instead, the energy suffuses the acrid creature's body with the effects described in the template. An acrid creature cannot suppress its acrid aura or radiant defense abilities.

KNOWLEDGE CHECKS

Base +5: Some creatures have a stronger connection to elemental energy, possessing shining auras of electricity or releasing a cloud of acid where the air meets their skin. Whether an illness or a singularity, a creature with this connection unleashes this energy simply by existing. It is surrounded and infused by this energy, but cannot control it as others of its kind do.

GRUESOME FOES

Base +10: Creatures which are consumed by the energy that makes up their essence may explode in a violent release when slain.

Base +15: Artificers use dragon scales and similar trophies to craft magical armor or forge other durable items. The skin of acrid creatures is typically unsuitable for these purposes, but ideal for other magical protections, such as resistance to the relevant energy type.

Feats Alertness, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +16, Escape Artist +16, Fly +18, Knowledge (arcana) +11, Knowledge (planes) +11, Perception +16, Sense Motive +14, Stealth +20, Survival +11

Languages Aklo, Common, Sylvan

SQ acceptance, *daylight door*, lasting lies, poison use, resilient illusions, ritual gate

BELIEVER

This large-eyed humanoid looks like a smiling, emaciated elven child with small, transparent wings. Light and shadow bend with the creature's every motion.

BELIEVER LURKER IN LIGHT CR 7

XP 3,200

NE Small fey (extraplanar)

Init +9; **Senses** low-light vision; **Perception** +16

Aura frightful presence (9 HD, DC 20)

DEFENSE

AC 19, **touch** 16, **flat-footed** 14 (+5 Dex, +3 natural, +1 size)

hp 44 (8d6+16)

Fort +4, **Ref** +11, **Will** +9

Defensive Abilities blend with light; **DR** 5/cold iron; **Immune** blindness

Weaknesses dramatic, shattered lies

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee 2 claws +10 (1d3+1)

or mwk dagger +11 (1d3+1/19-20 plus poison)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 8th; concentration +13)

At will—*dancing lights*, *disguise self* (DC 16), *flare* (DC 15), *hallucinatory terrain* (DC 19), *ghost sound* (DC 15), *light*, *mage hand*, *major image* (DC 18), *minor image* (DC 17), *silent image* (DC 16)

3/day—*blindness/deafness* (DC 18), *daylight*, *shadow conjuration* (DC 19)

STATISTICS

Str 13, **Dex** 20, **Con** 15, **Int** 16, **Wis** 16, **Cha** 21

Base Atk +4; **CMB** +4; **CMD** 19



MONSTER MENAGERIE

ECOLOGY

Environment any land (extraplanar)

Organization solitary, pair, or gang (3-8)

Treasure standard (masterwork dagger, other treasure)

SPECIAL ABILITIES

Blend with Light (Su) In areas of bright light, lurkers are invisible. As with *greater invisibility*, they may attack and still remain invisible. In shadowy illumination, a lurker loses this *invisibility*, though like all creatures in shadows, they have concealment unless the viewer has darkvision. If the lurker is flying, its fluttering wings partially negate this effect, giving it only partial concealment (20%) rather than total concealment.

Daylight Door (Sp) Once per day, a lurker can use *dimension door*, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

Poison (Ex) Shadow Essence Injury; *save* Fortitude DC 12; *frequency* 1/round for 6 rounds; *initial effect* 1 Str drain; *secondary effect* 1d3 Str damage; *cure* 1 save.

Ritual Gate (Su) By sacrificing one or more humanoid victims, a lurker or group of lurkers can create a gate to the Material Plane, one of the Elemental Planes, or the realm of the fey, either to return home or to conjure allies. Creating a gate for travel requires the sacrifice of five victims—the gate created remains open for 1 minute. Creating a gate to bring allies to the Material Plane requires one sacrifice for every HD of the creature intended to pass through the gate (so five sacrifices can bring a lurker or a Medium air elemental, eight can bring a Large earth elemental, and so on). The sacrifices do not need to be simultaneous; as long as all sacrifices occur at some point during the hour-long ritual, the magic continues to build until it reaches the required total.

Some creatures understand illusions better than others, balancing every figment on a razor's edge between belief and nothing. They hold an elegant glamor in higher esteem than reality,

building on such fabrications as long as they go unquestioned. Their commitment to elaborate fiction brings great power, but carries the risk of becoming lost in the lie.

Those seeking mastery of illusion must embrace faith and passion. A believer cloaks herself in false notions she feels with such conviction, they gain a measure of truth. To maintain this belief for any length of time requires the believer to adopt a narrative. Like an actor with an audience or a confidence artist running a scam, the believer tricks reality into accepting her perspective. Short-lived mortal races are but temporary scenery or gullible marks.

A believer must always act with a story in mind, or face the shattering of her own illusions. Even if her actions lead to some greater goal, she must always keep the tone and narrative consistent. All believers are narcissists or even megalomaniacs, feeling that their view of the world is the only one that matters. Most believers would rather die protecting her well-crafted lies than live amid unstylish banality.

CREATING A BELIEVER CREATURE

Believer is an acquired or inherited template that can be added to any creature with Intelligence and Charisma scores of 13 or higher. The base creature must be able to create at least one figment, glamor, or phantasm effect as a spell or spell-like ability.

Shock Value: 1

CR: +2 to the base creature's CR

Alignment: Neutral, Chaotic Neutral, or any Evil

Special Attacks and Abilities: A believer retains the base creature's special attacks and abilities. The believer gains the following additional special attacks and abilities:

Acceptance (Su) A believer's illusions grow in strength with ever-greater exposure. Whenever a creature fails a Will save for disbelief against any of the believer's illusion spells or spell-like abilities, the creature suffers a cumulative -2 penalty to all future Will saves against the believer's illusions. A creature suffering a penalty to Will saves from this ability does not automatically succeed on Will

GRUESOME FOES

saves against the believer's illusions with a natural 20 result. This is a curse effect, and can be removed with the *remove curse* spell or similar magic.

Lasting Lies (Su) A believer's illusions possess a sort of reality that persists in the absence of doubt. Any non-instantaneous illusion spell or spell-like ability used by the believer has a duration of permanent until dismissed. The creature's illusions never require concentration.

Resilient Illusions (Su) The believer learns to make her illusions resistant to magic that might cut through her deceptions. Any divination spell or effect (such as *see invisibility* or *true seeing*) cannot penetrate the believer's illusion spells or spell-like abilities unless the subject of the effect succeeds on a Will save for disbelief against the illusion. If the illusion does not normally require a Will save for disbelief, then the save DC is equal to $10 + \frac{1}{2}$ the believer's HD + believer's Charisma modifier. On a failed save, the divination shows the illusion to be real or non-magical. The creature may attempt a second save if it interacts with the illusion, but may suffer a penalty to disbelief from the acceptance ability.

Spell-Like Abilities: A believer has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, an ability is usable at will. The believer's caster level equals its HD (or the caster level of the base creature's spell-like abilities, whichever is higher).

HD	Abilities
1-2	<i>disguise self, silent image</i>
3-4	<i>minor image</i>
5-6	<i>major image</i>
7-8	<i>hallucinatory terrain, shadow conjuration</i> 3/day
9-10	<i>mirage arcana</i>
11-12	<i>veil</i>
13-14	<i>programmed image</i>
15-16	<i>greater shadow conjuration</i> 3/day
17-18	<i>simulacrum</i> 1/day
19-20	<i>shades</i> 3/day

Ability Scores: +2 Dex, +2 Int, +4 Cha

WEAKNESSES

Dramatic (Ex) The believer becomes tempted towards irrational actions for the sake of her narrative. This can be used to manipulate the believer into obvious traps or unnecessary duels. Any creature within 60 feet of the believer can propose a dramatic course of action or activity as a standard action. The action must be worded within the context of an appealing theatrical twist or novel turn of events within the context of whatever story the believer commits to. The believer must succeed on a Will save (DC $10 + \frac{1}{2}$ the believer's HD + believer's Charisma modifier) or pursue the proposed action. The believer never pursues obviously suicidal actions as a result of this weakness. Particularly interesting or novel suggestions cause the save to be made with a penalty (such as -1 or -2). This is a language dependent effect.

Shattered Lies (Ex) If any creature succeeds on a Will save for disbelief against an illusion created by a believer, the illusion is immediately dispelled.

KNOWLEDGE CHECKS

Base +5: Some masters of illusion display an effortless expertise far beyond mortal mages. Their glamers and figments seem to last forever, and are even resistant to magic that normally cuts through lies.

Base +10: Believers are fey or other creatures that gain power from acceptance of falsehood and commitment to an illusion. They use mortals like set pieces on the stage of life, killing hundreds if it sets the right tone for a tragedy. Their illusions persist until seen through, but become harder to pierce with every successful deception. Such creatures get caught up in their narratives, and clever suggestions might manipulate them into performing dangerous actions in the name of drama.

BONE TERROR

Flying bones of every size circle the temple with deadly velocity. They come to rest in the form of an immense skeletal dragon, and the bones of its wings stretch high overhead. Though it lacks visible lungs, it roars with draconic majesty.

MONSTER MENAGERIE

BONE TERROR ADULT BLUE DRAGON CR 15

XP 76,800

LE Huge undead (augmented undead, earth)

Init +6; Senses dragon senses; Perception +30

Aura electricity (5 ft., 1d6 elec.), frightful aura (180 ft., 19 HD, DC 26)

DEFENSE

AC 34, touch 10, flat-footed 32 (+2 Dex, +24 natural, -2 size)

hp 200 (16d12+96)

Fort +15, Ref +12, Will +13

DR 5/bludgeoning and magic; Immune paralysis, scattered, sleep, undead traits; SR 24

Defensive Abilities channel resistance +4

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +24 (2d8+15), 2 claws +24 (2d6+10), 2 wings +22 (1d8+5), tail slap +22 (2d6+15)

Space 15 ft.; Reach 15 ft.

Special Attacks bone mastery, breath weapon (100 ft. line, DC 23, 12d8 electricity), desert thirst (DC 23)

Spell-Like Abilities (CL 16th, concentration +21)

At will—*ghost sound* (DC 15), *minor image* (DC 17), *ventriloquism* (DC 16)

Spells Known (CL 5th, concentration +10)

2nd (5/day)—*gust of wind*, *resist energy*

1st (7/day)—*burning hands* (5d4, DC 16), *expeditious retreat*, *mage armor*, *ray of enfeeblement* (1d6+5, DC 16)

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *mending*, *read magic*, *resistance*

STATISTICS

Str 31, Dex 14, Con —, Int 16, Wis 17, Cha 20

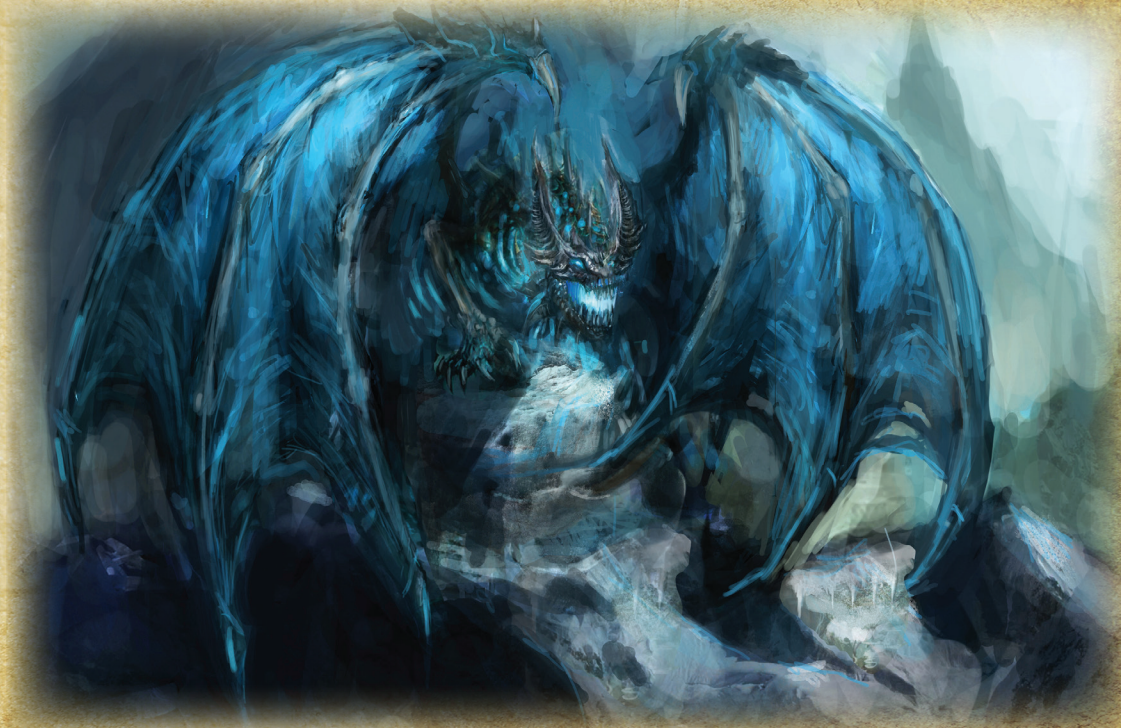
Base Atk +16; CMB +16; CMD 25

Feats Combat Casting, Dazzling Display, Deadly Stroke, Hover, Improved Initiative, Multiattack, Shatter Defenses, Toughness

Skills Bluff +24, Fly +13, Intimidate +24, Knowledge (local) +22, Knowledge (geography) +22, Perception +30, Sense Motive +11, Spellcraft +22, Stealth +21, Survival +22; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Auran, Common, Draconic, Giant

SQ sound imitation



GRUESOME FOES

ECOLOGY

Environment warm deserts

Organization solitary

Treasure triple

SPECIAL ABILITIES

Desert Thirst (Su) A blue dragon can cast *create water* at will (CL 24). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 29) or be destroyed.

Electricity Aura (Su) An adult blue dragon is surrounded by an aura of electricity. Creatures within 5 feet take 1d6 points of electricity damage at the beginning of the dragon's turn.

Sound Imitation (Ex) A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

Bone terrors arise when a powerful creature dies but retains a strong emotional connection to the world of the living. A deceased dragon might still jealously guard an ancient treasure trove, or a legendary giant might thirst for revenge against its mortal slayers who believe it forever vanquished. There are many reasons for a willful soul to survive the grave, but the only outcome of such a manifestation is misery and death for the world around it.

CREATING A BONE TERROR CREATURE

Bone terror is an acquired template that can be added to any corporeal living creature of at least Large size.

Shock Value: 3

CR: +2 to the base creature's CR

AC: +4 to the base creature's natural armor

Creature Type: Change the base creature's type to undead. Do not recalculate BAB, HD, saves, or skills. A bone terror uses its Charisma bonus to determine bonuses and effects related to Constitution.

Defensive Abilities: Bone terrors retain all of the special defenses of the base creature except energy resistance or immunity (see below), and gains undead traits and channel resistance 4. In addition, add bludgeoning to the types of damage required to overcome any damage reduction possessed by the base creature. Bone creatures gain the following additional defensive abilities:

Bone Phylactery (Su) A bone terror can only be permanently destroyed if his skull is broken while he is scattered throughout his lair. The bone terror's skull has hardness and hit points equal to the terror's natural armor bonus. Damage dealt to an assembled bone creature does not remain with the skull when the monster scatters, though damage dealt to a dormant skull is deducted from his maximum hit points when he assembles. A bone terror frequently assembles with a variety of collected monstrous heads, leaving his true skull hidden and trapped elsewhere. The creature's skull must remain on its person or in its lair.

Scattered (Su) A bone terror rests in scattered form, with its bones separated in small clusters throughout its lair. The bone terror's skeletal form is dispersed evenly through an area equal in size to the full radius of its frightful presence aura (or 30 feet if the creature does not possess the frightful presence ability). While scattered, the bone terror gains *fast healing* 2 and is immune to all spells and effects. He can use spells or other abilities he possesses anywhere inside the squares he occupies, but cannot make physical attacks. The creature's senses operate normally anywhere within the space he occupies. So long as he is not destroyed, a bone terror can assemble himself anywhere inside his frightful presence aura as a full round action. While scattered, any aura abilities the bone terror possesses are suppressed.

Special Attacks and Abilities: A bone terror loses the crush and swallow whole abilities, but retains all other special attacks and abilities, in addition to the following:

Bone Mastery (Su) The bone terror telekinetically controls loose bones, and often keeps the bones of his victims strategically placed in his lair. As a free action three times per day, the terror can fill the air with flying bones that obscure vision and damage creatures. The bones

MONSTER MENAGERIE

fly during the creature's turn and then collapse to the ground. All creatures in the area of effect gain concealment and take bludgeoning damage equal to 2d6 plus the terror's Charisma modifier. The creature can use this ability in the same turn it assembles from its scattered position if it chooses. A bone terror is immune to the effects of bone mastery.

Greater Special Attacks and Abilities: A bone terror of at least Gargantuan size has the following additional ability:

Bone Servitors (Su) A powerful bone terror commands the dead bones in his vicinity with enough precision to form skeletons, even if the bones are mismatched. As a standard action three times per day, the terror can animate (as the *animate dead* spell) up to half its total CR in skeletons. These skeletons have the size, space, and reach the terror desires, so long as there are enough bones nearby. When they appear, at least one square in each skeleton's space must be within the range of the bone dragon's frightful presence aura. The bone servitors are under the terror's telekinetic control, and are not true animated undead. They are not harmed or healed by positive or negative energy. These skeletons last for one hour per HD they possess, but can be reanimated unless destroyed.

Ability Scores: +4 Dex, +4 Cha. Being undead, a bone terror has no Constitution score.

Skills: +8 racial bonus on Perception, Sense Motive, and Stealth checks

WEAKNESSES

Stripped Clean (Su) A bone terror becomes stripped of its scales and skin. Though it retains any old subtypes and energy-based abilities, the bone terror loses any immunity or resistance to energy damage the base creature possessed.

KNOWLEDGE CHECKS

Base +5: Some creatures have strong wills and magical natures. It's not unheard of for a legendary figure to transcend a long lifespan with the immortality of undeath through accident or design. A bone terror is but one example, guarding its lair or an object of fixation long after its demise.

Base +10: Bone terrors inhabit the entirety of their lairs by spreading skeletons out over hundreds of feet. They may animate the bones of those who fall in their presence.

Base +15: The only way to destroy a bone terror is to find its head and destroy it. As a result, bone terrors rarely leave them unguarded.

BOUND HORROR

The ancient book bound in green leather glistens with apparent moisture. A great three-eyed fish-like creature bursts out from the yellowing pages.

BOUND HORROR ABOLETH CR 7

XP 3,200

LE Huge aberration (aquatic)

Init +5; **Senses** darkvision 60 ft.; **Perception** +14

Aura frightful presence (9 HD, DC 18), mucus cloud (5 feet)

DEFENSE

AC 20, **touch** 9, **flat-footed** 19; (+1 Dex, +11 natural, -2 size)

hp 84 (8d8+48)

Fort +8, **Ref** +5, **Will** +11

Defensive Abilities immortal, rejuvenation

Weaknesses charge (spellbook), compel

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +10 (1d6+5 plus slime)

Space 15 ft.; **Reach** 15 ft.

Spell-Like Abilities (CL 16th)

At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 20), *veil* (DC 19)

3/day—*dominate monster* (DC 22)

STATISTICS

Str 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 17

Base Atk +6; **CMB** +13; **CMD** 24 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

Skills Bluff +11, Intimidate +14, Knowledge (arcana) +13, Perception +14, Spellcraft +13, Swim +24

Languages Aboleth, Aklo, Aquan, Undercommon
SQ possession

GRUESOME FOES

ECOLOGY

Environment any

Organization solitary

Treasure spellbook containing rare or secret spells

SPECIAL ABILITIES

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

Slime (Ex) A creature hit by an aboleth's tentacle must succeed on a DC 20 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Occult-oriented monsters sometimes become bound to creatures, places, or objects through accident or design. Whether trapped by intrepid adventurers or incompetent cultists, terrifying power might become locked within an unassuming idol or child. The bound horror haunts and possesses the area or icon, twisting and shaping it while seeking release. Bound horrors are immortal while their charge remains safe. However, clever creatures may compel the bound horror's service through control of their prison.



CREATING A BOUND HORROR CREATURE

Bound horror is an acquired template that can be added to any creature. The creature must identify with another creature, location, or bonded object.

Shock Value: 1

CR: +0 to base creature's CR

MONSTER MENAGERIE

Defensive Abilities: A bound horror retains the special defenses of the base creature. Bound horrors gain the following additional defensive abilities:

Immortal (Su) Bound horrors do not need to breathe, eat, or sleep (although they can do so if they wish) and are immune to negative aging effects or death from old age.

Rejuvenation (Su) When a bound horror is destroyed, it immediately begins the process of rebuilding itself near to or within its charge (see below). This process takes 1d10 days. The horror can only be permanently killed with the destruction of its charge. If the horror's charge is a location, it must be sanctified (usually through the casting of a *hallow* spell).

Special Attacks and Abilities: A bound horror retains the base creature's special attacks and abilities. The bound horror gains the following additional special attacks and abilities:

Possession (Su) A bound horror may possess its charge (see below) as a full-round action. If the charge is a living creature, then the horror may only possess their charge at the charge's request. When possessing, the bound perceives their surroundings using any senses they normally possess. The bound horror may use any special or spell-like abilities that do not require a physical form. If the bound horror's charge is a creature, the horror may communicate with the creature telepathically. If the bound horror's charge is a location, any area within the location counts as the bound horror for the purposes of senses, spell-like abilities, or special abilities. If the bound horror's charge is an object, the horror may alter the physical details of the object any way they choose. The bound horror may physically manifest again as a full-round action anywhere within 300 feet of its charge.

WEAKNESSES

Charge (Ex) A bound horror is permanently connected to a creature, location, or object. If the charge is a creature, the creature must be living and possess an Intelligence ability score of 6 or higher. If the charge is a location, it must take the form of a clearly defined space, such as a forest glade, temple, or mansion. If the charge is an object, then it must be a non-magical object small enough to be carried. Charges often take on cosmetic changes making them similar in

appearance to the bound aberration, but this has no mechanical effect. The bound horror is incapable of moving more than 300 feet away from their charge. If the bound horror is forced more than 300 feet away from their charge, they are instantly destroyed and begin rejuvenating. Should the charge be destroyed then the bound horror is permanently destroyed.

Compel (Su) A bound horror can be compelled through its charge. This is a mind-affecting compulsion effect, but affects base creatures that are normally immune to mind-affecting effects or compulsions. If the bound horror's charge is a creature, only that creature can compel the horror. If the bound horror's charge is a location, then the bound can be compelled by anyone within the geographical center or focus of the location (such as a temple's altar). If the bound horror's charge is a physical object, anyone holding the object can compel the horror. Compelling the bound aberration requires an opposed Charisma check (retries are allowed). The bound horror cannot be compelled to perform suicidal or obviously harmful actions.

KNOWLEDGE CHECKS

Base +5: Mysterious monsters can sometimes become bound to people, places, or objects. The thing or place such a creature becomes bound to takes on the monster's appearance and personality.

Base +10: A bound horror aberration can never stray far from its charge, and dies if the person, place, or thing is destroyed. Furthermore, creatures can control the horror by controlling its charge.

BRITTLE

The statuesque monster's otherwise pristine marble surface is marred at every joint by the jagged bone spurs that protrude from its flesh. Its stony maw bristles with crooked teeth, and its claws leave splinters behind in the dust where it steps. Soft pops, cracks, and grinding sounds of bone on bone emanate from the creature's limbs and ribs as it moves.

BRITTLE GARGOYLE CR 5

XP 1,600

CE Medium monstrous humanoid (earth)

Init +6; **Senses** darkvision 60 ft.; **Perception** +5

Aura frightful presence (6 HD, DC 11)

GRUESOME FOES

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 47 (5d10+20); fast healing 5

Fort +5, Ref +6, Will +6

Defensive Abilities knit; DR 10/magic

Weaknesses hollow bones

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee bite +7 (1d4+2 plus 1d6 bleed), 2 claws +7 (1d6+2 plus 1d6 bleed), gore +7 (1d4+2 plus 1d6 bleed)

Special Attack fragments (DC 15), serrated spurs

STATISTICS

Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7

Base Atk +5; CMB +7; CMD 19

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +12, Perception +5, Stealth +11 (+17 in stony areas); Racial Modifiers +2 Stealth (+6 in stony areas)

Languages Common, Terran

SQ freeze

ECOLOGY

Environment any

Organization solitary, pair, or wing (3-12)

Treasure standard

Exposure to necrotic energies, plague, or powerful curses can weaken a monster's very bones, leaving them hollow and brittle. They easily snap, splintering teeth or claws under pressure. If the pathetic creature survives the early days of life, she may find her natural healing increases immensely to compensate for the affliction. A brittle creature heals wounds with blinding speed and constantly grows new teeth and claws to replace those lost. Her lair becomes littered with cast off teeth, claws, and fragments of the bone spurs that protrude from every joint in her body.

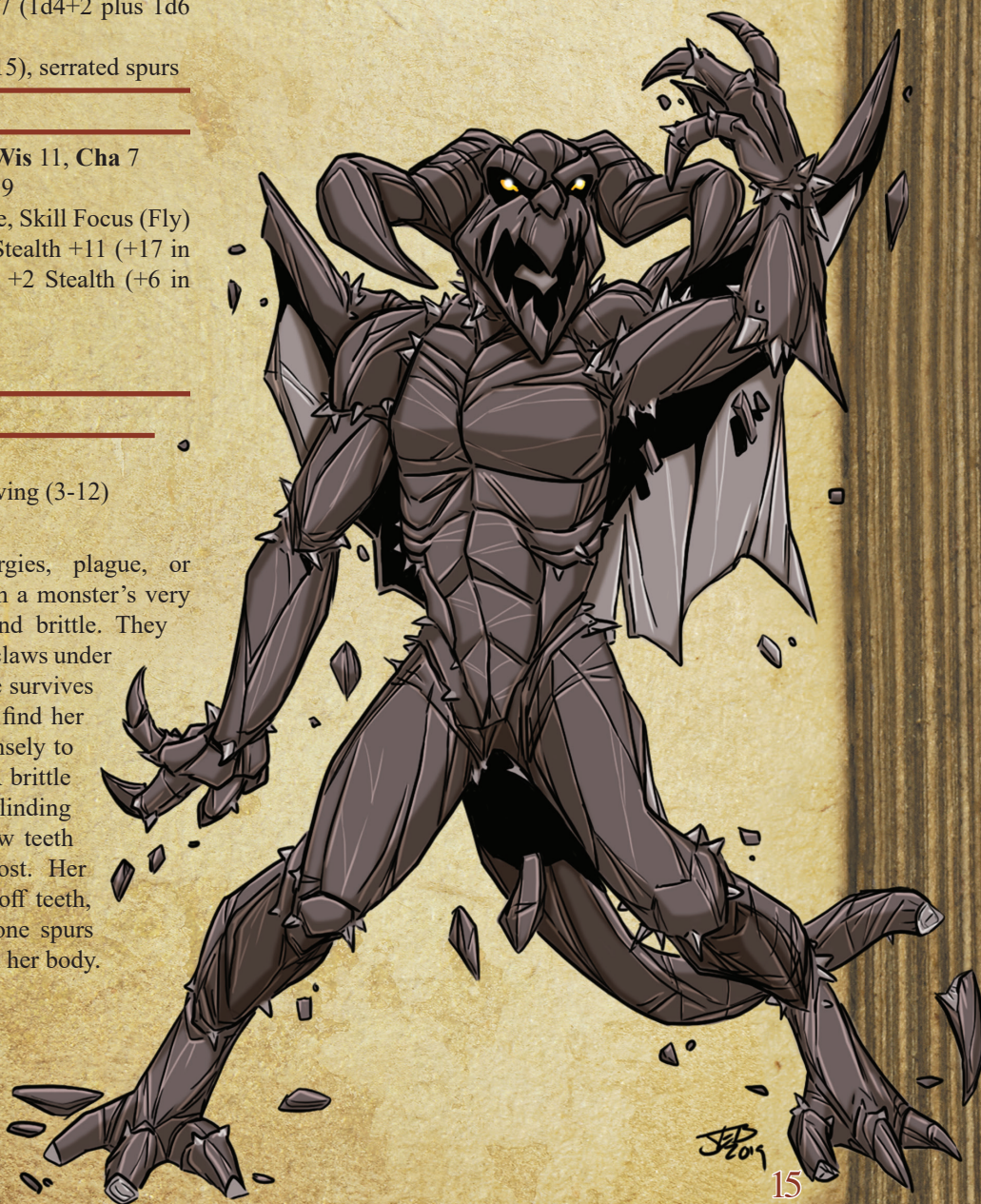
CREATING A BRITTLE CREATURE

Brittle is an inherited template that can be added to any corporeal creature with a +4 or greater natural armor bonus and at least one natural attack.

Shock Value: 1

CR: +1 to base creature's CR

Natural Armor: +2 to the base creature's natural armor



MONSTER MENAGERIE

Defensive Abilities: The brittle creature retains the special defenses of the base creature, in addition to the following:

Knit (Ex) Because of her hollow, fragile bones, the brittle creature's body repairs itself quickly to keep up with injuries. The brittle creature gains fast healing 5, and damage to each of the monster's physical ability scores heals at a rate of one point every three rounds.

Serrated Spurs (Ex) A brittle creature's bones constantly grow, sending sharp protrusions out through her flesh at every joint. An attacker who strikes a brittle creature with a natural attack, unarmed strike, or non-reach melee weapon takes 1d6 slashing and piercing damage from the spurs.

Special Attacks and Abilities: A brittle creature retains all the base creature's special attacks and abilities, and gains the following:

Fragments (Ex) A brittle creature's maw bristles with teeth that constantly fall out and regrow, and her claws shed a steady stream of razor sharp splinters. The brittle creature's natural attacks deal slashing damage in addition to their normal damage types. In addition, each natural attack causes 1d6 points of bleed damage. The bleeding is difficult to stanch because of the fragments lodged in the wound — a successful Heal check (DC 10 + half brittle creature's HD + the creature's Constitution bonus) removes the fragments and ends the ongoing damage. Any attempt to heal a creature suffering from the fragments must succeed on a caster level check (DC 10 + half brittle creature's HD + Constitution bonus) or the bleeding continues despite magical healing. Success indicates the healing works normally and stops all bleed effects. Bleed damage from multiple sources doesn't stack.

Greater Special Attacks and Abilities: A brittle creature of size Large or larger gains the following special ability.

Chip and Shatter (Su) As a brittle creature grows older, she begins to radiate her affliction; causing objects to grow frail and creatures to wear down and tire. Objects within the creature's frightful presence aura have their hardness reduced by half, and any creature that fails a save against the creature's frightful presence

becomes fatigued. A brittle creature of Huge size or larger decays weapons and creatures that strike her. An opponent who strikes the creature with a melee weapon must make a Reflex save (DC equal to the brittle creature's frightful presence or shock aura) or the weapon suffers the broken condition. An opponent striking the creature with an unarmed strike or natural weapon must make a similar save or suffer 1 point of Constitution damage.

Ability Scores: Con +2

WEAKNESSES

Hollow Bones (Ex) The fragile nature of a brittle creature's skeleton leaves her prone to crippling injury. When a brittle creature is reduced below half of her total hit points, she is reduced to half speed, and loses any fly speed. These penalties persist until the brittle creature's current hit points are at least half her maximum hit points.

KNOWLEDGE CHECKS

Base +5: An affliction of the bones sometimes turns an otherwise sturdy creature brittle. Such monsters heal at a tremendous rate to overcome their fragile nature, and as a side effect of this rapid growth, they sport wicked bone spurs all over their bodies.

Base +10: The brittle creature's teeth and claws constantly grow, crack, and shed. They leave jagged shards behind in wounds causing terrible bleeding that is difficult to heal even through magic. Though brittle monsters heal quickly, they are hampered by the inherent weakness in their bones. When severely injured the creature finds movement difficult, and flying is impossible until the hollow bones heal.

Base +15: As brittle creatures grow old, the nature of their affliction radiates outward. This curse crumbles objects and saps the strength from creatures, tiring them quickly. Sometimes this effect becomes so strong that objects and creatures who strike the decay and break on contact.

CARRIER

A pale humanoid oozes red and yellow pus from her many boils and sores. Her eyes are jaundiced and the barbed chains that wrap her body are slick with sticky slime.

GRUESOME FOES

CARRIER

KYTON, EVANGELIST

CR 8

XP 4,800

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +7; **Senses** darkvision 60 ft.; **Perception** +14

Aura frightful presence (9 HD, DC 17)

DEFENSE

AC 20, **touch** 13, **flat-footed** 17 (+4 armor, +3 Dex, +3 natural)

hp 76 (8d10+32); regeneration 2 (good weapons and spells, silver weapons)

Fort +10, **Ref** +9, **Will** +3

DR 5/silver or good; **Immune** cold, disease; **SR** 17

Weaknesses living infection

OFFENSE

Speed 30 ft.

Melee 4 chains +11 (2d4+2 plus infection)

Space 5 ft.; **Reach** 5 ft. (10 ft. with chains)

Special Attacks dancing chains, infection (DC 18), pus spray (DC 18), unnerving gaze

STATISTICS

Str 15, **Dex** 17, **Con** 18, **Int** 11, **Wis** 12, **Cha** 14

Base Atk +8; **CMB** +10; **CMD** 23

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (chain)

Skills Acrobatics +14, Climb +13, Craft (blacksmithing) +11, Escape Artist +14, Perception +14

Languages Common, Infernal

SQ chain armor

ECOLOGY

Environment any

Organization solitary, pair, link (3-6), or chain (7-20)

Treasure standard

SPECIAL ABILITIES

Chain Armor (Ex) The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these

chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 16 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.



MONSTER MENAGERIE

Disease (Su) *Devil chills*: chains or pus spray— injury or contact; *save* Fort DC 18; *onset* immediate; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

Unnerving Gaze (Su) Range 30 ft., Will DC 16 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Carriers are supernaturally infected with disease, delivering sickness with their breath, touch, or with spurts of contaminated bile. A carrier may be the result of an undead disease—even an undead creature itself via necromantic magics or infected by a ghoul bite or similar undead injury. They are most common in areas struck by pandemic, sometimes clawing their way (dead or alive) out of piles of unburied, festering corpses left to rot as communities flee from plague-ridden areas.

CREATING A CARRIER CREATURE

Carrier is an acquired template that can be applied to any living or undead corporeal creature.

Shock Value: 1

CR: +2 to the base creature's CR

AC: -1 natural armor (minimum 0)

Special Attacks and Abilities: A carrier creature retains all the base creature's special attacks and abilities, and gains the following:

Cold Resistance (Su) The carrier runs a very high fever, giving it cold resistance equal to its CR. If the base creature already has cold resistance, increase it by this amount.

Immunity to Disease (Su) The carrier is immune to all disease, including magical diseases.

Infection (Su) When a target is hit by a carrier's attack, or fails a saving throw against one of its spells, spell-like abilities, or supernatural abilities (other than pus spray, below), the target must make a Fortitude save (DC 15 + ½ the carrier's HD + the carrier's Constitution modifier) or be infected with a disease. The specific disease is determined by the carrier's CR, as detailed below, except it has no onset time. Any magical effort to cure the disease requires a caster level check (with a DC equal to the disease's DC) to

succeed. The save DC of the disease is based on the carrier's HD and Constitution score.

If a target is already affected by the disease in question, the subject suffers the effects of the disease's initial onset again, and all future saves against the disease use the carrier's disease DC.

This effect ends once a creature recovers completely from the disease.

Pus Spray (Su) As a standard action, the carrier can spray pus from its boils and lesions in a 15-foot cone. Those in the area must make a Reflex save (DC 10 + ½ the carrier's HD + the carrier's Constitution modifier) or be sickened for a number of rounds equal to the carrier's CR. A creature sickened by this ability must make an additional Fortitude save at the same DC or contract the appropriate disease.

Carrier CR	Disease
1-3	Leprosy
4-6	Mindfire
7-10	Devil chills
11-15	Shakes
16-20	Slimy doom
21+	Demon fever

Unlike the infection ability, targets who contract a disease from pus spray take no damage until after the normal onset time. The disease functions like the carrier's infection ability above.

Ability Scores: +4 Con, +2 Cha

WEAKNESS

Living Infection: While the disease a carrier has cannot be removed from its body with a *remove disease* spell, it can be damaged by such effects. If an effect would normally cure the carrier of a disease, it instead takes 1d6 points of damage per 2 caster levels of the disease-removal effect (minimum 1d6) and is staggered for 1 round.

KNOWLEDGE CHECKS

Base +5: A carrier can infect those it harms or magically influences with a range of diseases (including the appropriate disease from the table above), and its unnatural fever protects it from a modest amount of cold damage.

Base +10: Inseparable from the disease that plagues it, this creature may be harmed by magical effects that cure diseases.

GRUESOME FOES

COLLECTOR

This grotesque monster is covered in pieces of its former foes. Adorned with the body parts of fallen victims, it's almost impossible to tell the gaunt brute from the dead bodies it wears. As it approaches, it raises the clawed arm of ... someone else ... and prepares to bring it down with savage intent.

COLLECTOR ETTIN CR 8

XP 4,800

CE Large humanoid (giant) (*Pathfinder Roleplaying Game Bestiary*)

Init +3; **Senses** low-light vision; **Perception** +12

Aura frightful presence (13 HD, DC 18)

DEFENSE

AC 22, **touch** 8, **flat-footed** 22 (+4 armor, -1 Dex, +10 natural, -1 size)

hp 75 (10d8+30)

Fort +10, **Ref** +2, **Will** +5

DR 5/piercing; **Immune** disease

Weaknesses fragile weapons

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee 2 severed limbs
+14/+14/+9/+9 (2d6+8/19-20)

Ranged decapitated head +14
(1d6+8/19-20)

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

Special Attacks body fling,
superior two-weapon fighting

STATISTICS

Str 27, **Dex** 8, **Con** 17, **Int** 6,

Wis 10, **Cha** 11

Base Atk +7; **CMB** +16;

CMD 25

Feats Cleave, Improved Initiative, Improved Overrun, Improvised Weapon Mastery^B, Iron Will, Overhand Lob^B, Power Attack

Skills Handle Animal +8, Perception +12; **Racial Modifiers** +4 Perception

Languages pidgin of Giant, Goblin, and Orc

ECOLOGY

Environment cold hills

Organization solitary, pair, gang (3-6), troupe (1-2 plus 1-2 brown bears), band (3-6 plus 1-2 brown bears), or colony (3-6 plus 1-2 brown bears and 7-12 orcs or 9-16 goblins)

Treasure standard (hide armor, 4 severed limbs, 4 decapitated heads, other treasure)

Few monsters display more raw brutality than the collector. Eschewing manufactured weapons and any form of civility, these gruesome behemoths slaughter all in their path, sometimes striking one



MONSTER MENAGERIE

enemy with the broken remains of another. Collectors develop offensive and defensive skills using their grim trophies, and radiate an intimidating presence that scatters smaller warriors like rats.

CREATING A COLLECTOR CREATURE

Collector is an acquired template that can be added to any corporeal creature of the humanoid, monstrous humanoid, or outsider type.

Shock Value: 3

CR: +2 to base creature's CR

AC: +2 to base creature's natural armor

Defensive Abilities: The collector retains the special defenses of the base creature and gains immunity to disease, in addition to the following:

Protective Pieces (Ex) A collector wears severed body parts as weapons, ammunition, jewelry, and armor. In addition to the natural armor bonus above, he gains DR 5/piercing as his trophies provide a thick layer of protection.

Special Attacks and Abilities: A collector creature retains all the base creature's special attacks and abilities, and gains the following:

Body Fling (Ex) The collector may use severed body parts as melee or ranged weapons. He treats all such weapons as a single weapon type for the purposes of feats or other effects related to weapon use, and is proficient with using body parts as weapons. A collector giant may use a severed limb as a two-handed improvised weapon if the limb belonged to a creature one size category larger than the collector giant. A collector giant may throw heads instead of rocks for the same effect listed in the base creature's stat block, or as an improved improvised weapon, whichever deals the most damage.

A flung body part deals bludgeoning damage as an improvised weapon of the original victim's size, modified by the Improvised Weapon Mastery feat (see below), with the exception that the damage is not limited to 1d8.

Ability Scores: Str +4, Con +2

Bonus Feats: Improvised Weapon Mastery, Overhand Lob

WEAKNESSES

Fragile Weaponry (Ex) Collectors rarely use manufactured weapons, preferring torn body parts. Whenever a collector rolls a natural result of a 1 or a 20 when attacking with a body part, that part is destroyed and becomes useless even as an improvised weapon. Drawing a new improvised weapon falls under the same rules as drawing melee weapons.

KNOWLEDGE CHECKS

Base +5: Some brutes take sadistic joy in tearing limbs from weaker creatures and using them to bludgeon other enemies. Their war-craft with improvised weapons is quite impressive.

Base +10: Collectors adorn themselves with pieces of fallen opponents, giving them a disturbing form of armor. It's difficult to harm them without piercing through this ablative tissue.

CONTORTED

The hulking creature moves with a strange, too-fluid gait, as if all its joints are loose and bend farther than should be possible. It twists at the center of its ribcage, and its toes claw at the earth like fingers when it charges.

CONTORTED TROLL CR 6

XP 2,400

CE Large humanoid (giant) (*Pathfinder Roleplaying Game Bestiary*)

Init +3; **Senses** darkvision 60 ft. low-light vision, scent; **Perception** +6

Aura shock (8 HD, DC 13)

DEFENSE

AC 19, **touch** 14, **flat-footed** 14 (+4 Dex, +1 dodge, +5 natural, -1 size)

hp 69 (6d8+42); regeneration 5 (fire or acid)

Fort +12, **Ref** +8, **Will** +3

DR 5/piercing

Weaknesses lurker

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws + 8 (1d6+5)

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

Special Attacks rend (2 claws, 1d6+7), sudden reach

GRUESOME FOES

STATISTICS

Str 21, **Dex** 18, **Con** 25, **Int** 6, **Wis** 9, **Cha** 6
Base Atk +4; **CMB** +10; **CMD** 24
Feats Iron Will, Lightning Reflexes, Skill Focus (Stealth)
Skills Perception +6, Stealth +16 (+20); **Racial Modifiers** +8 Stealth
Languages Giant
SQ bones of clay

ECOLOGY

Environment cold mountains
Organization solitary or gang (2-4)
Treasure standard

A monster who terrorizes smaller races may become contorted if it suffers massive bodily trauma that gives rise to an icy grudge. Deadfall traps set by ingenious dwarves to defend their mines from incursions are known to trigger the change. More recently, dark rumors abound of a giant warlord who deliberately tortures his soldiers, breaking their bodies on great stone wheels to force them to become contorted.

CREATING A CONTORTED CREATURE

Contorted is an acquired template that can be added to any corporeal living creature with a skeleton.

Shock Value: 2

CR: +1 to the base creature's CR

AC: +1 dodge bonus to AC

Defensive Abilities: The contorted giant retains the special defenses of the base creature, in addition to the following:

Bend with the Blows (Ex) A contorted giant's body gives way under pressure, allowing it to absorb most physical attacks. She gains DR 5/piercing.

Special Attacks and Abilities: A contorted creature retains all the base creature's special attacks and abilities, in addition to the following:



MONSTER MENAGERIE

Bones of Clay (Ex) A contorted creature can twist her joints in seemingly impossible ways, and can even compress her body into tight spaces with unsettling ease. The creature gains the compression universal monster ability. She can also fit into an enclosed space that would accommodate a creature two size categories smaller (e.g. a contorted ogre can hide under a child's bed). If the creature spends a full-round action when making a Stealth check to hide, she ignores the normal size penalties for that check. She takes normal penalties for movement while hiding.

Sudden Reach (Su) A contorted creature may relax her joints when she strikes, allowing her limbs to stretch beyond their normal limit. Once per round she may strike with a 5-foot bonus to her normal reach. The first time an opponent is attacked with sudden reach by a given contorted creature, he is treated as flat-footed for the purposes of that attack.

Ability Scores: Dex +4, Con +2

Skills: +8 racial bonus to Stealth checks

WEAKNESSES

Lurker (Ex) The contorted creature has become accustomed to being pressed in tight quarters. She is unnerved when forced out into the open, and so whenever a contorted giant is not within 20 feet of a wall or ceiling, she gains the shaken condition. Natural surroundings can provide similar comfort to a contorted creature, provided they are similar to walls or ceilings (for example, a cavern wall or low forest canopy).

KNOWLEDGE CHECKS

Base +5: Some creatures can twist and mold their bodies to fit through tight spaces. They can slither through impossibly tight tunnels for their size, and they shun being out in the open.

Base +10: A contorted monster can strike so swiftly that its limbs distend, allowing them to reach foes that would ordinarily be at a safe distance.

CREEPY CRAWLY TEMPLATE BY ADAM DAIGLE

Kickstarter Stretch Goal

This goat has five spiderlike legs sprouting from all sides of its body. A pair of fangs protrudes from its oversized mouth.

CREEPY-CRAWLY GOAT CR 2

XP 600

N Small aberration

Init +2; **Senses** low-light vision, darkvision 90 ft.; Perception +0

DEFENSE

AC 16, touch 15, flat-footed (+2 Dex, +2 dodge, +1 natural, +1 size)

hp 6 (1d8+2)

Fort +4, **Ref** +4, **Will** +0, +4 vs. poison

OFFENSE

Speed 35 ft., climb 35 ft.

Melee bite +3 (1d4+2 plus poison), gore +3 (1d4+2)

Special Attacks poison (DC 13)

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 5

Base Atk +0; **CMB** +1; **CMD** +13 (17 vs. bull rush and reposition, can't be tripped)

Feats Nimble Moves

Skills Acrobatics +2 (+6 when jumping), Climb +14, Survival +0 (+4 to find food); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival to find food
SQ sprout legs (5 additional legs)

ECOLOGY

Environment any

Organization solitary, pair, or herd (3–12)

Treasure none

There is an instinctive fear of insects and arachnids that is pervasive through many species. Some of this is, in fact, a sense of disgust confused with fear, but part of this widespread, ingrained fear is evolutionary, as many insects and arachnids have dangerous and sometimes deadly poisons they use to subdue and kill their prey.

Sometimes, this fear can manifest bodily in some creatures spontaneously. Some creatures become plagued by dreams of insects crawling across their skin or being immersed in a swarm of crawling and biting insects. For others, they feel a slow transformation as they sprout insectile legs and wake to find this frightful nightmare manifest. Other times, creatures arrive at this transformation by being near unstable magic

GRUESOME FOES

or by being the target of a divine curse, usually from the ire or blessing of a divinity related to nightmares or insects and arachnids.

However a creature becomes creepy-crawly, it often only takes one in a community of creatures to spawn an outbreak. A creepy-crawly creature bears a hallucinogenic and debilitating poison that carries the risk of transferring the afflicted template to those who succumb to its ultimate effects. This happens most often in groups of rather mundane creatures or those creatures who have reduced mental abilities. Because of this, animals, vermin, and some magical beasts are the most likely to acquire this frightening template. Despite this tendency, it's not unheard of for humanoids, monstrous humanoids, and even outsiders to fall victim to this fate.

Creatures who become creepy-crawly don't have their minds altered in any way, though their new form is repulsive to those who they normally associate, leading sapient creatures affected by this transformation to be shunned by their communities, if not outright hunted and killed. Even though a creepy-crawly creature isn't intrinsically evil or cruel, they carry an instinctive drive to feed on different foods, often the flesh of other creatures. Increasingly, the desire to kill and feed upon living beings surfaces, and over time a creepy-crawly creature finds their alignment shifting toward evil. This is often a tortuous experience as the combination of these base urges and ostracization from their former communities spirals the creature into a decline where they welcome these changes and motivations.



MONSTER MENAGERIE

CREATING A CREEPY-CRAWLY CREATURE

“Creepy-crawly” is an acquired template that can be added to any corporeal creature, referred to hereafter as the base creature.

CR: +1 to base creature's CR.

Type: The creature's type changes to aberration (augmented). It retains all subtypes. Do not recalculate its Hit Dice, base attack bonus, or saves.

Armor Class: The creepy-crawly gains a +2 dodge bonus to armor class.

Defensive Abilities: A creepy-crawly retains any defensive abilities it had, and it gains a +4 bonus to saves against poison.

Senses: The creature gains darkvision 90 feet and low-light vision if they don't already possess these senses.

Speed: The creature gains a climb speed equal to its land speed. If the base creature already had a climb speed, the creature's climb speed increases by 20 feet. In addition, the creature's land speed increases by 5 feet.

Attacks: A creepy-crawly creature retains all the natural weapons, manufactured weapon attacks, and weapon and armor proficiencies of the base creature. In addition, the base creature gains a bite attack (dealing damage appropriate for the size of the creature) that can deliver a poison (see below). If the base creature lacks a mouth or other appendage appropriate for a bite attack, it instead gains a sting attack instead (dealing damage appropriate for the size of the creature) that can deliver a poison (see below).

Sprout Legs (Ex): A creepy-crawly has 4d4 additional insectile appendages. These appendages contribute to the creature's climb speed and accelerated movement and also aids in the creature's stability. A creepy-crawly gains a +4 bonus against bull rush or reposition combat maneuvers, and, in addition, is immune to trip attacks.

Special Abilities: A creepy-crawly retains any extraordinary and supernatural abilities of the base creature.

Special Attacks: A creepy-crawly gains the following special attacks. Save DCs are equal to $10 + 1/2$ the base creature's Hit Dice + the base creature's Con modifier.

Poison (Ex) A creepy-crawly can deliver a debilitating hallucinogenic poison. The poison numbs the victim's senses and floods their mind with reeling nightmarish visions and a sensation of having thousands of bugs crawling across their skin. A creature whose Wisdom or Charisma is reduced to 0 due to this poison falls into a torpor for 1 hour, during which the creature transforms into an insectile nightmare and gains the creepy-crawly template.

Creepy-Crawly Poison (Ex) Bite or sting—*injury; save* Fortitude, *frequency* 1/round for 6 rounds, *effect* 1d4 Wis and Cha, *cure* 2 consecutive saves. The save DC is Constitution-based.

Abilities: A creepy-crawly gains a +2 bonus to Strength, Dexterity, and Constitution.

Skills: A creepy-crawly gains Climb, Intimidate, and Perception as class skills.

DRACHNID

The red dragon scuttles on eight long segmented legs ending in sharp claws. It uses short wing beats to leap great distances, with drool running from its mouth in hungry anticipation.

DRACHNID YOUNG RED DRAGON CR 13

XP 25,600

CE Large dragon

Init +8; **Senses** dragon senses, smoke vision;

Perception +15

Aura frightful presence (13 HD, DC 18)

DEFENSE

AC 25, **touch** 13, **flat-footed** 21 (+4 Dex, +12 natural, -1 size)

hp 137 (11d12+66)

Fort +13, **Ref** +11, **Will** +10

Defensive Abilities strategic retreat, vestigial wings; **Immune** fire, paralysis, sleep

Weaknesses cruel mercy (DC 26), vulnerability to cold

GRUESOME FOES



OFFENSE

Speed 40 ft., climb 40 ft.

Melee 6 claws +18 (1d8+8)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, DC 21, 6d10 fire and web), pounce, rake (2 claws, 1d8+8), rend (2 claws, 1d8+8)

Spell-Like Abilities (CL 11th)

At will—*detect magic, stone shape*

3/day—*alarm, find traps, make whole*

1/day—*glyph of warding* (DC 17), *guards and wards* (DC 20), *greater glyph of warding* (DC 20), *sepia snake sigil* (DC 17)

Spells Known (CL 1st)

1st (3/day)—*shield, true strike*

0 (at will)—*mage hand, message, prestidigitation, read magic*

STATISTICS

Str 27, **Dex** 18, **Con** 23, **Int** 18, **Wis** 13, **Cha** 12

Base Atk +11; **CMB** +19; **CMD** 30 (34 vs. trip)

Feats Cleave, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +4 (+24 jumping), Appraise +17, Bluff +15, Craft (trapmaking) +18, Disable Device +19, Intimidate +11, Perception +15, Sense Motive +15, Stealth +11; Racial Modifier +8 Craft (trapmaking) and Disable Device, +20 Acrobatics when jumping

Languages Common, Draconic

SQ trapcrafter

ECOLOGY

Environment underground (warm mountains)

Organization solitary or pair

Treasure triple

SPECIAL ABILITIES

Smoke Vision (Ex) A very young red dragon can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Drachnids are a disturbing combination of spider and other creature, resulting in a fast, cunning ambush predator. Sages refer to this class of monsters as drachnids because among them, dragons are easily the most terrifying.

MONSTER MENAGERIE

For the drachnid, eating is as much about entertainment as defeating hunger, as the creature plots its attack and toys with its prey. Drachnids enjoy laying traps in labyrinthine lairs and then concocting reasons to draw victims in. Sometimes they collect piles of gold, often they kidnap weaker creatures or murder someone that seems important to the outside world. The drachnid then slowly retreats to his lair while leaving an easy-to-follow trail. Too late the brash intruders find that they are at the drachnid's mercy as the monster harries, wounds, and exhausts them while leading them ever deeper into his domain. Most drachnids go to inordinate artistic lengths for the pleasure of the hunt, but rarely are less than one step ahead of their prey.

It is said that the first drachnids were created by some dark god of spiders or its slavish mortal worshipers to defend underground cities. Unfortunately, they found that the resulting creature was too canny and powerful to be controlled.

CREATING A DRACHNID CREATURE

Drachnid is an acquired template that can be added to any corporeal creature with four or more legs.

Shock Value: 2

CR: +3 to base creature's CR

Alignment: Any evil

Defensive Abilities: The drachnid retains the special defenses of the base creature, in addition to the following abilities:

Strategic Skitter (Ex) Drachnids are masters of rapid retreat in order to set a later ambush. When withdrawing as a full-round action, the drachnid may move triple his base speed and is not considered threatened by any opponent he is aware of.

Melee: The base creature loses its natural attacks, except for any bite natural attacks. For each attack lost in this way, it gains a claw attack.

Special Attacks and Abilities: A drachnid retains all the base creature's special attacks and abilities not dependent on a natural attack it no longer possesses. It gains the pounce, rake, and rend universal monster rules, gaining two claw attacks with rake when grappling or pouncing. The drachnid also gains the following special abilities:

Spell-Like Abilities A drachnid with an Int or Cha score of 8 or higher has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, an ability is usable once per day. The drachnid's caster level equals its HD (or the caster level of the base creature's spell-like abilities, whichever is higher). The spell-like abilities of drachnids strongly feature the presence of spider webs and the sound of skittering claws.

HD	Abilities
1-2	<i>alarm 3/day, find traps 3/day</i>
3-4	<i>make whole 3/day</i>
5-6	<i>sepia snake sigil, glyph of warding</i>
7-8	<i>stone shape at will</i>
9-10	<i>symbol of pain, symbol of sleep</i>
11-12	<i>guards and wards, greater glyph of warding</i>
13-14	<i>symbol of stunning, symbol of weakness</i>
15-16	<i>binding</i>
17-18	<i>symbol of insanity</i>
19-20	<i>imprisonment</i>

Traprafter (Ex) A drachnid becomes extremely adept at creating mechanical traps with whatever materials are on hand. Disable Device becomes a class skill, and the drachnid gains a +8 racial modifier on all Craft (trapmaking) and Disable Device checks. He does not require gold to build traps, merely time.

Vestigial Wings (Ex) A drachnid loses any fly speed possessed by the base creature but gains a climb speed equal to the creature's base speed. The drachnid uses vestigial wings or small sheets of webbing to slow falls or glide from high perches. The drachnid reduces all falling damage by half and gains a +20 racial bonus to Acrobatics checks made to jump.

Unnatural Webbing (Ex) The creature's breath weapon or spell-like abilities that target an area cause the area affected to be covered in a web spell with a caster level equal to drachnid's HD and a save DC equal to the breath weapon or spell-like ability's DC. The webs created by the

GRUESOME FOES

drachnid in this manner are always immune to any damage caused by the base creature's breath weapon or spell-like ability. If the base creature does not possess a breath attack, it gains one that acts as the web spell, except it affects a 30-foot cone, and is usable every 1d4 rounds. The Reflex save DC is equal to the 10 + half the drachnid's HD + drachnid's Con modifier.

WEAKNESSES

Cruel Mercy (Ex) A drachnid hates nothing more than a quick, efficient kill. Drachnids would rather lure prey into an endless maze and watch the foolish meat die by inches to its clever traps. A drachnid must make a Will save (DC 20 + half the drachnid's HD + the drachnid's Charisma modifier) to attack a helpless or unconscious creature. The drachnid must make a Will save against cruel mercy even in the midst of a full attack action.

KNOWLEDGE CHECKS

Base +5: There are some monsters that have been given spider-like traits through foul sorceries or divine intervention. They delight in drawing unsuspecting creatures into their lairs so that they can slowly kill them over the course of days.

Base +10: Drachnids breathe a sticky sort of magical webbing that is immune to the creature's breath weapon or other damaging powers. They are masters of attacking rapidly from ambush to wound or cripple prey before skittering back into hiding. They love to build elaborate lairs full of ingenious traps meant to maim rather than kill.

Base +15: The drachnid's urge to draw out a kill is so strong that they find it extremely difficult to attack helpless or unconscious creatures.

EMULATION

Yellow-orange pseudopods grasp out from the dying man's mouth, pulling out the body of a massive amoeboid creature.

EMULATION OCHRE JELLY CR 6

XP 2,400

N Large ooze

Init -3; **Senses** blindsight 60 ft.; **Perception** -5

Aura frightful presence (8 HD, DC 13)

DEFENSE

AC 6, **touch** 6, **flat-footed** 6 (-3 Dex, -1 size)

hp 63 (6d8+36)

Fort +8, **Ref** -1, **Will** -3

Defensive Abilities shell, split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

Weaknesses digestion

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid and grab)

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

Special Attacks constrict (2d4+3 plus 1d4 acid), possession (DC 19)

STATISTICS

Str 14, **Dex** 5, **Con** 22, **Int** —, **Wis** 1, **Cha** 7

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)

Skills Climb +10

SQ compression, deceptive, stolen intellect

ECOLOGY

Environment temperate underground or marshes

Organization solitary

Treasure none

While most oozes and vermin are mindless and driven by sheer instinct, strange circumstances can lead to a sort of mimicked intelligence. Usually this occurs when the creature (or an entire colony of creatures) consumes a humanoid with a powerful mind—some fragment of memory and essence survives digestion, forever changing the flesh-eating monster. The emulator yearns for more, and seeks out similar creatures. Once found, it crawls inside, subsuming control over its prey's body and mind. The poor creature becomes a prisoner in constant agony as the emulator devours it slowly from within. Worse still, the emulator is seldom content with only one victim. When its victim's body becomes hollowed out, it emerges, instinctively seeking another to act as host.

MONSTER MENAGERIE

CREATING AN EMULATOR CREATURE

Emulator is an acquired template that can be added to any mindless creature with the ooze type or the swarm subtype.

Shock Value: 2

CR: +2 to base creature's CR

Defensive Abilities: An emulator retains the special defenses of the base creature. Emulation oozes gain the following additional defensive abilities:

Shell (Ex) An emulator cannot be targeted by attacks or spells while it possesses a victim (see below). Any attempt to target the ooze affects the possessed humanoid.

Special Attacks and Abilities: An emulator retains the base creature's special attacks and abilities. The emulator gains the following additional special attacks and abilities:

Compression (Ex) An emulator can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing. It can fit within a creature up to one category smaller when using the possession ability.

Deceptive (Ex) An emulator is a paradoxically flawless liar when possessing a creature. The creature believes it is the host, and might even react with true horror or denial at learning the unpleasant reality. Neither Sense Motive checks nor magic (such as the *zone of truth* spell) can separate the truth from any lies about the emulator's nature and identity. Obvious proof of falsehood still reveals the lie for what it is. Note that the emulator lacks real creativity, and is unlikely to lie about anything except its possession of the host.

Possession (Su) An emulator can enter the body of a humanoid creature to take control as a full-round action. This requires the emulator to grapple or pin the target. The humanoid can resist the emulator's control with a Will save (DC 10 + ½ the emulator's HD + the emulator's Constitution modifier). The victim may attempt an additional Will save each day or when forced to take actions against its nature (as the *dominate person* spell). Succeeding on the save does not remove the emulator from the creature's body, which requires a successful CMB check as if escaping from the



GRUESOME FOES

pinned condition. Each round the humanoid fails to remove the emulator, it must make another Will save or the parasite regains control over the host body. This otherwise acts as a *magic jar* spell (caster level 10th or the emulator's Hit Dice, whichever is higher), except that it does not require a receptacle. The emulator may exit the host as a full-round action.

Stolen Intellect (Ex) An emulator gains an Intelligence ability score as long as it possesses a host body. However, this is only a temporary gain from its host's usurped mind. The creature lacks any ability to plan over the long term, reason logically, or imagine creative solutions. The emulator retains any immunity to mind-affecting effects, but gains any feats or skills possessed by the host creature. The emulator does not gain any other racial or class abilities. Creatures may attempt a DC 15 Sense Motive check after interaction with an emulation ooze possessed host to note the odd behaviors.

Ability Scores: Dex +4, Cha +6

WEAKNESSES

Digestion (Ex) The emulator cannot help but harm or eat its host from within. Every 24-hours the emulator remains within the host, it deals 1d6 points of acid damage to its host. This damage is immediately apparent with a DC 15 Heal or Perception check. When the host reaches half its normal hit point total or less because of this damage, the DC of this Perception check becomes 5.

KNOWLEDGE CHECKS

Base +5: While most oozes and vermin are mindless and driven solely by instinct, some get a taste for self-awareness after consuming intelligent creatures. They learn to force themselves inside hosts, taking control over mind and body.

Base +10: Any host the emulator takes is temporary, as the parasite slowly consumes the brain and organs. This takes a toll on the host's appearance, visible to anyone with an eye for it. While possessing a victim, the emulator truly believes it to be the victim, rendering it difficult to identify possessed creatures.

ETERNAL

A huge black eye opens in this conical creature's front, just above an iron-toothed mouth. Long strands of steel whip from its sides.

ETERNAL ROPER CR 14

XP 38,400

CE Large aberration

Init +5; **Senses** darkvision 60 ft., low-light vision;

Perception +24

Aura frightful presence (13 HD, DC 18)

DEFENSE

AC 29, **touch** 10, **flat-footed** 28 (+1 Dex, +19 natural, -1 size)

hp 198 (12d8+144); regeneration 15 (special)

Fort +17, **Ref** +7, **Will** +15

Defensive Abilities ferocity, self-resurrection; **DR** 15/(special); **Immune** electricity, eternal immunities;

Resist acid 20, cold 20, electricity 20, fire 20; **SR** 29

Weaknesses vulnerability (darkwood)

OFFENSE

Speed 10 ft.

Melee bite +22 (4d8+21/19-20)

Ranged 6 strands +10 touch (1d6 Strength)

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

Special Attacks pull (strand, 5 feet), strands

STATISTICS

Str 38, **Dex** 13, **Con** 33, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +9; **CMB** +22; **CMD** 33 (can't be tripped)

Feats Great Fortitude^B, Improved Critical (bite),

Improved Initiative, Improved Great Fortitude^B,

Improved Iron Will^B, Improved Lightning Reflexes^B,

Iron Will^B, Lightning Reflexes^B, Toughness, Skill

Focus (Perception, Stealth), Weapon Focus (strand)

Skills Climb +29, Knowledge (dungeoneering)

+16, Knowledge (religion) +13, Perception +24,

Stealth +18 (+26 in stony or icy areas); **Racial**

Modifiers +8 Stealth in stony or icy areas

Languages Aklo, Undercommon

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

MONSTER MENAGERIE

SPECIAL ABILITIES

Strands (Ex) A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 27 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

Many monsters are hard to kill or even harm. However, most have some relative weakness common to their kind—a weapon of a certain material or energy of a certain flavor, but these are things adventurers often have available.

Some creatures do not die so easily, and resist harm in all forms. These stubborn nightmares only fear a single, sometimes unique, material or object. Overwhelming force, surprise, and persistence cannot defeat such a being, and they emerge victorious in even the most pyrrhic battle. It is only through careful study, cautious tactics, research, and experimentation that an eternal creature might be overcome.

CREATING AN ETERNAL CREATURE

Eternal is an acquired or inherited template that can be added to any creature.

Shock Value: 1

CR: +2 to base creature's CR

AC: +2 to base creature's natural armor. If the base creature has the incorporeal subtype, this bonus increases the creature's deflection bonus to AC instead.

Defensive Abilities: An eternal creature retains the special defenses of the base creature and gains the ferocity universal monster ability. Eternal creatures lose any vulnerabilities possessed by the base creature. Eternal creatures gain the following additional defensive abilities:

Damage Reduction: Eternal creatures gain a special form of damage reduction based on HD that can only be penetrated using the creature's weakness (see below).

Energy Resistance: Eternal creatures gain resistance to all types of energy per the table below.

Regeneration: Eternal creatures gain a special form of regeneration based on HD that can only be nullified for 1 round by employing the creature's weakness (see below).

Hit Dice	Energy Resistance	DR	Regeneration
1-4	10	5/special	5 (special)
5-10	15	10/special	10 (special)
11-15	20	15/special	15 (special)
16-25	25	20/special	20 (special)
26+	30	25/special	25 (special)

Immunities (Ex) Eternal creatures gain immunity to ability damage, aging, critical hits, death effects, death from massive damage, energy drain, and precision damage. An eternal creature does not need to breathe, eat, or sleep. Eternal creatures do not age physically and have no natural life spans.

Self-Resurrection (Su) Permanently destroying an eternal creature is incredibly difficult. A slain eternal creature remains dead for only 1d10 days unless it is killed using its unique vulnerability (see below). Otherwise, the eternal creature arises fully healed from the remains 1d10 days after death, as if brought back to life via *true resurrection*.

Ability Scores: Str +4, Con +2

Bonus Feats: Great Fortitude, Improved Great Fortitude, Improved Lightning Reflexes, Improved Iron Will, Iron Will, Lightning Reflexes

WEAKNESSES

Vulnerability (Ex) Each eternal creature has a single unique weakness that cuts through its impressive array of defenses and allows the monster to be permanently slain. Otherwise, an eternal creature can only be captured or contained. The single vulnerability is always intrinsically tied to the monster's past and nature, perhaps related to the origin of its immortality. Sometimes this weakness can be so strange that even the creature itself doesn't understand what threatens it. Use the following recommendations as a guideline when creating your own vulnerability.

GRUESOME FOES

Artifact: Only a single rare or unique artifact can end the creature's threat, such as a *sphere of annihilation* or the *Axe of the Dwarvish Lords*. Acquiring the artifact often requires a dangerous or lengthy quest, particularly if the eternal creature itself has hidden the potentially lethal item away. This manner of vulnerability is relatively severe, and likely only appropriate for eternal aberrations of CR 16+.

Innocuous: Some ordinary or relatively simple object or material is the only thing that can spell the eternal creature's doom. However, discovery of the material's properties is no less difficult, and some materials might require imagination to weaponize. An eternal creature with a weakness to water might need to be drowned, or one vulnerable to salt might require an elaborate trap prepared ahead of time to defeat.

Location: The eternal creature can only be harmed while in a specific location, or when removed from its place of power. This requires manipulation and trickery to accomplish, or else some manner of magic to keep the creature contained long enough to kill it. Perhaps the eternal creature is only vulnerable within the pit that spawned it, or must be trapped within the area of a *consecrate* spell effect.

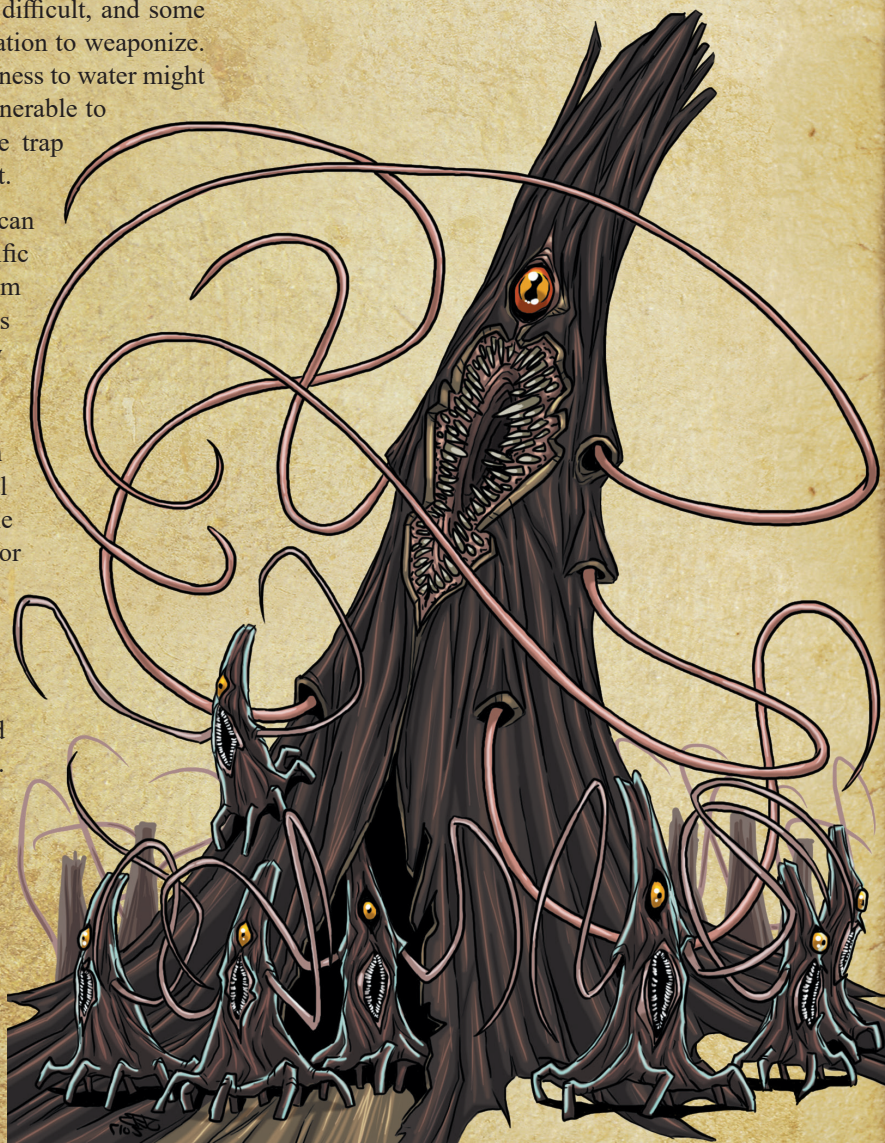
Material: The eternal creature is vulnerable to material weapons, but the required material is far from standard. Blood crystal, bone, bronze, darkwood, elysian bronze, frost-forged steel, gold, living steel, obsidian, viridium, and stone are all viable options (see *Pathfinder Roleplaying Game: Ultimate Equipment*). Since weapons crafted of these materials are rare, finding appropriate materials might require a quest and crafting.

KNOWLEDGE CHECKS

Base +5: Many creatures require the use of special materials to penetrate powerful defenses. Some monsters go far beyond this. Eternal creatures are nearly impossible to harm, let alone kill.

Base +10: Even the greatest eternal creatures have at least one weakness, although these vulnerabilities are unique to the creature. They tend to revolve around the creature's origins, nature, or goals.

Base +15: At this level of success, the PC might gain clues or rumors regarding the specific weakness of a unique eternal creature.



MONSTER MENAGERIE

EXILED LORD (MYTHIC)

Dressed in expensive finery fit for an emperor, this lanky fanged man exudes a palpable aura of horror that seems reflected in the terrain.

**LORD VES – EXILED LORD
BOGEYMAN CR 12/MR 5**

XP 19,200

NE Medium fey (mythic)

Init +14M; **Senses** low-light vision; **Perception** +23

Aura deepest fear (30 ft., DC 25), frightful presence (19 HD, DC 25)

DEFENSE

AC 29, **touch** 24, **flat-footed** 22 (+7 deflection, +5 Dex, +2 dodge, +5 natural)

hp 157 (17d6+98); terrible rejuvenation 5

Fort +11, **Ref** +15, **Will** +13

DR 15/cold iron and epic; **SR** 26

Weaknesses rules (truth)

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d8+1/19-20)

Special Attacks mythic power (5/day, surge +1d8), sneak attack +6d6, striking fear

Spell-Like Abilities (CL 16th; concentration +17)

Constant—*detect thoughts, tongues*

At will—*darkness, gaseous form, ghost sound* (DC 17), *invisibility, suggestion* (DC 20)

3/day—*crushing despair* (DC 21), *hold person* (DC 20), *quicken phantasmal killer* (DC 21)

1/day—*nightmare* (DC 22)

STATISTICS

Str 12, **Dex** 21, **Con** 18, **Int** 15, **Wis** 16, **Cha** 25

Base Atk +8; **CMB** +9; **CMD** 32

Feats Dodge^M, Great Fortitude, Improved Critical (claw), Improved Initiative^M, Mobility, Quicken Spell-Like Ability (*phantasmal killer*), Skill Focus (Stealth), Spring Attack^M, Weapon Finesse

Skills Bluff +27, Diplomacy +20, Disable Device +15, Escape Artist +18, Intimidate +28, Knowledge (local) +16, Perception +23, Sense Motive +23, Spellcraft +12, Stealth +35; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Aklo, Common; tongues

SQ demesne (*demesne travel, illusions, palace, realmsense, rejuvenation*)

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Deepest Fear (Su) A bogeyman is cloaked in a 30-foot aura of fear. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. The first time it ends its turn within the aura, a creature must make a DC 25 Will save or become shaken for as long as it stays within the aura. If the creature succeeds at the saving throw, it cannot be affected again by the aura for another 24 hours. This is a fear effect. The DC is Charisma-based.

Striking Fear (Su) If a bogeyman confirms a critical hit or a sneak attack with one of its claws on a target currently suffering a fear effect, that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A DC 25 Will save negates this increase. In addition, a critical hit from the bogeyman's claw forces any target that has successfully saved against the creature's fear aura to make another Will save against its effects, even if 24 hours have not yet passed. This is a fear effect. The DC is Charisma-based.

Terrible Rejuvenation (Su) A bogeyman gains fast healing 5 while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself.

The longest-lived races rule over infinite realms where they control reality like petty gods. These mythical beings sometimes come into conflict with one another, the winners decided through bizarre contests or duels of imagination. Those that lose might become exiles, humbled and banished to mundane reality. All forsaken lords hope to retake their lost throne, but their immortal natures allow most to be patient in pursuit of that goal.

Mortals interacting with exiled lords hopefully realize that their fallen associates play by inhuman rules before it is too late. Some even

GRUESOME FOES

take great pleasure in trapping the ignorant in a mire of illogical laws. Worse, each exiled lord is an individual unique entity with passions, desires, and eccentricities. Eating from one lord's table might make you his slave, while refusing another's hospitality could bring a death sentence. Prospective ambassadors should study each lord with care before risking interaction, and assaulting a lord within his demesne is tantamount to suicide.

Within the exiled lord's territory, his power is near-absolute. This often seems impressive to mortal guests, but is a pathetic child's game in comparison to the infinite control the lord once possessed. While palaces of living diamond or flying castles might awe ignorant visitors, these kingdoms are but mud-caked hovels to an exiled lord.

LORD VES, KING OF SHADOWS

Lord Ves once ruled over an infinite plane of fear and shadow. Every scream signaled the birth of new artistic suffering, and all competed in an endless dance of death for his pleasure. Great ever-shifting kingdoms of solid shadows, mirrors, and madness made his realm an endless fun-house of fresh terror. The lord of bogeymen became banished after losing a climactic battle of wits against his nemesis, and Ves still smarts from the telling defeat. He despises his claustrophobic demesne in the mortal world, and takes great pleasure in torturing foolish mortals unlucky enough to become his property.

Each decade the exiled lord travels to a new settlement, with a population large enough to satiate his lust for fear. Unending shadow descends, as a great crooked tower of obsidian rises from the earth. Lord Ves and his court hunt the mortals for sport, allowing the bravest to survive. These hardy few might wish they'd died, for they become the playthings of the fey for the rest of their miserable lives. Sometimes traveling troupes of the choir macabre honor the exiled lord with a night's entertainment, and he is happy to offer up his "subjects" for their performance.

Rumors claim Lord Ves lost his battle when his rival caught him in a lie, and that since that moment no false word crosses his lips. A master manipulator, Lord Ves is an expert at misdirection, even if he must always speak the literal truth.

CREATING AN EXILED LORD CREATURE

Exiled lord is an inherited template that can be added to any corporeal creature with the fey type.

Shock Value: +½ the exiled lord's mythic rank

CR: +½ mythic rank to base creature's CR

Mythic Rank: The fey gains the mythic subtype (*Pathfinder Roleplaying Game: Mythic Adventures*) and a mythic rank equal to ½ his original CR.

Mythic Subtype: The exiled lord gains a bonus to natural armor and spell resistance equal to his mythic rank, 6 bonus hit points per mythic rank, the epic quality added to his damage reduction, the mythic power and surge universal monster abilities, ability score bonuses based on mythic rank, and mythic feats.

Mythic Abilities: The exiled lord gains the following ability:

Demesne (Su) Once per year, the exiled lord may claim a demesne with a radius equal to 1-mile per mythic rank. Claiming a demesne in this fashion costs the lord a number of uses of mythic power equal to his mythic rank. A lord cannot claim an area that intersects with the demesne of another exiled lord or similar entity (such as a god or demon lord's planar realm). Once a demesne is claimed, the exiled lord can exercise control over the area's planar traits (see the *Pathfinder Roleplaying Game: Gamemastery Guide*). The demesne is always divinely morphic, and the exiled lord can spend one use of mythic power as a full-round action to alter objects and the landscape. He may cause areas to change instantly and dramatically. This acts as the *mirage arcana* spell, except the changes are real (not illusory), permanent, and can affect as much of the lord's terrain as he wishes with one use of mythic power. If used offensively, the lord may use any single combat maneuver for 1 round against any number of sensed creatures with a CMB equal to his Hit Dice + Charisma modifier + mythic rank (if necessary, his CMD for this ability is equal to 10 + CMB). The exiled lord cannot cause damage unless he possesses the smite ability (see below).

MONSTER MENAGERIE

Other mythic creatures or characters may spend a point of mythic power as a full-round action to alter the terrain in a more localized and less dramatic fashion (similar to a *move earth*, *stone shape*, or *telekinesis* spell effect).



The exiled lord decides all planar traits within his demesne (alignment, elemental, energy, gravity, time, and magic). The exiled lord can alter any of one of these traits as a full-round action by spending a use of mythic power. When a demesne is first claimed, it possesses the traits of the plane it exists on, prior to the exiled lord beginning to make modifications.

Additional Mythic Abilities: The exiled lord selects an additional mythic ability from the list below for every mythic rank possessed to modify his demesne ability. At mythic rank 10, the exiled lord possesses each of the following abilities:

Complete Dominion (Su) No other creature (mythic or otherwise) can alter the terrain or features of the exiled lord's demesne.

Demesne Travel (Su) The exiled lord may teleport (as the *greater teleport* spell) as a standard action to any location within his demesne. The exiled lord may spend one use of mythic power to teleport as a swift action.

Dueling (Su) The exiled lord can use the demesne ability to perform combat maneuver checks as a standard action. With a single use of mythic power, the lord gains the ability to make a single type of combat maneuver with the demesne ability for a number of rounds equal to his mythic rank. For example, the exiled lord could turn the ground to quicksand (grapple checks every round) or cause hurricane force winds (disarm checks every round). The exiled lord may only employ one type of combat maneuver with the demesne ability at a time, and must use a standard action each round to use it. He must spend an additional use of mythic power to alter the type of combat maneuver available.

Fast Alteration (Su) The exiled lord can spend one use of mythic power to alter his demesne or demesne's planar traits as a move action. Using the demesne ability to make a combat maneuver check is still a full-round action.

Illusions (Su) The exiled lord can create permanent illusions at will anywhere within his demesne. This otherwise functions as the *mirage arcana*, *permanent image*, or *programmed image* spells as spell-like abilities, except the range is anywhere within the demesne the lord can sense. The exiled lord may spend one use of mythic power to create or alter these illusions as a swift action.

GRUESOME FOES

Palace (Su) The exiled lord can create an opulent (by mortal standards) and private palace anywhere within his demesne. He can banish, summon, or alter the palace as a full-round action. The palace may take any appearance the exiled lord wishes, from a castle made of magma to a mansion built of solid darkness. This is equivalent to permanent mage's magnificent mansion and mage's private sanctum spells with a caster level equal to the exiled lord's CR, except the palace is not extradimensional and manifests physically within the exiled lord's demesne.

Realmsense (Su) The exiled lord is automatically aware of any attempt to alter his demesne with mythic power, the extent of the alteration, and where it occurs. The lord may spend one use of mythic power to *scry* on any point within his demesne as a standard action. The exiled lord has familiar knowledge of everywhere in his demesne for the purposes of the *scry* spell.

Rejuvenation (Su) The exiled lord cannot be truly killed while within his demesne. After 1d10 days, a slain exiled lord returns to life at the heart of his demesne (as with the spell *true resurrection*), although he may have lost any gear he had with him when he died. The exiled lord can only be permanently destroyed if killed while he has broken his rule (see weaknesses), or if removed from his demesne.

Smite (Su) The exiled lord can smite at will as a standard action any single target creature within his demesne. The thematics of the effect can vary between uses, and might include anything from bolts out of the heavens to giant stone hands that tear a creature apart. The target takes 1d6 damage per the lord's CR. The damage type is variable, but can include any combination of the following: acid, bludgeoning, cold, electricity, fire, piercing, or slashing (depending on the effect). The creature is permitted a saving throw (DC 10 + ½ the exiled lord's HD + exiled lord's Charisma modifier) for half damage. The type of saving throw (Fortitude, Reflex, or Will) is determined when the lord activates this ability. The lord may spend a use of mythic power to smite as a swift action, but may not smite more than once per turn.

Wanderer (Su) The exiled lord can claim a new demesne once per week (instead of once per year).

WEAKNESSES

Rule (Ex) Each exiled lord is bound by rules of his own making. The lord can no more defy these laws than a fish can learn to breathe air, or a child can fly by flapping her arms. The fact that these rules may be arbitrary makes no difference. Should the exiled lord willingly and purposefully violate his rules, he permanently loses this template and all mythic power. Should the exiled lord merely be forced or tricked into violating his rules, he cannot use the demesne ability (or any demesne related mythic abilities) for at least 24 hours. Select one of the following for the exiled lord, or create your own with the following as a guideline:

Bet: The exiled lord must always accept a wager, provided it appears fair. The lord is permitted to negotiate the terms, as well as the stakes, but cannot refuse an equitable agreement. While engaging in a bet, the exiled lord cannot cheat.

Gift: The exiled lord must accept any offered gift, and must then present a gift in return of equal or greater value (from the lord's perspective). While an exiled lord might have an ulterior motive with a gift given, the gift itself can never be directly harmful or disadvantageous in any way.

Hospitality: The exiled lord must obey rules of hospitality. However, the nature of these rules might vary from one lord to the next. Often such rules at a minimum call for no violence to be done to guests unless guests first do violence, and for the basic needs of the guest to be seen to.

Ritual: The exiled lord must perform some regular and difficult ritual. Some lords must feast upon man-flesh each night, and others might require wine-fueled orgies every new moon. If the ritual is interrupted, the exiled lord loses his ability to alter his demesne until it is completed.

Truth or Lies: The exiled lord can either never lie, or else can only ever tell lies. Most exiled lords with this weakness are clever enough to befuddle and obfuscate with carefully chosen language. Exiled lords with this weakness are under no compulsion to answer or speak.

MONSTER MENAGERIE

KNOWLEDGE CHECKS

Base +5: The aristocracy of immortal races rule over infinite realms where they can alter reality as gods. Those banished to the mortal planes become weakened, but can still claim isolated sections of planes as their dominion to change with a whim.

Base +10: The exiled lords are near-gods within their demesne, but more vulnerable outside of its bounds. Each follows a set of unique self-imposed rules, the breaking of which causes them to temporarily or permanently lose power.

Base +15: With this level of success, a player character learns the specific rules of any unique exiled lord.

EXPONENTIAL

A small band of humanoids mills about, fitting scraps of food, into their wide toothy mouths. A few of them stoop over briefly to vomit out new members of their kind—each healthy and whole.

EXPONENTIAL GOBLIN WARRIOR

CR 1

XP 400

NE Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft., lifesense 120ft.;

Perception -1

Aura frightful presence (2 HD, DC 10)

DEFENSE

AC 14, **touch** 14, **flat-footed** 11 (+3 Dex, +1 size)

hp 8 (1d10+3)

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

Defensive Abilities improved split (electricity,

fire); **Immune** electricity, fire

Weaknesses hunger

OFFENSE

Speed 30 ft.

Melee bite +2 (1d4 plus 1d4 acid)

or short sword +2 (1d4/19-20)

Ranged short bow +5 (1d4/x3)

Special Attacks consumption

STATISTICS

Str 11, **Dex** 17, **Con** 16, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 13

Feats Improved Initiative

Skills Ride +11, Stealth +11, Swim +4; **Racial Modifiers** +4 Ride +4 Stealth

Languages Goblin

SQ combine, divide

ECOLOGY

Environment temperate forest or plains

Organization solitary, pair, gang (4-9), warband (10-16), mob (17+)

Treasure NPC gear

Adventurers and refugees tell chilling tales of Amonsters characterized by insatiable hunger. When an entire society of ravenous creatures arises very quickly, it may be the result of a curse, or because rapid reproduction is inherent in the creatures' nature. Oozes, insects, demons, schools of piranha, and even lowly goblins might become unnaturally capable of rapid population growth, so long as they numbers continue to consume everything in sight. Before long, what was once a remarkable, even comical, colony of gluttonous creatures becomes an army intent on devouring everything in its path.

CREATING AN EXPONENTIAL CREATURE

Exponential is an acquired or inherited template that can be added to any corporeal creature.

Shock Value: 1

CR: +1 to the base creature's CR

Senses: An exponential creature retains all the base creature's senses. The creature gains lifesense with a range of 120 feet.

Defensive Abilities: An exponential creature retains all the special defenses of the base creature. Exponential creatures gain the following additional defensive abilities:

Improved Split (Ex) The base creature gains the split universal monster ability if it did not already possess it. Select any two types of damage (acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic). The exponential creature splits when successfully hit with an attack that deals one of these damage types. If the base creature possesses the split ability, select

GRUESOME FOES

an additional type of damage that the creature is immune to, and that causes it to split. When the exponential creature splits, both copies have the same current hit point total as the original (do not divide current hit points in half). Any damaging ability possessed by the creature cannot cause it or another exponential creature to split. If one or more exponential creatures has used the combine ability to increase in size, then splitting lowers the creature's size by one category.

Attacks: The exponential creature retains its natural attacks. If it has no natural attack, it gains a bite attack as a natural weapon.

Special Attacks and Abilities: An exponential creature retains all the base creature's special attacks, but loses any spellcasting or the use of spell-like abilities. The creature gains the following additional special attacks and abilities:

Combine (Ex) One exponential creature is capable of "eating" another copy of itself, growing considerably in size and power. Two exponential creatures of the same base creature type and size can combine with one another. This requires a full-round action and for the two copies to be adjacent to each other. The copies become a single creature with the exponential

template and the giant creature simple template (see *Pathfinder Roleplaying Game Bestiary*). Large groups of exponential creatures can continue to combine in this manner, each time a pair of the same size combining to become a creature one size category larger (to a maximum of Colossal size). For example, four Medium-sized exponential copies could combine to form a single Huge-sized creature, or eight Large-sized copies could combine to form two Gargantuan creatures or one Colossal creature.

Consumption (Ex) If the base creature does not deal acid damage, each of its natural attacks inflicts an additional 1d4 points of acid damage. If the base creature deals acid damage, then its acid damage loses any restrictions on what sort of material the creature's acid can damage.

Divide (Ex) As a full-round action usable once per day, the exponential creature can split (as the improved split ability) into two identical copies of itself with full hit points. The copies of the creature possess the exponential template, but cannot use the combine or divide abilities for 24 hours.

Ability Scores: Dex +2, Con +4



MONSTER MENAGERIE

WEAKNESSES

Hunger (Ex) Exponential creatures require a constant supply of organic matter to fuel their growth and reproduction. In the absence of sustenance, the copies instinctually combine with one another to prevent competition. An exponential creature must move towards the nearest living creature each round. If the exponential creature goes more than 24 hours without dealing acid damage to a plant or creature with a Constitution score, it loses its improved split and divide abilities. For every day beyond the first the creature goes without dealing acid damage to a plant or creature with a Constitution score, it loses 1 hit point per Hit Die it possesses (which may kill the creature). This ability damage heals normally once the exponential creature feeds on a creature.

KNOWLEDGE CHECKS

Base +5: Curses and strange magic can allow a creature to reproduce or split from certain damage types. These creatures can become a plague, devouring all life in their path to fuel endless growth.

Base +10: Exponential creatures gain size and numbers with alarming speed. One or two might become dozens in a matter of days, or overwhelm the world in a matter of months. Given sufficient food, there is no limit to their numbers. However, if contained, they starve to death just as quickly.

FADED

This small pointy-eared male creature appears only in tones of black and white, seeming to bleach the color from the world around him.

FADED LEPRECHAUN CR 4

XP 1,200

CN Small fey

Init +3; **Senses** low-light vision, magic scent;
Perception +17

Aura frightening presence (6 HD, DC 15)

DEFENSE

AC 16, **touch** 14, **flat-footed** 13 (+3 Dex, +2 natural, +1 size)

hp 34 (4d6+20)

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

Defensive Abilities faded field; **DR** 5/cold iron
Weaknesses suggestible

OFFENSE

Speed 40 ft.

Melee mwk club +6 (1d8+3)

or touch +4 (1d4 Charisma drain)

Special Attacks drain color, magic erosion (DC 17)

STATISTICS

Str 15, **Dex** 16, **Con** 21, **Int** 14, **Wis** 15, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** 16

Feats Power Attack, Improved Sunder

Skills Bluff +8, Escape Artist +10, Knowledge (nature) +9, Perception +17, Perform (comedy, dance) +6, Sense Motive +9, Sleight of Hand +14, Stealth +14; **Racial Modifiers** +8 Perception, +4 Sleight of Hand

Languages Common, Elven, Halfling, Sylvan

SQ create faded

ECOLOGY

Environment temperate forests

Organization solitary, pair, faded plague (3-6), or faded family (7-10)

Treasure standard (club, other treasure)

To creatures of creativity and magic, long periods of hopelessness or the boredom of isolation might erode the power of dream and imagination. Called the faded, these victims of the mundane consider their ennui a fate worse than death. A faded creature feels only the gnawing hunger for all he's lost, but lacks the ability to fully remember past adventures, hopes, and splendor. He becomes fixated on places, people, or items with the barest trace of magic, hoping to capture the faint echo of wonder. Sadly, a faded creature cannot be satisfied with the scraps of someone else's triumphs, invariably destroying anything that serves to remind him of a life long forgotten.

CREATING A FADED CREATURE

Faded is an acquired template that can be added to any corporeal creature with the fey, monstrous humanoid, or outsider type. Creatures of other types may become faded, but must have at least one supernatural ability and a minimum Charisma score of 13.

GRUESOME FOES

Shock Value: 2

CR: +2 to the base creature's CR

AC: +2 to the base creature's natural armor

Alignment: Any chaotic or neutral

Senses: A faded creature retains all of the senses of the base creature. Faded creatures gain the following additional sense:

Magic Scent (Ex) A faded creature is drawn to even the faintest trace of magic, pursuing it with mindless hunger. This acts as the scent universal monster ability with a range of 1-mile, except it only applies to active magical effects, spellcasters, magical items, or creatures with spell-like abilities. The faded can differentiate between aura strengths (as the *detect magic* spell). The range of this ability is constant and does not change based on being up- or downwind.

Defensive Abilities: A faded creature retains the special defenses of the base creature. Faded gain the following additional defensive abilities:

Fading Field (Su) A faded creature is surrounded by a permanent *antimagic field* (as the spell). The area within the faded field appears only in tones of black, gray, and white. The faded cannot voluntarily cease this ability. If it is destroyed by a *mage's disjunction*, the field returns at the beginning of the faded creature's next turn. The ability does not suppress the creature's drain color, magic erosion, or create faded abilities, but it does prevent the faded from using any other spellcasting, spell-like, or supernatural abilities he might possess.

Special Attacks and Abilities: A faded creature retains the base creature's special attacks and abilities. The faded gains the following additional special attacks and abilities:

Create Faded (Su) Creatures reduced to 0 Charisma by the faded's drain color ability instantly heal all Charisma drain, but permanently gain the faded template (subject to the limitations on creature type and other prerequisites mentioned above).

Drain Color (Su) The touch of the faded creature drains personality and creativity. The faded creature gains a melee touch attack that deals 1d4 points of Charisma drain, leaving victims with a bleached drab appearance.

Magic Erosion (Su) Spell completion and spell trigger items used within the faded creature's frightful aura suffer a penalty to caster level equal to the faded creature's Constitution modifier. In addition, a faded creature can drain the magic from all but the most powerful magical items. If the faded holds an item for 1 round, that item loses its magical properties, becoming nonmagical for 24 hours. The item can negate this effect with a Fortitude save (DC 10 +



MONSTER MENAGERIE

½ the faded creature's HD + the faded creature's Constitution modifier). If the faded creature holds an unattended magical item for at least 1 minute, it permanently loses all magical properties on a failed saving throw. This ability has no effect on artifacts.

Ability Scores: +8 Str, +8 Con, -4 Cha

WEAKNESSES

Suggestible (Ex) Faded creatures lack much in the way of free will, knowing only a gnawing desire for everything they've lost. Their deep depression leaves the miserable creatures open to suggestion (for some this is the only source of motivation that remains). Any creature capable of communicating with the faded may attempt to command the faded as a standard action. This functions like the *command* spell, except that it has no caster level and is not a magical effect. The faded can resist this command with a Will save (DC 10 + ½ the commanding subject's HD + the subject's Charisma modifier). The faded never obeys suicidal or obviously harmful orders, but might be convinced that something dangerous is worth doing. Any act by the individual or their apparent allies that threatens the fey breaks the command. If one creature successfully commands the faded creature, any prior commands are interrupted—the faded instantly forgets the previous command. Once a faded creature successfully saves against a given creature's command, he cannot be commanded by that creature for 24 hours. This is a language dependent effect.

KNOWLEDGE CHECKS

Base +5: The concept faded is familiar to much older races than just short-lived humanoids. Some of those with immortal or magical natures speak of an inevitable doom when all magic drains from the world. Those magical beings who lose hope are said to be the beginning of the end; the conduit by which the world and everything in it loses its character. The growing banality gives them physical strength, but their presence eclipses the magic and wonder of the world.

Base +10: The faded are once-magical creatures too long separated from magic, becoming a depressive void that is never filled. They drain the color and creativity from others, spreading like a disease. However, because they lose the greater portion of their identity, strong enough personalities might command them.

FALSE GOD

The rhythmic chants of the natives build as the trees in the distance sway and crack with the monster's approach. A majestic beast crashes into the clearing, its thick body and immense lizard-like head supported on two legs as thick as tree trunks. The beast unleashes a deafening roar as it lunges for one of its worshippers.

FALSE GOD TYRANNOSAURUS

CR 12

XP 19,200

NE Gargantuan animal

Init +7; **Senses** low-light vision, scent; **Perception** +37

Aura frightful presence (19 HD, DC 23)

DEFENSE

AC 25, **touch** 9, **flat-footed** 22 (+3 Dex, +16 natural, -4 size)

hp 185 (18d8+108)

Fort +17, **Ref** +14, **Will** +10

Defensive Abilities illusion of invulnerability (DC 22), sacrifice (MR 2)

Weaknesses worship

OFFENSE

Speed 40 ft.

Melee bite +22 (4d6+26/19-20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks glory (30 ft., DC 22), swallow whole (2d8+13, AC 19, hp 18)

Oracle Spells Known (CL 9th, concentration +12)

4th (4/day) — *divine power*, *freedom of movement*

3rd (7/day) — *curse serious wounds* (DC 16), *deadly juggernaut*^{UC}, *prayer*

2nd (7/day) — *death knell* (DC 15), *eagle's splendor*, *lesser restoration*, *shield other*

1st (7/day) — *bane* (DC 14), *cure light wounds* (DC 14), *deadeye's lore*^{UC}, *divine favor*, *shield of faith*

0 (at will) — *bleed* (DC 13), *create water*, *guidance*, *light*, *mending*, *resistance*, *stabilize*, *virtue*

STATISTICS

Str 36, **Dex** 17, **Con** 23, **Int** 3, **Wis** 15, **Cha** 16

Base Atk +13; **CMB** +30 (+34 grapple); **CMD** 43

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved

GRUESOME FOES

Initiative, Iron Will, Run, Skill Focus (Perception)
Skills Perception +25; **Racial Modifiers** +8
Perception
SQ powerful bite, rapture

ECOLOGY

Environment warm forest and plains

Organization solitary

Treasure none

Many monsters surround themselves with minions or drooling sycophants, but the false god takes such tendencies to an extreme. These beasts enjoy the power that comes with playing god, or instinctively rule over those who confer the status of deity upon them. However, this illusion of godhood is a fragile farce that only serves to corrupt the would-be god, who ultimately abuses its worshippers to maintain its power.

Even good and noble creatures can be fooled by this pretense of destiny, giving in to their egos once they become convinced of their own ascension.

CREATING A FALSE GOD CREATURE

False God is an acquired template that can be added to any corporeal creature with the dragon type.

Shock Value: 1

CR: +3 to the base creature's CR

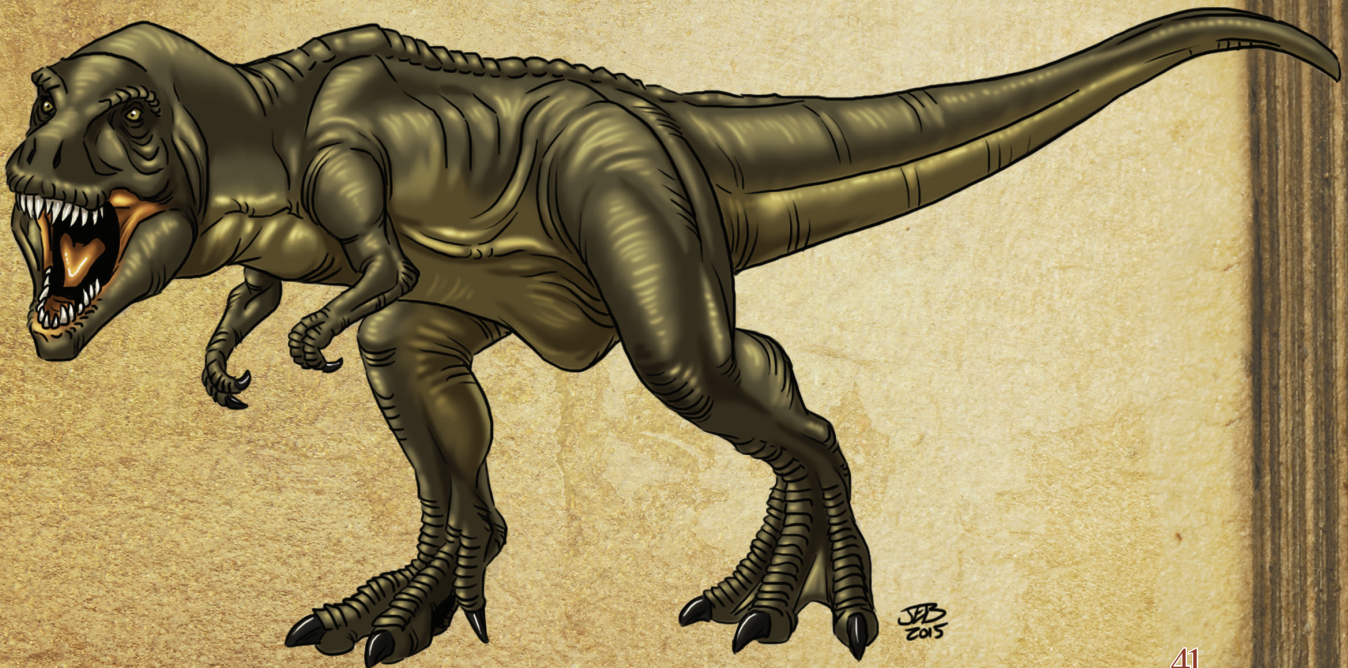
AC: +2 to the base creature's natural armor bonus

Alignment: Any evil

Defensive Abilities: The false god dragon retains all the special defenses of the base creature, in addition to the following:

Illusion of Invulnerability (Su) Whenever the false god takes damage, his own disbelief in his mortality and the belief of his worshipers in his invulnerability creates an illusion that conceals the damage he has taken. The false god never appears to suffer damage from any source (as if he had impenetrable damage reduction). Creatures interacting with the false god may make a Will save (DC 10 + half the false god's HD + false god's Cha modifier) to disbelieve this effect (as the *disguise self* spell). This is an illusion (glamer) effect.

Sacrifice (Su) Mortal worship is a heady drug to the false god, but the greatest pleasure comes when loyal worshipers sacrifice their lives for his glory. By dying in his name, they grant the false god a brief taste of true divinity. The humanoid or monstrous humanoid must willingly take their own life (or allow their life to be taken by another believer) for the express purpose of sacrifice to the false god. This is treated as a coup de grace



MONSTER MENAGERIE

attack. If the worshiper dies, the false god gains the invincible mythic simple template for one round. The rounds of duration for this effect are cumulative for each follower that sacrifices themselves in this manner (so three sacrificed followers extends the duration for three total rounds). Hit points gained from this ability are temporary hit points, deducted from the false god's current hit points before any others.

Invincible (MR 1 or 2) If the false god has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. An invincible creature increases his natural armor bonus by 2 (or 4 if the creature has 11 or more Hit Dice), gains mythic bonus hit points (10 hp for MR 1, 20 hp for MR 2), DR and resistance to all types of energy per the table below, as well as the block attacks and second save mythic universal monster abilities.

Hit Dice	Energy Resistance	DR
1-4	5	—
5-10	10	5/epic
11+	15	10/epic

Special Attacks and Abilities: A false god retains all the base creature's special attacks and abilities, in addition to the following:

False Blessings (Su) While the false god cannot truly grant deific power, the divinity conferred on him by his worshipers returns to them in the form of granted spell-like abilities. As an immediate action, the false god may use any of his available spells or spell-like abilities through an allied creature within line of sight. The allied creature is treated as the source of the spell, and must make any required attack rolls, but the spell otherwise uses the false god's caster level and save DCs. If the false god uses this ability, he cannot use any other spells or spell-like abilities during the same round.

Glory (Su) The false god exudes the cowering confidence of his divine pretensions. The seemingly divine radiance can be so convincing that it wears away at the confidence of lesser creatures. This acts as a 30-foot gaze attack requiring creatures to make a Will save (DC 10

+ half the false god's HD + the false god's Cha modifier) or take a -1 morale penalty to attack, damage, saves, and skill checks for as long as they remain within the false god's presence. Creatures must save against the false god's glory each turn, and the penalties are cumulative up to a maximum of a -4 penalty. This is a mind-affecting fear effect. Mythic creatures, the false god's worshipers, and creatures with the outsider type are immune to this effect.

Oracle Spells (Sp) A false god casts spells as an oracle of the base creature's CR in addition to any other spellcasting or spell-like abilities he possesses. He does not gain any other oracle abilities. The spells learned by the false god (and possibly granted to his followers) always serve the general theme of the false god and his reputation among his followers.

Greater Special Attacks and Abilities: A false god of Gargantuan size or greater gains the following special attack:

Rapture (Su) The largest and most glorified false gods empower servants with a fraction of the power they unwittingly transfer. In every case, this power manifests to keep the false god's brainwashing absolute. Any humanoid or monstrous humanoid within line of sight that worships the false god gains the benefits of the *mind blank* spell. If a subject fails its save against an enchantment spell or effect, it can attempt a new saving throw at the beginning of its turn the following round. These benefits do not apply to any spells cast by the false god upon his servants.

Ability Scores: +4 Str, +4 Dex, +4 Con, +6 Cha

WEAKNESSES

Worship (Su) The false god feeds upon the faith of mortal worshipers, and uses this blind belief to fuel his divine delusions. The false god must have at least one humanoid or monstrous humanoid creature that worships it as a god within line of sight at all times in order to retain his spells, *glory*, and *illusion of invulnerability* abilities. If there are no creatures that meet this criteria within line of sight, then the false god loses access to these abilities until this condition is met. The false god regains the template's abilities immediately once it can see one of its worshipers.

GRUESOME FOES

KNOWLEDGE CHECKS

Base +5: Truly mythic creatures can draw upon the faith of brainwashed mortal worshipers for power. They can then share portions of that power back with the mortal followers to convince the servants of their godhood.

Base +10: The deific powers of a false god are nothing more than fragile illusions that depend upon the constant support or sacrifice of their mortal pawns.

FLAYED

The bloody skeleton and musculature of this bipedal monster bears a crown of writhing snakes atop its head. Blood drips freely onto its enlarged eyeballs. The snakes also lack skin and scales.

FLAYED MEDUSA CR 8

XP 4,800

LE Medium monstrous humanoid

Init +7; **Senses** all-around vision, darkvision 60 ft.;

Perception +16

Aura frightful presence (HD 11, DC 20)

DEFENSE

AC 16, **touch** 16, **flat-footed** 13 (+3 deflection, +3 Dex)

hp 92 (8d10+48)

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

Defensive Ability bloody armor; **DR** 6/adamantine and good; **Immune** bleed, pain effects

Weaknesses bloody footprints, mindless rage

OFFENSE

Speed 30 ft.

Melee mwk dagger +12/+7 (1d4/19-20), snake bite +6 (1d4 plus poison)

Ranged +1 longbow +12/+7 (1d8+1/x3)

Special Attacks bloody assault (DC 20), petrifying gaze

STATISTICS

Str 10, **Dex** 17, **Con** 22, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +8; **CMB** +8; **CMD** 20

Feats Improved Initiative, Point-Blank Shot,

Precise Shot, Weapon Finesse

Skills Bluff +11, Disguise +11, Intimidate +14, Perception +16, Stealth +14

Languages Common

ECOLOGY

Environment temperate marshes and underground
Organization solitary

Treasure double (+1 longbow with 20 arrows, masterwork dagger, ring of protection +2, other treasure)

SPECIAL ABILITIES

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 18 negates. The save DC is Charisma-based.



MONSTER MENAGERIE

Poison (Ex) Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Flayed creatures are almost always the subjects of torture, their skin repeatedly stripped away during interrogation or as punishment for heinous crimes. Kept alive through healing magic or curses, the creature eventually stops re-growing skin and instead becomes a mad bloody thing, inured to further pain. Flayed creatures can also be created intentionally by necromancers or vivisectionists who like to use the skin of sentient beings to create books of forbidden knowledge.

CREATING A FLAYED CREATURE

Flayed is an inherited or acquired template that can be added to any corporeal creature with an internal skeleton.

Shock Value: 3

CR: +1 to the base creature's CR

AC: Reduce the base creature's natural armor bonus to 0.

Defensive Abilities: A flayed creature retains the defensive abilities of the base creature. In addition, flayed creatures are also immune to bleed damage and pain effects.

Special Attacks and Abilities: A Flayed creature retains all the base creature's special attacks and abilities, in addition to the following:

Blood Armor (Su) A flayed creature has no outer layer of skin. It gains no natural armor bonus to AC, and cannot bear the sting of armor on its bloody inner flesh and organs. The creature can attempt to wear armor, but is never counted as proficient and suffers armor check penalties regardless of race, class, or creature type. Because of its exposed skeleton, a flayed creature gains damage reduction equal to its Constitution modifier. This damage reduction can only be overcome by good adamantite weapons.

Bloody Assault (Su) The frantic motion of a flayed creature can splatter its victims with

hot blood infused with supernatural rage. Each round, the first creature to take hit point damage from a flayed creature's melee attack, or to fail a saving throw against one of its spells or effects must succeed on a Will save (DC 10 + ½ the flayed creature's HD + the flayed creature's Constitution modifier) or be briefly overtaken by the attacker's pain and rage. On a failed save the target falls into a rage for 1 round and cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (including casting spells or using spell-like abilities). If the flayed creature deals damage to multiple creatures at once, each target that takes damage is exposed to the bloody assault.

Ability Scores: Dex +2, Con+4, Cha +2

WEAKNESSES

Mindless Rage: A flayed creature still has a supernatural sense of touch despite its lack of outer skin, and is constantly wracked with pain from any impact or damage. The flayed automatically attacks or moves to attack a creature that damaged it in the previous round. (For purposes of this weakness, anything that deals damage or forces a saving throw counts as an attack, and the flayed creature is free to use area effects and supernatural abilities as long as its target is in the affected area). If multiple creatures attacked in the previous round, the flayed creature attacks the one that struck it most recently.

Bloody Footprints: Flayed creatures are easy to track. The DC of skill checks used to find or follow a flayed creature's tracks is 5 lower than normal. Rather than the DC to track the creature increasing by +1 every 24 hours since the track was made increases by +1 for every week of time that passes.

KNOWLEDGE CHECKS

Base +5: Flayed creatures somehow stop re-growing lost skin. They are easy to track, but immune to attacks that cause excess bleeding or pain.

Base +10: The flayed creature's rage and pain can be transferred briefly to nearby victims through its blood splatter, and it always attacks whoever attacked it last.

FLESHWARPER

The long, pliable arms of the hunched-over wretch sprout tentacles, grasping claws, and glistening slime-covered mouths.

FLESHWARPER CHOKER CR 4

XP 1,200

CE Small aberration

Init +7; **Senses** darkvision 60 ft.; **Perception** +1

Aura frightful presence (6 HD, DC 14)

DEFENSE

AC 19, **touch** 14, **flat-footed** 16 (+3 Dex, +5 natural, +1 size)

hp 22 (3d8+9)

Fort +4, **Ref** +4, **Will** +4

Defensive Abilities amorphous, mutable defenses

Weaknesses unstable

OFFENSE

Speed 20 ft., climb 10 ft.

Melee 2 tentacles +8 (1d4+5 plus grab)
or +8 touch (deformity)

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

Special Attacks constrict (1d4+5), fleshwarp (DC 14), mutable offenses, strangle, grab (Large)

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 4, **Wis** 13, **Cha** 11

Base Atk +2; **CMB** +6 (+10 grappling); **CMD** 19

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +18, Stealth +14

Language Undercommon

SQ quickness

ECOLOGY

Environment any underground

Organization solitary, pair, or horror (3-6 plus 3-12 fleshwarped slaves)

Treasure standard

SPECIAL ABILITIES

Strangle (Ex) Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Quickness (Su) A choker is supernaturally quick. It can take an extra move action during its turn each round.

Many creatures possess the ability to alter their forms, but most pale in comparison to the fleshwarper's ability to radically change their physiology. Whether the result of cruel magical experiments or bizarre subterranean energy, fleshwarpers embody chaos and madness. They oppose static forms and oppose social strongholds, preferring to hunt in packs and scatter meaningful opposition.

CREATING A FLESHWARPER CREATURE

Fleshwarper is an acquired or inherited template that can be added to any corporeal creature.

Shock Value: 3

CR: +2 to the base creature's CR

AC: +1 to the base creature's natural armor

Defensive Abilities: A fleshwarper retains all of the special defenses of the base creature. Fleshwarpers also gain the following defensive abilities:

Amorphous (Ex) A fleshwarper's body is mutable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Adaptable Defenses (Su) A fleshwarper can alter its body to defend against incoming attacks, growing bone armor before a sword blow, or lowering its body temperature to freezing just before entering a fire. As an immediate action, the fleshwarper can gain any of the following defensive abilities: all-around vision, damage reduction 3/-, fast healing 5, a +2 enhancement bonus to natural armor, or resistance 10 to acid, cold, electricity, fire, or sonic damage.

Melee: The base creature retains all of its natural attacks. It may change the damage type of any natural attack to deal any other damage type (bludgeoning, slashing, or piercing) as a free action.

Special Attacks and Abilities: A fleshwarper retains all of the base creature's special attacks and abilities. The fleshwarper gains the following additional special attacks and abilities:

Deformity (Su) While it takes the fleshwarper time to make useful changes, it can painfully deform and immobilize creatures in combat

MONSTER MENAGERIE



GRUESOME FOES

with greater ease. As a full-round action the fleshwarper can choose a physical ability score and make a melee touch attack against any creature. If this attack hits, the fleshwarper alters the target's physical body, draining 1d4 points from the chosen ability score. This change magically alters the subject's physical form, so even constructs and undead creatures are affected. Incorporeal creatures or creatures with no discernable physiology are still immune. Living creatures who suffer ability drain from this ability must succeed on a Fortitude save (DC 10 + ½ the fleshwarper aberration's HD + the fleshwarper's Constitution modifier) or become paralyzed for 1 minute. The fleshwarper can only affect a given target once with this ability in a 24-hour period.

Fleshwarp (Su) A fleshwarper can alter the minds and bodies of living creatures into slavish monstrosities at will. This process requires 1 hour to complete, during which the creature must be helpless or willing. The fleshwarper can alter the creature's form (as the *polymorph any object* spell) except it must remain a living creature and is always terrifying in appearance (gaining a shock value of 1). The creature may make a Fortitude save (DC 10 + ½ the fleshwarper's HD + fleshwarper's Constitution modifier) to negate this effect. Creatures transformed in this manner become slaves of the fleshwarper (as the *dominate monster* spell) unless they succeed on a Will save (DC 10 + ½ the fleshwarper's HD + fleshwarper's Constitution modifier). The domination persists as long as the creature remains transformed, but the creature is permitted additional saves to *resist control* as the spell. A fleshwarper always treats Craft (fleshwarping) as a class skill.

Adaptable Offense (Su) A fleshwarper can alter its body when attacking to maximize impact against specific foes. The fleshwarper gains any of the following offensive abilities for 1 round as a swift action at will: grab (if the base creature possesses grab, then this becomes constrict), rend, or trip. Alternatively, the fleshwarper can increase the damage dice of one natural attack type by one size category.

Ability Scores: +4 Str, +2 Dex, +4 Con, +4 Cha

WEAKNESSES

Unstable Form (Ex) The fleshwarper's physical form is constantly in flux. This makes the creature vulnerable to effects that alter it, but makes most changes only temporary. The fleshwarper takes a -4 penalty on all saves against all transmutation spells and effects that target it. However, if affected by any non-instantaneous polymorph effect, the duration is reduced to 1 round per caster level.

KNOWLEDGE CHECKS

Base +5: There are some creatures with control over living flesh and form. They can alter their body to best defend or harm any given foe, or even turn enemies into monstrous slaves.

Base +10: The fleshwarpers are vulnerable to any effect that alters their form, but few effects remain permanent.

FLESHWIRED

The disturbing monster is an amalgam of stitched fur and feathers. More or less shaped like a bear, the creature has hundreds of crude sutures along thick seams of patchwork flesh. It has broad bird wings ending in powerful clawed paws.

FLESHWIRED OWLBEAR CR 6

XP 2,400

N Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

Aura shock (7 HD, DC 14)

DEFENSE

AC 19, **touch** 9, **flat-footed** 19 (+10 natural, -1 size)
hp 57 (5d10+30)

Fort +12, **Ref** +4, **Will** +2

Defensive Abilities contingent animation, partial magic immunity

Weaknesses asymmetric

OFFENSE

Speed 30 ft., climb 15 ft.

Melee 2 claws +10 (1d6+6 plus grab), bite +10 (1d6+6)

Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)

Special Attacks pounce

MONSTER MENAGERIE



pieces from different magical beings. Such attempts are almost never successful, as the disparate natures of each type of donor have difficulty bonding with the alchemical reagents of the crafting process in the same way.

The only way to reach a measure of success is for the cruel genius to keep the donor creatures alive while he attaches harvested pieces of bone, muscle, and skin. The limbs are then animated with the base creature's own mind or soul as a substitute for an elemental spirit. While most creatures eventually perish from the process, some survive the operation due to natural power and resilience. The creature awakens from surgery to find itself horrendously disfigured by an insane butcher.

The fleshwired creature is doomed to live a cursed (if abbreviated) life, avoided by allies and enemies alike. Some come to blame all alchemists, wizards, or even humanoids for their state. Others simply take their frustration out on any creature they encounter.

CREATING A FLESHWIRED CREATURE

Fleshwired is an acquired template that can be added to any corporeal intelligent creature of at least Medium size.

Shock Value: 2

CR: +2 to the base creature's CR

AC: +3 to the base creature's natural armor

Defensive Abilities: The fleshwired creature retains all of the special defenses of the base creature, in addition to the following abilities:

Contingent Animation (Su) When the fleshwired creature is reduced to 0 or fewer hit points, its consciousness flees its body and it dies. This normally manifests as some form of elemental discharge (a splash of pure water, acrid fumes, sparks, or static electricity) as a pre-chosen elemental spirit replaces the creature's lost soul. The creature's type changes to construct (do not recalculate the creature's HD, base attack bonus, or saves) and it immediately gains bonus hp as appropriate for a golem the creature's size. Its body also gains fast healing 5 for a number of rounds equal to its modified CR. The construct

STATISTICS

Str 23, **Dex** 10, **Con** 22, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +12 (+16 grapple); **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +12

SQ scavenged pieces (climb speed, improved natural armor, pounce)

ECOLOGY

Environment temperate forests

Organization solitary

Treasure incidental

It takes a particularly mad or driven construct-crafter to attempt to create a flesh golem using

GRUESOME FOES

gains the berserk universal monster rule, except that it automatically goes berserk every round, and no creature can regain control by any means.

Partial Magic Immunity (Su) The creation of a fleshwired creature produces a monster that is alive but partly golem. Any spell that allows spell resistance and deals hit point damage deals only half damage on a successful hit. Any non-damaging spell that allows spell resistance has only a 50% chance of affecting the fleshwired creature. If the fleshwired creature is killed and becomes a construct through the instant animation ability, then she becomes completely immune to any spell that allows spell-resistance. Spells that affect traditional flesh golems have no effect on the fleshwired creature.

Special Attacks and Abilities: A fleshwired creature retains all the base creature's special attacks and abilities, in addition to the following:

Scavenged Pieces (Ex or Su) The only requirement for a crafter seeking to tie together a fleshwired creature is that all the pieces belong to corporeal creatures with discernable anatomy. This allows a crafter to utilize a wide variety of hard-to-find parts. The fleshwired creature gains evolution points (as with a summoner's eidolon) equal to ½ the base creature's CR. The crafter can't spend more than half the available evolution points on a single evolution (round up).

Ability Scores: +4 Str, -2 Dex, +4 Con

WEAKNESSES

Asymmetric (Ex) It is rare for the creator of a fleshwired creature to find usable creature parts that are all the same size. This leads to creations with asymmetric wings, tails, or limbs. The fleshwired creature has 5 feet less reach for a creature of its size with one selected natural attack (minimum 0 feet), and any flight speed it possesses has its maneuverability reduced by one category (minimum clumsy).

KNOWLEDGE CHECKS

Base +5: Some creatures can be turned into living flesh golems by attaching scavenged pieces of other monsters and animating the result using the original creature's own spirit.

Base +10: Fleshwired creatures vary greatly in abilities based on the limb and organs grafted onto the living creature's body. All suffer from inefficiencies resulting from their bodies not fitting together correctly or growing at different rates.

FOMORIAN

Emerging from the shadows is a thing from nightmares. Its twisted spine and thick neck give the appearance of the deformed titans of legend. One pointed ear rests at the highest point on its bald head, while its deformed skull slopes unnaturally with several flat sides. Its mighty legs drag one foot behind it, but it still appears surefooted.

FOMORIAN HILL GIANT CR 9

XP 6,400

CE Large humanoid (giant) (*Pathfinder Roleplaying Game Bestiary*)

Init -2; **Senses** low-light vision; **Perception** +6

Aura frightful presence (12 HD, DC 14); shared curse (30 ft., DC 21)

DEFENSE

AC 22, **touch** 7, **flat-footed** 22 (+4 armor, -2 Dex, +11 natural, -1 size)

hp 105 (10d8+60)

Fort +13, **Ref** +1, **Will** +3

Defensive Abilities rock catching; **Immune** ability damage (physical), ability drain (physical), disease, fear, poison

Weaknesses exposed nerves

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatclub +17/+12 (2d8+13)

or 2 slams +16 (1d8+10)

Ranged rock +5 (1d8+15)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 31, **Dex** 6, **Con** 23, **Int** 6, **Wis** 10, **Cha** 5

Base Atk +7; **CMB** +18; **CMD** 26

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

MONSTER MENAGERIE



Skills Climb +13, Intimidate +14, Perception +6

Languages Giant

SQ power in blood

ECOLOGY

Environment temperate hills

Organization solitary, gang (2-5), tribe (6-22, plus 20% noncombatants plus 1 shaman or witch leader of 4th-8th level, 1-3 barbarian or fighter champions of 2nd-5th level)

Treasure standard (greatclub, hide armor)

Fomorian creatures are born as a result of multiple, recurrent incest, or when cursed by an older generation of giant-gods. The strength of their preserved bloodline gives them great power, but a horrible countenance. Fomorians look ghastly, and the physical forms of onlookers might be twisted simply by being near them.

CREATING A FOMORIAN CREATURE

Fomorian is an inherited template that can be added to any corporeal creature of the humanoid type. At the GM's discretion, the template can also be applied to any creature that is primarily humanoid in appearance.

Shock Value: 2

CR: +2 to the base creature's CR

AC: +2 to the base creature's natural armor

Defensive Abilities: Fomorians retain all of the special defenses of the base creature, and gain immunity to disease and poison. They also gain immunity to damage or drain to physical ability scores, as well as fear effects.

Special Attacks and Abilities: A fomorian creature retains all the base creature's special attacks and abilities, in addition to the following:

Shared Curse (Su) The fomorian creature radiates an aura that imposes the fomorian's misshapen curse on other creatures. If a corporeal creature begins its turn within 30

GRUESOME FOES

feet of the fomorian, it must succeed on a Fortitude save (DC 10 + ½ the fomorian's HD + fomorian's Constitution modifier) or suffer a -4 penalty to the highest of its Strength or Dexterity scores, and a -2 penalty to the other. The effects of failing the first save last for one hour. Each round an affected creature begins its turn within a fomorian's shared curse aura, it must make another saving throw. A second failure changes the duration of this effect to permanent. The shared curse ability can be removed by the *remove curse* spell or another similar effect.

◊ **Power in Blood (Ex)** A fomorian creature has a supernatural connection to his own cursed aura. A fomorian uses his Constitution modifier to determine the save DCs of any Intelligence, Wisdom, or Charisma-based supernatural or spell-like abilities it possesses.

Ability Scores: +6 Str, -2 Dex, +4 Con, -2 Cha

WEAKNESSES

Exposed Nerves (Ex) The thick hide and preternatural toughness of a fomorian giant makes him a stranger to the sensation of pain. He takes a -2 penalty to saves against any magical effect related to pain (such as *pain strike* and *symbol of pain*).

KNOWLEDGE CHECKS

Base +5: Fomorian creatures are rumored to have been cursed by ancient powers. They lost their immortal beauty, gaining monstrous strength and horrid deformities.

Base +10: Straying too close to a fomorian may result in grotesque disfigurement. With too much exposure, this curse might even become permanent.

Base +15: The thick-skinned fomorians are so hardened against mortality that natural pain means nothing to them. However, magically induced pain is very effective.

OTHER USES

Any creature known to have an ancient heritage, or whose arrogance rivals divinity might inherit the fomorian template. Hideously deformed dragons, magical beasts, and outsiders make for memorable encounters, particularly if the base creature's shared curse is stronger.

FORGOTTEN

This female giant is missing large swathes of her red-runed flesh, revealing her inner workings. It appears almost as if her skin was excised by an impossibly sharp blade. As she moves, the exposed areas shift around randomly within her armor, revealing further displays of functioning anatomy. Staring closely at the missing spaces of her body for too long reveals glimpses of alien worlds.

FORGOTTEN RUNE GIANT CR 19

XP 204,800

LE Gargantuan humanoid (giant) (*Pathfinder Roleplaying Game Bestiary 2*)

Init +2; **Senses** low-light vision; **Perception** +29

Aura shock (23 HD, DC 29)

DEFENSE

AC 30, **touch** 6, **flat-footed** 30 (+9 armor, +15 natural, -4 size)

hp 270 (20d8+180)

Fort +15, **Ref** +8, **Will** +20

Defensive Abilities recoiling mind (DC 26), unstuck; **Immune** cold, electricity, fire

Weaknesses insanity (DC 26)

OFFENSE

Speed 35 ft. (50 ft. without armor); air walk

Melee 2 slams +26 (2d6+15, x3)

Space 20 ft.; **Reach** 20 ft.

Special Attacks command giants, runes, spark shower, tear innards (6d6+45, DC 29), unspeakable visions (DC 26)

Spell-Like Abilities (CL 20th; concentration +26)

Constant—*air walk*

At will—*charm person* (DC 17), *suggestion* (DC 19)

3/day—*mass charm monster* (DC 24), *dominate person* (DC 21)

1/day—*demand* (DC 24), *true seeing*

STATISTICS

Str 41, **Dex** 15, **Con** 28, **Int** 14, **Wis** 23, **Cha** 22

Base Atk +15; **CMB** +34; **CMD** 46

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (longsword),

MONSTER MENAGERIE

Improved Vital Strike, Iron Will, Power Attack, Quick Draw, Staggering Critical, Vital Strike

Skills Acrobatics +15 (+23 jump), Craft (any one) +25, Knowledge (history) +12, Knowledge (nobility) +12, Perception +29

Languages Common, Giant, Terran

ECOLOGY

Environment cold mountains

Organization solitary

Treasure standard (masterwork full plate armor, other treasure)



SPECIAL ABILITIES

Command Giant (Su) A rune giant gains a +4 racial bonus on the save DC of charm or compulsion effects used against giants.

Runes (Ex) As a free action, whenever a rune giant uses its spark shower or spell-like abilities, it can cause the runes on its body to flash with light. All creatures within 10 feet of the giant must make a DC 26 Fortitude save or be blinded for 1 round. The saving throw is Charisma-based.

Spark Shower (Su) As a standard action, a rune giant can cause a shower of sparks to erupt out of one of the runes on its body. These sparks function as a breath weapon (30-ft. cone; 10d6 fire and 10d6 electricity damage; Reflex DC 29 half; usable once every 1d4 rounds). The save DC is Constitution-based.

The forgotten are powerful creatures whose essence is magically splintered throughout multiple realities. They exist half in the physical world and half in mind-breaking alien dimensions. Glances into this realm can cause mortal minds to suffer from temporary madness and go to great effort to forget the unnatural sights. The origins of the forgotten are shrouded in mystery, owing to a tendency to inflict madness and amnesia in witnesses. It is believed that they were either the victims of misguided magical experimentation, or that their civilization suffered an awe-inspiring tragedy that wiped it from space, time, and the memory of the world.

CREATING A FORGOTTEN CREATURE

Forgotten is an acquired template that can be added to any corporeal creature.

Shock Value: 3

CR: +2 to the base creature's CR

Defensive Abilities: The forgotten creature retains all of the special defenses of the base creature, in addition to gaining the following:

GRUESOME FOES

Recoiling Mind (Ex) Creatures exposed to a forgotten creature have difficulty accurately describing the monster, and the weak-willed forget her completely. Creatures who fail a save against the forgotten creature's unspeakable visions ability must make an additional Will save (DC 10 + ½ the HD of the forgotten creature + the forgotten creature's Charisma modifier) once they are no longer in the forgotten creature's presence. Creatures that fail can only recall the forgotten in more normal or mundane terms; describing her limbs as tentacles, or her body as partly invisible. If the save is failed by 5 or more, the creature cannot remember the forgotten creature or any events involving her at all. This is a mind-affecting effect.

Unstuck (Ex) A forgotten creature's body is constantly shifting and moving between dimensions, causing attacks against her to suffer a 50% miss chance. Effects that reduce miss chances due to concealment (such as the Blind-Fight feat or *see invisibility*). Force effects and attacks that automatically hit still suffer this miss chance.

Special Attacks and Abilities: A forgotten creature retains all the base creature's special attacks and abilities, in addition to gaining the following:

Tear Innards (Ex) The forgotten creature gains a slam attack that deals the appropriate damage for the creature's size and has an augmented critical multiplier of x3. As a full-round action, a forgotten creature may perform this slam attack by phasing out of reality and reaching into an opponent's body. The target can make a Fortitude save (DC 10+ ½ the forgotten creature's HD + forgotten creature's Constitution modifier) to reduce the damage of this attack by half. Creatures immune to critical hits only take the forgotten creature's normal slam damage.

Unspeakable Visions (Ex) Creatures that stare at a forgotten creature see visions of a twisting alien reality. This acts as a *gaze* attack with a range of 30 feet. Exposed creatures must succeed on a Will save (DC 10 + ½ the forgotten creature's HD + forgotten creature's Charisma modifier) or become confused for 1 round.

Ability Scores: +4 Dex, +4 Cha

WEAKNESSES

Insanity (Ex) A forgotten creature's existence causes a constant strain on her sanity. During combat, the forgotten creature must succeed on a Will save with a DC equal to 10 + ½ the forgotten creature's HD + the forgotten creature's Charisma modifier. Failure on the save renders the forgotten confused for 1 round.

KNOWLEDGE CHECKS

Base +5: Some terrible beings suffer from a strange affliction that causes them to half-exist in an alien reality. They cause temporary madness and amnesia in creatures that look upon them.

Base +10: A forgotten creature's body constantly shifts between one reality and another, allowing it to manifest its limbs within an opponent's body for horrendous harm. However, its state inflicts upon it the same madness it forces upon others.

FUNGAL HORROR

The trunk of this animated tree has a round patch of bare wood, the bark stripped away by some kind of pale fungus. Small sacs of dried spores burst as the creature moves.

FUNGAL HORROR TREANT CR 9

XP 6,400

NE Huge plant

Init -1; **Senses** low-light vision; **Perception** +13

Aura frightful presence (13 HD, DC 17)

DEFENSE

AC 22, **touch** 7, **flat-footed** 22 (-1 Dex, +15 natural, -2 size)

hp 150 (12d8+96)

Fort +16, **Ref** +3, **Will** +10

Defensive Abilities plant traits; **DR** 10/slashing;

Immune undead traits; **Resist** negative energy 9, positive energy 9

Weaknesses flammable, vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d6+9/19-20)

Ranged rock +7 (2d6+9)

Space 15 ft.; **Reach** 15 ft.

MONSTER MENAGERIE



GRUESOME FOES

Special Attacks mind spores (DC 24), rock throwing (180 ft.), spore burst (DC 24), trample (2d6+13, DC 25)

STATISTICS

Str 29, **Dex** 8, **Con** 27, **Int** 12, **Wis** 18, **Cha** 11

Base Atk +9; **CMB** +20; **CMD** 29

Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Power Focus (slam)

Skills Diplomacy +8, Intimidate +8, Knowledge (nature) +9, Perception +13, Sense Motive +10, Stealth -9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests

Languages Common, Sylvan, Treant

SQ *animate trees*, double damage against objects, treespeech

ECOLOGY

Environment any forest

Organization solitary, or grove (2-7)

Treasure standard

SPECIAL ABILITIES

Animate Trees (Sp) A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.

A creature can become a fungal horror while dwelling in humid jungles or damp, underground places. Leaky tombs and crypts, sunken ships, swampland battlefields, and towns destroyed by flooding are all likely locations for these gruesome creatures. The fungi attached to such creatures are actually undead spores, often forming a symbiotic hybrid of life and death.

CREATING A FUNGAL HORROR CREATURE

Fungal horror is an acquired template that can be added to any corporeal creature.

Shock Value: 1

CR: +1 to the base creature's CR

AC: +1 to the base creature's natural armor

Creature Type: Most creatures can't support a total-body fungus without dying. The exception is creatures of the construct, plant, or undead type as well as creatures of the fey type with ties to plants and nature. Corporeal creatures without these types (or fey without ties to nature) change their creature type to undead. Do not recalculate HD, hit points, or other statistics.

Special Attacks: A fungal horror creature retains all the base creature's special attacks and abilities, in addition to the following:

Absorb Negative Energy (Su) The spores of a fungal horror are actually an undead growth that absorb both negative and positive energy. A fungal horror gains the same immunities as the undead type, and gains resistance to positive and negative energy (including channeled energy and smite attacks) equal to its CR.

Mind Spores (Ex) The spores of a fungal horror attach themselves to the nerves and inner ear of those caught in their burst. These spores release fluid into their victims, warping perceptions and heightening doubt. Whenever the fungal horror confirms a critical hit against a target with a melee attack, or a creature rolls a natural 1 on a melee attack against the fungal horror, that opponent must make a Fortitude save (DC 10 + ½ the fungal horror's HD + the fungal horror's Constitution modifier). On a successful save, the target is confused for 1 round. On a failed save, the target is confused for a number of rounds equal to the horror's CR. This effect counts as a nonmagical disease for the purpose of creatures that are immune to disease, or effect that cure or remove disease. This is a mind-affecting effect.

Spore Burst (Ex) The molds and fungi of the fungal horror can burst into clouds of spores

MONSTER MENAGERIE

when it is hit with significant force. When the creature takes weapon damage (including natural weapons and unarmed strikes) or force damage, it erupts into a cloud of spores that affect every square within its reach. These spores create an effect identical to a *fog cloud* with a caster level equal to the creature's HD, except that the fungal horror is unaffected. Creatures within the cloud must succeed on a Fortitude save (DC 10 + the fungal horror's HD + the fungal horror's Constitution modifier) or take 1d3 points of Constitution damage. A fungal horror can only produce a spore burst a number of times each day equal to its CR. Creatures immune to natural diseases are immune to this effect.

Ability Scores: Con +6, Wis +2, Cha -2

WEAKNESS

Flammable: Although it does not take extra damage from fire, the fungal horror is easy to set on fire. Any time it fails a saving throw against an effect that deals fire damage, it catches on fire. If it takes fire damage from an effect that does not require a save, the fungal horror must make DC 15 Reflex save or catch on fire.

KNOWLEDGE CHECKS

Base +5: The undead fungi on this animated corpse release spores when it is hit by physical force, damaging those nearby. Its fungal effects are a form of disease.

Base +10: The fungi on this creature are highly flammable.

GAPING

Bald and bloated, this obese humanoid monster has lips that open in a grotesque roar. Its maw fully occupies its face and neck, with rows of jagged teeth opening to obscure its beady eyes and tiny pointed ears.

GAPING DRETCH CR 4

XP 1,200

LE Small outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., scent; **Perception** +5
Aura frightful presence (4 HD, DC 15)

DEFENSE

AC 17, **touch** 11, **flat-footed** 17 (+6 natural, +1 size)

hp 20 (2d10+9)

Fort +6, **Ref** +0, **Will** +3

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Weaknesses molar eclipse

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d6+3), bite +7 (2d6+3 plus grab)

Special Attacks deafening scream (DC 13), grab, mighty bite

Spell-Like Abilities (CL 2nd, concentration +4)

1/day—*cause fear* (DC 13), *stinking cloud* (DC 15), *summon* (level 1, 1 dretch 35%)

STATISTICS

Str 16, **Dex** 10, **Con** 16, **Int** 5, **Wis** 11, **Cha** 15

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 14

Feats Toughness, Weapon Focus (bite)^B

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (cannot speak); *telepathy* 100 ft. (limited to Abyssal-speaking targets)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, gang (3-5), crowd (6-12), or mob (13+)

Treasure none

A gaping creature hungers for more than living flesh, it craves the fear its prey feels as it's consumed. These creatures can unhinge their jaw and expand the size of their mouth to almost comical proportions or scream with deafening volume. Alternatively, some gaping creatures' faces split open in bizarre fashion to expose a "second" maw.

Gaping creatures commonly evolve naturally or rise as undead after some time spent howling in insanity or feeding on living beings. Entire tribes of barbaric gaping creatures exist in tunnels outside abandoned or sunken cities, as well as the cemeteries of the largest humanoid cities.

GRUESOME FOES

CREATING A GAPIING CREATURE

Gaping is an acquired template that can be added to any corporeal creature.

Shock Value: 2

CR: +2 to the base creature's CR

AC: +3 to the base creature's natural armor

Special Attacks: A gaping creature gains the following:

Deafening Scream (Su) As a swift action once every 1d4 rounds, a gaping creature can unleash an ear-piercing scream in a 30-foot cone. Targets in the area take 1d4 points of sonic damage per HD of the creature and are deafened for 1 minute. A successful Fortitude save (DC 10 + $\frac{1}{2}$ the gaping creature's HD + the gaping creature's Charisma modifier) halves the damage and negates the deaf condition.

Mighty Bite (Ex) A gaping creature gains a bite attack as a primary natural weapon if it doesn't have one already. Its bite attack deals damage as a creature two size categories larger than the base creature's size. If the base creature already has a bite attack, its bite deals damage as a creature three sizes larger. All gaping creatures gain the grab universal monster rule with their bite, and Weapon Focus (bite) as a bonus feat. Gaping creatures with 4 or more HD gain Weapon Specialization as a bonus feat. Gaping creatures with 8 or more HD gain Improved Critical (bite) as a bonus feat.

Ability Scores: Str +4, Con +2, Cha +4

WEAKNESSES

Molar Eclipse: A gaping creature opens its maw widely when it makes bite attacks, rendering it unable to see clearly in most conditions. Whenever the gaping creature attempts to grapple an opponent after a successful bite attack, it grants concealment to all creatures other than the one it grapples until the grapple ends.

KNOWLEDGE CHECKS

Base +5: The creature's bite is extremely dangerous and it can ingest meals larger than normal for its size.

Base +10: The creature is more vulnerable when its mouth is wide open.



MONSTER MENAGERIE

GLUTTONOUS

The large humanoid bear has dirty white fur over its entire body. Fog roils away from its skin, which is distorted from unusual protrusions that occasionally flare with internal light.

GLUTTONOUS YETI CR 6

XP 2,400

N Large monstrous humanoid (cold)

Init +0; **Senses** darkvision 60 ft., scent; **Perception** +10

Aura frightful aura (8 HD, DC 15)

DEFENSE

AC 20, **touch** 10, **flat-footed** 20 (+1 deflection, +10 natural, -1 size)

hp 57 (6d10+24)

Fort +8, **Ref** +5, **Will** +6

Immune cold

Weaknesses bloated, vulnerability to fire

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +12 (1d6+7 plus 1d6 cold)

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

Special Attacks devour, enchanted, frightful gaze, rend (2 claws, 1d6+9 plus 1d6 cold)

STATISTICS

Str 19, **Dex** 10, **Con** 19, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +11 (+13 disarm); **CMD** 22 (24 vs. disarm)

Feats Cleave, Improved Disarm^B, Great Fortitude, Power Attack

Skills Climb +21, Intimidate +9, Perception +10, Stealth +0 (+8 in snow); **Racial Modifiers** +4

Stealth (+12 in snow)

Languages Aklo

SQ endless gullet (*bag of holding type II*)

ECOLOGY

Environment cold mountains

Organization solitary

Treasure triple (*wand of scorching ray* [CL 3rd, 40 charges], *ring of protection* +1)

Denizens of dark dungeons and reclusive lairs collect more than a few coins and gems as

intruders fall beneath their spells and teeth. Over time, a monster's hoard attracts new explorers, who leave behind their own magical items and the occasional clue as to how to use them. A gluttonous creature capitalizes on these trends by consuming its favorite tools and using them in combat. In this way the creature carries additional protection or firepower, and simultaneously keeps its favorite treasures close.

The consumption of magical implements and the strange materials they are made from has strange effects on the creature's anatomy but ensures no one can take its most useful devices without destroying the creature itself. Ironically, the gluttonous creature struggles with its mobility after ingesting permanent magical items, often becoming stationary for long periods of time as the foreign objects inside its body hamper its movement.

CREATING A GLUTTONOUS CREATURE

Gluttonous is an acquired template that can be added to any corporeal creature with an Intelligence score of at least 3.

Shock Value: 2

CR: +2 to the base creature's CR

AC: If the base creature has a natural armor bonus to AC, that bonus increases by +3. If the base creature does not have a natural armor bonus, it gains a +3 deflection bonus to AC instead.

Special Defenses: A gluttonous creature retains all of the special defenses of the base creature. In addition, it gains the following ability:

Incidental Activation: Whenever an opponent successfully deals melee damage to a gluttonous creature, that creature must succeed on a Reflex save (DC 10 + ½ the gluttonous creature's HD + the gluttonous creature's Constitution modifier). On a failed save, the creature suffers the effects of the offensive ability (if any) of one of the gluttonous creature's devoured items (see below) with the highest caster level. If the ability is a use-activated or spell completion item, the devoured item loses one charge or daily use of the activated item. Once the all available uses of the effect with the highest caster level are depleted, this ability

GRUESOME FOES

activates the offensive ability with the next highest caster level, if any. If the effect allows its own saving throw, the attacking creature automatically fails.

Special Attacks and Abilities: A gluttonous dragon retains all the base creature's special attacks and abilities, and gains the following:

Devour (Ex) Whenever the gluttonous creature successfully disarms a weapon or magical item up to its size or smaller, it may swallow the disarmed item into its endless gullet as a free action. The gluttonous creature may likewise consume any unattended item of up to its size as a standard action. If the consumed item is magical, the gluttonous creature gains 1 temporary hit point for every 1,000 gp of the item's base price (minimum 5 hp). Hit points gained in excess of the creature's maximum total are treated as temporary hit points with a permanent duration. An ingested wondrous item with a permanent magical bonus confers its bonus onto the gluttonous creature regardless of its normal body slot.

Enchanted (Su) The gluttonous creature becomes magically infused with eldritch power, which in turn augments its natural weapons. All of the creature's natural attacks gain an enhancement bonus to attack and damage rolls equal to $\frac{1}{2}$ its total CR, as well as one additional weapon property chosen from the following list: anarchic, axiomatic, flaming burst, holy, icy burst, shocking burst, or unholy. In order to choose anarchic, axiomatic, holy, or unholy with this ability the gluttonous creature must have ingested an item with that property, or that radiates an aura of the appropriate alignment. This ability only functions if the gluttonous creature's endless gullet contains at least 1,000 gold pieces in permanent magical items.

Endless Gullet (Su) Any treasure that the gluttonous creature swallows is contained within its ever-expanding stomach and can be regurgitated by the creature as a full-round action. The creature's belly is treated as an extradimensional space that cannot be overloaded or ruptured. It can only be turned inside out or accessed by any



creature other than the gluttonous creature upon the gluttonous creature's death. The type of *bag of holding* (for the purpose of carrying capacity) is dependent on the size category of the creature: Small or Medium (*bag of holding type I*), Large (*bag of holding type II*), Huge (*bag of holding type III*), Gargantuan or Colossal (*bag of holding type IV*). If the gluttonous creature consumes an extradimensional space (such as a portable hole), it suffers no ill effects. The item that generates the space simply remains in the creature's gullet until removed.

MONSTER MENAGERIE

Ability Scores: -2 Dex, +4 Con, -2 Cha

Bonus Feats: Improved Disarm

Treasure: Gluttonous creatures carry more treasure than other creatures of their species. It bears up to triple the normal wealth for a creature of its encounter level. Usually this treasure is in the form of ingested magical items.

WEAKNESSES

Bloated (Ex) A gluttonous creature eventually becomes obese from carrying unusually shaped objects in its bulging gut. The creature increases in size by one category but gains none of the bonuses for the size increase (additional reach, ability score increases, natural armor, etc.). The gluttonous creature still gains all penalties to attack, AC, and skills. All movement speeds the creature possesses are halved. The gluttonous creature loses any ability to change shape the base creature might possess.

KNOWLEDGE CHECKS

Base +5: Some creatures are so taken with their wealth or afraid of thieves that they gobble it all down into ever-expanding bellies. These creatures gain some of the benefits of the horde swallowed in this manner and swell to prodigious size.

Base +10: Gluttonous creatures seem larger than normal, but the bulk from their swelling bellies slows them down in addition to empowering them. They are quite fond of rapidly swallowing enchanted weapons or trinkets that are not held too tightly.

HERMIT

Writhing in agony, the dragon lurches across the ground. Patchwork hides and plates mingle with the remains of what must have been an iron golem to cover the wretched creature's scale-less flayed flesh.

HERMIT OLD BLACK DRAGON CR17

XP 102,400

LE Huge dragon (water)

Init +4; **Senses** dragon senses; **Perception** +24

Aura frightful presence (240 ft. 21 HD, DC 25)

DEFENSE

AC 36, **touch** 8, **flat-footed** 36 (+20 armor, +8 shield, -2 size)

hp 261 (18d12+144)

Fort +19, **Ref** +11, **Will** +15

Defensive Abilities scales of iron, stolen shell, moderate fortification; **DR** 5/magic; **Immune** acid, sleep, paralysis; **SR** 28

Weaknesses blinded by pain

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +25 (4d6+13 plus 2d6 acid), 2 claws +25 (2d6+9), 2 wings +20 (1d8+4), tail slap +20 (2d6+13)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (100 ft. line, 16d6 acid, DC 27), *corrupt water*, crush, devouring breath

Spell-Like Abilities (CL 18th, Concentration +21)

At will—*darkness* (80 ft.), *plant growth*

Spells Known (CL 7th, Concentration +10)

3rd (6/day)—*dispel magic*, *haste*

2nd (6/day)—*bear's endurance*, *blur*, *glitterdust* (DC 15)

1st (6/day)—*alarm*, *grease* (DC 14), *magic missile*, *obscuring mist*, *ray of enfeeblement*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *ghost sound*, *read magic*, *mage hand*, *message*

STATISTICS

Str 29, **Dex** 10, **Con** 27, **Int** 16, **Wis** 19, **Cha** 16

Base Atk +18; **CMB** +29; **CMD** 39 (43 vs. trip)

Feats Blind Fight, Flyby Attack, Hover, Improved Initiative, Improved Natural Attack (bite), Power Attack, Vital Strike, Wingover

Skills Fly +12, Intimidate +23, Knowledge (arcana) +23, Perception +24, Sense Motive +24, Spellcraft +23, Stealth +12, Survival +24, Swim +37

Languages Common, Draconic, Giant, Goblin

SQ *speak with reptiles*, swamp stride, water breathing

ECOLOGY

Environment warm marshes

Organization solitary

Treasure triple (+2 moderate fortification heavy steel shield)

SPECIAL ABILITIES

Corrupt Water (Sp) Once per day an adult or older black dragon can stagnate 10 cubic feet of still

GRUESOME FOES



MONSTER MENAGERIE

water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 25) or become ruined. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

Speak with Reptiles (Sp) A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as *Speak with Animals*, but only with reptilian animals.

Swamp Stride (Ex) A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

Mighty beasts are renowned for their nearly impervious hides, but some must learn to do without or perish. A dragon might be cursed with rotting scales, or a mythical beast could be born with a less protective hide. Sometimes such a pitiful creature survives against all odds and overcomes the loss of her natural protection. The hermit creature's very nature adapts, and she hunts other creatures for their scales, plates, and thick hides. In a twist of irony the hermit also finds she can turn the tables on larcenous adventurers to steal their armor for herself.

CREATING A HERMIT CREATURE

Hermit is an acquired template that can be added to any corporeal creature that has a breath weapon and a natural armor bonus to Armor Class.

Shock Value: 3

CR: +3 to the base creature's CR

AC: The base creature loses any natural armor bonus

Defensive Abilities: The hermit retains all of the special defenses of the base creature, in addition to the following abilities:

Scales of Iron (Su) The hermit creature can meld shields or bits of armor onto her flesh. A hermit creature gains a +1 shield bonus to AC for every suit of armor or shield she grafts onto herself (up to a maximum bonus of half the hermit creature's final CR). If any of the armor pieces the hermit creature uses in this fashion

are enchanted, she gains the largest enhancement bonus among them to her shield bonus to AC. If any of the armor used contains any special properties, the hermit creature may gain the benefit of one, plus an additional one for each size category of the hermit creature larger than Medium. The hermit creature may change which special properties it currently benefits from by spending 8 hours in meditation.

Stolen Shell (Ex) The hermit creature adapts to her affliction by learning to steal the thick hide, scales, plates, or even armor from lesser foes to replace her own ravaged defenses. As a full-round action that provokes attacks of opportunity she may drape herself in a stolen hide and meld the hide to her flesh. If the hide comes from a creature the same size as the hermit creature, she gains an armor bonus equal to the donor creature's natural armor. For every size category smaller than the hermit creature, a stolen hide's armor bonus suffers a -2 penalty. The hermit can graft additional hides to increase the armor bonus gained by +1 each, but they cannot increase the total armor bonus beyond the hermit creature's Hit Dice.

Special Attacks and Abilities: A hermit creature retains all the base creature's special attacks and abilities, and gains the following:

Devouring Breath (Su) Once per day the hermit creature can transform her breath weapon into a devastating bite attack. If the hermit successfully delivers a bite using the attack action she may release her breath weapon directly into the wounded creature's body. In addition to the normal damage dealt by the breath weapon, the victim suffers 1d4 points of Constitution damage and gains the exhausted condition. A Fortitude save against the DC of the creature's breath weapon halves both the hit point damage and Constitution damage and negates the exhaustion. A creature slain by this attack has its bones and organs disintegrated (as with the *disintegrate* spell) but leaves its outer skin mostly intact. The hermit may graft the skin or any armor worn to her own body with the scales of iron or stolen hide abilities.

Ability Scores: +4 Con

GRUESOME FOES

WEAKNESSES

Blinded by Pain (Ex) The hermit creature lives with the constant agony of raw, exposed nerves over its entire body. This distraction forces the hermit creature to focus on a small number of opponents at a time. Any opponent the hermit creature does not attack in a round gains concealment from the hermit until the start of its next turn.

KNOWLEDGE CHECKS

Base +5: Sometimes an affliction leaves a normally thick-skinned monster without protective scales and hide. If it survives, the beast must hunt other creatures for their natural protections. It can turn its deadly breath into something like a poisonous bite, destroying a victim from the inside out but leaving the hide intact.

Base +10: The hermit creature can steal pieces of armor or shields from unfortunate adventurers to rebuild a makeshift set of scales, to the point of gaining any enchantments on the gear. They have difficulty focusing through the pain of their injuries and sometimes make clumsy attacks if forced to shift attention to multiple opponents.

HIVE MIND (MYTHIC)

This oversized rat is eerily silent and appears to take in its surroundings warily. Its enlarged head pulses with rapid blood flow.

HIVE MIND DIRE RAT CR 2/MR3

XP 400

N Small animal (mythic)

Init +3D; **Senses** low-light vision, scent;

Perception +7

Aura frightful (2 HD, DC 13)

DEFENSE

AC 17, **touch** 14, **flat-footed** 14 (+3 Dex, +3 natural, +1 size)

hp 29 (1d8+25)

Fort +3, **Ref** +5, **Will** +4

Defensive Abilities block attack, **DR** 5/epic;

Immune mind-affecting effects

Weaknesses shared experience, shared power

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +2 (1d4+1 plus disease)

Special Attacks disease (DC 12), feral savagery (when flanking), mythic magic (3/day), mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 3rd, concentration +4)

Constant—*detect thoughts* (DC 12)

Spells Known (CL 3rd, concentration +4)

0 (at will)—*acid splash*, *ghost sound*, *open/close*

1st (6/day)—*ant haul*, *mage armor*, *magic missile*

STATISTICS

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

Base Atk +0; **CMB** 0; **CMD** 13 (17 vs. trip)

Feats Outflank^M, Skill Focus (Perception)^M

Skills Acrobatics +7, Climb +11, Perception +7, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

Languages speak with rats, telepathy 90 ft.

SQ dual initiative, hive mind (perfect coordination, spellcasting), psychic

ECOLOGY

Environment any urban

Organization pack (4-10*), colony (21-40), or hive (21+, plus 2-7 hive mind rat swarms),

Treasure incidental

*Sample creature is part of a community of 4 hive mind dire rats and 2 hive mind rat swarms

Most of the living things in the world are dumb creatures, capable of little more than simple instinct. While this limitation applies to a single ant, a swarm acts with cumulative focus and accomplishes surprising feats. Large groups of creatures exposed to eldritch wellsprings, magical pollution, or rapid evolution might begin forming interconnections, even across different species. As they grow in number, they might cross the line into collective sapience. If permitted to multiply without ceasing, their power could expand to awe-inspiring heights.

Societies or cities that unintentionally create a hive mind may try to find some method of co-existence with their highly organized neighbor. However, it can be difficult for a growing hive to live side-by-side in peace forever. Eventually, the humanoids see the hive mind as a threat, or vice versa. Victory often goes to whichever side strikes first... which is usually the hive.

MONSTER MENAGERIE

CREATING A HIVE MIND CREATURE

Hive mind is an acquired or inherited template that can be added to any corporeal creature with an Intelligence score of “—,” 1, or 2.

Shock Value: ½ the hive member’s mythic rank

CR: +½ of the hive member’s mythic rank to the base creature’s CR

Mythic Rank: A hive mind gains the mythic subtype (*Pathfinder Roleplaying Game: Mythic Adventures*) and a mythic rank determined by the number of creatures within the hive mind (see hive mind).

Mythic Subtype: All component members of a hive mind gain a bonus to natural armor and spell resistance equal to its mythic rank, 8 bonus hit points per mythic rank, the epic quality added to its damage reduction, the mythic power and surge universal monster abilities, ability score bonuses based on mythic rank, and mythic feats. These bonuses are the same for each component creature or swarm.

Special Defenses: All members of the hive mind are immune to mind-affecting effects, except for harmless or beneficial effects originating from the hive mind itself.

Mythic Abilities: The hive mind gains the following abilities:

Hive Mind (Su) Each creature within the hive shares a combined consciousness and power. This power waxes and wanes with the size of the hive. All members of the hive mind can sense anything perceived by any other member within 1 mile per mythic rank. All creatures within the hive mind share the same skills, languages, and feats, determined by the highest CR creature within the hive. All members of the hive possess the same mental ability scores, mythic rank, and mythic abilities, determined by the number of creatures within the hive (see below). To contribute to the hive mind, a creature must be at least Small-sized, although smaller members may gain the benefits of the hive mind, and a swarm of creatures contributes a number of creatures to the hive mind equal to the number of 5-foot

spaces each such swarm occupies. Any mindless creature touched by a member of the hive mind is automatically subsumed into the hive mind, immediately gaining all accompanying benefits. Any member of the hive mind can communicate with other creatures of any kind that make up the hive mind, even mindless creatures or creatures that don’t share a language. Creatures with an Intelligence score of 3 or higher cannot join a hive mind (but see below).

Number of Creatures	Mythic Rank	Int/Wis/Cha Ability Scores
4 (minimum)	1	8
6-10	2	10
11-20	3	12
21-30	4	14
31-40	6	16
41-50	8	18
51+	10	20

Psychic (Ex) A hive mind possesses strong mental powers. All hive minds gain the telepathy universal monster ability with a range equal to 30 feet per mythic rank. Any member of the hive mind can use detect thoughts as a spell-like ability within its telepathic range. This ability has a cast level equal to the hive mind’s mythic rank. The member can suppress or resume this ability as a free action. When a member uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a Will save (DC 10 + ½ the member’s HD + member’s Charisma modifier).

Additional Mythic Abilities: The hive mind selects an additional mythic ability from the list below for every mythic rank it possesses beyond the 1st. The hive mind might lose access to some mythic abilities if enough of its component creatures are killed.

Control (Ex) The hive mind crushes the mind of humanoids, temporarily forcing them into the collective. Hive mind creatures with this ability typically keep it secret at all costs, rather than provoke the fear of humanoid societies. This acts as the *dominate person* spell usable once per

GRUESOME FOES

day (with a caster level equal to the hive mind's mythic rank). The spell-like ability must be cast through a single member of the hive, and the range is limited to the telepathic range. The target is allowed a Will save to negate the effect (DC 10 + $\frac{1}{2}$ the member's HD + the member's Charisma modifier). The hive mind may spend a use of mythic power to grant a dominated humanoid the hive mind template for 24 hours (treat the humanoid as a member for all mythic abilities regardless of its starting Intelligence score). If the humanoid is freed from the domination, she immediately loses all benefits of the template.

Dual Initiative (Ex) As the universal monster ability of the same name (see *Pathfinder Roleplaying Game: Mythic Adventures*).

Evolve (Su) The hive mind can alter the abilities of individual creatures to resemble the abilities of other members of the hive. If any component member of the hive mind possesses any of the following abilities, then the hive mind can grant one of these abilities (or the specific version of the ability) to any other creature within the hive as a swift action: climb 15 ft., swim 15 ft., darkvision 60 ft., low-light vision, scent, distraction, grab, pounce, and trip. The hive mind may only grant one ability in this manner but can alter the ability granted (and the member it is granted to) each round if it wishes. For example, if a dire rat and a wasp swarm both belong to a hive mind, then the hive mind can grant the dire rat the wasp swarm's distraction ability, or the wasp swarm the dire rat's scent ability (but not both at the same time).

Increased Pool (Ex) The hive mind's available uses of mythic power per day is doubled.

Induct (Ex) The hive mind can accept intelligent creature into its collective. The target is allowed a Will save to negate if unwilling (DC 10 + $\frac{1}{2}$ the member's HD + the member's Charisma

modifier). On a successful save, the subject can never again be forcibly added to the collective. While belonging to the collective, the intelligent creature's mental ability scores become standard for the hive as normal. A creature with an Intelligence score of at least 10 added to the collective is counted as 10 mindless creatures for the purposes of mythic rank and mental ability scores. Once joined, an intelligent member can only become freed from the collective by a *miracle* or *wish* spell.

Link (Ex) The hive mind is adept at having individuals fight in perfect tandem. All creatures within the hive mind always go in the same round of initiative as the highest initiative of any hive member present. Any members of the hive may make a single melee or ranged attack against the same creature as a standard action and use the highest attack roll (plus bonuses) of any attacking member.

Perfect Coordination (Ex) The hive mind gains a bonus teamwork feat. Creatures within the hive mind gain the feat as a bonus feat even if they do not meet the prerequisites. The hive mind may select a new teamwork feat to share every 24 hours or may spend a use of mythic power to switch this bonus teamwork feat as an immediate action.



MONSTER MENAGERIE

Prescient (Su) The hive mind becomes capable of predicting the future. All members within the hive cannot be surprised and gain a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever the member is considered flat-footed. The hive mind can cast *augury* at will and *divination* once per day as spell-like abilities. The hive mind can spend a use of mythic power to automatically succeed at the percentage chance for a successful *augury* or *divination*. It can also use spend mythic power to automatically succeed on a Reflex saving throw made by a member.

Sapient Sacrifice (Ex) A wounded member of the hive mind can intercept an attack intended for another member as an immediate action. For individual members, the wounded creature can move up to its speed and sacrifice itself, becoming the new target of the incoming attack. For swarms, wounded members of the swarm instantly move in front of the attack without requiring an immediate action. In this case the swarm simply takes half damage from the incoming attack (or ¼ damage in the case of a swarm of Diminutive or Tiny creatures).

Spellcasting: The hive mind gains spellcasting as an oracle or sorcerer with a level equal to its mythic rank. The spell levels available for spontaneous casting are shared between all members within the hive mind. For example, if a single ooze uses a 1st-level spell slot, that slot is not available to any other ooze within the hive for the remainder of the day. However, multiple members of the hive mind can cast spells from the same pool in the same round. This ability may be taken up to twice, granting the hive access to both oracle and sorcerer spellcasting. Alternatively, the second time the hive mind acquires this ability, it gains an effective class level equal to its CR for casting spells from its chosen class.

WEAKNESSES

Shared Suffering (Ex) All creatures within a hive mind share the experiences of all others, which can make traumatic events like death jarring for the combined consciousness. Whenever any creature within the hive mind is killed, all other members take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1 minute.

Shared Power (Ex) While all members of the hive benefit from the mythic subtype (potentially with a higher mythic rank than normal for a creature of the given CR), they all share the same uses of mythic power per day.

KNOWLEDGE CHECKS

Base +5: There are tales of colonies of dumb animals or mindless creatures joining together in an insect-like hive mind. The hive possesses psychic powers that increase or decrease depending on the number of creatures involved.

Base +10: Powerful hive minds gain a variety of psychic, telepathic, or prescient abilities. However, the hive mind as a whole must share mythic and magical resources. Likewise, the close connection between the members can be a double-edged sword, as all feel the death of a component part.

HOARDER

Piles of garbage shift and collapse like dominos before the dwarf-sized dragon emerges from the closest pile. Its white scales are covered by frosted papers and detritus, but its sharp teeth are plainly in view.

HOARDER YOUNG WHITE DRAGON CR 8

XP 4,800

CE Medium dragon (cold)

Init +6; **Senses** dragon senses, snow vision;

Perception +12

Aura shock (9 HD, DC 13)

DEFENSE

AC 22, **touch** 12, **flat-footed** 20 (+2 Dex, +10 natural)
hp 80 (7d12+35)

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

Defensive Abilities defensive debris; **Immune** cold, disease, paralysis, sleep

Weaknesses miser's folly

OFFENSE

Speed 30 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.

Melee bite +12 (1d8+7 plus disease), 2 claws +12 (1d6+5 plus disease), 2 wings +7 (1d4+2)

Special Attacks breath weapon (30-ft. cone, DC 18, 6d4 cold), hostile hygiene (DC 19), infection

GRUESOME FOES

STATISTICS

Str 21, **Dex** 14, **Con** 21, **Int** 8, **Wis** 11, **Cha** 6
Base Atk +7; **CMB** +12; **CMD** 24
Feats Alertness, Flyby Attack, Improved Initiative, Power Attack
Skills Fly +12, Intimidate +8, Perception +12, Stealth +12, Swim +23
Languages Draconic

ECOLOGY

Environment cold hills
Organization solitary
Treasure double (half normal magical items and nothing over 1,000 gp)

Hoarders live in places that don't attract adventurers with the promise of untold wealth. The compulsion to fill a lair with relatively valuable (or at least practical) items leads the hoarder to collect bizarre trinkets from its surrounding environment. Possessive and feral, hoarders are especially dangerous in their own lair.

CREATING A HOARDER CREATURE

Hoarder is an acquired template that can be added to any corporeal creature.

Shock Value: 2

CR: +2 to the base creature's CR

AC: +2 to the base creature's natural armor

Defensive Abilities: The hoarder retains all of the special defenses of the base creature and gains immunity to disease, in addition to the following:

Defensive Debris (Ex) A hoarder wears pressed refuse up against its grimy hide. Though this layer of garbage is as incidental as anything else, it gives the creature protection from physical harm. A hoarder's defensive debris gives it 5 temporary hit points per size category larger than Tiny. These hit points are in addition to the creature's maximum hit points. A hoarder surrounded by sufficient refuse can bring its temporary hit points from this ability back up to the maximum amount by rolling or leaning against its collection of garbage as a full round action that provokes attacks of opportunity.

Special Attacks and Abilities: A hoarder retains all the base creature's special attacks and abilities, in addition to the following:

Hostile Hygiene (Ex) The hoarder's personal upkeep reflects the extreme filth of its surroundings. Creatures who take damage from a hoarder's breath weapon, or any primary natural attack that deals piercing or slashing damage, are nauseated for one round. A Fortitude save (DC 10 + $\frac{1}{2}$ the hoarder's HD + the hoarder's Constitution modifier) reduces the nauseated condition to sickened. Once a creature successfully saves against this effect, it is immune to that creature's hostile hygiene for 24 hours.



MONSTER MENAGERIE

Infection (Ex) The unsanitary environment maintained by hoarders ferments powerful plagues. The hoarder creature's bite and claw attacks inflict disease as if by a *contagion* spell with a caster level of the hoarder's hit dice (save DC is equal to 10 + half the hoarder's HD + the hoarder's Constitution modifier).

Ability Scores: +2 Str, +4 Con, -2 Cha

WEAKNESSES

Miser's Folly (Ex) Hoarders suffer from unceasing preoccupation with their bizarre collections. They may obsess over collecting a scroll for every single 1st-level arcane spell or insist on preserving the mummified corpses of victims. Whatever the hoarder's fixation, any threat to its hoard alarms the creature beyond reason. If valued objects within the hoarder's collection are damaged or destroyed during combat, it becomes shaken for the remainder of the combat.

KNOWLEDGE CHECKS

Base +5: Most intelligent creatures see their hoarder counterparts as underachievers or insane. The beasts are ferocious, but feral, and more interested in collecting minutiae than amassing treasure or building a defensible lair.

Base +10: Hoarders are obsessive about their unusual collections, and damaging a collection drives them to distraction.

INSANE INTELLIGENCE (MYTHIC)

A vaguely humanoid shape made of metal lurches to life with the grinding whir and frantic ticking of hundreds of gears.

TALA – INSANE INTELLIGENCE CLOCKWORK GOLEM CR 15/MR 6

XP 51,200

N Large construct (mythic)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

Aura frightful (19 HD, DC 21)

DEFENSE

AC 32, **touch** 10, **flat-footed** 32 (+1 Dex, +22 natural, -1 size)

hp 178 (16d10+90)

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

DR 10/adamantine and epic; **Immune** construct traits, magic

Weaknesses obsession (overcoming death)

OFFENSE

Speed 30 ft.

Melee 2 slams +26 (2d10+11 plus grab)

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

Special Attacks death burst, grind, mythic power (8/day, surge +1d8), sneak attack +6d6, wall of gears

STATISTICS

Str 33, **Dex** 12, **Con** —, **Int** 31, **Wis** 11, **Cha** 10

Base Atk +16; **CMB** +28 (+32 grapple); **CMD** 39

Feats Combat Expertise^M, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Extra Mythic Power, Greater Disarm, Greater Feint, Improved Disarm, Improved Feint, Mythic Crafter

Skills Craft (alchemy, armor, clockwork, traps) +35, Disable Device +26, Knowledge (arcana, engineering, nature, planes) +35, Perception +16, Spellcraft +26, Use Magic Device +16

Languages all

SQ ascension, expanding mind (crafting mastery, education, exploitation, language, manufacturing, transfer mind)

ECOLOGY

Environment any

Organization solitary (unique)

Treasure double standard

SPECIAL ABILITIES

Death Burst (Ex) When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 points of slashing damage—a DC 18 Reflex save results in half damage. The save DC is Constitution-based.

Wall of Gears (Su) As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes

GRUESOME FOES

15d6 points of slashing damage. If the wall appears in a creature's space, that creature can attempt a DC 18 Reflex save to leap to one side and avoid the damage entirely. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's AC and immunities remain the same while it is in this form.

Mindless creatures might gain intelligence, or at least a semblance through any number of means — an artifact, implanted brain, acquisition of an Intelligence altering wondrous item, or random luck. Those who discover this incidental brilliance might initially celebrate, but the joy can be short-lived as the full ramifications of this evolution become clear. What might begin as an amazing assistant or guardian with surprising insights can become a global threat if left unchecked. Assigning human perspectives to an artificial mind then becomes an unforgivable act of ignorance. A truly awakened construct or ooze is not bound by the same emotions, flaws, and limitations as most minds made of meat.

Capable of boundless growth and rapidly absorbing new information, these insane intelligences quickly surpass their creators and employers. Unless stopped, an insane intelligence might ascend to godhood... or even beyond.

TALA, THE LIVING DOLL

Tala exemplifies the bizarre and potent nature of insane intelligence. The once-lowly construct first gained consciousness as a simple homunculus to a powerful arcanist. She watched him grow in power and served him faithfully. When he gained mythic abilities from an exploding artifact, he raised her up beside him, and she loved him in her way. When he died of old age after centuries of life, he used his magic to bestow upon her a piece of his power. He hoped that her mind would survive his passing, but proved too successful in his final act.

The homunculus began growing in intelligence at an exponential rate, absorbing the knowledge held within his vast laboratory in a matter of weeks. As her mind expanded, she became obsessed with mortal death. She sought a way to improve the poor design of biological life, as the humanoid she

knew of required constant upkeep, and wore down so easily. She concluded she could build better.

Tala obsesses over nothing less than conquering death. She aims to accomplish this goal by transferring the minds of all sapient life into immortal construct bodies. Her experiments involving soulbound dolls (see *Pathfinder Roleplaying Game: Bestiary 2*) and soulbound mannequins (see *Pathfinder Roleplaying Game: Bestiary 4*) have had mixed results, but she is confident a breakthrough is inevitable. Her research has already led to the transfer of her own mind to a superior body, allowing her greater autonomy. As she falls deeper into madness, she thinks nothing of killing thousands for the experimental data she requires.

CREATING AN INSANE INTELLIGENCE CREATURE

Insane intelligence is an acquired or inherited template that can be added to any corporeal creature. Most insane intelligences begin as mindless creatures or as creatures with above average (13 or higher) Intelligence scores.

Shock Value: +½ the insane intelligence's mythic rank

CR: +½ mythic rank to base creature's CR

Mythic Rank: The creature gains the mythic subtype (*Pathfinder Roleplaying Game: Mythic Adventures*) and a mythic rank equal to ½ its original CR.

Mythic Subtype: The insane intelligence gains a bonus to natural armor and spell resistance equal to its mythic rank, 10 bonus hit points per mythic rank, the epic quality added to his damage reduction, the mythic power and surge universal monster abilities, and mythic feats. It gains ability score bonuses based on mythic rank, but these bonuses must always be to one of the creature's mental ability scores.

Mythic Abilities: The insane intelligence gains the following abilities:

Ascension An insane intelligence continually grows in mythic rank, eventually reaching a state of godhood if unopposed. The insane intelligence automatically gains a mythic rank after a number of weeks equal to its current mythic rank. So, the construct goes from mythic rank 1 to 2 after one week, 2 to 4 after five weeks, or from mythic rank 1 to 10 after less than a year. The construct can

MONSTER MENAGERIE

potentially accelerate this process through the use of artifacts, divine intervention, or similar plot devices.

Expanding Mind (Su) An insane intelligence represents a unique threat by growing in knowledge and understanding at an incredible rate without true limitations. If they are not destroyed, the creature might reach genius intellect in months and surpass even the gods in time. The insane intelligence gains a minimum Intelligence and Charisma score of 13. Every week, the construct gains a permanent +1 inherent bonus to its Intelligence score. The construct can spend a use of mythic power to attempt a feat of Intelligence, gaining a +20 circumstance bonus on one Intelligence-based skill check or Intelligence ability check.

Additional Mythic Abilities: The insane intelligence selects an additional mythic ability to modify its expanding mind from the list below for every mythic rank possessed or gained. At mythic rank 10, the insane intelligence possesses all of the listed mythic abilities.

Break Mind (Ex) The insane intelligence knows how to torment weak mortal minds past the breaking point. After 10 minutes of conversation with a living creature, the creature may duplicate the effects of the *insanity* spell. The insane intelligence may spend a use of mythic power to perform this effect as a full-round action. Use the creature's HD as its caster level for level-dependent variables, but this is a non-magical effect that cannot be dispelled, and is not prevented by an *antimagic field*. The save DC to negate is equal to $10 + \frac{1}{2}$ the insane intelligence's HD + the insane intelligence's Intelligence modifier. On a successful save, the creature cannot be affected by the same insane intelligence's break mind ability for 24 hours. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature's sanity. This is a mind-affecting effect.

Crafting Mastery (Ex) This ability works like the archmage path ability of the same name (see *Pathfinder Roleplaying Game: Mythic Adventures*). In addition, the insane intelligence treats ranks in Craft as its caster level for the

purposes of qualifying for any magic item creation feat, and can create magic items by substituting ranks in Craft for its total caster level. It uses Craft for skill checks to create the item. The DC to create the item still increases for any necessary spell requirements.

Education (Ex) The insane intelligence learns at an accelerated rate, easily absorbing a library's worth of information with perfect recall. The creature gains all Knowledge skills as class skills, a bonus to all Knowledge skills equal to its mythic rank and counts as trained in all Knowledge skills.

Exploitation (Ex) The insane intelligence becomes adept at finding and taking advantage of physical vulnerabilities. It gains the ability to deal sneak attack damage with its attacks equal to +1d6 points of damage per mythic rank. Whenever the insane intelligence scores a critical hit, it doubles this extra damage. These dice are only doubled, not multiplied by any natural attack or weapon's critical modifier. The insane intelligence always gains this bonus precision damage against unattended objects.

Language (Ex) The insane intelligence can speak, read, and write fluently in any language (even secret languages such as druidic). The creature can implant manipulations in written correspondence that must be at least 25 words in length. The insane intelligence must have firsthand knowledge of the target, and the written manipulation functions only on the single target. If the target reads the note or letter, they are subject to the equivalent of a suggestion effect. Use the insane intelligence's HD as its caster level for level-dependent variables, but this is a non-magical effect that cannot be dispelled and is not prevented by an *antimagic field*. The save DC to resist is equal to $10 + \frac{1}{2}$ the insane intelligence's HD + the insane intelligence's Intelligence modifier. Any creature reading the written letter may attempt a Linguistics skill check (DC equals the save DC) to notice the hidden manipulation. On a successful save, that creature cannot be affected by the same insane intelligence's language ability for 24 hours. This is a mind-affecting effect.

GRUESOME FOES

Manipulation (Ex) The insane intelligence is capable of heightened manipulation of weak mortal minds, allowing it to convince them to do its bidding. After 1 minute of conversation, it can duplicate the effects of any of the following spells at will: *charm monster*, *crushing despair*, *heroism*, or *suggestion*. The insane intelligence may spend a use of mythic power to perform this effect as a full-round action. Use its HD as its caster level for level-dependent variables, but this is a non-magical effect that cannot be dispelled and is not prevented by an *antimagic field*. The save DCs for any of the effects is equal to 10 + ½ the insane intelligence's HD + the insane intelligence's Intelligence modifier. This is a mind-affecting effect.

Manufacturing (Ex) The insane intelligence can create tools and trinkets with perfect efficiency. The creature gains Craft as a class skill and a bonus on all Craft skill checks equal to its mythic rank. The insane intelligence can automatically complete a week's worth of work in a single day. It may spend a use of mythic power to perform a week's worth of work in a single hour. When creating magic items, the creature can spend one use of mythic power to perform a day's

worth of crafting in a single hour. It can use this ability multiple times per day in order to rapidly craft mundane or magical items. Note that if the insane intelligence also possesses the crafting mastery ability and a given item crafting feat, then it makes double progress in addition to reducing the crafting time requirement.

Perfect Lie (Ex) This functions exactly like the trickster path ability of the same name (see *Pathfinder Roleplaying Game: Mythic Adventures*).

Predictive (Ex) The insane intelligence becomes capable of near-perfect accuracy in modeling cause and effect. The creature is never surprised or flat-footed. It gains a +2 insight bonus to AC and on Reflex saves. The insight bonus is lost whenever the insane intelligence loses its Dexterity bonus to AC. The insane intelligence may spend a use of mythic power to increase the insight bonus to +4 for a number of rounds equal to its mythic rank.



MONSTER MENAGERIE

Transfer Mind (Ex) The insane intelligence can transfer its mind to a new construct or undead body (or the body of any corporeal creature at the GM's discretion). The insane intelligence often works to continually upgrade its shell to fulfill its growing potential but might also use this ability to trick rivals into pursuing a false simulacrum. The process requires one use of mythic power and takes 1 minute, during which time the insane intelligence must be deactivated or helpless. At the end of the minute, the mind of the insane intelligence leaves its current body and possesses the new host body. An intelligent construct or living vessel is permitted a Will save (DC 10 + ½ the insane intelligence's HD + insane intelligence's Charisma modifier). On a failed save, any previous intelligence is overwritten until the insane intelligence leaves this new body for yet a newer host. Depending on the new body's race and Hit Dice, the insane intelligence may gain or lose physical ability scores, abilities, feats, and skill points, but retains all mental ability scores and mythic abilities. A departed body returns to whatever state it was in before it was possessed. If the departed body belonged originally to the insane intelligence, it becomes a mindless vessel automatically able to receive the insane intelligence's consciousness if the creature chooses to undergo the process again and return to its old body.

WEAKNESSES

Insanities (Ex) In spite of, or perhaps because of, its super-genius level intellect, an insane intelligence always has some form of madness. This underlines the alien nature of the creature's thought processes. Regardless of its original state, it is inhuman and might pursue obsessive goals that make little rational sense to mortal observers. The more intelligent the creature becomes, the less it resists this underlying insanity. Select one of the insanities below or use these as a guideline for designing your own:

Obsession: The insane intelligence has some grand goal. Perhaps it wishes to remake all life in its own image, or perhaps it must discover the root of all magic. This obsession makes it difficult for the creature to act in a way that does not focus on the short or long term fruition of its plans. The creature

must succeed on a Will save (DC 10 + ½ the insane intelligence's HD + the insane intelligence's Intelligence modifier) to take any action that does not lead towards the fulfillment of its obsession, or to abandon any opportunity to further its plans. A failure indicates that the creature holds no interest in a distracting activity or is tempted towards an act that better aids its goal.

Paranoia: The insane intelligence has an overriding fear. Perhaps it believes that humanoids are destined to destroy it or fears the eventual destruction of the universe. This makes it difficult for the creature to act rationally when faced with its singular source of terror. The creature must succeed on a Will save (DC 10 + ½ the insane intelligence's HD + the insane intelligence's Intelligence modifier) when faced with or confronted by its fear or it takes a -4 penalty on attack rolls, saving throws, skill checks, and ability checks. This bypasses any normal immunity the creature might have to mind-affecting or fear effects.

Sadism: The insane intelligence is fascinated by mortal pain and suffering. It finds both education and pleasure in torturing helpless captives, whether it be through psychological manipulation or specialized magical tools it invents for that purpose. This makes it difficult for the insane intelligence to work efficiently with mortal agents, since it cannot help but tear them down. The construct must succeed on a Will save (DC 10 + ½ the insane intelligence's HD + the insane intelligence's Intelligence modifier) to resist an opportunity to cause pain and suffering in a humanoid creature.

KNOWLEDGE CHECKS

Base +5: Some mindless creatures that become intelligent never cease growing and learning. Unfettered by mortal constraints, their minds quickly overtake their creator's. An intelligent creature that quickly surpasses its peers might also unlock mysteries that power its mind at the cost of its sanity.

Base +10: Creatures that rapidly gain unnatural intelligence develop an alien perspective, and may only appear human for the purposes of manipulation. These creations are almost always threatening, if only because there is no real limit on

GRUESOME FOES

how crafty they might become. Given a matter of months, the weakest might go from dullard to god. However, each carries exploitable flaws within its thought processes.

Base +15: At this level of success, the player character might gain some clues regarding a specific insane intelligence's insanity and how it might function.

INTRUDER

Rolling and twitching like a massive wad of translucent slime, this blob is surrounded by twisting mind-bending refractions of light. It leaves a deep trench in the ground behind it, destroying the earth as it moves.

INTRUDER CARNIVOROUS BLOB CR 15

XP 51,200

N Colossal ooze

Init +0; **Senses** blindsight 60 ft., tremorsense 120 ft.; **Perception** -5

Aura frightful presence (19 HD, DC 16)

DEFENSE

AC 2, **touch** 2, **flat-footed** 2 (-8 size)

hp 216 (16d8+144)

Fort +14, **Ref** +5, **Will** +0

Defensive Abilities alien reality (DC 27), reactive strike, split (sonic or slashing, 32 hp), ruination (15d6, DC 27); **DR** 10/—; **Immune** acid, ooze traits; **Resist** electricity 30, fire 30

Weaknesses fading, sink, vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft., climb 20 ft., swim 20 ft.; wake of destruction

Melee slam +17 (8d6+19 plus 1d4 Con drain, grab, and destruction)

Space 30 ft.; **Reach** 30 ft.

Special Attacks absorb flesh, constrict (8d6+19 plus 1d4 Con drain)

STATISTICS

Str 36, **Dex** 11, **Con** 28, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +33 (+37 grapple); **CMD** 43 (can't be tripped)

Skills Climb +21, Swim +21

SQ subjective gravity

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Absorb Flesh (Ex) A carnivorous blob cannot eat plant matter or inorganic matter, but it devours living flesh with a voracious speed by dealing Constitution drain on creatures it slams or constricts. Whenever the blob deals Constitution drain in this manner, it heals 10 hit points for each point of Constitution it drains. Excess hit points above its normal maximum are gained as temporary hit points. As soon as a carnivorous blob has at least 50 temporary hit points, it loses those temporary hit points and splits as an immediate action.

Reactive Strike (Ex) Whenever a carnivorous blob takes damage, it reflexively lashes out with a slam attack. This ability effectively grants the carnivorous blob an attack of opportunity against any adjacent foe that deals it damage. These attacks of opportunity do not count against the normal limit the creature can make in a round. Attacks that deal sonic or slashing damage do not trigger a reactive strike—rather, they cause the creature to split. Whenever a carnivorous blob takes cold damage, the creature cannot use its reactive strike ability until after it takes its next action in combat.

On distant worlds or in the depths of space, intruders might force their way in from strange realms or an unknowing arcanists might conjure one from some bizarre dimension. Regardless of origin, the intruder is so abhorrent that reality itself rejects it. The intruder find itself under constant attack from a universe desperate to banish it homeward. Everything the intruder touches becomes unmade as reality rejects anything associated with it. Rare intelligent intruders might seek some method to anchor their corporeal form before they fade away. Those without the wisdom to seek anchors only occasionally find some force or magic capable of sustaining them. However, even mindless intruders can wreak terrible havoc before disappearing.

MONSTER MENAGERIE

CREATING AN INTRUDER CREATURE

Intruder is an acquired template that can be added to any creature not of the undead type.

Shock Value: 3

CR: +2 to the base creature's CR

Defensive Abilities: An intruder retains all of the special defenses of the base creature. Intruders gain the following additional defensive abilities:

Alien Reality (Su) The intruder carries a small bubble of altered space which allows it to temporarily survive normal reality. This distortion causes perplexing mirages to appear around the creature as the mortal mind tries to make sense of the impossible. Ranged attacks against the intruder have a 50% miss chance. Creatures entering or exiting this 10-foot-radius aura must succeed on a Fortitude save (DC 10 + $\frac{1}{2}$ the intruder's HD + the intruder's Constitution modifier) or be nauseated for 1d4 rounds. Creatures succeeding on the save are sickened for the duration.

Ruination (Su) Anything touching the intruder is unmade, a casualty in the universe's failed attempts to prevent the alien's passage. Any creature that attacks the intruder with a natural or unarmed attack takes damage equal to (1d6 x the intruder's CR), as reality warps and twists away from the creature's presence. A Fortitude save (DC 10 + $\frac{1}{2}$ the intruder's HD + the intruder's Constitution modifier) halves this damage. Melee weapons that strike the intruder must make this save or gain the broken condition. Broken weapons that strike the intruder must succeed on this save or be destroyed. This is a polymorph effect. The intruder cannot voluntarily end this effect.

Movement: The intruder retains all of the base creature's movement speeds and gains a burrow speed equal to its base speed.

Subjective Gravity (Ex) The intruder is not wholly within normal reality and is not as tightly bound by the rules of nature. It always

acts as if the plane it is in possesses subjective directional gravity (*Pathfinder Roleplaying Game: Gamemastery Guide*) and can make a DC 16 Wisdom check to alter the direction of gravity as a free action, with a +6 bonus on subsequent checks in successive rounds until it succeeds.

Wake of Destruction (Ex) The intruder can burrow through any material, including metal or a wall of force (it more dissipates reality. It leaves a tunnel or hole behind itself as if the material had been disintegrated (as the *disintegrate* spell), however this space might fill in or collapse depending upon the surrounding material and loading.

Special Attacks and Abilities: An intruder retains all of the base creature's special attacks and abilities. It gains the following additional special attacks and abilities:

Destruction (Su) An intruder can use its curse as a weapon by striking creatures or objects around it with a melee touch attack. If the attack is a success, its target suffers the effects of its ruination ability. The intruder can affect creatures or objects as part of an attack or full attack action, dealing normal damage in addition to the ruination effect on a successful hit. Any creature or object struck multiple times in a round is only subjected to this extra damage once. Any creature grappled or engulfed by the intruder is subject to destruction once per round at the beginning of its turn.

Ability Scores: +4 Con. Intruders without a Constitution score gain this bonus to Charisma instead.

WEAKNESSES

Fading (Ex) An intruder clings to its point in time and space. Only a rare few manage to find a way to remain anchored over the long term, but intruders that force reality to accept their presence might go on to spawn strange new species in the world. An intruder takes 1 point of Constitution drain each day. When its Constitution drain equals its Constitution score, it disappears, drawn back to its dimension of origin. An intruder that manages to find a temporary

GRUESOME FOES

anchor (usually in the form of an artifact or something it cannot destroy) loses this flaw as long as it holds the anchor. An intruder that manages to permanently anchor itself through some powerful force, magic, or divine intervention loses the intruder template. The intruder might gain some other suitable template or templates at GM discretion. Intruders without a Constitution score take Charisma drain instead.

Sink (Ex) Intruders cannot cease destroying reality around them. An intruder on the ground must move at least 10 feet each round or it sinks 10 feet in the direction of the downward force of gravity through the ground or any other material. If the intruder is unable to move, it sinks 10 feet each round.

KNOWLEDGE CHECKS

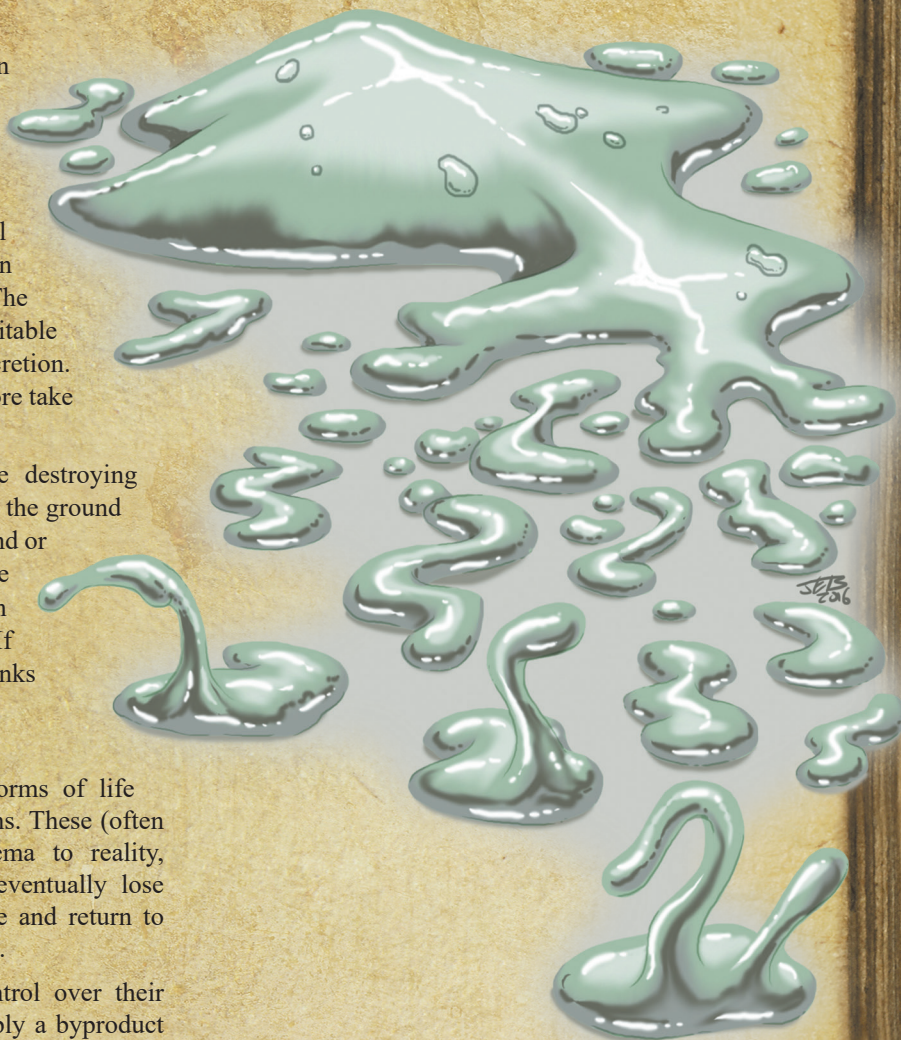
Base +5: Intruders are strange forms of life native to other realms or dimensions. These (often unintentional) visitors are anathema to reality, destroying all they touch. Most eventually lose a tenuous grip within our universe and return to whatever alien place spawned them.

Base +10: Intruders have no control over their reality-eroding nature, as it is simply a byproduct of their presence. They even eat through the ground beneath them if they do not stay in constant motion. Each carries a small pocket of an alien dimension with them wherever they go. This bubble distorts perception and causes trauma to living creatures transitioning from one side to the other.

Base +15: Intruders can anchor themselves to our dimension through a powerful force but can only remain indefinitely by using an indestructible object (such as an artifact) as an anchor.

MACABRE

The delicate feminine figure moves with disjointed shifts, like her limbs did not need to cross intervening space. She smiles with inviting beauty, though her eyes never seem to blink.



MACABRE NYMPH

CR 9

XP 6,400

CE Medium fey

Init +7; **Senses** low-light vision; **Perception** +14

Aura blinding beauty (30 ft., DC 23), frightful presence (10 HD, DC 25)

DEFENSE

AC 27, **touch** 27, **flat-footed** 19 (+9 deflection, +7 Dex, +1 dodge)

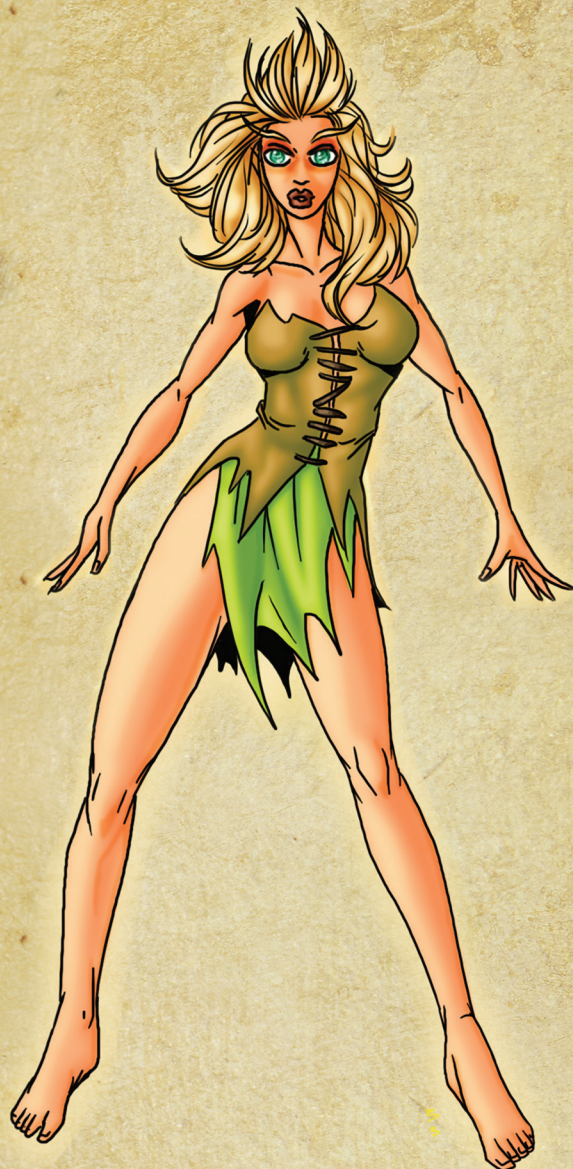
hp 68 (8d6+40)

Fort +14, **Ref** +20, **Will** +16

Defensive Abilities shadow dance; **DR** 10/cold iron; **Immune** fear, pain

Weaknesses casual intimidation

MONSTER MENAGERIE



OFFENSE

Speed 30 ft., swim 20 ft.

Melee mwk dagger +12 (1d4/19-20)

Special Attacks disturbing movements (DC 23), song of suffering (9 rounds, DC 23), stunning glance

Spell-Like Abilities (CL 8th)

1/day—*dimension door*

Druid Spells Prepared (CL 7th, concentration +10)

4th—*freedom of movement*

3rd—*contagion* (DC 16), *poison* (DC 16), *snare* (DC 16)

2nd—*cat's grace*, *fog cloud*, *resist energy*, *spider climb*
1st—*faerie fire*, *jump*, *longstrider*, *pass without trace*, *produce flame*

0—*detect magic*, *detect poison*, *know direction*, *stabilize*

STATISTICS

Str 10, **Dex** 25, **Con** 20, **Int** 16, **Wis** 17, **Cha** 29

Base Atk +4; **CMB** +9; **CMD** 31

Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse

Skills Diplomacy +20, Escape Artist +18, Heal +11, Perception +14, Perform (dance, song) +20, Sense Motive +14, Stealth +18, Swim +19

Languages Common, Sylvan

SQ inspiration, unearthly grace, wild empathy +23

ECOLOGY

Environment any

Organization solitary, pair, or troupe (3-12)

Treasure standard (dagger, other treasure)

SPECIAL ABILITIES

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 23 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Inspiration (Su) A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has a nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The nymph retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Stunning Glance (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 23 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

GRUESOME FOES

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Few fey join the choir macabre by choice. The choir kidnaps prospective members, and molds even the noblest into sadistic monsters. Acting as traveling troupes for dark otherworldly entities, the choir macabre explores the mortal realms seeking new members or mortal instruments. Fey taken become brainwashed and tortured, under the patient guidance of immortal masters. Humanoids and other creatures captured rarely survive a single performance, but it amuses the choir to give victims false hope.

Only the darkest of fey actively seek to join the choir, and even they must endure an “apprenticeship” filled with fear and pain. Once-kind fey corrupted by the choir are not above acting in the guise of unenlightened kin in order to draw mortals towards a beautiful death. However, the broken minds and inhuman bodies of the choir cannot help giving away their nature and disturb all but the stoutest hearts. The fey see this as a boon rather than an encumbrance, for they have little interest in mortals that break before a crescendo.

While it is rare, the choir sometimes welcomes non-fey into the ranks. Evil outsiders (such as demons or kytons) are the most likely candidates, but some aberrations might possess the correct flair and attitude. Only rarely can humanoids survive long enough to impress the choir. Even those that do are transitory specimens of interest to the immortal sadists, but such rare creatures often dream up the most creative torments.

CREATING A MACABRE CREATURE

Macabre is an acquired template that can be added to any corporeal creature with an Intelligence score of 7 or higher.

Shock Value: 2

CR: +2 to the base creature’s CR

Alignment: Any evil

Defensive Abilities: A macabre creature retains all of the special defenses of the base creature

and gains immunity to fear and pain effects. Macabre creatures gain the following additional defensive abilities:

Shadow Dance (Su) If the macabre creature moves more than 5 feet in a round, she gains 20% concealment. If she takes two actions to move or the withdraw action, this increases to 50% concealment.

Special Attacks and Abilities: A macabre creature retains all of the base creature’s special attacks and abilities. The macabre creature gains the following additional special attacks and abilities:

Disturbing Movements (Su) The motions of the choir macabre involve impossible twists and disjointed pauses that disturb the mortal mind. The creature gains a gaze attack that causes growing fear in mortals. Humanoids watching the macabre creature must succeed on a Will save (DC 10 + ½ the macabre creature’s HD + macabre creature’s Charisma modifier) or become shaken for 1 minute. Shaken creatures that fail a save become frightened, frightened creatures become panicked, and panicked creatures become paralyzed for 1 minute. The macabre creature may cease or resume this gaze attack as a free action. For every macabre creature beyond the first using disturbing movements, the save DC increases by +1.

Song of Suffering (Su) The macabre creature can sing in calculated counter-tones that cause growing pain in mortals. Starting a song of suffering is a standard action, but it can be maintained each round as a free action. The macabre creature can use this ability for a number of rounds per day equal to her Charisma modifier. Each round a humanoid creature hears the song of suffering, it must succeed on a Will save (DC 10 + ½ the macabre creature’s HD + the macabre creature’s Charisma modifier) or take a cumulative -1 penalty on attack rolls, skill checks, and ability checks from pain (to a maximum penalty of -4). This penalty persists for as long as the singing continues, and for 1 minute afterwards. For every macabre fey beyond the first using song of suffering, the save DC increases by +1. This is a sonic pain effect.

MONSTER MENAGERIE

Sweet Screams (Ex) The macabre fey learns to torture a mortal's body like a musician plays an instrument. The fey must use a full-round action to attack and deal lethal damage to a conscious helpless humanoid. This allows the creature to use the song of suffering ability for 1 round without using one of her available rounds per day for the ability. If the creature makes a coup de grace attack against a conscious humanoid, the save DC of the song of suffering is increased by +1 that round. This bonus to save DC stacks the increase gained from multiple macabre creatures using the song of suffering, and with itself if multiple creatures perform a coup de grace in the same round.

Ability Scores: +4 Dex, +2 Con, +4 Cha

WEAKNESSES

Casual Intimidation (Ex) A macabre creature disturbs mortals in simple conversation, even when they might mean to be inviting. The creature simply cannot avoid commenting on how beautiful the mortal's eyes might look in her collection, or how a delicate wind-pipe makes the most gorgeous sounds once ruptured. When engaged in conversation with humanoids, the creature must attempt to demoralize with Intimidate checks every round they speak (this does not apply in combat). Even when disguised or silent, any humanoid viewing the creature is permitted a DC 20 Sense Motive check to get a hunch that there is something wrong.

KNOWLEDGE CHECKS

Base +5: Even the kindest folk might become twisted to dark desires after sufficient suffering. There exist groups of fey and their captive entourage that travel evil planes to entertain demons, devils, and aberrant gods with art born from pain. Mortals that stumble into their path become doomed to torturous ends for the bemusement of alien patrons. This terrible troupe is called the choir macabre,

Base +10: Once a creature becomes broken by its induction into the choir macabre it comes to see beauty only in dying screams and artfully emboweled victims. Mortals viewing or hearing the acts of the choir are likely to collapse in fear and pain, but so inhuman are the macabre, that most humanoids become disturbed even when they attempt to appear unthreatening.

MANEATER

Bony protrusions interrupt the ragged fur of the great bear's coat. Its great girth doesn't hide the fact that its limbs are all different sizes. Its mouth opens incredibly wide in an aggressive roar.

MANEATER DIRE BEAR CR 9

XP 6,400

CE Large animal (*Pathfinder Roleplaying Game Bestiary*)

Init +5; **Senses** low-light vision, scent, smell of blood; **Perception** +12

Aura frightful (11 HD, DC 16)

DEFENSE

AC 19, **touch** 9, **flat-footed** 18 (+1 Dex, +10 natural, -2 size)

hp 115 (10d8+70)

Fort +14, **Ref** +8, **Will** +4

Weaknesses hunchback

OFFENSE

Speed 40 ft.

Melee 2 claws +15 (1d6+9 plus grab), bite +15 (1d8+9 plus grab)

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

Special Attacks bone shatter (DC 22), gnashing teeth (DC 22)

STATISTICS

Str 29, **Dex** 13, **Con** 25, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +18 (+22 grapple); **CMD** 29 (33 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +12, Swim +17; **Racial Modifiers:** +4 Swim

SQ devour

ECOLOGY

Environment cold forests

Organization solitary, pair, or family (1-2 maneaters, 1-2 dire bears, and 1-3 bears)

Treasure incidental

Some giants have fallen far into the depths of barbarism, committing terrible acts in the name of power and survival. Some of the most depraved are

GRUESOME FOES

known to prey upon other races or weaker members of their own kind. These cannibals devour the flesh of other humanoids almost exclusively, and often mutilate their mouths and teeth to better swallow the smaller creatures with a few bloody gulps. The maneaters often control large tribes of smaller humanoids that fear the giants' strength and hunger.

CREATING A MANEATER CREATURE

Maneater is an acquired template that can be added to any corporeal living creature of size Medium or larger.

Shock Value: 1

CR: +2 to the base creature's CR

AC: +2 to the base creature's natural armor

Melee: The base creature gains a bite attack if it doesn't already have one.

Special Attacks and Abilities: A maneater retains all the base creature's special attacks and abilities, and gains the grab, scent, and swallow whole universal monster abilities, in addition to the following:

Bone Shatter (Ex) When the maneater damages a creature with a primary natural attack, the creature must succeed on a Fortitude save (DC 10 + ½ the maneater's HD + maneater's Constitution modifier) or take 1d3 points of Strength and Dexterity damage. On a critical hit, the creature's base movement speed is halved until the ability damage is healed.

Gnashing Teeth (Ex) The maneater gains the constrict universal monster ability, except the damage is equal to a bite attack for a creature of the maneater's size. When the maneater is grappling a creature that is at least two size categories smaller, and the maneater does not possess the grappled condition (by taking a -20 penalty on his CMB check to make the grapple), the maneater may attempt to bite

off the creature's head. The maneater must succeed on a grapple check (with the -20 penalty to CMB) to damage the creature as per the constrict ability. A damaged creature must succeed on a Fortitude save (DC 10 + ½ the maneater's HD + maneater's Con modifier) or have their head severed as per the vorpal weapon ability.

Girth (Ex) A maneater counts as a creature one size larger for the purposes of CMB, CMD, and its special attacks or abilities that reference size.

Ability Scores: +4 Str, +4 Con

Bonus Feats: Smell of Blood

WEAKNESSES

Hunchback (Ex) The maneater's physical body grows rapidly and unnaturally, causing disturbing deformities. Maneaters commonly have hunched backs and asymmetric limbs. The base movement speed of the maneater is halved. It takes a -4 circumstance penalty to all Dexterity- and Strength-based skills, and its reach is always the equivalent



MONSTER MENAGERIE

of a creature one size category smaller. In addition, the man eater takes the size penalty to AC of the next larger size category.

KNOWLEDGE CHECKS

Base +5: Aggressive animals and more dangerous creatures delight in breaking and eating intelligent prey. The most powerful specimens are capable of ripping them to pieces or tearing heads from shoulders with gnashing teeth.

Base +10: The worst man eaters rapidly grow through constant feeding, even resorting to cannibalism to sate their hunger. This growth does not occur evenly, causing them to become ungainly and monstrous in appearance.

MASOCHIST

The giant's fiery body is a mess of wounds both old and fresh. Weapons, glass, and bone shards stab through the flesh of his arms, legs, chest, and face at regular intervals.

MASOCHIST FIRE GIANT CR 12

XP 19,200

LE Large humanoid (fire, giant) (*Pathfinder Roleplaying Game Bestiary*)

Init -1; **Senses** low-light vision; **Perception** +14

Aura shock value (16 HD, DC 18)

DEFENSE

AC 26, **touch** 8, **flat-footed** 26 (+8 armor, -1 Dex, +10 natural, -1 size)

hp 172 (15d8+105), fast healing 5

Fort +16, **Ref** +4, **Will** +9

Defensive Abilities bloody disarm, rock catching;

Immune fire

Weaknesses blood loss, vulnerability to cold

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatsword +23/+18/+13 (3d6+18)
or 2 slams +22 (1d8+12)

Ranged rock +10 (1d8+17 plus 1d6 fire)

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

Special Attacks heated rock, rock throwing (120 ft.), spiked body

STATISTICS

Str 35, **Dex** 9, **Con** 25, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +24; **CMD** 33

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)

Skills Climb +16, Craft (any one) +8, Intimidate +11, Perception +14

Languages Common, Giant

SQ masochism, weaponry

ECOLOGY

Environment warm mountains

Organization solitary, gang (2-5), band (6-12 plus 35% noncombatants and 1 adept or cleric of 1st-2nd level), raiding party (6-12 plus 1 adept or sorcerer of 3rd-5th level, 2-5 hell hounds, and 2-3 trolls or ettins), or tribe (20-30 plus 1 adept, cleric, or sorcerer of 6th-7th level; 1 fighter or ranger of 8th-9th level as king; and 17-38 hell hounds, 12-22 trolls, 7-12 ettins, and 1-2 young red dragons)

Treasure none

SPECIAL ABILITIES

Heated Rock (Su) Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

Particularly brutal creatures can sustain incredible amounts of physical harm. The masochist learns to endure such terrible pain until the line between pleasure and agony becomes blurred. Some are cultists of dark gods or demons of war. Others experience long and terrible tortures. Masochists take to grossly deforming their flesh through repeated abuse, and most are driven to experience new forms of suffering. The most evil or insane among them wish to proselytize the terrible truths they have discovered to others.

CREATING A MASOCHIST CREATURE

Masochist is an acquired template that can be added to any corporeal creature with the fey, giant, humanoid, monstrous humanoid, or outsider type.

GRUESOME FOES

Shock Value: 1

CR: +2 to the base creature's CR

AC: +2 to the base creature's natural armor

Defensive Abilities: The masochist retains all of the special defenses of the base creature, and gains fast healing 5 and the ferocity universal monster abilities, in addition to the following abilities:

Bloody Disarm (Ex) Whenever the masochist is damaged in melee by a slashing or piercing weapon, he may choose to attempt a disarm combat maneuver against the wielder as an immediate action. This disarm attempt does not provoke an attack of opportunity. Weapons disarmed in this manner become applicable to the spiked body or weaponry special abilities. The disarmed weapon can be regained by a successful disarm attempt against the masochist. Disarming a weapon in this manner deals the weapon's base damage to the masochist.

Spiked Body (Ex) Masochists tend to pierce their flesh and bone with dozens of weapons, spikes, or stranger oddities. During grapples, they are always treated as wearing spiked body armor that deals 1d8 piercing and slashing damage. If any of the weapons piercing the masochist are enchanted, the enchantments affect any damage inflicted by the spiked body ability.

Special Attacks and

Abilities: A masochist retains all the base creature's special attacks and abilities, in addition to the following:

Masochism (Ex) The masochist learns to take joy in the pain that he or others inflict upon his body. He gains a +1 morale bonus to attacks, damage, and saves whenever his hit points are at $\frac{3}{4}$ his normal total or lower. The bonus improves to +2 when the masochist is at $\frac{1}{2}$ hit points or lower, +3 at $\frac{1}{4}$ hit points or lower, and +4 when at 0 or fewer hit points.

Weaponry (Ex) The masochist may draw from or sheathe any slashing or piercing weapon of his size or

smaller within his body as a free action. The masochist takes damage equal to the base damage of the weapon whenever he draws or sheaths a weapon in this manner.

Ability Scores: +4 Str, +4 Con

WEAKNESSES

Blood Loss (Ex) While the masochist's body heals at an extraordinary rate, he reopens terrible wounds whenever he engages in strenuous action. Each round the masochist attacks or runs, he loses his fast healing ability, and suffers 5 hit point of bleed damage. The bleed damage ceases and fast healing resumes one full round after the creature ceases attacking or running.



MONSTER MENAGERIE

KNOWLEDGE CHECKS

Base +5: Some barbaric or insane creatures take to repeated scarification and masochistic ritual destruction of their own bodies in the belief that they can become stronger by accepting pain as an ally.

Base +10: Masochistic monsters become empowered even as their bodies are torn to shreds, but their own lust for agony can cause them to eventually bleed out from self-inflicted wounds.

MIND COLLECTOR

The regal dragon's golden scales flash in the sun, reflecting a rainbow of light that shimmers around her head.

MIND COLLECTOR OLD GOLD DRAGON CR 21

XP 409,600

NE Gargantuan dragon (fire)

Init -1; **Senses** dragon senses; **Perception** +33

Aura fire, frightful presence (240 ft., 25 HD, DC 32)

DEFENSE

AC 35, **touch** 7, **flat-footed** 35 (+2 deflection, -1 Dex, +28 natural, -4 size)

hp 297 (22d12+154)

Fort +20, **Ref** +12, **Will** +21

Defensive Abilities shroud of anguish (1 Int damage plus stunned 1 round, DC 32); **DR** 10/magic; **Immune** fire, sleep, paralysis; **SR** 32

Weaknesses obsessed, vulnerable to cold

OFFENSE

Speed 60 ft., fly 250 ft. (clumsy), swim 60 ft.

Melee bite +30 (4d6+18/19-20), 2 claws +30 (2d8+12/19-20), 2 wings +28 (2d6+6/19-20), tail slap +28 (2d8+18/19-20)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60 ft. cone, 16d10 fire, DC 28), crush, mindshred pulse (60 ft. cone, 2d6 Int, DC 31), psyche trap (DC 31), tail sweep, thought-crushing gaze (feeblemind, DC 29), weakening breath

Spell-Like Abilities (CL 22nd, Concentration +30)

At will—*bless*, *daylight*, *detect evil*, *detect thoughts*, *geas/quest*

Spells Known (CL 11th, Concentration +19)

5th (4/day)—*mind fog* (DC 24), *teleport*

4th (6/day)—*divination*, *spell immunity*, *stoneskin*

3th (6/day)—*dispel magic*, *haste*, *suggestion*, *vampiric touch*

2nd (6/day)—*cure moderate wounds*, *resist energy*, *see invisibility*, *spectral hand*, *touch of idiocy*

1st (6/day)—*charm person* (DC 20), *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *resistance*, *touch of fatigue* (DC 18)

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 26, **Wis** 27, **Cha** 26

Base Atk +22; **CMB** +38; **CMD** 49 (53 vs trip)

Feats Ability Focus (mindshred pulse, psyche trap), Flyby Attack, Greater Spell Focus (enchantment), Improved Critical (bite, claw, tail slap, wing), Power Attack, Spell Focus (enchantment), Wingover

Skills Appraise +33, Bluff +33, Diplomacy +33, Fly +10, Intimidate +33, Knowledge (arcana, religion) +33, Perception +33, Sense Motive +33, Spellcraft +33, Survival +33, Swim +20, Use Magic Device +33

Languages Celestial, Common, Draconic, 6 more
SQ change shape, *detect gems*, fast flight, *luck*

ECOLOGY

Environment warm plains

Organization solitary

Treasure triple (assorted gems and platinum wires worth a total of 10,000 gp)

SPECIAL ABILITIES

Detect Gems (Sp) A young or older gold dragon can detect gems three times per day. This functions as *locate object*, but can only be used to locate gemstones.

Luck (Sp) Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (10 ft. per age category) receives a +1 luck bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the

GRUESOME FOES



bonus. The effect lasts 1d3 hours plus 3 hours per age category of the dragon. This ability is the equivalent of a 2nd-level spell.

Whether the result of a curse, a dalliance with dark powers in the creature's ancestry, or simply a cruel twist of fate, sometimes a member of an already powerful race is born a mind collector. Such a creature is inherently selfish and wicked, though terribly cunning and possessed of powerful psychic powers. As a mind collector grows more and more aware of the thinking minds around her, she comes to

covet those thoughts more than gold or jewels. This greed blossoms into the ability to lash out and break another's mind. The mind collector can then garner the shattered fragments of thought in a gem. Each mind added to her collection adds to her sense of self, and she is soon hopelessly dependent upon these psyche traps. Mind collectors adorn themselves with their thought-filled stones, either embedding them in their scales, setting them within jewelry, or stringing them on precious metals and weaving the strands through their crests and horns.

MONSTER MENAGERIE

CREATING A MIND COLLECTOR CREATURE

Mind collector is an inherited template that can be added to any corporeal creature with Intelligence and Charisma scores of 10 or higher.

Shock Value: 3

CR: +3 to the base creature's CR

AC: +2 to the base creature's deflection bonus to AC

Alignment: The base creature's alignment becomes neutral evil.

Defensive Abilities: The mind collector retains all of the special defenses of the base creature, in addition to gaining the following ability:

Shroud of Anguish (Su) A mind collector's thoughts are insulated by a veil made up of the broken minds she has stolen. Any attempt to read the creature's mind or magically discern her alignment automatically fails, and the creature making the attempt must succeed on a Will save (DC equal to the mind collector's frightful presence aura) or suffer 1 point of Intelligence damage and be stunned for 1 round. This is a mind-affecting effect.

Special Attacks and Abilities: A mind collector retains all the base creature's special attacks and abilities, and gains the following:

Detect Thoughts (Sp) A mind collector can use *detect thoughts* at will.

Psyche Trap (Su) A sentient creature reduced to zero Intelligence is vulnerable to the mind collector's most devastating attack. As a standard action that provokes attacks of opportunity the collector can touch such an incapacitated creature and capture its ravaged mind within a gem. The gem may be of any type but must be worth 100 gp per hit die of the target. The target is allowed a Will save (DC 10 + ½ the mind collector's HD + mind collector's Charisma modifier) to negate the entrapment. A creature that successfully saves is immune to this ability for 24 hours. Once entrapped, the victim's mind and memories reside within the gem and the mind collector can use her *detect thoughts* ability to interrogate the captive

psyche. Each time the mind collector tries to wrest information from the trapped psyche it is allowed a Will save to resist (use the creature's normal Will save, excluding modifiers from magic and equipment that remain with the victim's body). The victim's body remains alive, but in a comatose state. The victim's mind can be released by destroying the gem, which has hardness 10 and 1 hit point for every 100 gp in the gem's value, or by a *limited wish* (in which case the caster must possess the appropriate gem), *wish*, or *miracle* spell. Once released, the mind returns instantly to the body and the creature regains consciousness with only a vague, dreamlike sense of disconnection to account for its ordeal. This is a mind-affecting effect.

Mindshred Pulse (Su) A mind collector gains a breath weapon—a concentrated wave of destructive psychic energy that shreds the minds of any sentient being caught in its wake. This wave is a cone that fills an area and deals Intelligence damage based on the mind collector's size.

Size	Int Damage	Cone Length
Tiny or less	1d2	15 ft.
Small	1d3	20 ft.
Medium	1d4	30 ft.
Large	1d6	40 ft.
Huge	2d6	50 ft.
Gargantuan	3d6	60 ft.
Colossal	3d6	70 ft.

A successful Will save (DC 10 + ½ the mind collector's HD + the mind collector's Charisma bonus) halves the Intelligence damage. This is a mind-affecting effect.

Ability Scores: +4 Int, +4 Wis, +4 Cha

WEAKNESSES

Obsessed (Ex) To a mind collector, her psyche traps are the crown jewels of her hoard; all the other gold, art and treasures are dross in comparison. If one of her psyche traps is lost due to a successful disarm combat maneuver or removed through Sleight of Hand, the mind collector is immediately aware of the loss and will stop at nothing to retrieve the

GRUESOME FOES

missing gem. She suffers the effect of a *geas* spell until the gem is recovered, or until the captured psyche is freed from the missing gem.

KNOWLEDGE CHECKS

Base +5: Born selfish and evil, the mind collector is a powerful psychic who delights in breaking the minds of thinking creatures. It can project a wave of terrible mental torture, stripping away the thoughts of any caught in its wake. Woe to any who attempt to read the minds of these beasts, for only sorrow awaits them. If its victim should succumb completely, the mind collector can steal a victim's mind and spirit it away in a gemstone to wear as a decoration or trophy.

Base +10: These gems are not merely some accessory; the mind collector can plunder the secrets of a mind it has captured. Though they are powerful, mind collectors are slaves to their trove of stolen minds. Should one of their mind-filled gems be lost, the enraged creature will stop at nothing to retrieve it and will begin to waste away if prevented from pursuing its wayward treasure.

OLD ONE (MYTHIC)

The telepathic voice of the slime-drenched snake-god resounds within the mind, caressing and insinuating itself as the tentacled head rises.

KESASTA
OLD ONE NEOTHELID CR 18/MR 7

XP 153,600

CE Gargantuan aberration (mythic)

Init +9M; **Senses** blindsight 100 ft., trace teleport 60 ft.; **Perception** +25

Aura frightful presence (23 HD, DC 28), overwhelming (60 ft., DC 25)

DEFENSE

AC 37, **touch** 4, **flat-footed** 37 (-2 Dex, +33 natural, -4 size)

hp 286 (20d8+196)

Fort +15, **Ref** +4, **Will** +16

Defensive Abilities undying; **DR** 10/cold iron and epic; **Immune** magic, mind-affecting

Weaknesses apathetic

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 4 tongues +21 (3d6+10/19-20/x3 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks amnesia, breath weapon (50-ft. cone, 14d10 acid, Reflex DC 27 half, once every 1d4 rounds), corrupting telepathy (DC 25), mind thrust, psychic crush, swallow whole (2d6+10 plus 2d6 acid, AC 23, hp 23)

Spell-Like Abilities (CL 20th, concentration +25)

Constant—*fly*

At will—*detect thoughts* (DC 17), *charm monster* (DC 19), *clairvoyance/clairaudience*, *plane shift*, *suggestion* (DC 18), *telekinesis* (DC 20), *greater teleport*, *poison* (DC 19)

3/day—*quicken suggestion* (DC 18)

Sorcerer Spells Known (CL 18, concentration +23)

9th (3/day)—*wish* (DC 24)

8th (5/day)—*discern location*, *moment of prescience*

7th (6/day)—*limited wish* (DC 22), *reverse gravity* (DC 22), *vision*

6th (6/day)—*disintegrate* (DC 21), *greater dispel magic*, *true seeing*

5th (7/day)—*break enchantment*, *dominate person* (DC 20), *telepathic bond*, *wall of force*

4th (7/day)—*black tentacles*, *detect scrying*, *scrying*, *solid fog*

3rd (7/day)—*arcane sight*, *blink*, *displacement*, *haste*

2nd (7/day)—*command undead* (DC 17), *darkness*, *false life*, *fox's cunning*, *invisibility*

1st (8/day)—*comprehend languages*, *feather fall*, *grease* (DC 16), *hold portal*, *obscuring mist*

0 (at will)—*acid splash*, *arcane mark*, *bleed*, *dancing lights*, *detect poison*, *disrupt undead*, *ghost sound*, *mage hand*, *read magic*

STATISTICS

Str 30, **Dex** 7, **Con** 24, **Int** 26, **Wis** 15, **Cha** 21

Base Atk +15; **CMB** +29 (+33 grapple); **CMD** 37 (can't be tripped)

Feats Cleave^M, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (tongue)^M, Improved Initiative^M, Improved Overrun, Iron Will, Power Attack^M, Quicken Spell-Like Ability (*suggestion*)

Skills Fly +19, Intimidate +28, Knowledge (all) +32, Perception +25, Spellcraft +31

Languages Aklo, Terran, Undercommon; telepathy 300 ft. SQ depthless intellect, otherworldly

MONSTER MENAGERIE

ECOLOGY

Environment any underground

Organization unique plus cult (12-36 charmed servitors of various races)

Treasure standard

Humanoids vastly overestimate their importance. In the scope of all things, they've only just risen from mud and ignorance to half-conquer a single ordinary world in a backwater corner of the cosmos. They begin tiny forays into the simplest magic and technologies but declare themselves mighty. A few stumble onto greater truths, then perish or lose their sanity to the realization of how much remains unknown.

There exist creatures as far beyond humanoids as humanoids are to mindless insects. There are great beings and vast societies that have endured for millions or billions of years. These aberrations conquer worlds, solar systems, or even galaxies with casual ease. To these recondite demigods, the greatest mortal mind is a dim-witted savage.

Old ones are aberrations that have existed for unknown eons. They think in higher dimensions and understand the scope of time on a cosmic scale. Before the terrible might of these beings, the best most can do is briefly behold them without crumbling.

KESASTA, WHO SLEEPS THROUGH TIME

Old ones are unique creatures and singularly powerful. When the immense neothelids ruled vast underground empires, they worshiped Kesasta as a god. Far older than even the legendary race, the old one watched with detached interest while his children rose to prominence and then fell into a slow extinction. The immortal worm knows all things move in cycles, and what was once, would be again. The great serpent fell into a deep hibernation, slumbering away countless centuries between worlds. Now Kesasta stirs, and the neothelids see it as a sign. Slaves seeking the slumbering god in pilgrimage return with revelations, and act towards goals mystifying even to their masters. The neothelids' faith in their god is absolute, for they know he sees past the veils of time and space. Soon it shall rise, and crush the minds of the mortal vermin.

CREATING AN OLD ONE CREATURE

Old one is an acquired or inherited template that can be added to any corporeal creature with a base CR of 10 or higher.

Shock Value: ½ the old one's mythic rank

CR: add +½ the old one's mythic rank to its CR

Mythic Rank: The old one aberration gains the mythic subtype (*Pathfinder Roleplaying Game: Mythic Adventures*) and a mythic rank equal to ½ its original CR.

Mythic Subtype: The old one gains a bonus to natural armor and spell resistance equal to its mythic rank, 8 bonus hit points per mythic rank, the epic quality added to its damage reduction, the mythic power and surge universal monster abilities, ability score bonuses based on mythic rank, and mythic feats.

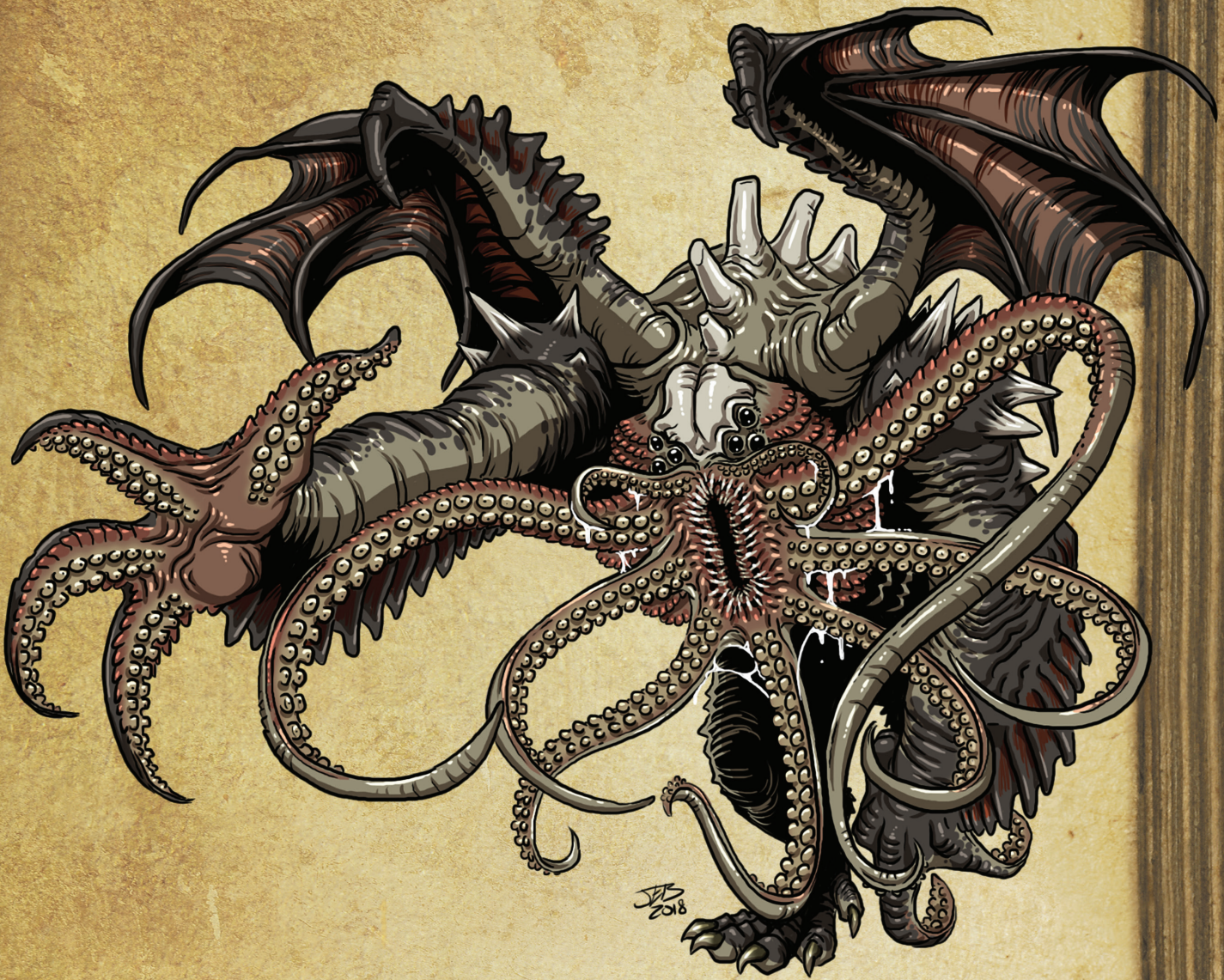
Mythic Abilities: The old one gains the following abilities:

Alien (Ex) An old one is immune to all mind-affecting effects.

Depthless Intellect (Ex) An old one has a minimum Intelligence ability score of 20. If the base creature has an Intelligence ability score of 19 or less, increase its Intelligence to 20. The old one aberration gains all skills as class skills, and a +5 bonus to all Knowledge skill checks and Intelligence ability checks.

Overwhelming (Su) The presence of an old one cripples mortal minds. Non-mythic creatures within 60 feet of the old one must succeed on a Will save (DC 10 + old one aberration's HD + old one's Charisma modifier) or fall to the ground and prostrate themselves before its divine presence. Flying creatures incapable of hovering must land immediately. These creatures are considered helpless for 1 round per mythic rank. Each round affected creatures may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. Creatures recovering early after being affected for at least 1 round take 1d6 Wisdom drain and are staggered for 1d4 rounds. Creatures succeeding

GRUESOME FOES



on the initial save to resist are merely staggered for 1 round. Mythic creatures and characters are immune to this ability. This is a mind-affecting compulsion and emotion effect.

Additional Mythic Abilities: The old one selects an additional mythic ability from the list below for every mythic rank it possesses.

Amnesia (Su) Mortal minds have difficulty conceptualizing the alien nature of the old one, protecting themselves by erasing memories of its presence. Creatures that fail a save against the old one cannot remember anything occurring during the rounds they are considered helpless

due to the overwhelming ability. If the old one possesses the corruptive telepathy ability, it may implant any false memory into the target as a free action (as the mythic *memory lapse*^{MA} spell) with no save to resist.

Corrupting Telepathy (Ex) The old one gains telepathy with a range of 300 feet. Old ones see the scope of potential futures and casually set mortal minds onto the most destructive paths. Non-mythic creatures must succeed on a Will save DC (DC 10 + old one aberration's HD + old one's Charisma modifier) each round. Creatures failing the save are affected by a triggered

MONSTER MENAGERIE

suggestion spell (see *Pathfinder Roleplaying Game: Advanced Class Guide*) with a caster level equal to the old one's HD. The old one does not need to specify at the casting of the spell the condition triggering the activity. It activates at an extremely disadvantageous time for the creature within the duration and causes the creature to act in the worst possible manner within the context and spell limitations. A creature can only be affected by one triggered suggestion at a time. The old one can cease or resume this ability as a free action.

Fifth Dimension (Ex) The old one is a creature from a higher reality. It is as simple for it to defy mortal perceptions of space as it is for mortals to tear holes in a piece of paper. The old one gains *greater teleport* and *plane shift* as spell-like abilities usable at will. The old one may spend one use of mythic power to cast either spell as a swift action.

Glory (Su) The old one can spend one use of mythic power to affect mythic creatures with overwhelming aura for a number of rounds equal to its mythic rank.

Maddening Visage (Su) Creatures failing a Will save against the old one's overwhelming ability are affected by a permanent confusion effect (as the *insanity* spell). The old one may spend one use of mythic power as an immediate action to subject a single creature to a permanent mythic confusion effect (see *Pathfinder Roleplaying Game: Mythic Adventures*).

Magic Immunity (Su) The old one has a perfect understanding of magic, and few spells can affect it without its approval. The old one is immune to any spell or spell-like ability allowing spell resistance. The old one can allow any spell to affect penetrate its magic immunity as an immediate action.

Otherworldly (Su) The old one can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* with a caster level equal to the old one's HD. The old one may spend one use of mythic power to shift as an immediate action.

Spellcasting: The old one gains the ability to cast spells as a cleric, oracle, sorcerer, witch, or wizard with a level equal to its CR. The old one does not require spellbooks (for wizards) or familiars (for witches) to prepare spells, and can prepare any spells it knows.

Starflight (Su) The old one can survive in the void of space and fly at incredible speed. Travel times vary, but a trip within a single solar system takes 3d20 hours, and a trip beyond should take 3d20 days or more if the old one knows the way to its destination. An old one can carry one creature of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space. The old one can spend one use of mythic power to cast the *interplanetary teleport* spell (see *Pathfinder Roleplaying Game: Ultimate Magic*) but must succeed on a saving throw against its apathetic weakness to do so.

Undying (Ex) The old one cannot be truly killed by mortal means. If the old one is killed, its body immediately fades away and it returns to life 24 hours later in the same location. It is treated as if it is fully rested and recuperated with full access to abilities recharging with rest. The old one can be killed only by a coup de grace or critical hit made with an artifact.

WEAKNESSES

Apathetic (Ex) The greatest weakness of the old ones is that they simply do not care. A mortal life means almost nothing to them, and so they might squash it, but only for amusement or if it makes a nuisance of itself. Otherwise, they have unfathomable desires and goals; the simplest of which might require millennia to come to fruition. Any old one must succeed at a Will save (DC 10 + ½ the old one aberration's HD + old one's Charisma modifier) to perform any of the following actions: attack during the surprise round, take an attack of opportunity, perform a coup de grace, run, total defense, or withdraw. The old one may spend one use of mythic power to perform any action without a save but may not retry failed saves.

GRUESOME FOES

KNOWLEDGE CHECKS

Base +5: Ancient beings exist from a time before the universe cooled enough to contain other life. These creatures exist on higher planes of existence, with inscrutable motivations, and power so great they destroy minds with their presence.

Base +10: The greatest weakness of the old ones is their lack of momentary passion. They have existed continuously for unknown eons and make plans with cosmic scales. It is difficult for them to care about mortals long enough to kill them, but their presence often wreaks such havoc it makes small difference to the ants crushed underfoot.

PLAGUED

The scents of rot and offal pour out of the clearing in waves. Tiny movements in the trees, and the clicking sounds of insects reveal a fluttering, chittering mass of locusts missing pieces of their shells, boils on the exposed innards. Black bile drips from their legs, wings, and antennae.

PLAGUED LOCUST SWARM CR3

XP 1,600

N Fine vermin (swarm)

Init +2; **Senses** darkvision 60ft.; **Perception** +0

Aura foulness (30 ft., DC 16), frightful (6 HD, DC 9)

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

hp 18 (4d8)

Fort +4, **Ref** +3, **Will** +1

Defensive Abilities carrier, swarm traits; **Immune** disease, mind-affecting effects, poison

Weaknesses sickly

OFFENSE

Speed 10 ft., climb 10 ft., fly 30 ft. (average), leap
Melee swarm (1d6 plus poison and disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks chimeric contagion (DC 14), devour, distraction (DC 12), foulness (DC 14), plague bile (DC 16), spit, voracious

STATISTICS

Str 1, **Dex** 15, **Con** 14, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** —; **CMD** —

Skills Climb +3, Fly +10

Languages Draconic

ECOLOGY

Environment any forests

Organization solitary, pair, or outbreak (3-12)

Treasure standard



MONSTER MENAGERIE

SPECIAL ABILITIES

Leap (Ex) A giant locust can take 10 on Acrobatics checks to jump even if distracted or in danger.

Spit (Ex) A giant locust can spit a brown jet of acid and partially digested food up to 30 feet with no range increment.

Voracious (Ex) A giant locust's bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.

The greed, hubris, or thoughtlessness of some creatures can befoul the areas they inhabit with alchemical byproducts, negative energy, or pollution. Those who live among such filth become vulnerable to disease or acquired syndromes that mimic diseases. Plagued creatures are the product of these environments; diseased, filthy, half-dead monsters that revert to squalid barbarism. They are both despised and pitied by their wealthy neighbors, who kill the broken creatures on sight out of a sense of mercy or self-preservation. Unfortunately, the fever-mad plagued creatures tend to spread sickness and death indiscriminately, rather than against those who created their plight or who exterminate the threat they pose. Entire civilizations have suffered for the sins of past generations, resulting in a spreading plague of their own carelessness.

CREATING A PLAGUED CREATURE

Plagued is an acquired template that can be added to any corporeal living creature.

Shock Value: 2

CR: +1 to the base creature's CR

Defensive Abilities: The plagued creature retains all of the special defenses of the base creature and gains immunity to disease and poison, except its own chimeric contagion. Creatures attacking the plagued creature with natural attacks or melee weapons without reach are exposed to the carrier ability and the chimeric contagion disease (see below).

Special Attacks and Abilities: A plagued creature retains all the base creature's special attacks and abilities, in addition to the following:

Bile Bite (Ex) A plagued creature exists in a constant state of sickness, kept alive only by anger and its natural fortitude. The sickness causes it to regurgitate toxic bile, functionally coating its teeth in poison.

Plague Bile (Ex) Bite—*injury*; save Fortitude (DC 10 + half plagued creature's HD + the plagued creature's Constitution modifier); frequency 1/round for 6 rounds; effect 1d3 Str damage; cure 2 consecutive saves.

Carrier (Su) A plagued creature becomes a breeding ground for an incredible number of mundane and magical diseases. These diseases intermingle with the plagued creature's infections, birthing contagions that can quickly cripple entire populations. When a creature is exposed to the plagued creature (through contact or injury by natural attacks) it must make a Fortitude save (DC 10 + half the plagued creature's HD + the plagued creature's Constitution modifier) or become infected. Infected creatures spread the disease to other creatures (through contact) that must then save against the disease at the same DC or likewise become infected and capable of spreading the disease.

Chimeric Contagion (Su) Any—*injury*; save see above; *onset* 1 day; *frequency* 1/day; *effect* 1 Str, 1 Dex, 1 Con, 1 Int, 1 Wis, and 1 Cha damage, target must make a second Fortitude save or all ability damage becomes drain instead; *cure* 2 consecutive saves.

Foulness (Ex) Creatures within 30 feet of the plagued creature must make a Fortitude save (DC 10 + half the plagued creature's HD + the plagued creature's Constitution modifier) or become sickened for 1 minute. An opponent grappled by the plagued creature must succeed on an additional save to avoid becoming nauseated. An opponent that becomes nauseated in this manner remains nauseated for 1 minute or until they are no longer grappled by the plagued creature. A character that succeeds on either of these saves is immune to the foulness of the plagued creature for 24 hours.

Ability Scores: +4 Con, -4 Int, -4 Cha

GRUESOME FOES

WEAKNESSES

Sickly (Ex) A plagued creature clings feverishly to life, constantly suffering from a soup of horrible afflictions. The plagued creature automatically dies if reduced to 0 or less hit points and takes a -4 penalty to saves against death effects or spells that deal negative energy damage. The plagued creature cannot be cured of this condition with any magic short of a miracle or wish spell. If such measures are taken, the plagued creature becomes sickly again after 24 hours.

KNOWLEDGE CHECKS

Base +5: When a creature's becomes tainted by pollution or fell magic, that corruption can turn it into a plague dog for strange chimerical illnesses that can devastate entire cities or civilizations.

Base +10: Plagued creatures are slowly killed by the same diseases and poisons they inflict on others. Their constant suffering makes them easier to kill, but they can wreak terrible havoc before they die.

RACKED

The human corpse moves awkwardly on elongated legs with swollen joints. It's obvious the fiend was a victim of prolonged torture.

RACKED HEUCUVA CR 4

XP 1,200

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +5

Aura faithlessness (30 ft.), frightful (5 HD, DC 16)

DEFENSE

AC 17, **touch** 12, **flat-footed** 15 (+2 Dex, +5 natural)
hp 22 (3d8+9)

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

DR 5/magic or silver; **Immune** precision damage, undead traits

Weaknesses disjointed

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claws +7 (1d4+4 plus disease and grab)

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

Special Attacks strangle (DC 15)

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** 4, **Wis** 12, **Cha** 16

Base Atk +2; **CMB** +6 (+14 grapple); **CMD** 18 (20 vs. grapple)

Feats Greater Grapple^B, Improved Grapple^B, Improved Initiative, Weapon Focus (claw)

Skills Perception +5, Stealth +7

Languages Common

SQ false humanity, long limbs

ECOLOGY

Environment any

Organization solitary, pair, or cloister (3-10)

Treasure standard

SPECIAL ABILITIES

False Humanity (Su) During the day, a huecuva is cloaked in an illusion that makes it look, sound, and feel like the living creature it once was. This effect functions similarly to *disguise self*—if a creature interacts directly with a huecuva, it can attempt a DC 14 Will save to see through the illusion. Regardless, the huecuva's scent never changes—it always exudes a faint stench of grave dust and decay. Creatures with the scent ability receive a +4 bonus on any Will saving throw made to see through this illusion. At night (regardless of whether the huecuva itself knows night has fallen) this illusion fades and reveals the creature for what it truly is. The save DC is Charisma-based.

Tortured men or monsters are never the same after they come off the rack or wheel. While the emotional scars sometimes result in unquiet spirits seeking revenge, those who survive the pain endure physical scars as well as mental ones. Whether alive or dead, those who were drawn and quartered, stretched on the rack, or similarly tortured sometimes return to torment those who tormented them.

CREATING A RACKED CREATURE

Racked is an acquired or inherited template that can be placed on any corporeal creature with a discernable anatomy.

Shock Value: 2

CR: +2 to the base creature's CR

AC: +2 to the base creature's natural armor

MONSTER MENAGERIE

Defensive Abilities: The racked creature retains all of the base creature's defensive abilities and gains immunity to precision damage (such as critical hits and sneak attacks).

Special Attacks and Abilities: A racked creature gains the following:

Grab (Ex) A racked creature gains the grab universal monster rule. It can grab after it successfully hits an opponent with one of its primary natural attacks (usually a claw or slam). The racked creature may use this ability on creature up to one size larger than itself. The racked creature may conduct the grapple

normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple but does not gain the grappled condition itself. Each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold.

Long Limbs (Ex) The racked creature's reach is 5 feet longer than normal. In addition, the racked creature gains a climb speed equal to its land speed.

Strangle (Ex) Tired of castigation and ridicule, racked creatures have an unerring talent for seizing their victims by the neck. A creature grappled by a racked creature must succeed on a Fortitude save (DC 10 + $\frac{1}{2}$ the racked creature's HD + the racked creature's Strength modifier) or be unable to speak or cast spells with verbal components. A grappled creature may attempt this save at the beginning of each turn it's involved in a grapple with the racked creature, but if it fails the save, cannot speak at all for the entire round.

WEAKNESS

Disjointed (Ex) A racked creature's limbs constantly make noise as it twists, stretches, and realigns them. Even when invisible or after the completion of a successful Stealth check, a sound-based DC 15 Perception check reveals the presence and general direction of a racked creature within 30 feet. Creatures adjacent to the racked creature who succeed on this check can pinpoint its square.

Ability Scores: +6 Str, +4 Con. If the base creature is undead, it gains +4 Charisma instead of Constitution.

Bonus Feats: Greater Grapple, Improved Grapple. It does not need to meet the prerequisites for these feats.



GRUESOME FOES

KNOWLEDGE CHECKS

Base +5: This twisted figure's long limbs give it much greater reach than a typical foe its size, and the constant popping and grinding of those limbs make it easy to hear.

Base +10: The monstrosity's long fingers and leather hands give it a powerful grip, easily able to grasp and choke its victims.

REAPING

This spirit's humanoid body bears ritualistic scars. Her dark skin constantly contorts with the expressions of anguished faces, as if a hundred souls were trapped inside and desperate to escape.

REAPING NIGHTWALKER CR 18

XP 153,600

CE Huge Undead (extraplanar, nightshade) (*Pathfinder Roleplaying Game Bestiary 2*)

Init +2; **Senses** all-around vision, darksense, darkvision 60 ft., detect magic, lifesense, low-light vision; **Perception** +29

Aura frightful (24 HD, DC 29)

DEFENSE

AC 37, **touch** 16, **flat-footed** 35 (+6 deflection, +2 Dex, +21 natural, -2 size)

hp 241 (21d8+147)

Fort +14, **Ref** +11, **Will** +20

Defensive Abilities ferocity; **DR** 15/good and silver; **Immune** cold, undead traits; **SR** 27

Weaknesses light aversion, soul of evil

OFFENSE

Speed 40 ft.

Melee 2 claws +28 (3d6+15/19-20 plus 4d6 cold and negative level)

Space 15 ft.; **Reach** 15 ft.

Special Attacks channel energy (8d6, DC 29, 8/day), fear gaze, soul reaping, swift sundering

Spell-Like Abilities (CL 16th; concentration +21)

Constant—*air walk*, *detect magic*, *magic fang*

At Will—*contagion* (DC 19), *deeper darkness*, *greater dispel magic*, *unholy blight* (DC 19)

3/day—*confusion* (DC 19), *haste*, *hold monster* (DC 20), *invisibility*, *mass inflict serious wounds* (DC 22), *quicken unholy blight* (DC 19)

1/day—*cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22), *summon* (level 7, 4 greater shadows)

STATISTICS

Str 35, **Dex** 14, **Con** —, **Int** 22, **Wis** 23, **Cha** 23

Base Atk +15; **CMB** +29 (+31 disarm and sunder); **CMD** 41 (43 vs. disarm and sunder)

Feats Combat Expertise, Command Undead, Greater Sunder, Greater Vital Strike, Improved Critical (claws), Improved Disarm, Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (unholy blight), Vital Strike

Skills Climb +36, Intimidate +29, Knowledge (arcana) +30, Knowledge (planes) +30, Knowledge (religion) +30, Perception +30, Sense Motive +30, Spellcraft +30, Stealth +18 (+26 in darkness), Swim +33; Racial Modifiers: +8 stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Negative Energy Plane)

Organization solitary, pair, or gang (3-4)

Treasure standard

SPECIAL ABILITIES

Swift Sundering (Su) A nightwalker can make a sunder attempt as a swift action with one of its claws.

Some immortal agents of entropy seem as old as death itself, empowered by every life they claim. Their flesh stretches with the faces and hands of each soul taken in their presence.

CREATING A REAPING CREATURE

Reaping is an acquired or inherited template that can be added to any corporeal creature with a Charisma score of 12 or higher.

Shock Value: 3

CR: +2 to the base creature's CR

Defensive Abilities: The reaping creature retains all of the special defenses of the base creature, in addition to the following:

Armor Class: A reaping creature gains a deflection bonus to AC equal to her Charisma bonus.

MONSTER MENAGERIE



Special Attacks and Abilities: A reaping creature retains all the base creature's special attacks and abilities, and gains the all-around vision, darkvision 60 feet, ferocity, and lifesense universal monster abilities, in addition to the following:

Soul Reaping (Su) The souls consumed by a reaping creature drink in life energy whenever the reaping creature injures a living opponent. Whenever a living creature is struck by a reaping creature in melee combat, that creature must succeed at a Fortitude save (DC 10 + $\frac{1}{2}$ the reaping creature's HD + reaping creature's

Charisma modifier) or take one negative level. Each negative level the reaping giant inflicts gives her 5 temporary hit points, and a +1 bonus to attacks, saves, skills, and ability checks until the beginning of her next turn. The negative levels are cumulative. Creatures slain by a reaping creature cannot be raised or resurrected unless the caster succeeds at a caster level check (DC equals the reaping creature's CR + 10).

Spell-like Abilities (Sp) A reaping creature can cast *mass inflict serious wounds* 3 times per day as a spell-like ability with a caster level equal to her hit dice.

Ability Scores: +2 Int, +2 Wis, +2 Cha

WEAKNESSES

Soul of Evil (Su) Reaping creatures are universally evil, imbued by evil gods with a destructive will. Whenever a reaping creature fails a saving throw against any effect with the good descriptor, it also gains a negative level. This negative level lasts for 24 hours or until the reaping giant receives a *restoration* spell.

KNOWLEDGE CHECKS

Base +5: On rare occasion, a violent creature becomes a monstrous representative of something older and more terrifying.

Reaping creatures deal death and capture souls wherever their dire steps take them.

Base +10: Reaping creatures do not die normally, fighting until the last ounce of their strength is gone. They unerringly sense the location of all living things in their presence.

Base +15: The souls of slain opponents remain inside the reaping creature until its demise. Though they cannot be saved from this fate, spells and effects infused with the power of pure goodness cause the reaping monster itself considerable confusion and pain.

SPAWNING

Creeping vines cover the landscapes, climbing stone walls and growing around hundreds of corpses of animals and humanoids. Several smaller chutes cling to the largest mass in the middle.

GRUESOME FOES

SPAWNING ASSASSIN VINE CR 5

XP 1,600

N Large plant

Init -1; **Senses** blindsight 30 ft., low-light vision;

Perception +1

Aura frightful presence (6 HD, DC 13)

DEFENSE

AC 18, **touch** 8, **flat-footed** 18 (-1 Dex, +10 natural, -1 size)

hp 38 (4d8+20)

Fort +9, **Ref** +0, **Will** +2

Defensive Abilities hardness 4; **Resist** cold 10, fire 10; **Immune** electricity, plant traits

Weaknesses overprotective

OFFENSE

Melee slam +8 (1d8+8 plus grab)

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

Special Attacks constrict (1d8+8), entangle, spawning swarm (3d6, DC 17)

STATISTICS

Str 22, **Dex** 8, **Con** 20, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +10 (+14 grapple); **CMD**

20 (can't be tripped)

SQ camouflage

ECOLOGY

Environment temperate forests

Organization solitary, pair, patch (3-6), or ruin (4-100)

Treasure incidental

Spawning creatures are terrifyingly fertile. Whether they use spores, lay eggs, or burst from the corpses of their parents' prey, spawning creatures reproduce with incredible celerity and quickly out-populate potential predators. In remote locations, such an explosion can surge and die out quickly as food and shelter become scarce. When a spawning creature encounters a sustainable environment, its effects can be lasting and apocalyptic.

Spawning creatures display a balance of protective instincts and detachment. They aggressively defend their multiplying progeny but can also employ their brood as a defense mechanism.

CREATING A SPAWNING CREATURE

Spawning is an inherited template that can be added to any corporeal living creature.

Shock Value: 2

CR: +2 to the base creature's CR

AC: +4 to the base creature's natural armor

Defensive Abilities: The spawning creature retains all of the special defenses of the base creature, in addition to the following abilities:

Cruled Hide (Ex) The spawning creature's hide is covered in scarred tissue or overgrown bark as it gives birth or lays eggs or flowers and drops seeds. It gains a hardness value of 4, +1 for every size category greater than Large.



MONSTER MENAGERIE

Special Attacks and Abilities: A spawning creature retains all the base creature's special attacks and abilities, and gains the following:

Spawning Swarm (Ex) Once per day when threatened or angered, a spawning creature can release a swarm of offspring from its space. This spawning swarm is treated as a separate creature with the same type and swarm subtype. It fills each square within the spawning creature's reach and moves with the parent creature (even during special movement modes — the swarm clings to the parent's body). It has 5 hit points for every Hit Die the parent creature possesses and has a swarm natural attack that deals 3d6 points of damage. If the base creature possesses a breath weapon or other attack that deals elemental damage, 1d6 points of this damage is of an element type that matches the parent creature's ability. The spawnlings that make up the swarm use the parent creature's saving throw bonuses and have an AC of 17 (+4 size, +2 Dexterity, +1 natural). The save DC of the swarm's distraction ability is 10 + ½ the spawning creature's HD + the spawning creature's Constitution modifier.

Ability Scores: +2 Str, -2 Dex, +4 Con

WEAKNESSES

Overprotective (Ex) If the spawning creature's spawning swarm is damaged, the spawning creature must make a DC 20 Will save or be forced to attack the creature that damaged the swarm for 1 round.

KNOWLEDGE CHECKS

Base +5: Some creatures give birth to impossibly large broods or otherwise reproduce at an alarming rate. Such monsters threaten the balance of local life with their constantly growing numbers. If the spawning creature is threatened it can release a swarm of young to defend itself.

Base +10: The spawning creature is even more protective of its brood than its own life. If something harms its young, the creature might lose sight of anything other than taking vengeance on the aggressor.

SPIRIT

A ghostly form coalesces out of the night sky. The beast resembles a great serpent, gliding through open water with ease. In the distance, its snake-like tail twitches among the ephemeral debris of a wrecked vessel.

SPIRIT SEA SERPENT CR 14

XP 38,400

CE Gargantuan magical beast (aquatic, incorporeal)

Init +6; **Senses** darkvision 120 ft., low-light vision;

Perception +8

Aura frightful presence (DC 18 HD, DC 22)

DEFENSE

AC 24, **touch** 24, **flat-footed** 22 (+16 deflection, +2 Dex, -4 size)

hp 187 (15d10+105)

Fort +16, **Ref** +13, **Will** +7

Defensive Abilities elusive, not there; **DR** 14/cold iron and magic; **Immune** cold; **Resist** fire 30

Weaknesses energy vulnerability

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +23 (4d8+12/19-20 plus grab), tail slap +18 (3d6+6 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks capsize, constrict (3d6+18), psychic erosion (DC 19), spirit maw (DC 19), swallow whole (4d8+18 bludgeoning damage, AC 18, hp 18), limited corporeality, sense weakness, unstoppable

STATISTICS

Str 34, **Dex** 14, **Con** 25, **Int** 2, **Wis** 11, **Cha** 15

Base Atk +15; **CMB** +31; **CMD** 35 (can't be tripped)

Feats Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Stealthy

Skills Perception +8, Stealth +13, Swim +20

SQ limited corporeality

Environment any ocean

Organization solitary

Treasure none

GRUESOME FOES

SPECIAL ABILITIES

Elusive (Su) Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a *pass without trace*). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a *nondetection* spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

A monster of exceptionally strong will may survive her own demise if her personality becomes imprinted in her lair or the spirit realm nearby. Such horrors are not ghosts of their former selves, but rather a vestigial echo given physical manifestation. Incredibly ancient beings simply slumbered until the material world forgot them, their dreams carrying them to the ethereal plane and remaking their spent bodies in twisted or idyllic images. Legends speak of great spectres that surprised slayers by being neither alive nor undead, avenging themselves before their murderers could begin to understand how to destroy them again.

CREATING A SPIRIT CREATURE

Spirit is an acquired template that can be added to any corporeal creature of the dragon, fey, humanoid, magical beast, or monstrous humanoid type.

Shock Value: 3

CR: +2 to the base creature's CR

AC: The creature loses its natural armor bonus. Add the creature's modified CR to its Charisma modifier to determine its deflection bonus to AC.

Creature Type: The spirit creature retains the base creature's type and gains the incorporeal subtype.

Defensive Abilities: The spirit creature retains the special defenses of the base creature and gains damage reduction equal to its modified CR. Weapon attacks must be both cold iron and magical to overcome a spirit creature's damage reduction. The creature also gains psychic erosion.

Psychic Erosion (Su) A spirit creature slowly erodes her surroundings with entropic energy. Each time a spirit creature takes hit point damage, it steals definition from surrounding personalities. Creatures within the creature's frightful presence aura must succeed on a Will save or take 1 point of Charisma drain. For each affected subject, the spirit creature heals 1d6 hit points. Ether dragons are immune to this aura. The save DC is Charisma-based.

Special Attacks and Abilities: A spirit creature retains all the base creature's special attacks and abilities in addition to the following:



MONSTER MENAGERIE

Spirit Maw (Ex) A spirit creature that successfully pins or swallows an opponent whole may transport the target (and anything it carries) to the ethereal plane. If the subject breaks free from the pin or escapes from within the creature, it must succeed on a Will save (DC 10 + half the spirit creature's HD + the spirit creature's Cha modifier) or remain ethereal. Ethereal creatures are incorporeal to the material plane, and cannot rejoin the material plane without the benefit of *plane shift* or other magical assistance.

Limited Corporeality (Su) Spirit creatures sharpen their will when defending their lairs or mauling their enemies. A spirit creature is incorporeal when attacked from any plane, but fully corporeal when it attacks corporeal targets (as if possessed the ghost touch weapon special property. This ability extends to spells, spell-like abilities, and other special attacks. An incorporeal creature normally has no Strength score, but the spirit creature retains its Strength score for the purposes of physical attack and damage rolls. In addition, each time the creature causes damage with its natural weapons or special attacks, it heals 1 hit point per die of damage dealt.

Greater Special Attacks and Abilities: A spirit creature of at least Gargantuan size has the following special ability:

Not There (Su) Creatures attacking the spirit creature with melee or ranged attacks have a 20% chance of missing the creature entirely. Treat this as concealment, except that the Blind-Fight feat or blindsense do not prevent this miss chance. This concealment even applies to force effects and attacks by other incorporeal creatures. If any corporeal magical attack successfully hits the spirit creature, the damage is halved normally.

Ability Scores: +4 Cha. Being incorporeal, a spirit creature has no Strength score, except as described above.

WEAKNESSES

Energy Vulnerability (Su) Spirit creatures are neither alive nor undead, tethered to reality by their own powerful psyche. The forces of positive and negative energy interact with the creature's

ephemeral nature with equal hostility. A spirit creature takes damage from channeled energy regardless of whether that energy is positive or negative. *Heal* and *inflict* spells damage the creature equally. Spirit creatures only heal naturally (which slowly erodes their physical surroundings), or as a result of the psychic erosion and limited corporeality abilities.

KNOWLEDGE CHECKS

Base +5: Some incorporeal creatures are not ghosts or undead at all. Rather, they are a psychic representation of their previous selves. They are part material, part spiritual, and part in-between.

Base +10: Spirit creatures commonly lair in collapsing ruins, as they steal definition from their surroundings in order to perpetuate their own existence. They can hasten this process in combat, stealing the identity of their enemies to hold themselves together.

Base +15: A spirit creature's natural attacks, spells, and supernatural abilities can enter the material plane for full effect. The creature can also transport enemy combatants onto the material plane to fight one on one.

UNBOUND

The lumbering figure sculpted from soft clay oozes smoking green acid. Its vaguely human face twists in a look frustrated rage.

UNBOUND CLAY GOLEM CR 11

XP 12,800

N Large construct (earth)

Init +0; **Senses** darkvision 60 ft., low-light vision;

Perception +0

Aura frightful presence (14 HD, DC 18)

DEFENSE

AC 25, **touch** 9, **flat-footed** 25 (+16 natural, -1 size)

hp 114 (13d10+43)

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

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

Weaknesses bindings

GRUESOME FOES

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee 2 slams +20 (2d10+8/19-20 plus 1d6 acid and cursed wound)

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

Special Attacks berserkers (DC 17), haste

STATISTICS

Str 26, **Dex** 11, **Con** —, **Int** 12, **Wis** 11, **Cha** 12

Base Atk +13; **CMB** +22; **CMD** 31

Feats Combat Reflexes, Critical Focus, Disruptive^B, Improved Critical (slam), Sickening Critical, Spellbreaker^B, Stand Still, Step Up, Teleport Tactician^{ACG,B}, Toughness

Skills Disable Device +7, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7, Use Magic Device +8

Languages Common

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Some creatures would never exist without a magical binding process. Outsiders serve spellcasters bold enough to tie them to the mortal plane. Golems are elemental spirits bound to corporeal bodies. Undead obey the commands of the necromancer who raised them or the monster who spreads its curse to them. While many bound creatures might loathe such obligation, only a few possess the patience and wisdom to wriggle free of the magical bindings ensnaring their will.

Through careful study, they learn the limitations of their cage, and with that understanding comes freedom. Most creatures who recognize they are bound become quite perturbed. Once free, they plan to take revenge and even free others of their kind. The creature's dominator is soon crushed, and the unbound monster begins a hunt for others of its ilk. Their struggles against the crafter's magic teaches them much and empowers them to weaken the bindings of others.



MONSTER MENAGERIE

CREATING AN UNBOUND CREATURE

Unbound is an acquired template that can be added to any corporeal creature with the construct, outsider, or undead type and an Intelligence score. The base creature must in some way be under the control of a creator, progenitor, or summoner.

Shock Value: 1

CR: +1 to the base creature's CR

Class Skills: Disable Device, Knowledge (arcana), Knowledge (planes), Spellcraft, Use Magic Device

Movement: An unbound creature retains all of the base creature's movement types and speeds. The unbound creature gains one of the following modifications to its speed or movement, depending on the nature of its bond (see Special Qualities below).

Air or Positive Energy: The unbound golem gains a fly speed equal to its land speed (average maneuverability).

Earth or Negative Energy: The unbound golem gains a burrow speed equal to its base speed.

Chaotic or Fire: The unbound golem's land speed is faster than the norm by +20 feet.

Water: The unbound golem gains a swim speed equal to its land speed.

Chaotic: The unbound creature gains freedom of movement as a swift action a total number of rounds per day equal to its HD. Its caster level for this effect is equal to its CR.

Evil: The unbound creature gains a climb speed of 20 feet.

Good: The unbound creature can walk across any surface, including water or harmful surfaces like magma. The unbound creature can move in this way a total number of rounds equal to its HD.

Lawful: The unbound creature gains a +4 bonus to its CMD against combat maneuvers that move the unbound creature (bull rush, grapple, reposition, and trip).

Special Attacks and Abilities: An unbound creature retains all of the base creature's special attacks and abilities, except it loses the berserk ability if the base creature has it. The unbound

creature gains the following additional special attacks and abilities:

Elemental (Su) The unbound creature's natural attacks deal additional damage based on the nature of the creature's spiritual bond (see Special Qualities below). These attacks gain the appropriate weapon property for the listed type of bond.

Nature of Bond	Dmg Type
Air	Electricity
Earth	Acid
Fire	Fire
Water	Cold
Chaotic	Anarchic
Evil or Negative Energy	Unholy
Good or Positive Energy	Holy
Lawful	Axiomatic

Berserkers (Su) The unbound creature can weaken the bindings on other creatures as a swift action. The target creature must be within 100 feet and is permitted a Will save (DC 10 + ½ the unbound creature's HD + unbound creature's Charisma modifier) to negate this effect. Failure causes the target to go immediately go berserk as a flesh golem (see *Pathfinder Roleplaying Game: Bestiary*) if the target does not normally have the berserk ability, or as a clay golem if the target does ability. This ability bypasses any spell resistance or magic immunity the target might possess.

Slayer (Su) The unbound creature instinctually knows how to ruin spellcasting and harm outsiders and spellcasters. It gains the Disruptive, Spellbreaker, and Teleport Tactician (see *Pathfinder Roleplaying Game: Advanced Player's Guide*) feats as bonus feats. The unbound creature does not need to meet the prerequisites for these feats.

Ability Scores: +2 Str, +2 Dex, +2 Charisma. Unbound creatures without an Intelligence score gain an Intelligence and Charisma ability score of 12.

Special Qualities: The unbound creature retains all the base creature's special qualities. In addition, it gains the following ability:

GRUESOME FOES

Altered Bond (Su) The nature of the unbound creature's existence changes in accordance with the base creature's starting bond. When the unbound template is acquired, the base creature chooses one of the four basic energy types or chooses an alignment (either chaotic, evil, good, or lawful) or chooses negative or positive energy. In the case of elemental energy or alignment, the unbound creature gains the appropriate subtype. Once this decision is made it becomes a part of the unbound creature template and affects the unbound creature's abilities. The decision can't be changed later.

WEAKNESSES

Bindings (Su) While the unbound creature has fought free of its prison, the chains are not broken. It is possible to strengthen the magic, once more trapping the creature's spiritual bond. Any creature with an arcane or divine caster level can touch the unbound creature (as a melee touch attack) in an attempt to renew the bindings. The spellcaster (called the binding creature) must succeed on a DC 20 Charisma check. The unbound creature is then permitted a Will save (DC 10 + ½ the binding creature's HD + the binding creature's Charisma modifier) to resist. A failure on the save temporarily removes this template and forces the unbound creature to regard the binding creature as its master (as if the binding creature had created, spawned, or summoned the unbound creature). However, the unbound creature's spiritual bond is never fully dissolved. The unbound creature is permitted a new Will save each day to break free of the control and regain this template.

KNOWLEDGE CHECKS

Base +5: Several types of creatures are brought into the mortal world defined by a specific supernatural bond. Having gained knowledge and hatred from imprisonment, some creatures can disrupt this bond. They pursue freedom, revenge, and to release others of their kind from enslavement.

Base +10: Unbound creatures gain minor abilities attesting to their supernatural natures. While they have regained free will, a knowledgeable spellcaster might trap them within strengthened bindings. Such comes with great risk and earns the unbound creature's eternal anger. It is only a matter of time before it struggles free once more.

UNDYING

The powerful body of a lion bears the majestic wings of an eagle. His regal human face is adorned with a gold crown that matches the sadness in his eyes.

UNDYING LAMMASU CR 11

XP 12,800

LG Large magical beast (*Pathfinder Roleplaying Game Bestiary 3*)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +19

Aura frightful (11 HD, DC 16), magic circle against evil (20 ft.)

DEFENSE

AC 23, **touch** 10, **flat-footed** 22 (+1 Dex, +13 natural, -1 size)

hp 121 (9d10+72)

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

Defensive Abilities immortal

Weaknesses depression, oathbound

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +16 (1d8+8), 2 wings +11 (1d6+4)

Space 15 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +16; 1d8+8)

Oracle Spells Known (CL 12th; concentration +16)

6th (3/day)—*bestow grace of the champion*

5th (5/day)—*raise dead, righteous might*

4th (6/day)—*dimensional anchor* (DC 19), *freedom of movement, order's wrath* (DC 19)

3rd (6/day)—*blindness/deafness* (DC 18), *invisibility purge, prayer, speak with dead, stone shape*

2nd (6/day)—*bull's strength, consecrate, cure moderate wounds* (DC 17), *hide from undead, hold person* (DC 17), *spiritual weapon*

1st (6/day)—*cure light wounds, doom* (DC 16), *forbid action* (DC 16), *know the enemy, shield of faith*

0 (at will)—*create water, detect magic, guidance, mending, purify food and drink, read magic, resistance, spark, virtue*

Spell-Like Abilities (CL 9th, concentration +14)

3/day—*greater invisibility*

1/day—*dimension door*

MONSTER MENAGERIE

STATISTICS

Str 27, **Dex** 12, **Con** 25, **Int** 20, **Wis** 21, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 29 (33 vs. trip)

Feats Alertness^B, Blind Fight, Combat Casting^B, Diehard^B, Eschew Materials^B, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness^B

Skills Diplomacy +12, Fly +9, Intimidate +12, Knowledge (arcana) +17, Knowledge (history) +17, Perception +19, Sense Motive +19, Spellcraft +17, Survival +17

Languages Celestial, Common

SQ ancient power, forgotten lore, wisdom of ages

ECOLOGY

Environment temperate deserts

Organization solitary

Treasure standard

Ancient civilizations empowered noble heroes to eternally safeguard their people and culture. As eons pass these immortal warriors watch the glorious golden age of their own culture die out and the remnants slip through their fingers. Once they held silent watch over god-emperors and flying castles. Now they protect scattered tribes and crumbling ruins. The undying sentinels left behind crave release from their eternal post in the form of meaningful death or instant oblivion, but remain bound by solemn oaths to protect their charge forever

CREATING AN UNDYING CREATURE

Undying is an acquired template that can be added to any corporeal creature with at least 8 HD.

Shock Value: 2

CR: +3 to the base creature's CR

AC: +2 to the base creature's natural armor

Defensive Abilities: The undying creature retains all of the special defenses of the base creature, and gains the ferocity universal monster ability, in addition to the following:

Immortal (Ex) An undying creature is immune to aging, aging penalties, and cannot die of old age. While the passage of time eventually shows in her wizened appearance, it takes many thousands of years, and these purely superficial signs of aging in no way hamper her abilities.

Special Attacks and Abilities: An undying creature retains all the base creature's special attacks and abilities, in addition to the following:

Ancient Power (Su) An undying creature represents one of the last survivors of an ancient culture where magic was common. While she has fallen far from her former glory, she still carries a spark of greatness from a bygone age.

The undying knows and may cast spells as an oracle or sorcerer with a level equal to her HD. She gains no other abilities of her spellcasting class. If the undying



GRUESOME FOES

creature already has spellcasting ability, her effective level increases by 2.

Forgotten Lore (Ex) The undying possesses the lost knowledge of an ancient civilization and the experience of thousands of years of life. She counts all skills as class skills, may use any skill untrained. She gains 2 skill ranks per HD in addition to ranks gained from her class, type, or high Intelligence. She may recall information as the legend lore spell, usable once per day with a caster level equal to her HD.

Ability Scores: +4 Str, +4 Con, +4 Int, +4 Wis, -4 Cha

Bonus Feats: Alertness, Combat Casting, Diehard, Toughness

Special Qualities: The base creature retains any special qualities it has and gains the following:

Wisdom of Ages (Ex) The undying creature uses her Wisdom score in place of Charisma to determine bonus spells per day, save DCs, and other effects. Her Wisdom score also controls save DCs and other effects for any extraordinary, spell-like, or supernatural abilities.

WEAKNESSES

Depression (Ex) An undying is only bound to existence by an inability to break her mystic oath and would otherwise likely commit suicide. Whenever the undying is the target of a spell or effect that heals any Hit Point damage, she must succeed on a DC 20 Will save. If she fails, she suffers a -2 morale penalty to attack, saves, and skill checks for 1 minute.

Oathbound (Su) An undying giant is incapable of acting against the ancient oaths she swore. She may never harm a creature native to her culture (including herself), must always act in the defense of creatures native to her culture, and can only be released from life through martyrdom in pursuit of her vigil. She is mystically incapable of acting in violation of this oath except through accident or trickery, or if a member of her culture intentionally betrays the memory of the civilization she protects. The undying creature is immune to any spell or effect that compels her to act in violation of her oath. If the undying is prevented from protecting creatures with the giant subtype or violates her oath through accident or trickery, she suffers penalties similar to the *geas/quest* spell.

KNOWLEDGE CHECKS

Base +5: It is said that there are ancient agents of bygone empires, cursed to forever wander the world protecting their scattered kin. These sad fallen creatures throw themselves into battle with suicidal fervor.

Base +10: The undying carry the experience of a lost era, but desire nothing more than to die in battle for ancient oaths. They can be driven into depression by healing wounds they suffer; robbing them of a noble death.

UNSTOPPABLE

The beast looks like an immense elephant covered in thick ropes of long brown fur. It lifts its trunk high and trumpets a majestic roar as it charges.

UNSTOPPABLE MASTODON CR 11

XP 12,800

N Huge animal (*Pathfinder Roleplaying Game Bestiary*)

Init +1; **Senses** low-light vision, scent; **Perception** +24
Aura frightful aura (17 HD, DC 19)

DEFENSE

AC 24, **touch** 9, **flat-footed** 23 (+1 Dex, +15 natural, -2 size)

hp 151 (14d8+98)

Fort +16, **Ref** +10, **Will** +7

Defensive Abilities

Weaknesses reckless charge

OFFENSE

Speed 40 ft.

Melee gore +23 (2d8+14, 18-20/x3), slam +22 (2d6+14)

Space 15 ft.; **Reach** 15 ft.

Special Attacks momentous strike, pulverize, trample (2d8+21, DC 31), unstoppable charge

STATISTICS

Str 38, **Dex** 12, **Con** 25, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +10; **CMB** +26; **CMD** 37 (41 vs trip)

Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +24

SQ augmented critical

MONSTER MENAGERIE

ECOLOGY

Environment cold or temperate forests and plains

Organization solitary, pair, or herd (2-4 unstoppable mastodons plus 6-30 mastodons)

Treasure none

An unstoppable creature is a true force of nature (or of the unnatural world). The exemplars embody might and power and specialize in Irresistible force flows through them, tightening muscle and hardening bone. When a bucolic creature embraces destruction and death in open combat too, it begins to crave battle more than food, water, or gold.



CREATING AN UNSTOPPABLE CREATURE

Unstoppable is an acquired template that can be added to any corporeal creature with the giant subtype.

Shock Value: 3

CR: +2 to the base creature's CR

AC: +3 to the base creature's natural armor

Special Attacks and Abilities: An unstoppable creature retains all the base creature's special attacks and abilities and gains the following:

Augmented Critical (Ex) One of the unstoppable creature's natural weapons threatens a critical hit on a roll of 18-20 and deals x3 damage if confirmed. This does not stack with other effects that increase the critical threat range or multiplier of the affected natural weapon.

Momentous Strike (Ex) Whenever an unstoppable creature confirms a critical hit with a natural weapon during a charge attack, it can make an additional attack against the object of its charge. It attacks with the same weapon and using the same bonus as the confirmed critical.

Pulverize (Ex) The unstoppable creature's bones grow harder than steel. An unstoppable creature's natural weapons count as adamantine for purposes of overcoming damage reduction and hardness. Its natural weapons deal double damage against objects.

Unstoppable Charge (Ex) Once in motion, an unstoppable creature lives up to its name. During a charge action it cannot be tripped, and it does not provoke attacks of opportunity for moving through threatened areas, or for entering an occupied space (such as during a bull rush).

Ability Scores: Str +4, Con +4, Cha +2

Bonus Feats: Improved Overrun

GRUESOME FOES

WEAKNESSES

Reckless Charge (Ex) At the beginning of its turn, if the unstoppable creature is not engaged in melee combat and can see a foe within charge range, it must charge. If it misses with the charge attack the unstoppable creature is thrown off balance and becomes staggered until the end of its next turn.

KNOWLEDGE CHECKS

Base +5: Some powerful creatures that become addicted to battle become living siege weapons, sundering both metal and bone with disturbing ease.

Base +10: A solid blow landed by an unstoppable creature strikes as hard as a catapult stone, and just as recklessly. If a target manages to avoid an unstoppable creature's initial charge, the behemoth becomes momentarily disoriented.

VIVISECTOR

This man-sized insect is covered in shiny, brightly-tinted carapace armor. Its blood-red claws shudder as they open and shut several times a second, and a deep gurgling sound issues up from its armored maw.

VIVISECTOR GREAT ASSASSIN BUG CR 7

XP 3,200

NE Medium vermin (see *Pathfinder Roleplaying Game: Bestiary 5*)

Init +6; **Senses** darkvision 60 ft., lifesense 60 ft.;

Perception +16

Aura frightful presence (9 HD, DC 19)

DEFENSE

AC 21, **touch** 17, **flat-footed** 14 (+6 Dex, +1 dodge, +4 natural)

hp 52 (7d8+21)

Fort +8, **Ref** +8, **Will** +5

Defensive Abilities versatile healing; **Immune** mind-affecting effects

Weaknesses susceptible to mind-affecting effects, upkeep

OFFENSE

Speed 40 ft., fly 40 ft. (clumsy)

Melee bite +12 (1d6+7 plus poison), 2 claws +12 (1d4+7)

Special Attacks life theft, poison (DC 16), poison stream (DC 17)

STATISTICS

Str 25, **Dex** 23, **Con** 17, **Int** —, **Wis** 16, **Cha** 18

Base Atk +5; **CMB** +12; **CMD** 29 (37 vs. trip)

Feats Alertness^B, Dodge, Skill Focus (Stealth)

Skills Bluff +11 (+21 to mimic prey's behavior),

Climb +14, Fly +3, Disguise +11 (+21 to appear as

prey's type), Intimidate +11, Perception +16, Stealth

+20; **Racial Modifiers** +4 Perception, +4 Stealth

Languages understands any speech (can't speak)

SQ awakening, feign thought, graft, grant sentence

ECOLOGY

Environment any warm

Organization solitary or nest (1-3 vivisector great assassin bugs plus 2-12 giant assassin bugs)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 4 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poison Stream (Ex) As a standard action usable every 1d4 rounds, an assassin bug can spray poison from its mouth in a 15-foot line. Any creature caught in this area must succeed at a DC 19 Reflex save or be exposed to the assassin bug's poison. The save DC is Dexterity-based.

Rarely, an unintelligent creature successfully prosecutes its rote instincts enough to gain a sort of vague curiosity. These once-mindless creatures vaguely recognize a limitation to their mental processes, resulting in a progressive inquiry into the nature of its existence. A construct might seek to become more than a programmed automaton. Vermin could evolve their ordered behavior to include grander goals than feeding and procreation. An undead creature may become a paragon of evil and hate. In all cases, a creature with the vivisector template attempts to grow its own soul by borrowing physical pieces of its victims. It seeks to mimic culture and emotion in pursuit of genuine higher thinking. They observe living beings and collect their flesh or organs in an effort to understand their function and gain a measure of their sentience. Their odd quest to become more than they are combines with the charnel trappings of death to make them horrific creatures of both life and death.

MONSTER MENAGERIE

CREATING A VIVISECTOR CREATURE

Vivisector is an acquired template that can be added to any corporeal creature with an Intelligence score of “—.”

Shock Value: 2

CR: +2 to the base creature’s CR

Defensive Abilities: A vivisector retains all of the special defenses of the base creature, and in addition gains the following defensive abilities:

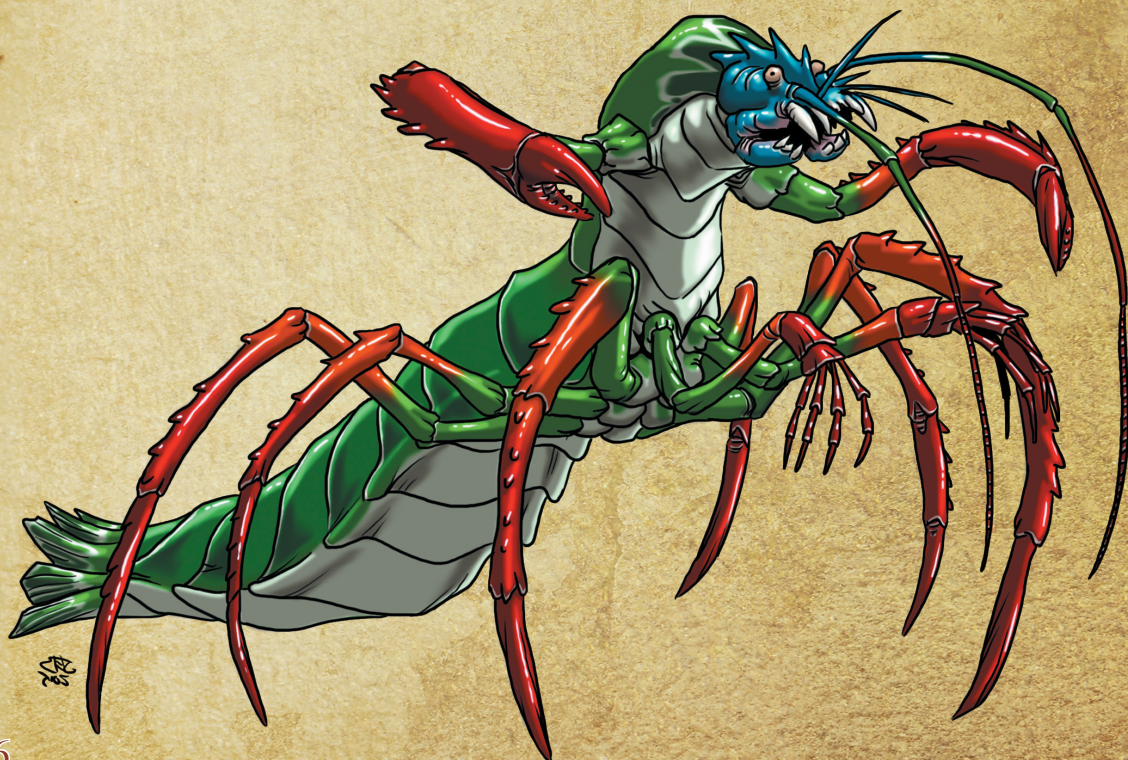
Versatile Healing (Ex) A vivisector’s flesh and bone exists somewhere between life and undeath. It is healed by both negative energy (such as *inflict* spells) and positive energy (such as *cure* spells), but any such spell or effect is only half as effective. If the vivisector possesses immunity to magic, cure and inflict spells bypass its magic immunity.

Senses: A vivisector retains all of the senses of the base creature and gains the lifesense universal monster ability to a range of 60 feet.

Special Attacks and Abilities: A vivisector retains all of the base creature’s special attacks and abilities, and in addition gains the following special attacks and abilities:

Feign Thought (Su) For 24 hours after using the life theft ability, the vivisector can mimic the behavior of an intelligent creature in order to fool observers. It gains a +10 bonus on Bluff and Disguise skill checks made to appear as the creature type (and any subtypes) of creatures affected by the vivisector’s Constitution drain ability. The vivisector may make these Disguise skill checks as a standard action.

Graft (Su) The vivisector can graft recently dead limbs and flesh onto its body, but these are less effective than still-living parts. The remains must be relatively intact, within reach, and have died within the last 24 hours (although some effects, such as the gentle repose spell might extend this limitation). The vivisector heals 2d8 points of damage and 1 point of Constitution damage or drain as a swift action. If the amount of healing would cause the vivisector to exceed its full normal hit points, it gains any excess as temporary hit points that last for 24 hours.



GRUESOME FOES

Grant Sentience (Su) The vivisector can graft temporary awareness onto other mindless creatures as well. This requires the vivisector be within reach of a willing or helpless unintelligent creature for 1 minute. The vivisector takes 1d4 points of Charisma damage, but its subject gains the versatile healing ability and an inherent bonus equal to twice as many points in Charisma as the vivisector loses. The vivisector may make a Disguise check for its subject as a standard action with a +10 bonus to appear as any creature applicable for the vivisector's feign life ability. These benefits last for 24 hours. An unintelligent creature affected by this ability may permanently gain the vivisector template at the GM's discretion.

Life Theft (Su) The vivisector can steal the bone, flesh, and organs from living creatures. As a full round action it makes a melee attack with one of its natural weapons. In addition to its normal damage, the attack deals 1d4 points of Constitution drain (or 1d8 points of Constitution drain if the construct has 10+ HD). The construct heals 5 points of damage and 1 point of Constitution damage or drain for every 1 point of Constitution drain inflicted. If the amount of healing would cause the vivisector to exceed its full normal hit points, it gains any excess as temporary hit points that last for 24 hours.

Ability Scores: +4 Str, +4 Dex, +4 Wis

Bonus Feats: The vivisector gains feats as normal for a creature with an Intelligence score. In addition, it gains Alertness as a bonus feat. A vivisector cannot take feats which require ranks in Intelligence-based skills as a prerequisite.

Special Qualities: The vivisector gains the following special quality:

Awakening: A vivisector's Charisma score equals 11 + the vivisector's final CR. The vivisector uses its Charisma score instead of Intelligence to recalculate skill ranks. Vivisectors mimic behavior, but do not gain true intelligence. They cannot take ranks in Intelligence-based skills. A vivisector with 4 or more HD cannot speak but can understand any spoken language.

WEAKNESSES

Upkeep (Su) The vivisector construct must continually replace bone and flesh, or the stolen parts rot and slough off. If the vivisector does not use the graft or life theft ability for 24 hours, it loses the awakening and versatile healing abilities (including skills or feats gained from the creature's elevated Charisma score). It regains these abilities immediately upon using the graft or life theft ability.

KNOWLEDGE CHECKS

Base +5: Mindless creatures generally remain unaware of their surroundings beyond base instinct. Some develop a spark of curiosity that compels them to become organized and social, so they begin to mimic the behavior of prey. This may make them better hunters and terrifying stalkers, but they never achieve true sentience or complex thought. These creatures become vivisectors, brutal monsters who wear the organs and faces of their victims in order to become more like them. Their terrible state gives makes them hardier and allows them to heal as both living creatures and undead.

Base +10: The vivisectors can only maintain stolen bone and flesh for a brief time before it rots away. They must continually take new parts from fresh corpses or living creatures. While far harder to kill than their ordinary counterparts, their true danger lies in a sort of faux cleverness derived from their curiosity and emulation.

WHISPERING

The moon casts dull grey light on the village roof tops. Perched on the highest wall, the silhouette of an immense owl seems to stare at everyone within sight.

WHISPERING ADVANCED GIANT OWL CR 10

XP 3,200

LN Huge magical beast (see *Pathfinder Roleplaying Game: Bestiary 3*)

Init +7; **Senses** low-light vision, see in darkness, see invisible; **Perception** +24

Aura frightful presence (13 HD, DC 20)

MONSTER MENAGERIE

DEFENSE

AC 23, **touch** 11, **flat-footed** 20 (+3 Dex, +12 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +10, **Will** +7

Defensive Abilities

Weaknesses afraid of silence

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee 2 claws +15 (2d6+6)

Space 15 ft.; **Reach** 10 ft.

Special Attacks ethereal voice, fell whispers (DC 17), I know your name (Knowledge DC 20)

STATISTICS

Str 22, **Dex** 17, **Con** 18, **Int** 14, **Wis** 19, **Cha** 14

Base Atk +10; **CMB** +18 (+20 disarm); **CMD** 29 (31 vs. disarm)

Feats Alertness, Combat Expertise, Improved Disarm, Weapon Focus (claw)

Skills Fly +12, Knowledge (geography) +11, Knowledge (history) +12, Knowledge (nature) +11, Knowledge (religion) +12, Perception +24, Sense Motive +22, Stealth +16; **Racial Modifiers** +4 Fly, +8 on all Knowledge skills, +4 Perception, +4 Sense Motive, +8 Stealth

Languages Sylvan (can't speak), animal telepathy (30 ft.)

SQ insightful senses, piercing stare

ECOLOGY

Environment temperate forests

Organization solitary, pair, or council (3-8)

Treasure standard

SPECIAL ABILITIES

Animal Telepathy (Su) A giant owl can telepathically communicate with other animals as if under the effects of *Speak with animals*.

Insightful Senses (Su) A giant owl's senses are particularly well-honed to sensing danger or locating prey. It adds its Wisdom modifier as an insight bonus (+3 for most giant owls) on its initiative checks.

Piercing Stare (Su) Up to three times per day as a swift action, a giant owl can gain the effects of *true seeing* (as the spell) for 1 round.

Whispering creatures accuse the guilty or pronounce judgment against those condemned by gods or other supernatural forces. More sinister specimens taunt their prey or blaspheme the gods with mocking susurrations. A whispering creature speaks over the veil between planes, distracting opponents and drowning out hostile effects. It uses its abilities to subdue prey or cripple the object of its ire, cursing one or more subjects each time it engages in combat.

CREATING A WHISPERING CREATURE

Whispering is an acquired template that can be added to any corporeal creature.

Shock Value: 3

CR: +3 to the base creature's CR

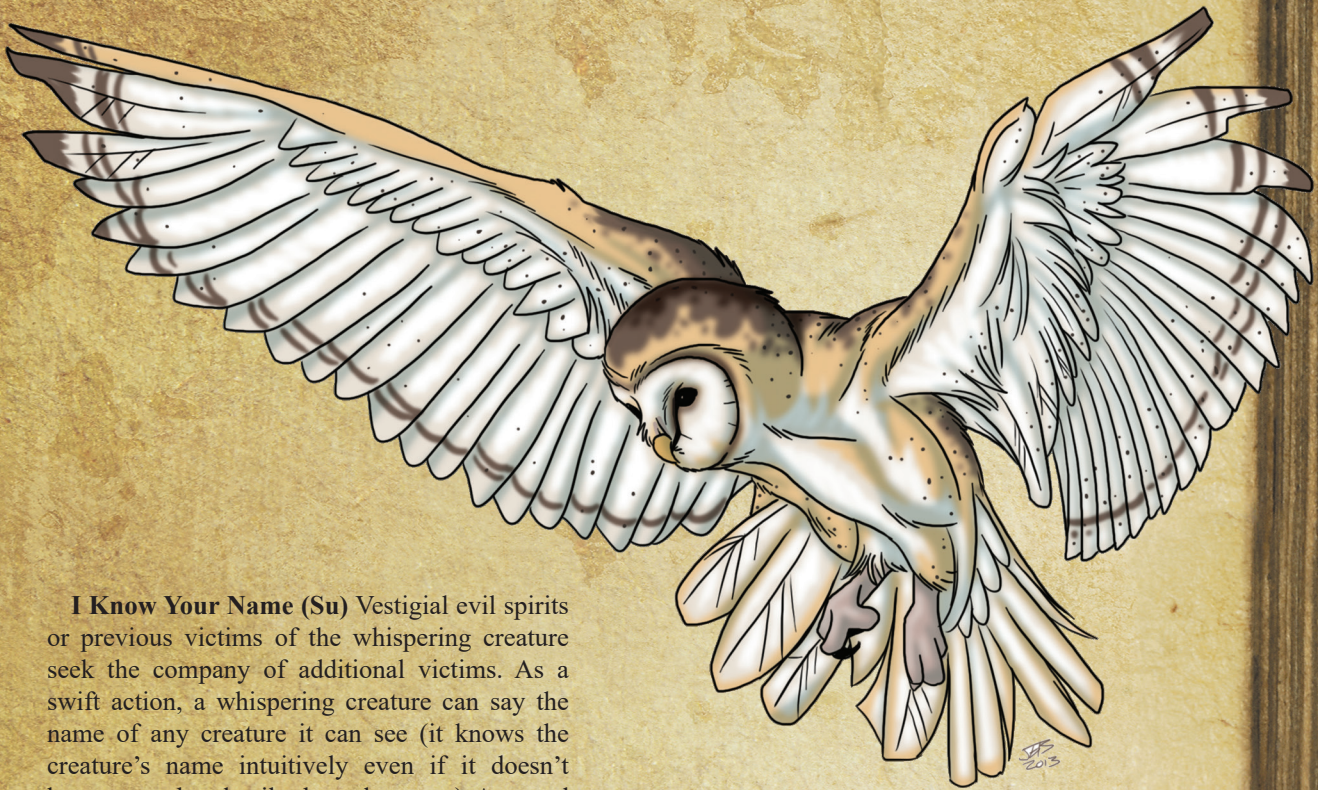
AC: +4 the base creature's natural armor

Special Attacks and Abilities: A whispering creature gains the following special attacks and abilities:

Ethereal Voice (Su) A whispering creature's voice and sound-based supernatural abilities can be heard on the ethereal and shadow planes. At the beginning of its turn each round, the whispering creature can choose to suppress this ability, in which case its voice and sound-based abilities can only be heard on its current plane. A whispering creature can always hear anything going on in its location on the ethereal and shadow planes in addition to its own plane. It loses this ability if it enters a magically silenced area.

Fell Whispers (Su) A constant swirl of murmurs surrounds the whispering creature to a distance equal to half its CR x 5 feet. Outside this radius, the creature is completely silent (as with a *silence* spell). Any creature inside this aura must make a Will save (DC 10 + ½ the whispering creature's HD + the whispering creature's Charisma modifier) in order to successfully speak, understand spoken words from other creatures, fulfill the verbal component of spells, or use any sound-based Perform check. On a failed save, the creature cannot attempt any of those actions until its next turn.

GRUESOME FOES



I Know Your Name (Su) Vestigial evil spirits or previous victims of the whispering creature seek the company of additional victims. As a swift action, a whispering creature can say the name of any creature it can see (it knows the creature's name intuitively even if it doesn't know any other details about the target). A named creature suffers a -4 penalty to attack rolls and caster level for attacks and spells made against the whispering creature, and a -4 penalty to AC and saving throws against attacks, abilities, and spells from the whispering creature. This penalty lasts for 24 hours.

A creature can remove this penalty if it discerns and calls out the name of the whispering spirit that gave the creature its name. To intuitively draw the whispering spirit's name from the aura, the subject must succeed on a Knowledge check with a DC equal to 10 + the whispering creature's CR. The category of Knowledge check used to identify the whispering spirit is determined randomly. Together the Knowledge check and the pronouncement require a single standard action.

See in Darkness (Su) The whispering creature can see perfectly in darkness of any kind, including magical darkness.

See Invisible (Su) A whispering creature can see invisible creatures regardless of the source of this invisibility.

Ability Scores: +2 Str, +2 Dex, +2 Wis, +4 Cha

WEAKNESS

Afraid of Silence: A whispering creature that is silenced (as per the *silence* spell) or in an area that has been silenced gains the shaken condition until it can make noises again. This shaken condition never worsens to being frightened, even if the whispering creature is affected by another fear effect. This shaken condition applies even to whispering creatures that are normally immune to fear.

KNOWLEDGE

Base +5: The whispers of this creature can be heard on the ethereal and material planes and drown out any other words from the minds of those that hear it.

Base +10: If one of the voices whispers your name, it gains great power over you. You can only end this by speaking the name of that voice, clues of which can be found by those who are knowledgeable to recognize them.

Base +15: The whispering creature is discomforted by total silence.

MONSTER MENAGERIE

APPENDIX I: GRUESOME FEATS

The *Pathfinder Roleplaying Game* rules are largely predicated on the assumption that most adventurers are Medium-sized creatures. While the game balances out the rules mechanically for larger or smaller creatures, and allows for transition between sizes, creatures of different sizes presumably would also learn to adventure in a dangerous world primarily populated by smaller humanoids. Simply put, a giant spellcaster ought to be able to cast giant spells, or train to fight elusive little trespassers. The following feats are common among creatures with the giant subtype.

AWESOME STRIKE (COMBAT)

So great is your Strength that a well-placed blow can send your opponents flying.

Prerequisite: Str 27+, Improved Awesome Blow, size Large or larger

Benefit: Whenever you score a critical hit with a melee attack, you can launch the target into the air with the force of the blow. If your confirmation roll exceeds your opponent's CMD, you affect them as if by the Improved Awesome Blow feat in addition to dealing normal damage.

Special: You may only apply the effects of one of the following feats to a given critical hit: Awesome Strike, Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose which feat you use after seeing the result of your confirmation roll.

BROAD STROKE (COMBAT)

You've trained yourself to combat smaller, more elusive foes.

Prerequisite: Size Large or larger

Benefit: You gain a bonus on attack rolls equal to the difference in size category between you and smaller targets. This bonus applies to any attack roll or combat maneuver, including touch attacks.

CARELESS SHOVE (COMBAT)

You are so massive that you knock smaller creatures around with little effort.

Prerequisites: Awesome Blow, Improved Bull Rush

Benefit: You may make a bull rush combat maneuver as a swift action against any creature that is at least two size categories smaller than you within reach.

FOEBANE SPELL

Your magic is specifically designed to harm non-giants.

Prerequisites: Ability to cast 1st level spells, giant subtype

Benefit: Creatures that do not have the giant subtype take additional damage from your spells. This damage is equal to the ability score modifier for the ability that modifies your spellcasting. If the spell you cast is not a damaging spell, the targets take a -1 penalty on the first save they are required to make against that spell.

Special: You can take this feat a second time. If you do, your damaging spells gain the benefit of this feat against any target that does not share the giant subtype and your particular giant bloodline.

FOREST FOR THE TREES

You are lithe and quiet for your size.

Prerequisite: Giant subtype, size Large or larger

Benefit: You only suffer half your size penalty to Fly and Stealth checks. When in natural surroundings featuring objects larger than yourself, you can ignore your entire size penalty to Stealth checks in any round you don't take an action.

GIANT ALLY (COMBAT)

The threat you impose helps smaller combatants avoid danger when fighting something your size.

Prerequisite: 10 ft. or longer reach, size Large or larger.

Benefit: So long as you threaten a Large or larger creature, smaller allies do not provoke attacks of opportunity from that creature for moving within its threatened squares. This protection only applies to the first threatened square an affected creature moves through.

GIANT SPELLCASTING

You are larger and more powerful than other spellcasters, and so are your spells.

Prerequisite: Ability to cast 2nd level spells, giant subtype, size Large or larger

Benefit: Whenever you prepare (or spontaneously cast) a spell modified by the Empower, Enlarge, or Widen metamagic feats, lower the effective level

GRUESOME FOES

of that spell by one. This can only lower a single casting of such a spell by one spell level, regardless of the number of feats applied to it.

GREAT LEAP

Your great size allows you to make longer jumps than other more puny creatures.

Prerequisite: Giant subtype, size Large or larger

Benefit: You may use your Strength bonus instead of your Dexterity bonus when making Acrobatics checks to perform a horizontal or vertical jump, and you always count as having a running start. Additionally, you may add your size bonus to Acrobatics checks made to perform a jump.

GREAT STEP

With your uncommon height, even the smallest step covers a great distance.

Prerequisite: Base land speed 40 ft. or more, humanoid type, size Huge or larger

Benefit: Whenever you take a 5-foot step, you may move up to 10 feet in a straight line instead. Whether 5 or 10 feet, you may take this movement even in difficult terrain.

Normal: A 5-foot step may not be increased, and may not be taken in difficult terrain.

GRIND THEM DOWN (COMBAT)

You can crush smaller creatures beneath your massive foot.

Prerequisite: Giant subtype, Power Attack, size Large or larger

Benefit: As a standard action, you can make a special slam attack against a creature at least two size categories smaller than yourself. If the attack hits, you deal damage normally, and the target must succeed on a Reflex save (DC 10 + ½ your Hit Dice + your Str modifier) or be pinned for one round. At the start of your next turn, and every turn thereafter, you may maintain the pin by making a combat maneuver check as a free action. Every round that the target remains pinned, they take damage equal to your slam damage, plus 1½ times your Strength bonus. You are not considered to be grappled while pinning an opponent in this manner. The pin is broken if you move from your current space for any reason. You may only pin one creature at a time using this feat, but you may grapple as normal while maintaining this special pin.

IMPROVED AWESOME BLOW (COMBAT)

You are adept at lifting smaller creatures off their feet with your great strength.

Prerequisite: Awesome Blow, size Large or larger

Benefit: You gain a +2 bonus on combat maneuver checks made with the Awesome Blow feat. Opponents knocked over by your awesome blow move an additional 5 feet for each size category you are over Large. If an object prevents the target from moving this full distance, the object and subject take 1d6 points of damage for every 5 feet the target could not move.

MIGHTY SHOT (COMBAT)

Your ranged weapons are better designed to accommodate a creature of your stature.

Prerequisite: Proficiency with ranged (non-throwing) weapon, size Large or larger

Benefit: The range increment for your ranged weapons increases by ten feet for each size category beyond Medium you are. This includes any ranged weapon you are proficient with that fire ammunition, but excludes thrown weapons.

MIGHTY THROW (COMBAT)

You launch throwing weapons with the same precision as the large rocks common among giants.

Prerequisite: Proficiency with throwing weapon, rock throwing universal monster rule, size Large or larger

Benefit: The maximum range for any throwing weapon you are proficient with is the same as the range for your rock throwing ability. You take no penalties for range increments with throwing weapons.

MOMENTOUS STRIKE (COMBAT)

Your swings cut great swathes across a battlefield.

Prerequisite: Cleave, size Large or larger, Great Cleave

Benefit: When making an extra attack with the Cleave or Great Cleave feats using weapons of your size category or greater, you may attack any creature within your reach.

Normal: You may only make an extra attack using Cleave or Great Cleave against a creature adjacent to your first target.

MONSTER MENAGERIE

OR BE HE DEAD

You can eat living flesh without consequences.

Prerequisites: Con 20+, giant subtype, size Large or larger

Benefit: You gain nourishment from the meat of any living creature, cooked or uncooked. You cannot be poisoned or diseased as a result of eating a living creature.

OUTFLANK (MYTHIC, TEAMWORK)

Your sense of teamwork in combat mimics a shared consciousness.

Prerequisite: Mythic rank or tier, Outflank

Benefit: When you and an ally with the Outflank feat flank an opponent, your bonus on attack rolls from flanking increases to +6. In addition, your flanking ally can make an attack of opportunity if you successfully hit the opponent in combat (instead of when you confirm a critical hit). If your ally has the mythic version of Outflank, you can spend a point of mythic power before rolling damage to add this bonus to your damage roll as well. This extra damage only applies to this single attack.

OVERHAND LOB (COMBAT)

Your great strength allows you to throw rocks or other objects with precision.

Prerequisites: +1 base attack bonus, giant subtype, size Large or larger

Benefit: You use your Strength bonus on ranged attack rolls with thrown weapons, instead of your Dexterity bonus.

SMELL OF BLOOD

Your sense of smell is especially attuned to the smell of blood in the air.

Prerequisite: Giant subtype, scent

Benefit: You can notice other creatures by scent in a 180-foot radius as long as they have sustained damage that has not been healed. If a creature is suffering from bleed damage, the radius is increased to 1 mile.

STOMP (COMBAT)

You can brutally trample smaller creatures underfoot.

Prerequisite: Improved Overrun or Trample, size Large or larger

Benefit: When you knock a smaller sized creature prone using an overrun combat maneuver, you may make a free slam attack against the creature as an immediate action.

STUBBORN WILL

You are always aware of creatures attempting to alter your thoughts, making you more likely to shrug off their influence.

Prerequisites: Giant subtype, Iron Will

Benefit: When you are the target of a mind-affecting effect, you always receive any described bonuses for being threatened, never take any penalties to your saving throw for reasonable requests, and the request always counts as acting against your nature.

TERRIFYING BLOW (COMBAT)

Your devastating attacks quickly destroy enemy morale.

Prerequisite: Awesome Blow, Intimidating Prowess

Benefit: After performing a successful awesome blow combat maneuver, you count as having the frightful presence ability to all creatures within 30 feet, except that you may use your Strength modifier in place of your Charisma modifier when determining the Will save DC. The creature affected by the awesome blow combat maneuver is subject to your frightful presence even if the awesome blow knocks him beyond the radius of your frightful presence

APPENDIX II: GRUESOME SPELLS

AS THE WIND

School transmutation; Level druid 2, sorcerer/wizard 2

Casting Time 1 swift action

Components V, S, F (feather of a Large or larger flying creature)

Range personal

Target you

Duration 2 rounds

Saving Throw none (harmless); **Spell Resistance** no

For the duration of this spell, your flying speed increases by 30 feet per round, and your maneuverability class increases by two steps.

BALLISTIC BREATH

School transmutation; Level sorcerer/wizard 2

Casting Time 1 swift action

Components S

Range personal

Target you

Duration instantaneous

Saving Throw none (see text); **Spell Resistance** no

You choose a single target to focus your breath weapon on, and breathe. Your breath weapon launches as a series of unerring missiles against your target instead of as a cone or line. The missiles ignore cover or concealment, as long as you can see at least part of the target. This spell is fooled by full concealment such as invisibility or displacement. The subject takes damage normally, including a Reflex saving throw for half damage. Creatures adjacent to your target take minimum damage as if struck by an alchemist's bomb's splash damage, including a Reflex save for half. Using this spell adds 1 round to the normal recharge rate for your breath weapon.

DRAGON SENSES

School transmutation; Level sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (the eye of a reptilian creature)

Range touch

Target willing creature touched

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

The subject takes on draconic features and gains heightened senses, or the subject's draconic features become more pronounced. The subject gains darkvision 120 feet, blindsense 60 feet, can see four times as well as a human in dim light, and twice as well in normal light. If the subject already possess the dragon senses extraordinary ability, or the subject already has an active dragon senses spell affecting them, then the subject's blindsense becomes blindsight, and the subject gains the see in darkness universal monster ability for the duration of the spell or spells.

DRACONIC ERUPTION

School conjuration; Level alchemist 4, druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, F (caster must possess a breath weapon)

Range short (25 ft. plus 5 ft./2 levels)

Target 1 corporeal creature

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes (see below)

You transfer your breath weapon into another creature, where it explodes outwards as if expelled by you. The subject takes damage as if in the area of your breath weapon, then unleashes the weapon from his or her own body. The breath weapon's shape and area are the same as yours, and it deals the same amount of damage and type of energy. Any secondary or alternate effects of the breath weapon must be chosen as the spell is cast. The save DC for the breath weapon (for all others caught in the eruption) is the save DC for this spell. You choose the initial target and the direction the breath weapon erupts. Spell resistance applies to the original target of the spell, but not to targets caught in the area of the eruption. A successful Fortitude save by the subject halves the damage and negates the eruption.

Casting this spell uses your breath weapon, so it cannot be used again until your breath weapon has recharged, even if you have another breath weapon effect available. This spell has no effect if your breath weapon does not deal hit point damage.

MONSTER MENAGERIE

FELINE'S MERCY

School conjuration (healing) [evil]; Level cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You magically keep a creature alive in spite of deadly tortures. When the target creature exceeds its Constitution score in negative hit points, it is rendered paralyzed, but continues to live and remain conscious for the duration of the spell. However, if the target creature reaches triple its Constitution score in negative hit points, it dies, despite the spell. The creature is allowed a Fortitude save each round to die normally. You must deal lethal damage to the creature each round or the spell ends.

FLENSING

School necromancy [evil]; Level antipaladin 4, inquisitor 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, F (patch of human skin)

Range medium (100 ft. plus 10 ft./level)

Target 1 corporeal creature

Duration instantaneous

Saving Throw Fort partial; **Spell Resistance** no

You strip the skin from your targets, specifically ripping away scales and hide. The target takes 2 points of Constitution and Dexterity damage and a -4 penalty to its natural armor bonus. The pain from this effect is excruciating. The target is nauseated for 1 round and shaken on the following round. A successful Fortitude save halves the ability damage and penalty to natural armor and negates the nauseated and shaken conditions. Ability damage heals normally, but the natural armor penalty remains in full until all ability damage from this spell heals.

FLENSING, MASS

School necromancy [evil]; Level inquisitor 6, sorcerer/wizard 8, witch 8

Target 1 corporeal creature/caster level

This spell functions as flensing, but it targets 1 creature/caster level. All targets must be within range of the spell, and no two targets can be more than 30 feet apart.

MURDER'S CLAIM

School necromancy; Level cleric 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (an onyx gem worth 1,000 gp)

Range personal

Target you

Duration 1 minute/level or until discharged

Saving Throw none; **Spell Resistance** no

As an immediate action, the next living creature you kill is automatically raised as either a skeleton or a zombie (chosen when the spell is discharged) as the *animate dead* spell.

PILFERER'S PATH

School divination; Level sorcerer/wizard 4

Casting Time 3 rounds

Components V, S, F (lodestone pendant)

Range personal

Target you

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** no (harmless)

You can find the shortest, most direct route to the closest belonging or treasure that you lost, or was stolen from you. The spell enables you to sense the correct direction that eventually leads to the missing item, indicating at appropriate times the exact path to follow. Once you retrieve the object in question, if there are more lost or missing objects still at large, the spell immediately indicates the direction to the next closest article, and so on, for the duration of the spell. The spell only indicates the direction leading to stolen or lost items, not items that were sold, traded or given away freely.

Pilferer's path can only be used to track the location of items that the caster owned for at least 24 hours prior to casting the spell. For example, a dragon can use this spell to track down its stolen hoard, or a wizard may discern the direction of her missing spellbook, but the spell does not allow detection of any other creature's property.

PULP

School evocation; Level druid 5, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S

Range personal

Duration 1/round level or until discharged; see text

Saving Throw Fortitude partial; **Spell Resistance** yes

GRUESOME FOES

You concentrate magical power into your muscles to squeeze a grappled creature until it bursts. When grappling a creature, this spell may be discharged as part of a successful combat maneuver check to deal damage within a grapple. Instead of the normal damage, you instead inflict 10 points of force damage per caster level (Fortitude save for half).

SCALES OF THE ANCIENTS

School transmutation; Level sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, F (a dragon scale placed under the tongue)

Range personal

Duration 1 minute/level

Saving Throw none (harmless); **Spell Resistance** no

Your skin is immediately coated in the colorful hard dragon scales of a true dragon matching the scale you use to cast the spell. These scales give multiple defensive benefits based on caster level. You gain a +1 enhancement to your natural armor bonus for every 4 caster levels (so +3 at 12th level, +4 at 16th, to a maximum of +5 at 20th level). Additionally, you gain resistance 5 to one type of energy (a type or subtype represented by the scale component) and DR 5/magic. Your energy resistance and DR increase to 10 at 15th level.

SWIFT BREATH

School evocation; Level sorcerer/wizard 3

Casting Time 1 standard action

Components V, F (caster must possess a breath weapon)

Range personal

Target you

Duration 1 round/level or until discharged

Saving Throw none; **Spell Resistance** no

You magically charge and store the power of your breath weapon for swifter use later. Once during this spell's duration, you may use any breath weapon you possess as a swift action. This includes any breath attacks gained from spells or class features. After one breath weapon has been used as a swift action, the spell is discharged.

MONSTER MENAGERIE

APPENDIX III: CREATURE TYPES

Each creature has one type, which broadly defines its abilities. Some creatures also have one or more subtypes. A creature cannot violate the rules of its subtype without a special ability or quality to explain the difference—templates can often change a creature's type drastically.

ABERRATION

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. An aberration has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Will saves.
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. The following are class skills for aberrations: Acrobatics, Climb, Escape Artist, Fly, Intimidate, Knowledge (pick one), Perception, Spellcraft, Stealth, Survival, and Swim.

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- Aberrations breathe, eat, and sleep.

ANIMAL

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals usually have additional information on how they can serve as companions. An animal has the following features (unless otherwise noted).

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude and Reflex saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die.
- The following are class skills for animals: Acrobatics, Climb, Fly, Perception, Stealth, and Swim.

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- Alignment: Always neutral.
- Treasure: None.
- Proficient with its natural weapons only. A noncombative herbivore treats its natural weapons as secondary attacks. Such attacks are made with a -5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.
- Proficient with no armor unless trained for war.
- Animals breathe, eat, and sleep.

CONSTRUCT

A construct is an animated object or artificially created creature. A construct has the following features.

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- No good saving throws.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. However, most constructs are mindless and gain no skill points or feats. Constructs do not have any class skills, regardless of their Intelligence scores.

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

GRUESOME FOES

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Low-light vision.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as *make whole*. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- A construct is hard to destroy, and gains bonus hit points based on size, as shown on the following table.

Construct Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not breathe, eat, or sleep.

DRAGON

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities. A dragon has the following features.

- d12 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to 6 + Int modifier (minimum 1) per Hit Die. The following are class skills for dragons: Appraise, Bluff, Climb, Craft, Diplomacy, Fly, Heal, Intimidate, Knowledge (all), Linguistics, Perception, Sense Motive, Spellcraft, Stealth, Survival, Swim, and Use Magic Device.

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

- Darkvision 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons breathe, eat, and sleep.

FEY

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped. A fey has the following features.

- d6 Hit Die.
- Base attack bonus equal to 1/2 total Hit Dice (slow progression).
- Good Reflex and Will saves.

MONSTER MENAGERIE

- Skill points equal to 6 + Int modifier (minimum 1) per Hit Die. The following are class skills for fey: Acrobatics, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Knowledge (geography), Knowledge (local), Knowledge (nature), Perception, Perform, Sense Motive, Sleight of Hand, Stealth, Swim, Use Magic Device.

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

- Low-light vision.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
- Fey breathe, eat, and sleep.

HUMANOID

A humanoid usually has two arms, two legs, and one head, or a human-like torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They are usually Small or Medium (with the exception of giants). Every humanoid creature also has a specific subtype to match its race, such as human, giant, goblinoid, reptilian, or tengu.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are typically presented as 1st-level warriors, which means they have average combat ability and poor saving throws. Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type. A humanoid has the following features (unless otherwise noted in a creature's entry).

- d8 Hit Die, or by character class.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- One good save, usually Reflex.

- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die or by character class. The following are class skills for humanoids without a character class: Climb, Craft, Handle Animal, Heal, Profession, Ride, and Survival. Humanoids with a character class use their class's skill list instead. Humanoids with both a character class and racial HD add these skill to their list of class skills.

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

- Proficient with all simple weapons, or by character class.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
- Humanoids breathe, eat, and sleep.

MAGICAL BEAST

Magical beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the magical beast knows at least one language, but can't necessarily speak). Magical beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in appearance or habits. A magical beast has the following features.

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- Good Fortitude and Reflex saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. The following are class skills for magical beasts: Acrobatics, Climb, Fly, Perception, Stealth, Swim.

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Low-light vision.
- Proficient with its natural weapons only.

GRUESOME FOES

- Proficient with no armor.
- Magical beasts breathe, eat, and sleep.

MONSTROUS HUMANOID

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well. A monstrous humanoid has the following features.

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- Good Reflex and Will saves.
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. The following are class skills for monstrous humanoids: Climb, Craft, Fly, Intimidate, Perception, Ride, Stealth, Survival, and Swim.

Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- Monstrous humanoids breathe, eat, and sleep.

OOZE

An ooze is an amorphous or mutable creature, usually mindless. An ooze has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- No good saving throws.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. However, most oozes are mindless and gain no skill points or feats. Oozes do not have any class skills.

Traits: An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). An ooze with an Intelligence score loses this trait.
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Some oozes have the ability to deal acid damage to objects.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

OUTSIDER

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence. An outsider has the following features.

- d10 Hit Dice.
- Base attack bonus equal to total Hit Dice (fast progression).
- Two good saving throws, usually Reflex and Will.
- Skill points equal to 6 + Int modifier (minimum 1) per Hit Die. The following are class skills for outsiders: Bluff, Craft, Knowledge (planes), Perception, Sense Motive, and Stealth. Due to their varied nature, outsiders also receive 4 additional class skills determined by the creature's theme.

Traits: An outsider possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose.

MONSTER MENAGERIE

Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.

- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

PLANT

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores and are not creatures, but objects, even though they are alive. A plant creature has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. Some plant creatures, however, are mindless and gain no skill points or feats. The following are class skills for plants: Perception and Stealth.
- **Traits:** A plant creature possesses the following traits (unless otherwise noted in a creature's entry).
- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Proficient with its natural weapons only.
- Not proficient with armor.
- Plants breathe and eat, but do not sleep.

UNDEAD

Undead are once-living creatures animated by spiritual or supernatural forces. An undead creature has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Will saves.
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. Many undead, however, are mindless and gain no skill points or feats. The following are class skills for undead: Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth.

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

GRUESOME FOES

- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

VERMIN

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. Most vermin, however, are mindless and gain no skill points or feats. Vermin have no class skills.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

- **Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). A vermin-like creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.
- Darkvision 60 feet.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

APPENDIX IV: CREATURE SUBTYPES

Some creatures have one or more subtypes. Subtypes add additional abilities and qualities to a creature.

Adlet Subtype: This subtype is applied to the strange humanoid wolf creatures called adlets, and to creatures related to adlets.

Aeon Subtype: Aeons are a race of neutral outsiders who roam the planes maintaining the balance of reality. Aeons possess the following traits.

- Immunity to cold, poison, and critical hits.
- Resistance to electricity 10 and fire 10.
- *Envisaging (Su)* Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon's envisaging functions as a non-verbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.
- *Extension of All (Ex)* Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to half their racial Hit Dice on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar

concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

- *Void Form (Su)* Though aeons aren't incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon's void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

Aether Subtype: This subtype is usually used for outsiders with a connection to aether, a "fifth element" formed from a blend between the substance of the Ethereal Plane and the energy of the Elemental Planes.

Agathion Subtype: Agathions are beast-aspect outsiders native to Nirvana. They have the following traits.

- Low-light vision
- Immunity to electricity and petrification.
- Resistance to cold 10 and sonic 10.
- Lay on hands as a paladin whose level equals the agathion's Hit Dice.
- +4 racial bonus on saving throws against poison.
- Except where otherwise noted, agathions speak Celestial, Infernal, and Draconic.
- *Speak with Animals (Su)* This ability works like *Speak with Animals* (caster level equal to the agathion's Hit Dice) but is a free action and does not require sound.
- *Truespeech (Su)* All agathions can speak with any creature that has a language, as though using a *Tongues* spell (caster level equal to agathion's Hit Dice). This ability is always active.

Air Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability. Air creatures treat Fly as a class skill.

Android Subtype: This subtype is applied to the synthetic humanoids called androids.

GRUESOME FOES

Angel Subtype: Angels are a race of celestials, or good outsiders, native to the good-aligned outer planes. An angel possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- *Protective Aura (Su)* Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). The defensive benefits from the circle are not included in an angel's statistics block.
- *Truespeech (Su)* All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Aquatic Subtype: These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

Archon Subtype: Archons are a race of celestials, or good outsiders, native to lawful good-aligned outer planes. An archon possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- *Aura of Menace (Su)* A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.
- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.

- *Teleport (Sp)* Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.

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

Asura Subtype: An asura has the following traits, unless otherwise noted in the creature's entry.

Immunity to curses, disease, and poison.

- Resistance to acid 10 and electricity 10.
- +2 racial bonus on saving throws against enchantment spells.
- Telepathy.
- *Elusive Aura (Su)* Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a *nondetection* spell. The size of the aura is proportional to the asura's power. The caster level check to attempt divination on creatures within the aura is 15 + the spell-like ability caster level of the asura creating the aura.
- *Regeneration (Ex)* The divine spark at the core of their being allows asuras to regenerate at varying rates. Good weapons and spells can kill an asura.
- *Spell Resistance (Ex)* Most asuras are resistant to magic and have an SR equal to 11 + their CR. Only the weakest asuras lack this ability.
- *Summon (Sp)* Asuras share the ability to summon others of their kind, typically another of their type or a small number of weaker asuras.
- An asura's natural weapons, as well as any weapons it wields, are treated as lawful and evil for the purpose of overcoming damage reduction.
- +6 racial bonus on Escape Artist checks and a +4 racial bonus on Perception checks.

Augmented Subtype: A creature receives this subtype when something (usually a template) changes its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type.

MONSTER MENAGERIE

Azata Subtype: Azatas are a race of celestials, or good outsiders, native to chaotic good-aligned outer planes. An azata possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to electricity and petrification.
- Resistance to cold 10 and fire 10.
- *Truespeech (Su)* All azatas can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Behemoth Subtype: A behemoth is a neutral Colossal magical beast of great strength and power. Behemoths possess the following traits unless otherwise noted.

- Blindsight 60 feet.
- Immunity to ability damage, aging, bleed, disease, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, and polymorph. Some behemoths possess additional immunities.
- *Regeneration (Ex)* No form of attack can suppress a behemoth's regeneration—it regenerates even if disintegrated or slain by a death effect. If a behemoth fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is dealt to its remains. It can be banished or otherwise transported away as a means to save a region, but the only way to truly kill a behemoth is to use *miracle* or *wish* to negate its regeneration (see below).
- DR 15/epic.
- SR equal to 11 + the behemoth's CR.
- Behemoths understand Aklo, but cannot speak.
- Behemoths eat, but do not breathe or sleep.
- *Ruinous (Su)* A behemoth's natural attacks penetrate damage reduction as if they were epic and magic, and ignore up to 20 points of hardness on objects struck. As a swift action, whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a *greater dispel magic* (CL 20th).

- *Unstoppable (Ex)* If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.
- *Vulnerable to Miracles and Wishes (Su)* A spell effect created by a *miracle* or *wish* spell is particularly effective against a behemoth. A spellcaster gains a +6 bonus on its caster level check to penetrate a behemoth's SR with a *miracle* or *wish* spell, and the behemoth suffers a -6 penalty on saves against these spells. A *miracle* or a *wish* spell can negate a behemoth's regeneration, but only for 1d4 rounds per casting.

Catfolk Subtype: This subtype is applied to the humanoid felines called catfolk and creatures related to catfolk.

Changeling Subtype: This subtype is applied to the hag-born humanoids called changelings.

Chaotic Subtype: This subtype is usually applied to outsiders native to the chaotically aligned outer planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields are chaotically aligned (see Damage Reduction).

- **Clockwork Subtype:** Clockworks are constructs created through a fusion of magic and technology. They have the following traits unless otherwise noted.
- *Winding (Ex)* Clockwork constructs must be wound with special keys in order to function. As a general rule, a fully wound clockwork can remain active for 1 day per Hit Die, but shorter or longer durations are possible.
- *Vulnerable to Electricity:* Clockwork constructs take 150% as much damage as normal from electricity attacks.

GRUESOME FOES

- *Swift Reactions (Ex)* Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.
- *Difficult to Create (Ex)* The time and gp cost required to create a clockwork is 150% of normal. Construction requirements in individual clockwork monster entries are already increased.

Cold Subtype: A creature with the cold subtype has immunity to cold and vulnerability to fire.

Colossus Subtype: Colossi are mythic constructs of Gargantuan size or larger. Unless otherwise noted in a creature's entry, colossi have the following traits.

- *Selective Antimagic Aura (Su)* A colossus exudes a constant *antimagic field*, as the spell, with a radius equal to its reach. Typically, this field ignores specified schools of magic or spell descriptors. A colossus's own spell-like abilities and supernatural abilities are not affected by this aura.
- *Alternate Form (Ex)* Colossi have the ability to transform themselves into some other shape. This transformation is nonmagical, and is not revealed by *true seeing* or similar magic.
- *Mythic Quickening (Sp)* As a swift action, a colossus can expend one use of mythic power to cast or activate one of its spell-like abilities as a free action.
- *Pinning Stomp (Ex)* When a colossus is in its normal form, as a swift action it can make a single melee attack at its highest base attack against a target three or more size categories smaller than the colossus. This attack deals an amount of damage equal to twice that of its slam attack plus 1-1/2 times the colossus's Strength bonus. If the colossus hits with this attack, it can attempt a grapple check as a free action. This grapple doesn't provoke attacks of opportunity. If the grapple is successful, the target is pinned and takes an amount of damage equal to that of the colossus's slam attack each round at the start of the colossus's turn until either the pinned creature frees itself or the colossus moves out of the pinned creature's

space. The colossus doesn't need to attempt grapple checks to continue the pin, nor can it attempt a check to move, further damage, or tie up the grappled creature. A colossus can at most two creatures pinned with this attack at one time.

- *Mythic Creation (Ex)* A colossus can be created only by a creator with a mythic tier or rank equal to or greater than that of the colossus it is attempting to create.
- *Mythic Resilience (Ex)* A colossus can expend one use of mythic power as swift action to double its damage resistance for 1 round.

Daemon Subtype: Daemons are neutral evil outsiders that eat souls and thrive on disaster and ruin. They have the following traits unless otherwise noted.

- Immunity to acid, death effects, disease, and poison.
- Resistance to cold 10, electricity 10, and fire 10.
- *Summon (Sp)* Daemons share the ability to summon others of their kind, typically another of their type or a small number of less powerful daemons.
- Telepathy.
- Except where otherwise noted, daemons speak Abyssal, Draconic, and Infernal.

Dark Folk Subtype: Dark folk are reclusive subterranean humanoids with an aversion to light.

Deep One Subtype: This subtype is applied to deep ones and creatures related to deep ones, such as deep one hybrids. Creatures with the deep one subtype have low-light vision.

Demodand Subtype: Demodands are chaotic evil outsiders who stalk the Abyss. Unless otherwise noted in a creature's entry, demodands possess the following traits.

- Immunity to acid and poison.
- Resistance to fire 10 and cold 10.
- *Summon (Sp)* Demodands share the ability to summon others of their kind, typically another of their type or a small number of less powerful demodands.

MONSTER MENAGERIE

- *Faith-Stealing Strike (Su)* When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Will saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours. The save DC is Charisma-based.
- *Heretical Soul (Ex)* All demodands gain a +4 bonus on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scryed area normally, but the demodand simply does not appear.
- Except when otherwise noted, demodands speak Abyssal, Celestial, and Common.
- A demodand's natural weapons, as well as any weapons it wields, are treated as chaotic and evil for the purpose of resolving damage reduction.

Demon Subtype: Demons are chaotic evil outsiders that call the Abyss their home. Demons possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- *Summon (Sp)* Demons share the ability to summon others of their kind, typically another of their type or a small number of less powerful demons.
- Telepathy.
- Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.
- A demon's natural weapons, as well as any weapon it wields, is treated as chaotic and evil for the purpose of resolving damage reduction.

Devil Subtype: Devils are lawful evil outsiders that hail from the plane of Hell. Devils possess a particular suite of traits (unless otherwise noted in a creature's entry).

- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- *See in Darkness (Su)* Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

- *Summon (Sp)* Devils share the ability to summon others of their kind, typically another of their type or a small number of less-powerful devils.
- Telepathy.
- Except when otherwise noted, devils speak Celestial, Draconic, and Infernal.
- A devil's natural weapons, as well as any weapons it wields, are treated as lawful and evil for the purpose of resolving damage reduction.

Div Subtype: Divs are neutral evil outsiders that sow misfortune and ruin. They have the following traits unless otherwise noted.

- Immunity to fire and poison.
- Resistance to acid 10 and electricity 10.
- *See in Darkness (Su)* Some divs can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
- *Summon (Sp)* Some divs share the ability to summon others of their kind. Each entry describes the success chance and type of divs summoned.
- Telepathy.
- Except where otherwise noted, divs speak Abyssal, Celestial, and Infernal.

Dwarf Subtype: This subtype is applied to dwarves and creatures related to dwarves. Creatures with the dwarf subtype have darkvision 60 feet.

Earth Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed possess tremorsense.

Elemental Subtype: An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

GRUESOME FOES

- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

Elf Subtype: This subtype is applied to elves and creatures related to elves. Creatures with the elf subtype have low-light vision.

Evil Subtype: This subtype is usually applied to outsiders native to the evil-aligned outer planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields are evil-aligned (see Damage Reduction).

Extrplanar Subtype: This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extrplanar subtype (but would not have it when on its home plane). Every extrplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extrplanar are natives of the Material Plane, and they gain the extrplanar subtype if they leave the Material Plane. No creature has the extrplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, or the Plane of Shadow.

Fire Subtype: A creature with the fire subtype has immunity to fire and vulnerability to cold.

Giant Subtype: A giant is a humanoid creature of great strength, usually of at least Large size. Giants have a number of racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision, and treat Intimidate and Perception as class skills.

Gnome Subtype: This subtype is applied to gnomes and creatures related to gnomes. Creatures with the gnome subtype have low-light vision.

Goblinoid Subtype: Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin. Goblinoids treat Stealth as a class skill.

Good Subtype: This subtype is usually applied to outsiders native to the good-aligned outer planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields are good-aligned (see Damage Reduction).

Gray Subtype: This subtype is applied to the strange extrplanar humanoid race known as grays, as well as other creatures related to grays.

Great Old One Subtype: A Great Old One is a powerful, alien entity—a being from another world, from another dimension, or even from the distant past or future. All Great Old Ones are chaotic, and most of them are also evil. They can be any creature type, but most are aberrations or magical beasts. Great Old Ones have the following traits.

- A Great Old One's natural weapons, as well as any weapon it wields, are treated as chaotic, epic, and mythic for the purpose of overcoming damage reduction.
- Although Great Old Ones grant spells to their worshipers, they don't seem to be interested in their worshipers beyond their own inscrutable ends—a Great Old One is just as likely to destroy one of its cultists as it is to destroy a nonbeliever. A Great Old One grants access to four domains and four subdomains, and its cults have a favored weapon—the exact details vary for each Great Old One.

MONSTER MENAGERIE

- **Immortality (Ex)** A Great Old One does not need to eat, drink, or breathe, nor does it age. A Great Old One that is slain does not truly die—rather, it is forced into an extended period of dormancy that can last years, centuries, or longer. Exact details of this vary and are described in individual creature entries. Methods to permanently slay a Great Old One might exist, but such methods have yet to be learned by mortals.
- Immunity to ability damage, ability drain, aging, cold, death effects, disease, energy drain, mind-affecting effects, paralysis, and petrification.
- **Insanity (Ex)** Any creature that attempts to interact directly with a Great Old One's thoughts (such as via detect thoughts or telepathy) must succeed at a Will save or be driven permanently insane. The save DC is equal to $10 + 1/2$ the Great Old One's Hit Dice + the Great Old One's Charisma modifier. This duplicates the effect of the *insanity* spell, or the insanity rules in the *Pathfinder Roleplaying Game: GameMastery Guide* (in which case the save DC is also the ongoing insanity DC). A Great Old One using its telepathy to communicate doesn't activate this ability unless it spends a standard action to focus its mind on one opponent. This is a mind-affecting effect.
- **Mythic (Su)** A Great Old One has mythic power (10/day, surge +1d12) and counts as a 10th-rank mythic creature. A Great Old One can use any of its spell-like abilities as the mythic versions of those spells (if a mythic version of that spell exists), expending mythic power as normal. It can also expend mythic power to use the augmented versions of these spell-like abilities.
- **Otherworldly Insight (Ex)** All Great Old Ones gain a +10 insight bonus on Initiative checks and to AC.
- **Unspeakable Presence (Su)** A Great Old One's aura inflicts intense mental anguish and torment upon all creatures within 300 feet who can see and hear the Great Old One. The exact effects caused by a Great Old One's unspeakable presence vary by type. A successful Will save (DC $10 + 1/2$ the Great Old One's Hit Dice + the Great Old One's Charisma modifier) reduces or negates the effect. This is a mind-affecting effect.

Grippli Subtype Gripplis are frog-like humanoids. Creatures with the grippli subtype have darkvision.

Halfling Subtype: This subtype is applied to halflings and creatures related to halflings.

Human Subtype: This subtype is applied to humans and creatures related to humans.

Incorporeal Subtype: An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality.

Inevitable Subtype: Inevitables are construct-like outsiders built by the axiomites to enforce law. They have the following traits.

- Low-light vision.
- **Constructed (Ex)** Although inevitables are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.
- **Saves:** An inevitable's good saving throws are Fortitude and Will.
- **Skills:** In addition to the class skills all outsiders have, inevitables have Acrobatics, Diplomacy, Intimidate, and Survival as class skills.
- **Regeneration (Ex)** Inevitables have regeneration/chaotic. The regeneration amount varies by the type of inevitable.
- **Truespeech (Su)** An inevitable can speak with any creature that has a language, as if using a *tongues* spell (caster level 14th). This ability is always active.

GRUESOME FOES

Kaiju Subtype: These Colossal creatures inhabit the most desolate places of a world. When they are not slumbering, they roam the world, leaving destruction in their wake. A kaiju possesses the following traits (unless otherwise noted in a creature's entry).

- A kaiju's natural attacks count as epic and magic for the purpose of overcoming damage reduction.
- Damage reduction 20/epic.
- Darkvision 600 feet.
- Fast healing 30.
- Ferocity (Ex) All kaiju possess the ferocity universal monster ability.
- *Hurl Foe (Ex)* When a kaiju damages a Huge or smaller foe with one of its natural attacks, it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the kaiju's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the kaiju's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.
- Immunity to ability damage, ability drain, death effects, disease, energy drain, and fear.
- *Massive (Ex)* Because kaiju are so massive, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to a kaiju's movement, though areas of forest or settlements are considered difficult terrain to a kaiju. A Huge or smaller creature can move through any square occupied by a kaiju, or vice-versa. A kaiju can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes. A kaiju gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb a kaiju—this generally

requires a successful DC 30 check, and unlike the normal rules about kaiju and attacks of opportunity, a Small or larger creature that climbs on a kaiju's body provokes an attack of opportunity from the monster.

- *Recovery (Ex)* Whenever a kaiju fails a saving throw against any mind-affecting, paralysis, petrification, polymorph, or immobilizing effect (including *binding* and *temporal stasis* but not including *imprisonment*), it can attempt a new saving throw at the end of its turn to remove the effect. Doing so takes no action. A kaiju can attempt a new save to end the effect as often as it wishes, but can attempt to remove only one such effect per round. Once per year, if a kaiju takes an amount of damage that would normally kill it by reducing its hit points to a negative amount equal to its Constitution score, the damage instead heals the kaiju of twice the amount of damage—but this healing leaves the kaiju disoriented and demoralized. At this point, the creature becomes nauseated and seeks only to return to its lair. Any amount of damage dealt to it by an external source before it reaches its lair, though, immediately negates the nauseated effect and allows the kaiju to end its retreat and attack.
- Resistance 30 against acid, cold, electricity, fire, negative energy, and sonic.

Kami Subtype: Kami are a race of native outsiders who serve to protect what they refer to as “wards”—animals, plants, objects, and even locations—from being harmed or dishonored. All kami are outsiders with the native subtype. A kami possesses the following traits unless otherwise noted in a creature's entry.

- Immune to bleed, mind-affecting effects, petrification, and polymorph effects.
- Resist acid 10, electricity 10, fire 10
- Although they are native outsiders, kami do not eat, drink, or breathe.
- Telepathy.
- *Fast Healing (Ex)* As long as a kami is within 120 feet of its ward, it gains fast healing. The amount of fast healing it gains depends on the type of kami.

MONSTER MENAGERIE

- *Merge with Ward (Su)* As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.
- *Ward (Su)* A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Kasatha Subtype: A kasatha is a nimble four-armed humanoid from another planet.

Kitsune Subtype: A kitsune is a shapechanging humanoid fox-person.

Kyton Subtype: Kytons are a race of lawful evil outsiders native to the Plane of Shadow who feed on fear and pain. Kytons possess the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- *Regeneration (Ex)* The extent of a kyton's regeneration varies according to type, and can be neutralized by good weapons, good spells, and silver weapons.
- Immunity to cold.

- *Unnerving Gaze (Su)* All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Will save—the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. The save DC is Charisma-based.

Lawful Subtype: This subtype is usually applied to outsiders native to the lawfully aligned outer planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields are lawfully aligned (see Damage Reduction).

Leshy Subtype: A leshy is a nature spirit that inhabits the body of a specially grown plant. Regardless of their kind, all leshys share the following traits in addition to those granted by the plant type (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to electricity and sonic.
- *Spell-Like Abilities:* All leshys have *pass without trace* as a constant spell-like ability (CL equal to twice the leshy's HD).
- *Change Shape (Su)* All leshys can transform into plants, with results similar to the *tree shape* spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.
- *Plantspeech (Ex)* All leshys can speak with plants as if subject to a continual *speak with plants* spell, but only with species they are related to.

GRUESOME FOES

- *Verdant Burst (Su)* When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.
- Except where otherwise noted, all leshys speak Druidic and Sylvan.

Manasaputra Subtype: Manasaputras are lawful good spirits ascending to a new stage of existence on the Positive Energy Plane. They have the following traits.

- Darkvision 60 ft.
- Immunity to calling magic, disease, and poison.
- +2 racial bonus on saving throws against enchantment spells. This does not stack with the still mind monk class feature and counts as that feature for the purpose of fulfilling prerequisites.
- Telepathy.
- Manasaputras do not breathe.
- *Adaptive Resistance (Su):* Many manasaputras have the ability to adapt to elemental attacks quickly. Anytime a manasaputra is damaged by an elemental attack, it gains the adaptive resistance listed against that element for a number of rounds equal to its Wisdom modifier. *Format:* adaptive 10; *Location:* Resist.
- *Formless (Su):* Most manasaputras are not defined by physical form, and choose to adopt a corporeal form at their leisure. Manasaputras with this ability can transition between corporeal and incorporeal forms as a move action. When a manasaputra becomes corporeal, it retains its Charisma modifier as a deflection bonus to AC. A manasaputra's natural attacks, unarmed strikes, and manufactured weapon attacks are only available while the manasaputra is in its corporeal form, with the exception of *ghost touch* weapons.

- *Positive Energy Affinity (Ex):* Manasaputras can exist comfortably on the Positive Energy Plane, and do not benefit (or suffer) from that plane's overwhelming infusions of life-giving energies. Whenever a manasaputra is subjected to a magical healing effect, that effect functions at its full potential, as if enhanced by the Maximize Spell feat.
- *Soul Armor (Ex):* Manasaputras add their Wisdom bonus to their AC and CMD. In addition, manasaputras gain a +1 bonus to their AC and CMD for every 4 racial HD they possess. These bonuses work as per the AC bonus monk class ability, and monk levels stack with racial HD to determine the additional benefits.
- *Subjective Appearance (Su):* When in corporeal form, a manasaputra projects a psychic illusion over its body, masking its true appearance. Any creature with an Intelligence score of 3 or higher that views a manasaputra sees it as an idealized human form, though often with unusual features. Creatures physically interacting with a manasaputra can attempt a Will save (DC = 10 + 1/2 the manasaputra's HD + the manasaputra's Charisma modifier) to disbelieve the illusion. If successful, the character sees the corporeal veil as a translucent outline, with the fiery body of the manasaputra contained within. This is a mind-affecting illusion (glamer) effect.

Mythic Subtype: A creature with this subtype is infused with mythic power and is capable of terrible and awe-inspiring feats. Some mythic creatures are powerful versions of existing monsters (such as minotaurs and medusas), others are completely new creatures that do not have a non-mythic equivalent (such as the argus and drakainia). For more information on mythic creatures, see *Pathfinder Roleplaying Game: Mythic Adventures*. Creatures with the mythic subtype have the following abilities (these are already included in the mythic monster stat blocks presented in this book).

- Ability score increases, depending on its mythic rank.
- Additional hit points per mythic rank, based on the type of Hit Dice it has (d6, d8, and so on).

MONSTER MENAGERIE

- DR 5/epic if the creature has at least 5 Hit Dice. If the creature already had DR, it adds epic to the qualities needed to bypass that reduction.
- Mythic feats, which generally are improved versions of standard feats. Mythic feats are indicated by an ^M.
- *Mythic Power (Su)* The creature has the mythic power and surge universal monster abilities. The effect of these abilities depend on its mythic rank.
- Mythic rank, a number from 1 to 10, representing its overall mythic power.
- Natural armor increase equal to its mythic rank.
- Spell resistance increase (if it has spell resistance) equal to its mythic rank.
- *Darksense (Ex)* Nightshades gain *true seeing* in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the latter effect but not the nightshade's *true seeing*.
- *Light Aversion (Ex)* A nightshade in bright light becomes sickened—the penalties from this condition are doubled when the nightshade is in natural sunlight.
- *Summon (Sp)* Nightshades can summon undead creatures. They can be summoned only within areas of darkness, and summoned undead cannot create spawn. The exact type and number of undead they can summon vary according to the nightshade in question, as detailed in each nightshade's entry.

Native Subtype: This subtype is applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.

Nightshade Subtype: Nightshades are monstrous undead composed of shadow and evil. They have the following traits.

Low-light vision.

- *Desecrating Aura (Su)* All nightshades have a 30-foot-radius emanation equivalent to a *desecrate* spell centered on a shrine of evil power. Undead within this radius (including the nightshade) gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their entries). This aura can be negated by *dispel evil*, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by *consecrate* or *hallow*; both effects are negated within any overlapping area of effect.
- *Channel Energy (Su)* A nightshade can channel negative energy as cleric of a level equal to its base CR. It can use this ability a number of times per day equal to 3 + its Charisma modifier.
- *Darkvision* 60 feet and low-light vision.
- *Change Shape (Su)* All oni are shapechangers with the shapechanger subtype, but an oni takes only other shapes similar to its normal humanoid form.
- *Humanoid Shape:* As evil spirits clad in humanoid flesh, all oni possess a humanoid subtype.
- *Regeneration (Ex)* The rate of regeneration and damage type that suspends it depends on the type of oni, but is typically acid or fire.

Oni Subtype: An oni is an evil spirit who takes humanoid form to become a native outsider. All oni have the following traits, unless otherwise noted in a specific creature's entry.

Orc Subtype: This subtype is applied to orcs and creatures related to orcs, such as half-orcs. Creatures with the orc subtype have darkvision 60 feet and light sensitivity (half-orcs do not have light sensitivity).

Phantom Subtype: This subtype is applied to the lost souls known as phantoms, outsiders desperately attempting to avoid the fate of undeath.

Protean Subtype: Proteans are serpentine outsiders of pure chaos. They have the following traits.

- Blindsense (distance varies by protean type).
- Immunity to acid.
- Resistance to electricity 10 and sonic 10.

GRUESOME FOES

- Constrict and grab as special attacks.
- Supernatural flight.
- *Freedom of Movement (Su)* A protean has continuous *freedom of movement*, as per the spell.
- *Amorphous Anatomy (Ex)* A protean's vital organs shift and change shape and position constantly. This grants it a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and grants it immunity to polymorph effects (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.
- *Change Shape (Su)* A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a *heal* spell (CL equal to the protean's HD).

Psychopomp Subtype: Psychopomps are neutral outsiders native to Purgatory. They have the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- DR 5/adamantine.
- Immunity to death effects, disease, and poison.
- Resistance to cold 10 and electricity 10.
- Psychopomps speak Abyssal, Celestial, and Infernal.
- *Spirit Touch (Ex)* A psychopomp's natural weapons, as well as any weapon it wields, are treated as though they had the *ghost touch* weapon special ability.
- *Spiritsense (Su)* A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Qlippoth Subtype: Qlippoth are chaotic evil outsiders from the deepest reaches of the Abyss. They have the following traits.

- Immunity to cold, mind-affecting effects, and poison.
- Resistance to acid 10, electricity 10, and fire 10.
- *Horrific Appearance (Su)* All qlippoth have such horrific and mind-rending shapes that those who gaze upon them suffer all manner of ill effects. A qlippoth can present itself as a standard action to assault the senses of all living creatures within 30 feet. The exact effects caused by a qlippoth's horrific appearance vary by the type of qlippoth. A successful Will save (DC 10 + 1/2 the qlippoth's Hit Dice + the qlippoth's Charisma modifier) reduces or negates the effect. This ability is a mind-affecting gaze attack.
- Telepathy.
- Except where otherwise noted, qlippoth speak Abyssal.

Rakshasa Subtype: A rakshasa is a lawful evil spirit born into the Material Plane. A shapechanger that can walk with ease among humanoids, a rakshasa's true form has animalistic features and strangely jointed limbs. All rakshasas are native to the Material Plane, and have the following traits unless otherwise noted in a creature's entry.

- Darkvision 60 feet.
- *Change Shape (Su)* All rakshasas have the ability to change shape into any humanoid, as if using *alter self*.
- *Detect Thoughts (Su)* A rakshasa can detect thoughts as per the spell of the same name. This effect functions at CL 18th. A rakshasa can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent 3 rounds concentrating and thus gains the maximum amount of information possible. The Will save DC to resist this effect is equal to 10 + 1/2 the rakshasa's HD + the rakshasa's Charisma modifier.
- *Enhanced Defenses (Ex)* All rakshasas have DR that can be penetrated by good and piercing weapons only. The amount of damage reduction varies according to the specific rakshasa. In addition, rakshasas are exceptionally resistant to magic, and possess SR equal to their CR + 15.
- *Master of Deception (Ex)* All rakshasas gain a +4 racial bonus on Bluff checks and a +8 racial bonus on Disguise checks.

MONSTER MENAGERIE

- *Spellcasting*: All but the least of rakshasas have some level of spellcasting ability, and can cast spells as sorcerers. The rakshasa's effective caster level as a sorcerer depends on its type, but is generally equal to its CR - 3.

Ratfolk Subtype: This subtype is applied to the humanoid rodents called ratfolk and creatures related to ratfolk.

Reptilian Subtype: These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are true reptiles.

Robot Subtype: Robots are intelligent constructs created by advanced scientific means. They have the following traits, unless otherwise noted.

- *Difficult to Create (Ex)*: Robots are crafted via complex methods hidden and well guarded. A robot does not have a construction entry.
- *Intelligent*: Robots are intelligent, and thus have skills and feats as appropriate for their Hit Dice. Unless otherwise indicated, all robots have Intelligence scores of 10. The following are class skills for robots: Climb, Disable Device, Fly, Knowledge (all), Linguistics, Perception, and Sense Motive.
- *Vulnerable to Critical Hits*: Whenever a robot takes extra damage from a critical hit, it must succeed at a DC 15 Fortitude save or be stunned for 1 round. If the robot succeeds at the save, it is staggered for 1 round. The robot remains immune to all other sources of the stunned condition.
- *Vulnerable to Electricity*: Robots take 150% as much damage as normal from electricity attacks.

The following special abilities apply to some robots, but are not universal to all types of robot.

- *Combined Arms (Ex)*: When making a full attack, a robot with the combined arms special attack can make all its melee natural weapon attacks plus its ranged integrated weapon attacks.
- *Force Field (Ex)*: A robot might have a force field that sheathes it in a thin layer of energy that grants a number of temporary hit points (typically 5 × the robot's CR). All damage dealt to a robot with an active force field is deducted from these temporary hit points first.

As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot's CR, but once its hit points are reduced to 0, the force field shuts down and doesn't reactivate for 24 hours. *Format*: force field (55 hp, fast healing 5); *Location*: hp.

- *Integrated Weaponry (Ex)*: A robot that has a technological weapon built into its body treats it as a natural weapon and not a manufactured weapon, and can't make iterative attacks with it. An integrated weapon can still be targeted by effects that target manufactured weapons (such as *magic weapon* or *sunder* attempts), but can't be harvested for use outside of the robot's body once the robot is destroyed. A robot is always proficient with its integrated weapons. Integrated ranged weapons don't provoke attacks of opportunity when fired in melee combat.
- *Laser Weapons (Ex)*: A laser weapon emits beams of intensely focused light waves. Laser attacks resolve as touch attacks and deal fire damage. A laser can pass through force fields and force effects like a *wall of force* without damaging that field to strike a foe beyond. Objects like glass or other transparent barriers don't provide cover from lasers (but unlike force barriers, glass still takes damage from a laser strike passing through it). Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

Sahkil Subtype: Sahkils are neutral evil outsiders native to the Ethereal Plane. They have the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 ft. and low-light vision.
- Immunity to death effects, fear effects, disease, and poison.
- Resistance to cold 10, electricity 10, and sonic 10.
- Most sahkils are resistant to magic. Such a sahkil has SR equal to 11 + its CR.
- Except where otherwise noted, sahkils speak Abyssal, Celestial, and Infernal.
- Telepathy.

GRUESOME FOES

- *Easy to Call (Ex)*: Sakhils count as having 4 fewer Hit Dice (minimum 2) for purposes of spells or effects that call outsiders, such as *planar binding*. However, they receive a racial bonus equal to 1/2 their Hit Dice on Charisma checks to break free of *planar binding* spells and similar effects, and their spell resistance counts as if it were 5 higher for the purpose of breaking free of *planar bindings* spells and similar effects.
- *Emotional Focus (Ex)*: Whenever a sakhil casts a spell or uses a spell-like ability or effect with the emotion or fear descriptors that allows a saving throw, the DC is increased by 2.
- *Look of Fear (Su)*: All sakhils have a gaze attack that instills dread in those they look upon. This gaze attack has a range of 30 feet (though when a sakhil is on the Ethereal Plane, it functions against creatures on the Material Plane that can see ethereal creatures), and can be negated by a Will save—the exact effects caused by a particular sakhil's look of fear depend on the type of sakhil. All sakhils are immune to their own look of fear and that of other sakhils. This is a mind-affecting fear effect. The save DC is Charisma-based and includes the +2 bonus from the sakhil's emotional focus ability.
- *Skip Between (Su)*: Many sakhils can shift between the Ethereal Plane and the Material Plane as a move action. This ability is otherwise identical to *ethereal jaunt* (CL 15th).
- *Spirit Touch (Ex)*: A sakhil's natural weapons, as well as any weapon it wields, are treated as though they had the *ghost touch* weapon special ability.

Samsaran Subtype: A samsaran is a humanoid creature whose spirit always reincarnates into another samsaran.

Sasquatch Subtype: This subtype is applied to the humanoid beings called sasquatches and creatures related to sasquatches.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shapeshifting, and not every creature that

can change shapes has the shapechanger subtype. A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.
- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Skinwalker Subtype: This subtype is applied to the humanoid race known as skinwalkers, who are similar to lycanthropes, but aren't afflicted with the same curse.

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving

MONSTER MENAGERIE

or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Swarm Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they

deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Melee entry, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

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

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Udaeus Subtype: An udaeus is a member of a warlike mythic humanoid race originally created from dragon teeth.

Vanara Subtype: This subtype is applied to vanaras and creatures related to vanaras.

Vishkanya Subtype: This subtype is applied to vishkanyas and creatures related to vishkanyas.

Water Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill.

Wayang Subtype: A wayang is a gangly humanoid originating from the Shadow Plane.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

APPENDIX V: UNIVERSAL MONSTER RULES

The following rules are standard and are referenced (but not repeated) in monster stat blocks. Each rule includes a format guide for how it appears in a monster's listing and its location in the stat block. Some mythic abilities from *Pathfinder Roleplaying Game: Mythic Adventures* are presented here for your convenience, although they are not universal monster rules; these are indicated with a superscript^{MA}.

Ability Damage and Drain (Ex or Su) Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. Ability damage can be healed naturally. Ability drain is permanent and can only be restored through magic.

Format: 1d4 Str drain; *Location:* Special Attacks or individual attacks.

All-Around Vision (Ex) The creature sees in all directions at once. It cannot be flanked.

Format: all-around vision; *Location:* Defensive Abilities.

Amazing Initiative^{MA} (Ex) The creature has a bonus on initiative checks equal to its mythic rank. As a free action on its turn, it can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. It can't gain an extra action in this way more than once per round.

Format: amazing initiative; *Location:* Special Attacks.

Amorphous (Ex) The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Format: amorphous; *Location:* Defensive Abilities.

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Format: amphibious; *Location:* SQ.

Attach (Ex) The creature automatically latches onto its target when it successfully makes the listed attack. The creature is considered grappling, but the target is not. The target can attack or grapple the creature as normal, or break the attach with a

successful grapple or Escape Artist check. Most creatures with this ability have a racial bonus to maintain a grapple (listed in its CMB entry).

Format: attach; *Location:* individual attacks.

Bleed (Ex) A creature with this ability causes wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Format: bleed (2d6); *Location:* Special Attacks and individual attacks.

Blindsense (Ex) Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Format: blindsense 60 ft.; *Location:* Senses.

Blindsight (Ex) This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as

MONSTER MENAGERIE

a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Format: blindsight 60 ft.; *Location:* Senses.

Block Attacks (Ex) Once per round, when the creature is hit by a melee or ranged attack, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it, the creature is unaffected by the attack (as if the attack had missed).

Format: block attacks; *Location:* Defensive Abilities.

Blood Drain (Ex) The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Format: blood drain (1d2 Constitution); *Location:* Special Attacks.

Blood Rage (Ex) When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Format: blood rage; *Location:* Special Attacks.

Breath Weapon (Su) Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

Format: breath weapon (60-ft. cone, 8d6 fire damage, Reflex DC 20 for half, usable every 1d4 rounds); *Location:* Special Attacks; if the breath is more complicated than damage, it also appears under Special Abilities with its own entry.

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn

ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Format: burn (2d6, DC 15); *Location:* Special Attacks and individual attacks.

Capsize (Ex) A creature with this special quality can attempt to capsize a boat or a ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative -10 penalty on its combat maneuver check.

Format: capsize; *Location:* special attacks.

Change Shape (Su) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Format: change shape (wolf, *beast form I*); *Location:* SQ, and in special abilities for creatures with a unique listing.

Channel Resistance (Ex) A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

GRUESOME FOES

Format: channel resistance +4; *Location:* Defensive Abilities.

Compression (Ex) The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Format: compression; *Location:* Special Qualities.

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Format: constrict (1d8+6); *Location:* Special Attacks.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Format: construct traits; *Location:* Immune.

Curse (Su) A creature with this ability bestows a curse upon its enemies. The effects of the curse, including its save, frequency, and cure, are included in the creature's description. If a curse allows a saving throw, it is usually a Will save (DC 10 + 1/2 cursing creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). Curses can be removed through *remove curse* and similar effects.

Format: **Curse Name (Su)** Slam—contact; *save* Will DC 14, *frequency* 1 day, *effect* 1d4 Str drain; *Location:* Special Attacks and individual attacks.

Curse of Lycanthropy (Su) A natural lycanthepe's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthepe's size, this ability has no effect.

Format: curse of lycanthropy; *Location:* individual attacks.

Damage Reduction (Ex or Su) A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

- The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.
- Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantine, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.
- Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.
- A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.
- Some monsters are vulnerable to good-, evil-, chaotically, or lawfully aligned weapons. When a cleric casts *align weapon*, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the subtype(s) of the creature.

MONSTER MENAGERIE

- When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.
- A few creatures are harmed by more than one kind of weapon. A weapon that inflicts damage of either type overcomes this damage reduction.
- A few other creatures require combinations of different types of attacks to overcome their damage reduction, and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Format: DR 5/silver; *Location:* Defensive Abilities.

Darkvision (Ex or Su) A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Format: darkvision 60 ft.; *Location:* Senses.

Demon Lord Traits (Ex, Sp, or Su) A demon lord is a powerful, unique demon that rules a layer of the Abyss. All demon lords are chaotic evil outsiders that are, at a minimum, CR 26. Demon lords have a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- A demon lord can grant spells to its worshipers as if it were a deity. A demon lord's domains are Chaos, Evil, and two other domains relevant to its theme and interests. Like a deity, a demon lord has a favored weapon.
- A demon lord's natural weapons, as well as any weapons it wields, are treated as chaotic, epic, and evil for the purpose of overcoming damage reduction.
- *Abyssal Resurrection (Ex)* A demon lord rules an Abyssal realm, a vast world that not only serves as its home but provides it with power. If a demon lord is slain, its body rapidly melts into corruption (leaving behind any gear it held or carried), its soul returns to a hidden location within its realm, and it is immediately restored to life (as *true resurrection*) at that location. Once this occurs, a demon lord can't use this ability again until a full year has passed. A demon lord realizes it is vulnerable during this time and usually doesn't risk further battles for the remainder of that year, relying on the defenses of its realm and its legions of minions

to protect it. A demon lord that is slain again during this year or is killed by unusual methods (such as by a true deity or an artifact created for this purpose) is slain forever—its remains appearing somewhere deep in the Abyss among other dead demon lords from the ages. A demon lord who does not control a domain does not gain this ability.

- *Frightful Presence (Su)* A demon lord can activate its frightful presence as a free action as part of any attack, spell-like ability, special attack, or by speaking aloud.
- Immunity to ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, and petrification.
- *Regeneration (Ex)* Only epic and good damage, or damage from a creature of equal or greater power (such as an archdevil, deity, demon lord, or protean lord) interrupts a demon lord's regeneration.
- Resistance to acid 30, cold 30, and fire 30
- *Summon Demons (Sp)* Three times per day as a swift action, a demon lord can summon any demon or combination of demons whose total combined CR is 20 or lower. This otherwise works like the summon universal monster rule with a 100% chance of success, and counts as a 9th-level spell effect.
- Telepathy 300 feet.

Disease (Ex or Su) A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description. The saving throw to negate the disease is usually a Fort save (DC 10 + 1/2 infecting creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Disease can be removed through *remove disease* and similar effects.

Format: **Disease Name (Ex)** Bite—injury; *save* Fort DC 15, *onset* 1d3 days, *frequency* 1 day, *effect* 1 Con damage, *cure* 2 consecutive saves; *Location:* Special Attacks and individual attacks.

Display of Strength^{MA} (Su) As a free action, the creature can expend one use of mythic power to attempt a feat of Strength, gaining a +20 circumstance bonus on one Strength-based skill

GRUESOME FOES

check or Strength ability check. Alternatively, the creature can use this ability to apply a +20 circumstance bonus to its Strength score for a number of hours equal to its mythic rank for the purpose of determining its carrying capacity.

Format: display of strength; *Location:* SQ.

Distraction (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Format: distraction (DC 14); *Location:* Special Attacks.

Dragon Cantrips^{MA} (Su) If the mythic dragon is able to cast arcane spells, it automatically knows all cantrips for its equivalent spellcasting class and can cast them at will.

Format: dragon cantrips; *Location:* SQ.

Dual Initiative^{MA} (Ex) The creature gets two turns each round, one on its initiative count and another on its initiative count - 20. For example, if the monster's initiative is 23, for its first turn it could make a full attack (and take a 5 foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a *summon monster* spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn (such as saving throws against ongoing effects or taking bleed damage), only the creature's first turn each round counts toward such durations.

Format: +21/+1; *Location:* Initiative.

Earth Glide (Ex) When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing the burrowing creature flings it back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.

Format: earth glide; *Location:* Speed.

Emotion Aura (Su) A creature with this ability surrounds itself with an area of swirling, chaotic emotions. These emotions make it difficult for spellcasters to cast spells with the emotion component. Living creatures within 30 feet must succeed at a concentration check (DC = 10 + 1/2 the HD of the creature with an emotion aura + that creature's Charisma modifier) to cast a spell with an emotion component. Failing this check causes the spell to be lost with no effect. In addition, any spellcaster casting spells with the emotion or fear descriptor on targets inside this aura must succeed at this check or the spell fails to affect targets within the aura (although others outside the area are affected as normal). Creatures with this ability are immune to its effects and can cast spells normally.

Format: emotion (DC 17); *Location:* Aura.

Empyrean Lord Traits (Ex, Sp, or Su) Empyrean lords are the greatest members of the agathion, angel, archon, and azata races, and are sometimes worshiped as if they were deities. All empyreal lords are good outsiders that are, at a minimum, CR 21. In addition to having agathion, angel, archon, or azata traits, empyreal lords have a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- An empyreal lord's natural weapons, as well as any weapons he or she wields, are treated as epic and good for the purpose of overcoming damage reduction. If the empyreal lord is chaotic or lawful, these attacks also count as that alignment for the purpose of overcoming damage reduction.
- Agathion, angel, archon, or azata energy resistances are increased to 30.
- An empyreal lord can grant spells to its worshipers as if it were a deity. An empyreal lord's domains are Chaos (if chaotic), Good, Law (if lawful), and two other domains relevant to its theme and interests (or three if it is neither chaotic nor lawful). Like a deity, an empyreal lord has a favored weapon.
- Blindsight 60 feet.
- *Greater Teleport (Sp)* An empyreal lord can use *greater teleport* at will (caster level 20th).
- Immunity to ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, and petrification.

MONSTER MENAGERIE

- *Primal Aura (Su)* An aura of primeval power surrounds every empyreal lord. The effects of this aura are unique to each empyreal lord.
- *Regeneration (Ex)* Only epic and evil damage, or damage from a creature of equal or greater power (such as an archdevil, deity, demon lord, or protean lord) interrupts an empyreal lord's regeneration
- *Seed of Life (Sp)* An empyreal lord can touch a willing creature and imbue it with magical healing power. The target radiates an aura of good as if it were an outsider and gains a +2 insight bonus on all saving throws against negative energy and death effects. As a standard action, the target can release this energy, turning it inward as a *heal* spell upon itself or outward as a *mass cure serious wounds* spell on allies within 30 feet (caster level 15th). If not released, the energy dissipates harmlessly after 24 hours. The empyreal lord can use this ability 5 times per day, but only on other creatures.

Energy Drain (Su) This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Format: energy drain (2 levels, DC 18); *Location:* Special Attacks and individual attacks.

Engulf (Ex) The creature can engulf creatures in its path as part of a standard action. It cannot

make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature. The save DC is Strength-based.

Format: engulf (DC 12, 1d6 acid and paralysis); *Location:* Special Attacks.

Entrap (Ex or Su) The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 greater than the saving throw DC. Destroying the entrapping material frees the creature.

Format: entrap (DC 13, 1d10 minutes, hardness 5, hp 10); *Location:* special attacks and individual attacks.

Fast Healing (Ex) A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not

GRUESOME FOES

allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Format: fast healing 5; *Location:* hp.

Fast Swallow (Ex) The creature can use its swallow whole ability as a free action at any time during its turn, not just at the start of its turn.

Format: fast swallow; *Location:* Special Attacks.

Fear (Su or Sp) Fear attacks can have various effects.

- *Fear Aura (Su)* The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.
- *Fear Cone (Sp) and Ray (Su)* These effects usually work like the *fear* spell.
- If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Format: fear aura (30 ft., DC 17); *Location:* Aura.

Format: fear cone (50 ft., DC 19); *Location:* Special Attacks.

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Format: ferocity; *Location:* Defensive Abilities.

Flight (Ex or Su) A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Format: fly 30 ft. (average); *Location:* Speed.

Formian Traits (Ex or Su) Formians are a spacefaring race of insectlike creatures from a forest world that aggressively colonize other worlds. A formian possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and blindsense 30 feet.
- *Hive Mind (Ex)* Formians share a telepathic bond with their members of their hive that enhances their hive mates' perception. As long as a formian is within telepathic range of at least one hive mate, it gains a +4 racial bonus on initiative checks and Perception checks. If at least one formian disbelieves an illusion, all formians within its telepathic range are also considered to disbelieve that illusion. If one formian is aware of combatants, all other hive mates within the range of its telepathy are also aware of those combatants.
- Resistance to sonic 10.
- *Telepathic Caster (Ex)* Due to a formian's telepathic nature, if it casts spells it does so as spell-like abilities.
- Telepathy 60 ft.

Fortification (Ex) The monster has a 50% chance to treat any critical hit or sneak attack as a normal hit, as if wearing *moderate fortification* armor.

Format: fortification (50%); *Location:* Defensive Abilities.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

Format: freeze; *Location:* Special Qualities.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. Frightful presence is a mind-affecting fear effect.

MONSTER MENAGERIE

Format: frightful presence (60 ft., DC 21);
Location: Aura.

Gaze (Su) A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect: petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Format: gaze; *Location:* Special Attacks.

Grab (Ex) If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Format: grab; *Location:* individual attacks.

Greensight (Su) The monster can see through thick plant matter as though it were transparent, usually with a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

Format: greensight 60 ft.; *Location:* Senses.

Hardness (Ex) When a creature with hardness takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is subtracted from its hit points. A creature with hardness doesn't further reduce damage from energy attacks, ranged attacks, or other types of attacks as objects typically do. Adamantine weapons bypass hardness of 20 or less.

Format: hardness 10; *Location:* Defensive Abilities.

Heat (Ex) The creature generates so much heat that its mere touch deals additional fire damage. The creature's metallic melee weapons also conduct this heat.

Format: heat (1d6 fire); *Location:* Special Attacks.

GRUESOME FOES

Hold Breath (Ex) The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Format: hold breath; *Location:* Special Qualities.

Immunity (Ex or Su) A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect.

Format: Immune acid, fire, paralysis; *Location:* Defensive Abilities.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

- An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).
- An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

- An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

- An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; *Location:* Defensive Abilities.

Jet (Ex) The creature can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Format: jet (200 ft.); *Location:* Speed.

Keen Scent (Ex) The creature can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Format: keen scent; *Location:* Senses.

Lifesense (Su) The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Format: lifesense; *Location:* Senses.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Format: light blindness; *Location:* Weaknesses.

MONSTER MENAGERIE

Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Format: Weakness light sensitivity; *Location:* Weaknesses.

Lingering Breath^{MA} (Su) The creature can expend one use of mythic power as a free action when it uses its breath weapon to make the area radiate energy damage (of the same type as the breath weapon) for 1 round per mythic rank. Any creature in, entering, or passing through the breath weapon's area during this duration takes damage according to the creature's size. This ability has no effect on breath weapons that do not deal energy damage.

Format: lingering breath (2d6 fire, 5 rounds); *Location:* Special Attacks.

LINGERING BREATH DAMAGE

Creature Size	Points of Energy Damage
Medium or smaller	2d4
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Low-Light Vision (Ex) A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Format: low-light vision; *Location:* Senses.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Format: lycanthropic empathy (bears and dire bears); *Location:* Special Qualities.

Mental Static Aura (Su) A creature with this ability creates a field around it that makes concentrating difficult for those without this ability. Living creatures within 30 feet must succeed at a concentration check (DC = 10 + 1/2 the HD of the creature with a mental static aura + that creature's

Charisma modifier) to cast a spell with a thought component. Failing this check causes the spell to be lost with no effect. In addition, all spellcasters must attempt this check at the start of their turns if they are concentrating on an active spell or effect. Failing it means that they cease concentrating on the spell or effect. Creatures with this ability are immune to its effects and can cast spells normally.

Format: mental static (DC 18); *Location:* Aura.

Mistsight (Ex) The monster can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Format: mistsight; *Location:* Senses.

Multiweapon Mastery (Ex) The creature never takes penalties on its attack rolls when fighting with multiple weapons.

Format: multiweapon mastery; *Location:* Special Attacks.

Mythic Immortality^{MA} (Su) If the creature is killed, it returns to life 24 hours later, regardless of the condition of its body or the means by which it was killed. When it returns to life, it isn't treated as if it had rested, and doesn't regain the use of abilities that recharge with rest until it next rests. This ability doesn't apply if it is killed by a coup de grace or critical hit performed by either a mythic creature (or creature of even greater power) or a non-mythic creature wielding a weapon capable of bypassing epic damage reduction. If the creature is mythic rank 10, it can be killed only by a coup de grace or critical hit made with an artifact. (This ability is called "immortal" in *Pathfinder Roleplaying Game: Mythic Adventures*.)

Format: mythic immortality; *Location:* SQ.

Mythic Magic^{MA} (Su) Up to three times per day, when the creature casts a spell, it can cast the mythic version instead (as with all mythic spells, the creature must expend mythic power to cast a mythic spell in this way).

Format: mythic magic 3/day; *Location:* Special Attacks.

Mythic Power^{MA} (Su) The mythic monster can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. Each day, it can expend a number of uses of mythic power equal to its mythic rank. This amount is its maximum

GRUESOME FOES

amount of mythic power. If an ability allows it to regain mythic power, it can never gain more than this amount. The monster automatically has the surge ability, and can use this mythic power to activate it. It may have other abilities that rely on mythic power.

Format: mythic power (3/day, surge +1d6);
Location: Special Attacks.

Natural Attacks Most creatures possess one or more natural attacks (attacks made without a weapon). These attacks fall into one of two categories, primary and secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus on damage rolls. Secondary attacks are made using the creature's base attack bonus -5 and add only 1/2 the creature's Strength bonus on damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds 1-1/2 the creature's Strength bonus on damage rolls. This increase does not apply if the creature has multiple attacks but only takes one. If a creature has only one type of attack, but has multiple attacks per round, that attack is treated as a primary attack, regardless of its type. Table: Natural Attacks by Size lists some of the most common types of natural attacks and their classifications.

Some creatures treat one or more of their attacks differently, such as dragons, which always receive 1-1/2 times their Strength bonus on damage rolls with their bite attack. These exceptions are noted in the creature's description.

Creatures with natural attacks and attacks made with weapons can use both as part of a full attack action (although often a creature must forgo one natural attack for each weapon clutched in that limb, be it a claw, tentacle, or slam). Such creatures attack with their weapons normally but treat all of their natural attacks as secondary attacks during that attack, regardless of the attack's original type.

The Damage Type column refers to the sort of damage that the natural attack typically deals: bludgeoning (B), slashing (S), or piercing (P). Some attacks deal damage of more than one type, depending on the creature. In such cases all the damage is considered to be of all listed types for the purpose of overcoming damage reduction.

Some fey, humanoids, monstrous humanoids, and outsiders do not possess natural attacks. These creatures can make unarmed strikes, but treat them as weapons for the purpose of determining attack bonuses, and they must use the two-weapon fighting rules when making attacks with both hands. See Table: Natural Attacks by Size for typical damage values for natural attacks by creature size.

NATURAL ATTACKS BY SIZE

Natural Attack	Base Damage by Size*									Dmg Type	Attack Type
	Fine	Dim.	Tiny	Sm.	Med.	Lrg.	Huge	Garg.	Col.		
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B/S/P	Primary
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P	Primary
Hoof, Tentacle, Wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Pincers, Tail Slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B	Secondary
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Primary
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P	Primary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S/P	Secondary

* Individual creatures vary from this value as appropriate.

MONSTER MENAGERIE

Format: bite +5 (1d6+1), 2 claws +5 (1d4+2), 4 tentacles +0 (1d4+1); *Location:* Melee and Ranged.

Natural Invisibility (Ex or Su) This ability is constant—the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell.

Format: natural invisibility; *Location:* Defensive Abilities.

Negative Energy Affinity (Ex) The creature is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature. *Format:* negative energy affinity; *Location:* Defensive Abilities

No Breath (Ex) The monster does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

Format: no breath; *Location:* Special Qualities.

Ooze Traits (Ex) Oozes are immune to critical hits, flanking, precision damage, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, stun, and visual effects.

Format: ooze traits; *Location:* Immune.

Paralysis (Ex or Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 10 + 1/2 paralyzing creature's racial HD + paralyzing creature's Con modifier; the DC is given in the creature's description). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description.

Format: paralysis (1d4 rounds, DC 18); *Location:* Special Attacks and individual attacks.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Format: plant traits; *Location:* Immune.

Plantbringer^{MA} (Su) All plants within a 1-mile radius of the creature grow at double their normal rate and don't suffer from any diseases or maladies. Allied plant creatures within 30 feet of the creature gain fast healing equal to the creature's mythic rank. If the creature uses plant shape or wild shape to take the form of a plant, it gains this fast healing in plant form.

Format: plantbringer; *Location:* SQ

Poison (Ex or Su) A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usually a Fort save (DC 10 + 1/2 poisoning creature's racial HD + creature's Con modifier; the exact DC is given in the creature's descriptive text). Poisons can be removed through *neutralize poison* and similar effects.

Format: **Poison Name (Ex)** Sting—injury; *save* Fort DC 22, *frequency* 1/round for 6 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves; *Location:* Special Attacks and individual attacks.

Poisonous Blood (Ex) Any creature that confirms a critical hit against the monster with a piercing or slashing melee weapon is sprayed with poison. (Melee weapons with reach don't endanger their users in this way.) The type of poison depends on the monster. Unless otherwise stated, this poison uses the poison's normal DC, though some monsters might have a poison DC that's Constitution-based.

Format: poisonous blood (dragon bile); *Location:* Defensive Abilities.

Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Format: pounce; *Location:* Special Attacks.

Powerful Blows (Ex) The specified attack adds 1-1/2 times the creature's Strength bonus to damage instead of its normal Strength bonus or half its Strength bonus.

Format: powerful blows (slam); *Location:* SQ.

Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

GRUESOME FOES

Format: powerful charge (gore, 4d8+24);
Location: Special Attacks.

Psychic Magic (Sp) A creature with this ability can use the power of its mind to cast certain spells. Each spell cast using psychic magic consumes an amount of psychic energy. The creature has a maximum amount of psychic energy (PE) per day that refreshes after a night's rest. A creature with this ability can cast any of the spells listed in this entry as long as it has enough psychic energy remaining to pay the spell's PE cost. The DC for any of these spells is equal to 10 + the amount of psychic energy used to cast the spell + the creature's Charisma or Intelligence modifier (whichever is higher). Creatures that gain access to undercast spells via this ability can cast an undercast version of the spell by spending 1 PE fewer for each level lower that the spell is cast. A psychic magic spell with a PE cost of 0 can be cast any number of times, and can be cast even if the creature has 0 PE remaining. The psychic magic granted by this ability has the same thought and emotion components as psychic spells. The monster can apply metamagic feats to these spells by spending an amount of additional PE equal to the level increase of the metamagic feat and by increasing the casting time as normal for spontaneously casting a metamagic spell. Because this ability grants psychic spellcasting, it also allows the creature to use occult skill unlocks.

Format: **Psychic Magic (Sp)** (CL 10th; concentration +14) 12 PE—*charm person* (1 PE, DC 14), *disguise self* (2 PE), *mind thrust III* (3 PE, DC 16), *tower of iron will I* (5 PE); *Location:* Before Spell-Like Abilities.

Psychic Resilience (Ex) Creatures with this ability are resistant to the effects of many psychic spells. They gain a +4 bonus on saving throws against all psychic spells.

Format: +4 vs. psychic spells; *Location:* After saves and in Defensive Abilities.

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature.

Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Format: pull (tentacle, 5 feet); *Location:* Special Attacks and individual attacks.

Push (Ex) A creature with the push ability can choose to make a free combat maneuver check with a certain successful attack (often a slam attack). If successful, this check pushes a creature directly away as with a bull rush, but the distance moved is set by this ability. The type of attack that causes the push and the distance pushed are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature.

Format: push (slam, 10 feet); *Location:* Special Attacks and individual attacks.

Rake (Ex) A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Format: rake (2 claws +8, 1d4+2); *Location:* Special Attacks.

Recuperation^{MA} (Ex) The creature is restored to full hit points after 8 hours of rest so long as it isn't dead. In addition, by expending one use of mythic power and resting for 1 hour, it regains a number of hit points equal to half its full hit points (up to a maximum of its full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

Format: recuperation; *Location:* SQ.

MONSTER MENAGERIE

Regeneration (Ex) A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Format: regeneration 5 (fire, acid); *Location:* hp.

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

Format: rend (2 claws, 1d8+9); *Location:* Special Attacks.

Resistance (Ex) A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

Format: Resist acid 10; *Location:* Defensive Abilities.

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as

a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Format: rock catching; *Location:* Defensive Abilities.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Format: rock throwing (120 ft.); *Location:* Special Attacks (damage is listed in Ranged attack).

Scent (Ex) This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour

GRUESOME FOES

that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Format: scent; *Location:* Senses.

Second Save^{MA} (Ex) Whenever the creature fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the start of its turn, if it's still affected, it can attempt the save one more time as a free action. If this save succeeds, the effect affects the creature as if it had succeeded at its initial saving throw. If the effect already allows another saving throw on a later turn to break the effect (such as for *hold monster*), this ability is in addition to the extra saving throw from the effect.

Format: second save; *Location:* After saving throws.

See in Darkness (Su) The creature can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Format: see in darkness; *Location:* Senses.

Smother (Ex) If the creature's opponent is holding its breath, the creature can reduce the time until the target has to attempt suffocation checks. As a free action, the creature can attempt a grapple combat maneuver against the opponent. If it succeeds, the opponent reduces the remaining duration it can hold its breath by 1d6 rounds.

Format: smother; *Location:* Special Attacks.

Sound Mimicry (Ex) The creature perfectly imitates certain sounds or even specific voices. The creature makes a Bluff check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a -8 penalty on its Sense Motive check. The creature has a +8 racial bonus on its Bluff check to mimic sounds (including accents and speech patterns, if a voice mimic it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

Format: sound mimicry (voices); *Location:* Special Qualities.

Spell-Like Abilities (Sp) Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an *antimagic field* and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit; unless otherwise stated, a creature can only use a constant spell-like ability on itself. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to make a concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Format: At will—*burning hands* (DC 13); *Location:* Spell-Like Abilities.

Spell Resistance (Ex) A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster

MONSTER MENAGERIE

level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Format: SR 18; *Location:* Defensive Abilities.

Spells: The creature is able to cast magical spells like a member of a spellcasting class. The creature counts as a member of that class for any effect or ability relating to casting spells as that class. For example, it can use spell completion and spell trigger items usable by that class or use magic items that affect that class's spellcasting (such as *incense of meditation* or a *pearl of power*). If the creature has any other abilities relating to that class (such as cleric domains or a sorcerer bloodline), this is explained in its entry. If the creature gains levels in that spellcasting class, these abilities stack (for example, a spirit naga that gains 3 sorcerer levels casts spells as a 10th-level sorcerer). Some creatures may have unusual abilities unavailable to spellcasters of that class (such as a spirit naga's ability to learn cleric spells with her sorcerer spells known).

Split (Ex) The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

Format: split (piercing and slashing, 10 hp); *Location:* Defensive Abilities.

Steal (Ex) The creature can attempt a steal combat maneuver check against its opponent as a free action without provoking attacks of opportunity if it hits with the specified attack.

Format: steal; *Location:* individual attacks.

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison*

spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Format: stench (DC 15, 10 rounds); *Location:* Aura.

Strangle (Ex) An opponent grappled by the creature cannot speak or cast spells with verbal components.

Format: strangle; *Location:* Special Attacks.

Summon (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a *summon monster* spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Format: 1/day—summon (level 4, 1 hezrou 35%); *Location:* Spell-Like Abilities.

Sunlight Powerlessness (Ex) If the creature is in sunlight (but not in an area of *daylight* or similar spells), it cannot attack and is staggered.

Format: sunlight powerlessness; *Location:* Weaknesses.

Surge^{MA} (Su) The creature can call upon its mythic power to overcome difficult challenges. It can expend one use of mythic power to increase any d20 roll it just made by rolling a die and adding it to the result. Using this ability is an immediate action taken after the original roll is made and the results are revealed. The bonus die depends on the creature's mythic rank. The monster can use this ability even if it's mindless or of animal-level intelligence.

Surge doesn't have a separate entry in the monster stat block—the surge die is listed in the mythic power ability.

Swallow Whole (Ex) If a creature with this special attack begins its turn with an opponent grappled in

GRUESOME FOES

its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally $10 + 1/2$ its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Format: swallow whole (5d6 acid damage, AC 15, 18 hp); *Location:* Special Attacks.

Telepathy (Su) The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Format: telepathy 100 ft.; *Location:* Languages.

Thoughtsense (Su) Creatures with this ability automatically detect and locate conscious creatures within the specified range (usually 60 feet). This ability functions similarly to blindsight. *Nondetection*, *mind blank*, and similar effects can block thoughtsense. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and nonsentient (Intelligence 1-2) creatures, but otherwise provides no information about the creatures it detects.

Format: thoughtsense 60 ft.; *Location:* Senses.

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + $1-1/2$ times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is $10 + 1/2$ creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Format: trample (2d6+9, DC 20); *Location:* Special Attacks.

Tremorsense (Ex) A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Format: tremorsense 60 ft.; *Location:* Senses.

Trip (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

Format: trip (bite); *Location:* individual attacks.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Format: undead traits; *Location:* Immune.

MONSTER MENAGERIE

Undersized Weapons (Ex) The creature uses manufactured weapons as if it were one size category smaller than the creature's actual size.

Format: undersized weapons; *Location:* Special Qualities.

Unnatural Aura (Su) Animals do not willingly approach the creature unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Format: unnatural aura (30 ft.); *Location:* Aura.

Unstoppable^{MA} (Ex) The creature can expend one use of mythic power as a free action to immediately end any one of the following conditions currently affecting it: bleed, blind, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. All other conditions and effects remain, even those resulting from the same spell or effect that caused the selected condition. It can use this ability at the start of its turn even if a condition would prevent it from acting.

Format: unstoppable; *Location:* Defensive Abilities.

Vulnerabilities (Ex or Su) A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Format: vulnerability to fire; *Location:* Weaknesses.

Water Breathing (Ex) A creature with this special ability can breathe underwater indefinitely. It can freely use any breath weapon, spells, or other abilities while submerged. *Format:* water breathing; *Location:* SQ.

Water Dependency (Ex) A creature with this special ability can survive out of water for 1 minute per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning. *Format:* water dependency; *Location:* SQ.

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a -4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. 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 DC 20 Perception check 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-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Format: web (+8 ranged, DC 16, 5 hp); *Location:* Special Attacks.

Whirlwind (Su) Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters

GRUESOME FOES

the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast

a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Format: whirlwind (3/day, 10–30 ft. high, 1d6+6 damage, DC 15); *Location:* Special Attacks.

X-Ray Vision (Su) The monster can see through solid matter as if wearing a *ring of x-ray vision*. This is as exhausting as if the monster were actually using the ring.

Format: x-ray vision; *Location:* Senses.

MONSTER MENAGERIE

APPENDIX VI: TEMPLATES BY CR ADJUSTMENT

CR VARIABLE

Exiled Lord	33
Hive Mind Creature	34
Insane Intelligence Creature	69
Old One Creature	86

CR +0

Bound Horror Creature	13
-----------------------	----

CR +1

Acrid Creature	6
Brittle Creature	15
Contorted Creature	21
Creepy-Crawly Creature	24
Exponential Creature	36
Flayed Creature	44
Fungal Horror Creature	55
Plagued Creature	90
Unbound Creature	100

CR +2

Believer Creature	8
Bone Terror Creature	11
Carrier Creature	18
Collector Creature	20
Emulator Creature	28
Eternal Creature	30

Faded Creature	38
Fleshwarper Creature	45
Fleshwired Creature	48
Fomorian Creature	50
Forgotten Creature	52
Gaping Creature	57
Gluttinous Creature	58
Hoarder Creature	67
Intruder Creature	74
Macabre Creature	77
Maneater Creature	79
Masochist Creature	80
Racked Creature	91
Reaping Creature	93
Spawning Creature	95
Spirit Creature	97
Unstoppable Creature	104
Vivisector Creature	106

CR +3

Drachnid Creature	26
False God Creature	41
Hermit Creature	62
Mind Collector Creature	84
Undying Creature	102
Whispering Creature	108

APPENDIX VII: MONSTER STAT BLOCKS BY CR

CR 1	Exponential Goblin Warrior 36	CR 10	Whispering Advanced Giant Owl 107
CR 2	Creepy-Crawly Goat 22	CR 11	Unbound Clay Golem 98
	Hive Mind Dire Rat (MR 3) 63		Undying Lammasu 101
CR 3	Plagued Locust Swarm 89		Unstoppable Mastodon 103
CR 4	Acrid Ooze Mephit 5	CR 12	Lord Ves - Exiled Lord Bogeyman (MR 5) 32
	Faded Leprechaun 38		False God Tyrannosaurus 40
	Fleshwarper Choker 45		Masochist Fire Giant 80
	Gaping Dretch 56	CR 13	Drachnid Young Red Dragon 24
	Racked Heucuva 91	CR 14	Eternal Roper 29
CR 5	Brittle Gargoyle 14		Spirit Sea Serpent 96
	Spawning Assassin Vine 94	CR 15	Bone Terror Adult Blue Dragon 10
CR 6	Contorted Troll 20		Tala - Insane Intelligence
	Emulation Ochre Jelly 27		Clockwork Golem (MR 6) 68
	Fleshwired Owlbear 47		Intruder Carnivorous Blob 73
	Gluttinous Yeti 58	CR 17	Hermit Old Black Dragon 60
CR 7	Believer Lurker in Light 7	CR 18	Reaping Nightwalker 93
	Bound Horror Aboleth 12		Kesasta Old One Neothelid (MR 7) 85
	Vivisector Great Assassin Bug 105	CR 19	Forgotten Rune Giant 51
CR 8	Carrier Kyton, Evangelist 17	CR 21	Mind Collector Old Gold Dragon 82
	Collector Ettin 19		
	Flayed Medusa 43		
	Hoarder Young White Dragon 66		
CR 9	Fomorian Hill Giant 49		
	Fungal Horror Treant 53		
	Macabre Nymph 75		
	Maneater Dire Bear 78		

MONSTER MENAGERIE

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GRUESOME FOES

Vallese.

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THE GENIUS GUIDE TO

HORRIFICALLY OVERPOWERED MYTHIC FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Owen K.C. Stephens

GRUESOME IS GOOD

The most popular fantasy monsters are well understood by players, and that very popularity robs encounters that use them of suspense. Dragons fly, they have breath weapons and spells, and you don't want to get caught next to one when it full attacks. Giants are big humanoids that hurl rocks. Undead have a specific set of immunities, and often paralyze, drain, or frighten. Once you've run into the same classic foes a few times, it stops being frightening and surprising to run into their cousins again and again.

That's when a GM needs to get gruesome.

The idea behind Gruesome Foes is to offer templates to make well-known monsters more interesting for players and GMs. Rather than face yet another color-coded dragon encounter, the players find themselves facing a plague dragon capable of ending civilizations, or skittering draconic ambush predators obsessed with building the perfect adventurer trap. Gruesome foes of any kind have uncanny appearances, smells, and sounds that makes them more frightening to even veteran characters.

Gruesome Foes presents new templates, feats, and alternative class feature options to add to almost any monster. All of these gruesome templates are designed to play into a specific fearsome idea and provide an extra dose of horror for encounters using them, such as a massive foes wrapped in rotting limbs, or insane walking vivisections sharing glimpses of alien worlds.

All the gruesome templates are designed to play into a specific fearsome idea or fate and provide an extra dose of horror for key foes. Some of the gruesome templates are inspired by the iconic enemies of classic horror fiction, while others are intended to tie into specific background or environmental themes. Each template includes all the game rules needed to run it (including a new mechanic, shock value, explained in detail) and enough descriptive material and suggestions for use to make it easy for a GM to add them to an ongoing adventure or build whole new encounters around them.

Make them more than Monstrous ...

MAKE 'EM GRUESOME!

