

# GENIUS GUIDE TO SIMPLE CLASS TEMPLATES FOR MONSTERS



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# SIMPLE CLASS TEMPLATES FOR MONSTERS

## SIMPLE CLASS TEMPLATES FOR MONSTERS

Simple class templates allow GMs to enhance creatures with the flavor and mechanics of classes without adding class levels. These class templates expand upon those published in *Pathfinder Roleplaying Game Monster Codex* and include the classes from *Pathfinder Roleplaying Game Advanced Class Guide*, *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game Ultimate Combat*, and *Pathfinder Roleplaying Game Ultimate Magic*. The “quick rules” provide a fast way to modify a creature’s abilities and statistics without rebuilding the creature’s stat block, while the “rebuild rules” list the specific changes to make to the creature’s stat block. Using both sets of rules will produce nearly identical changes to the creature. These templates grant some of each class’s core abilities, which are denoted by an asterisk (\*). Many class abilities function differently than the originals, as noted in the templates.

**Spellcasting:** These class templates only allow a creature to cast the three highest spell levels it would have access to, based on its Hit Dice. If the creature casts all of these spells during combat, the GM may choose to add lower-level spells—denoted by a dagger (†)—at a limit of two for any given spell level.

**Minimum Ability Scores:** Many of these templates have abilities based on an ability score, from alchemist bombs to most spellcasting classes. If a monster has too low an ability score in a key ability, the template and its powers won’t match the listed CR boost. Each class has a single key ability that should always have a minimum score equal to the monster’s final CR +9. Thus if building an “alchemist ogre (base CR 3, Int 6), in order for it to truly be a CR 5 threat its Intelligence should be boosted to 15. If using the rebuild rules, apply this minimum after all other adjustments.



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## ALCHEMIST CREATURE

(CR +2 OR +3)

Alchemist creatures are obsessed with chemistry and magic and combine the two in a lethal cocktail to serve their enemies. Alchemist creatures gear up for battle with limited use of mutagen and alchemist extracts while pummeling their foes with bombs. An alchemist creature's CR increases by 3 if the creature has 10 or more HD. **Key Ability:** Intelligence

**Quick Rules:** +2 to AC and on all rolls based on Dex and Int; gains bomb\* with a number of damage dice equal to 1/2 its HD, useable a number of times per day equal to its HD + Int modifier; gains the use of mutagen\* once per day; can use a small number of alchemist extracts (see Table 1:1 - Alchemist Extracts Per Day, below) using its HD as its CL.

**Rebuild Rules:** **Special Attacks** bomb\* (with a number of damage dice equal to 1/2 its HD, useable a number of times per day equal to its HD + Int modifier); **Special Qualities** mutagen\* (once per day); **Alchemist Extracts** can use a small number of alchemist extracts (see Table 1:1 - Alchemist Extracts Per Day, below); **Ability Scores** +4 Dexterity and Intelligence.

TABLE 1:1

### ALCHEMIST EXTRACTS PER DAY

HD	1st	2nd	3rd	4th	5th	6th
1-4	2	—	—	—	—	—
5-8	2	1	—	—	—	—
9-12	2	2	1	—	—	—
13-16	†	2	2	1	—	—
17-20	†	†	2	2	1	—
21+	†	†	†	2	2	1

## EXPERIMENTALIST

*A miniature, gnarled old man wearing a crimson cap and sturdy metal boots clutches a vial of volatile, bubbling liquid.*

ALCHEMIST REDCAP

CR 10

XP 9,600

NE Small fey

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

## DEFENSE

AC 24, touch 19, flat-footed 20 (+2 armor, +8 Dex, +3 natural, +1 size)

hp 90 (12d6+48); *fast healing* 3

**Fort** +8, **Ref** +16, **Will** +8

**DR** 10/cold iron

**Weaknesses** irreligious

## OFFENSE

**Speed** 60 ft.

**Melee** Medium scythe +10 (2d4+10/×4), kick +4 (1d4+6)

**Special Attacks** bomb +16 (6d6+5) 17/day

**Alchemist Extracts Prepared** (CL 12th; concentration +22)

3rd—*haste*

2nd—*false life, invisibility*

1st—*fire belly* (DC 16), *true strike*

## TACTICS

**Before Combat** The experimentalist drinks a mutagen (+4 Dex/−2 Wis).

**During Combat** The experimentalist throws bombs at his enemies until he runs out or is cornered in melee.

**Base Statistics** Without mutagen (+4 Dex/−2 Wis), the redcap's statistics are **Init** +10; **AC** 22, **touch** 17, **flat-footed** 18; **Ref** +14, **Will** +9; **Special Attacks** bomb +14 (6d6+5) 17/day; **Dex** 23; **Wis** 13; **CMD** 23

## STATISTICS

**Str** 18, **Dex** 27, **Con** 18, **Int** 20, **Wis** 11, **Cha** 15

**Base Atk** +6; **CMB** +9; **CMD** 25

**Feats** Cleave, Improved Initiative, Power Attack, Weapon Focus (scythe)

**Skills** Acrobatics +17 (+29 jump), Bluff +13, Climb +15, Escape Artist +17, Intimidate +10, Knowledge (nature) +16, Perception +12, Sense Motive +12, Stealth +21

**Languages** Aklo, Common, Giant, Sylvan

**SQ** boot stomp, heavy weapons, mutagen 1/day (120 minutes), red cap

## SPECIAL ABILITIES

**Bomb (Su)** Throwing a bomb requires a standard action that provokes an attack of opportunity.

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Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack. Splash damage from a bomb is always equal to the bomb's minimum damage. Those caught in the splash damage can attempt a DC 21 Reflex save for half damage.

**Boot Stomp (Ex)** A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the Spring Attack feat.

**Heavy Weapons (Ex)** A redcap can wield weapons sized for Medium creatures without penalty.

**Irreligious (Ex)** Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any redcap that can see the creature must make a DC 15 Will save or become frightened for 1 minute and attempt to flee. A redcap who successfully saves is shaken for 1 minute.

**Mutagen (Su)** An alchemist creature selects one physical ability score—either Strength, Dexterity, or Constitution. It is a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist creature to grow bulkier and more bestial, granting it a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, the alchemist takes a –2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

**Red Cap (Su)** A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus

on damage rolls (included in the above totals) and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

This redcap enjoys tinkering with alchemy and magic just as much as it enjoys murder and battle. Experimentalists realized that their unusual hobby can cause even more mayhem, and are itching to try their mutagens, bombs, and extracts on humanoid test subjects.



Bob Gougeon

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## ANTIPALADIN CREATURE

(CR +2 OR +3)

Some antipaladin creatures were once paragons of virtue, fallen from grace and twisted into cruel avatars of evil. Others suffered training since birth to become the merciless warriors they are today, ready to lead the wicked members of their race to gore and glory. An antipaladin creature is bolstered by defensive abilities; it also uses smite good and touch of corruption to combat the righteous. An antipaladin creature's CR increases by 3 if the creature has 10 or more HD. An antipaladin creature must be chaotic evil.

**Quick Rules:** +2 on all rolls based on Str and Cha; can smite good\* once per day (treating its HD as its antipaladin level for the purpose of damage); can use touch of corruption\* once per day (dealing 1d6 points of damage for every 2 HD it possess instead of using its antipaladin level); gains detect good\* and unholy resilience\*; if the creature has 10 or more HD, it also gains aura of despair\*.

**Rebuild Rules:** **Defensive Abilities** unholy resilience\*; **Special Attacks** smite good\* ability once per day (treating its HD as its antipaladin level for the purpose of damage); **Special Qualities** detect good\* as the antipaladin class feature, touch of corruption\* once per day (dealing 1d6 points of damage for every 2 HD the creature possesses instead of using its antipaladin level); aura of despair\* (if the creature has 10 or more HD); **Ability Scores** +4 Strength and Charisma.

## UNHOLY KNIGHT

*The nest of entrails curled around this skeleton's exposed ribs and extending from its jaw like an impossibly long tongue identifies it as a mohrg. The dark flames gathered in one skeletal hand and the corruption that clings like a mantle to this creature identifies it as something more.*

**ANTIPALADIN MOHRG**

**CR 11**

XP 12,800

CE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +20

**Aura** evil

### DEFENSE

**AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

**hp** 91 (14d8+28)

**Fort** +10, **Ref** +14, **Will** +13

**Immune** undead traits

**Defensive Abilities** unholy resilience

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

**Special Attacks** create spawn, paralysis (1d4 minutes, DC 21), smite good, touch of corruption (7d6)

**Spell-Like Abilities**

At will—*detect good*

### TACTICS

**Before Combat** The unholy knight casts *detect good* as a move action, looking for a target to smite.

**During Combat** The unholy knight uses its natural attacks to devastate enemies, choosing a target to smite and attack first if possible. It uses touch of corruption on the same target, to kill and create an undead spawn.

**Base Statistics** Without unholy resilience, the unholy knight's statistics are **Fort** +6, **Ref** +10, **Will** +9

### STATISTICS

**Str** 25, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 18

**Base Atk** 10; **CMB** 17 (+21 grapple); **CMD** 32

**Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

**Skills** Climb +24, Perception +23, Stealth +21, Swim +21

**SQ** aura of despair

**Treasure** normal treasure

### SPECIAL ABILITIES

**Aura of Despair (Su)** Enemies within 10 feet of an antipaladin creature take a -2 penalty on all saving throws.

**Create Spawn (Su)** Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg.

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Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

**Smite Good (Su)** Once per day, as a swift action, the antipaladin creature chooses one target within sight to smite. If this target is good, the creature adds +4 on its attack rolls and adds +14 on all damage rolls made against the target of its smite. If the target of smite good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to 2 points of damage per level the antipaladin creature possesses. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess. In addition, while smite good is in effect, the antipaladin creature gains a +4 deflection bonus to its AC against attacks made by the target of the smite. If the antipaladin creature targets a creature that is not good, the smite is wasted with no effect. The smite good effect remains until the target of the smite is dead or the next time the antipaladin creature rests and regains its use of its ability. The antipaladin creature may use this ability once per day.

**Touch of Corruption (Su)** An antipaladin creature surrounds its hand with a fiendish flame, causing terrible wounds to open on those it touches. It can use this ability once per day. As a touch attack, an antipaladin creature can cause 1d6 points of damage for every two Hit Dice it possesses. Using this ability is a standard action that does not provoke attacks of opportunity. Alternatively, an antipaladin creature can use this power to heal undead creatures, restoring 1d6 hit points for every two Hit Dice the antipaladin creature possesses.

Particularly strong and wicked in life, unholy knights have grown even mightier in death. An unholy knight is a paragon of its kind's depraved nature, defiling all that it touched and leaving a trail of wretched spawn in its wake. An unholy knight serves none but itself and seeks to pervert all living creatures to its own undead state.



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## ARCANIST CREATURE

(CR +1, +2, OR +3)

An arcanist creature blasts enemies with a variety of spells, as well as gaining arcanist exploits to enhance its magical repertoire. An arcanist creature's CR goes up by 2 if the creature has 9 or more HD, and it increases by 3 if the creature has 13 or more HD.

**Key Ability:** Intelligence

**Quick Rules:** +2 on all rolls based on Int; gains arcanist exploits\* 2/day (using its HD as its CL) and an additional time per day if it has 13 or more HD; can cast a small number of arcanist spells (see Table 1:2 - Arcanist Spell Slots, below) using its HD as CL.

**Rebuild Rules:** **Special Abilities** arcanist exploits\* 2/day (using its HD as its CL) and an additional time per day if the creature has 13 or more HD; **Arcanist Spells** can cast a small number of arcanist spells (see Table 1:2 - Arcanist Spell Slots, below) using its HD as its CL; **Ability Scores** +4 Intelligence.

**TABLE 1:2 - ARCANIST SPELL SLOTS**

HD	0	1st	2nd	3rd	4th	5th	6th
1-4	2	2	—	—	—	—	—
5-8	2	2	1	—	—	—	—
9-12	†	2	2	1	—	—	—
13-16	†	†	2	2	1	—	—
17-20	†	†	†	2	2	1	—
21+	†	†	†	†	2	2	1

## ABYSSAL MAGE

*A boar's head rests atop a hulking, fleshy frame. The demon's meaty hands move in intricate spell-casting motions, and a sickening wave of unholy power radiates out from the creature.*

**ARCANIST NALFESHNEE**

**CR 17**

XP 102,400

CE Huge outsider (chaotic, demon, evil, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., true seeing;

**Perception** +31

**Aura** unholy aura (DC 23)

### DEFENSE

AC 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, -2 size)

hp 203 (14d10+126)

**Fort** +22, **Ref** +9, **Will** +21

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

### OFFENSE

**Speed** 30 ft., fly 40 ft. (poor)

**Melee** bite +23 (3d8+11/19-20), 2 claws +23 (2d6+11)

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

**Special Attacks** flame arc 1/day, unholy nimbus

**Spell-Like Abilities** (CL 12th)

Constant—*true seeing*, *unholy aura* (DC 23)

At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)

**Arcanist Spells Prepared** (CL 14th; concentration +22)

4th—*black tentacles* (DC 22)

3rd—*fireball* (DC 21), *stinking cloud* (DC 21)

2nd—*glitterdust* (DC 20), *stone call*

### TACTICS

**Before Combat** If the abyssal mage has time to prepare before battle, it summons other demons to fight by its side.

**During Combat** The abyssal mage uses its unholy nimbus ability as a free action, then casts *feeblemind* on an enemy caster. It uses its other spells and spell-like abilities to destroy its enemies.

### STATISTICS

**Str** 32, **Dex** 13, **Con** 29, **Int** 27, **Wis** 22, **Cha** 20

**Base Atk** +14; **CMB** +27; **CMD** 42

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack

**Skills** Bluff+22, Diplomacy+22, Fly+10, Intimidate+19, Knowledge (arcana)+23, Knowledge (planes)+23, Knowledge (any one other)+20, Perception+31, Sense Motive+23, Spellcraft+23, Stealth+10, Use Magic Device+22; Racial Modifier +8 on Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**SQ** dimensional slide 1/day

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### SPECIAL ABILITIES

**Dimensional Slide (Su)** Once per day, the arcanist creature can create a dimensional crack that it can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing it to move up to 10 feet per arcanist level to any location it can see. This counts as 5 feet of movement. It does not provoke attacks of opportunity when moving in this way, but any other movement she attempts as part of her move action provokes as normal.

**Flame Arc (Su)** Once per day, the arcanist creature can unleash an arc of flame. This creates a 30-foot line of flame that deals 7d6+5 damage to each target in the line. Creatures in the area of effect may attempt a Reflex save (DC 22) to halve the damage.

**Unholy Nimbus (Su)** Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

All nalfeshnee have access to magic, but the ability of an abyssal mage is advanced beyond that of other demons due to countless years, if not centuries, of arcane study. Abyssal mages dwell in the deep reaches of the Abyss, attending their duties as guardians and leaders of that chaotic realm, honing their fell magics and developing their own eldritch powers.



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## BLOODRAGER CREATURE (CR +3 OR +4)

Bloodrager creatures are the result of their ancestors' mingling with unknown, sorcerous forces. Their veins surge with inherited power as these creatures' bodies transform into a terrifying embodiment of their magical ancestry. A bloodrager creature's CR increases by 4 if has 10 or more HD.

**Key Ability:** Strength

**Quick Rules:** +2 on all rolls based on Str and Cha; can bloodrage\* for a number of rounds per day equal to 4 + its HD + its Con modifier (this functions as greater bloodrage\* if the creature has 10 or more HD); gains DR 1/— (DR 3/— if the creature has 10 or more HD); gains the bloodline arcana\* and bloodline powers\* of its chosen bloodline (using HD - 2 as its bloodrager level to determine the effect and DC [minimum 1]); can cast a small number of bloodrager spells (see Table 1:3 - Bloodrager Spells Known, below) using its HD as its CL and gaining two spell slots for every level of spells known.

### Rebuild Rules:

#### Defensive Abilities

DR 1/— (DR 3/— if the creature has 10 or more HD);

#### Special Attacks

bloodrage\* (can be used a number of rounds per day equal to 4 + HD + its Con

modifier, functions as the greater bloodrage\* class feature if the creature has 10 or more HD), bloodline arcana\*, bloodline powers\* (using its HD - 2 as its bloodrager level to determine the effects and DC [minimum 1]);

**Bloodrager Spells** can cast a small number of bloodrager spells (see Table 1:3 - Bloodrager Spells Known, below) using its HD as its CL and gaining two spell slots for every spell level known;

**Ability Scores** +4 Strength and Charisma.



# Simple Class Templates for Monsters

## FURY MAGE

This hulking, misshapen man's squashed features and black teeth form a grimace of fury, and the air around him hums with magic.

### BLOODRAGER OGRE

CR 10

XP 9,600

CE Large humanoid (giant)

**Init** -1; **Senses** darkvision 60 ft., low-light vision;

**Perception** +5

### DEFENSE

**AC** 18, touch 9, flat-footed 17 (+4 armor, -1 Dex, +1 dodge, +5 natural, +2 shield, -1 size)

**hp** 85 (10d8+40)

**Fort** +13, **Ref** +2, **Will** +10

**DR** 3/—

**Defensive abilities** aberrant fortitude

### OFFENSE

**Speed** 30 ft. (40 ft. base)

**Melee** +1 *greatclub* +13 (2d8+13)

**Reach** 5 ft.

**Ranged** javelin +1 (1d8+8)

**Special Attacks** greater bloodrage (23 rounds), staggering strike (DC 16)

**Bloodrager Spells Prepared** (CL 10th; concentration +11)

3rd—*fireball* (DC 17)

2nd—*acid arrow*, *false life*

1st—*enlarge person*, *shield*

### TACTICS

**Before Combat** The fury mage casts *shield* on itself.

**During Combat** The fury mage enters greater bloodrage, casting *enlarge person* on itself. It uses its limited spells on an enemy before charging in to melee.

**Base Statistics** Without greater bloodrage and *shield* the fury mage's statistics are **AC** 18, touch 9, flat-footed 17; **hp** 85; **Fort** +10, **Ref** +2, **Will** +7; **Melee** +1 *greatclub* +10 (2d8+10); **Ranged** javelin +1 (1d8+5)

### STATISTICS

**Str** 26, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 13

**Base Atk** +7; **CMB** +18; **CMD** 20

**Feats** Combat Reflexes, Dodge, Extra Rage, Iron Will, Power Attack, Toughness

**Skills** Climb +10, Perception +5

**Languages** Giant

**Treasure** +1 *greatclub*, hide armor, 4 javelins, other treasure

### SPECIAL ABILITIES

**Aberrant Fortitude (Su)** At 10 HD, the bloodrager creature becomes immune to the sickened and nauseated conditions.

**Abnormal Reach (Su)** At 6 HD, the bloodrager creature's limbs elongate; its reach increases by 5 feet.

**Greater Bloodrage (Su)** At 10 or more HD, when a bloodrager creature enters a bloodrage, the morale bonus to its Strength and Constitution increases to +6 and the morale bonus to its Will saves increases to +3. In addition, upon entering a bloodrage, the bloodrager creature can apply the effects a bloodrager spell it knows of 2nd level or lower to itself. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the bloodrage. This use consumes a bloodrager spell slot, as if it had cast the spell; it must have the spell slot available to take advantage of this effect.

**Staggering Strike (Su)** At 3 HD, when a bloodrager creature confirms a critical hit the target must succeed at a Fortitude save (DC 17) or be staggered for 1 round.

Fury mages are like all other ogres—lazy, sadistic, and perverse. Ancestral dalliances with strange and alien forces are embodied in this ogre's magical aptitude and in its appearance when it enters a rage.

TABLE 1:3  
BLOODRAGER SPELLS KNOWN

HD	1st	2nd	3rd	4th
1–4	2	—	—	—
5–8	2	1	—	—
9–12	2	2	1	—
13–16	†	2	2	1
17+	†	†	2	2

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## BRAWLER CREATURE

(CR +3 OR +4)

A brawler creature combines the grace and training of a monk with the fierce cunning of a fighter. A brawler creature gains extra attacks with unarmed strikes or natural attacks, an increase in damage with those attacks, use of bonus feats, and defensive abilities. A brawler creature's CR increases by 4 if it has 10 or more HD.

**Key Ability:** Strength

**Quick Rules:** +2 to AC and on all rolls based on Dex and Str; gains the Improved Unarmed Strike feat. When the creature makes a full attack with unarmed strikes or natural attacks, it can use brawler's flurry\* to gain the Two-Weapon Fighting Feat. If the creature uses unarmed strikes, it deals damage as if it were a brawler of a level equal to its HD (maximum 20 HD). A creature with 10 or more HD that uses natural attacks instead increases the damage dealt by all of its natural attacks by one die step. The creature also gains the use of martial flexibility\* 3/day as well as brawler's cunning\*. The creature can use knockout\* once per day, using its HD as its brawler level to determine the DC. If the creature is wearing light or no armor, it gains a +1 bonus to AC and CMD. This bonus increases by 1 for every 6 HD it possesses (to a maximum of +4 at 20 HD).

**Rebuild Rules: Defensive Abilities** if the creature is wearing light or no armor, it gains a +1 bonus to AC and CMD. This bonus increases by 1 for every 6 HD it possesses (to a maximum of +4 at 20 HD); **Special Attacks** when the creature makes a full attack with unarmed strikes or natural attacks, it can use brawler's flurry\* to gain the Two-Weapon Fighting Feat. If the creature uses unarmed strikes, it deals damage as if it were a brawler of a level equal to its HD (maximum 20 HD). A creature with 10 or more HD that uses natural attacks instead increases the damage dealt by all of its natural attacks by one die step. The creature also gains the use of martial flexibility\* 3/day as well as brawler's cunning\*. The creature can use knockout\* once per day, using its HD as its brawler level to determine the DC. **Ability Scores** +4 to Dexterity and Strength; **Feats** Improved Natural Attack, Improved Unarmed Strike.

## LIVING SIEGE ENGINE

*A terrifying insect towers above the buildings and trees around it, appearing to be a much larger and more ferocious version of a praying mantis.*

**BRAWLER DEADLY MANTIS**

**CR 15**

XP 51,200

N Colossal vermin

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +4

### DEFENSE

**AC** 28, touch 9, flat-footed 24 (+4 Dex, +3 dodge, +19 natural, -8 size)

**hp** 152 (1d6+80)

**Fort** +15, **Ref** +11, **Will** +5

### OFFENSE

**Speed** 60 ft.

**Melee** bite +19 (6d6+15), 2 claws +19 (3d8+15 plus grab)

**Space** 30 ft.; **Reach** 30 ft. (10 ft. with bite)

**Special Attacks** brawler's flurry, fling, knockout 1/day (DC 33), rending mandibles

### TACTICS

**During Combat** The living siege engine uses knockout to take out one enemy. It then continues to attack, using brawler's flurry when able.

### STATISTICS

**Str** 40, **Dex** 22, **Con** 21, **Int** —, **Wis** 11, **Cha** 5

**Base Atk** +12; **CMB** +35 (+39 grapple); **CMD** 51 (55 vs. trip)

**Feats** Improved Natural Attack

**Skills** Climb +19, **Perception** +4; **Racial Modifiers** +4 Climb, +4 Perception

**SQ** brawler's cunning, martial flexibility 3/day

**Treasure** none

### SPECIAL ABILITIES

**Brawler's Flurry (Ex)** A brawler creature can make a brawler's flurry as a full-attack action. When doing so, a brawler creature has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes or natural weapons. A brawler creature applies its full Strength modifier to its damage rolls for all attacks made with brawler's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A brawler creature can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of brawler's flurry.

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**Fling (Ex)** If a deadly mantis begins its turn with a Large or smaller creature grabbed in its claws, it can, as a standard action, fling that creature up to 30 feet away. Creatures thrown in this way take 3d6 points of damage as if they had fallen from the same distance.

**Knockout (Ex)** Once per day a brawler creature can unleash a devastating attack that can instantly knock a target unconscious. If the brawler creature hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the brawler creature's HD + the higher of the brawler creature's Strength or Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability.

**Martial Flexibility (Ex)** A brawler creature can take a move action to gain the benefit of a combat feat it doesn't possess. This effect lasts for 1 minute. The brawler creature must meet all the feat's prerequisites. It may use this ability 3/day.

**Rending Mandibles (Ex)** If a deadly mantis hits with both claws and successfully grabs a foe, it can make an immediate bite attack against that foe as a secondary attack. This bite attack has a +12 attack bonus and deals 4d6+6 points of damage. In addition to dealing damage, the mantis can tear away the victim's armor as a free action by making a combat maneuver check. If the mantis is successful, the target's armor is ripped from its body. If the target fails a DC 31 Reflex save, the armor subjected to this attack loses half its hit points and gains the broken condition. The save DC is Strength-based.



The living siege engine is a particularly dangerous specimen. Somehow, whether through careful breeding by murderous cultists or natural selection, this insect's claws have grown larger and sharper than most, and, although it has no real intellect of its own, its limbs move instinctively in a combat style more varied and lethal than any other vermin of its type could manage.

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## CAVALIER CREATURE

(CR +2 OR +3)

The cavalier creature charges into battle on a loyal mount, challenging foes to meet its stalwart defenses and mighty blows. Select a cavalier order for the creature when the template is added. In addition to order abilities, the cavalier creature also gains increased accuracy when making charge attacks. A cavalier creature's CR increases by 3 if the creature has 10 or more HD.

**Key Ability:** Strength

**Quick Rules:** +2 on all rolls based on Str; can challenge\* as the cavalier class feature once per day, plus an additional time per day at 10 or more HD; gains the mount\* class feature; gains cavalier's charge\*; gains the abilities of its chosen order\* (using its HD as its cavalier level to determine effect).

**Rebuild Rules:** **Special Attacks** can challenge\* as the cavalier class feature once per day, plus an additional time per day at 10 or more HD; order abilities\* of its chosen cavalier order; cavalier's charge\*; **Special Qualities** mount\* as cavalier class feature; **Ability Scores** +4 Strength.

## KNIGHT OF THE COVEN

*A skeletal figure adorned in gruesome fetishes sits atop a steed of shadow and flame. A terrible scream pierces the night as the mount rears up and prepares to charge.*

**CAVALIER NIGHT HAG**

**CR 12**

XP 19,200

NE Medium outsider (evil, extraplanar)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +16

### DEFENSE

**AC** 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

**hp** 92 (8d10+48)

**Fort** +14, **Ref** +8, **Will** +11

### OFFENSE

**Speed** 30 ft. (40 ft. mounted)

**Melee** longsword +15 (1d8+7) or 2 claws +15 (1d4+7), bite +15 (2d6+7 plus disease)

**Special Attacks** cavalier's charge, dream haunting, staggering assault

### Spell-Like Abilities (CL 8th)

Constant—*detect chaos, detect evil, detect good, detect law, detect magic*

At will—*deep slumber* (DC 16), *invisibility, magic missile, ray of enfeeblement* (DC 14)

At will (with heartstone)—*etherealness, soul bind*

### TACTICS

**Before Combat** The knight of the coven uses her change shape ability to appear as a beautiful maiden on a white horse, or some other image she thinks will appeal to her audience, and tries to bluff her way out of a fight. She tries to avoid direct combat with mortals, preferring to visit their dreams and trap their sleeping souls in gems for trade in extraplanar markets. If the enemies in question directly threaten her coven, however, she wastes no time in charging into battle.

**During Combat** The knight of the coven challenges the foe she perceives as physically strongest and uses cavalier's charge. The hag casts *deep slumber* on as many foes as she can and uses her mounted attacks and spells on the others.

### STATISTICS

**Str** 25, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 17

**Base Atk** +8; **CMB** +13; **CMD** 29

**Feats** Alertness, Combat Casting, Leadership, Mounted Combat

**Skills** Bluff +14, Diplomacy +11, Disguise +14, Intimidate +14, Knowledge (Arcana) +12, Knowledge (planes) +15, Perception +16, Ride +15, Sense Motive +16, Spellcraft +15

**Languages** Abyssal, Celestial, Common, Infernal  
**SQ** change shape (any humanoid, *alter self*), heartstone, mount

**Treasure** heartstone, longsword, other treasure

### SPECIAL ABILITIES

**Challenge (Ex)** As a swift action, a cavalier creature chooses one target within sight to challenge. The cavalier creature's melee attacks deal extra damage whenever the attacks are made against the target of its challenge. The extra damage is equivalent to the cavalier creature's Hit Dice. An order of the seal cavalier creature can make a free bull rush or trip combat maneuver anytime it takes the full-round attack action against the target of its challenge. This free combat maneuver does not provoke an attack of opportunity. The cavalier creature can use this ability 2 times per day. The cavalier creature takes a -2 penalty to its AC, except against the target of her challenge.

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The challenge remains in effect until the target is dead or unconscious or until the combat ends.

**Disease (Su)** *Demon Fever*: Bite—injury; save Fort DC 20; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves. The save DC is Constitution-based.

**Dream Haunting (Su)** A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

**Heartstone (Su)** All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistic blocks above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

**I Shall Not Be Moved (Ex)** A cavalier creature can draw on its dedication to overcome physical weakness. Whenever it does not move more than a 5-foot step, it receives a +2 dodge bonus to her CMD to resist bull rush, overrun, reposition, and trip combat maneuvers until its next turn.

**Keeper (Ex)** The knight of the coven gains a +2 morale bonus on attack rolls when directly defending her coven.

**Staggering Assault (Ex)** A cavalier creature can drive opponents back without giving ground. As a full-round action, a cavalier creature can make a single attack at its highest attack bonus. If the attack hits, the attack does damage as normal, and the cavalier creature may attempt a bull rush combat maneuver against the target. The creature gains a bonus on the bull rush combat maneuver equal to half the amount of damage dealt on the original attack.

## BONDED MOUNT

*A shape of pure darkness outlined in flames gallops forth, a night hag mounted on its back.*

## NIGHTMARE

CR 5

XP 1,600

NE Large outsider (evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +12

## DEFENSE

**AC** 19, touch 11, flat-footed 17(+2 Dex, +8 natural, -1 size)

**hp** 51 (6d10+18)

**Fort** +8, **Ref** +7, **Will** +3

## OFFENSE

**Speed** 40 ft., fly 90 ft. (good)

**Melee** bite +9 (1d4+4), 2 hooves +4 (1d6+2 plus 1d4 fire)

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

## TACTICS

**Before Combat** When given the order by its rider, the nightmare mount uses its smoke ability to cloud the field of battle.

**During Combat** The nightmare mount obeys its master's orders and attacks when it has the opportunity.

## STATISTICS

**Str** 18, **Dex** 15, **Con** 16, **Int** 13, **Wis** 13, **Cha** 12

**Base Atk** +6; **CMB** +11; **CMD** 23 (27 vs. trip)

**Feats** Alertness, Improved Initiative, Run

**Skills** Fly +13, Intimidate +10, Knowledge (planes) +10, Perception +12, Sense Motives +12, Stealth +7, Survival +10

**Languages** Abyssal, Infernal

**Treasure** none

## SPECIAL ABILITIES

**Smoke (Su)** In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 16 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as *obscuring mist* for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.

A knight of the coven trusts her faithful nightmare steed to carry her across the planes on her nocturnal hunt for mortal souls. She is the outrider of her coven, sworn to protect its secret location from prying eyes, and will sacrifice herself rather than allow her sisters' secret lair to be infiltrated.



Bob Casperstein

# SIMPLE CLASS TEMPLATES FOR MONSTERS

## GUNSLINGER CREATURE

(CR +3 OR +4)

Gunslinger creatures wield a weapon deadlier than any bow—the firearm. Gunslinger creatures are skilled with all firearms and may choose to wield either a blunderbuss, musket, or pistol. These creatures gain access to limited gunslinger deeds when using their chosen weapon. A gunslinger creature's CR increases by 4 if the creature has 10 or more HD.

**Key Ability:** Dexterity

**Quick Rules:** +2 to AC while wearing light or no armor and on all rolls based on Dex; gains gunsmith\* as the gunslinger class feature and is proficient with the gun received from that ability; can use the deeds *deadeye\** and *quick clear\** once per day; can reload as a free action once per day. The creature chooses one type of firearm and adds its Dex modifier to damage when attacking with that firearm.

**Rebuild Rules:** **Special Qualities** gunsmith\* as the gunslinger class feature and is proficient with the gun received from that ability; can use the deeds *deadeye\** and *quick clear\** once per day; can reload as a free action once per day; The creature chooses one type of firearm and adds its Dex modifier to damage when attacking with that firearm. **Ability Scores** +4 Dexterity.

## SHADOW SNIPER

*A shadow stirs, and what appears to be a man swathed in black clothing appears. Empty black eyes set in a sliver of bone-white face stare down the barrel of a musket, and everything goes dark.*

### GUNSLINGER DARK STALKER CR 14

XP 38,400

CN Medium humanoid (dark folk)

**Init** +14; **Senses** see in darkness; **Perception** +8

#### DEFENSE

AC 22, touch 16, flat-footed 16 (+2 armor, +6 Dex, +4 natural)

**hp** 97 (15d8+30)

**Fort** +7, **Ref** +15, **Will** +5

**Weaknesses** light blindness

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 short swords +15/+15 (1d6+2 plus poison/19–20)

**Ranged** mwk musket +18 (1d12+6/x4)

**Special Attacks** death throes, sneak attack (+8d6)

**Spell-Like Abilities** (CL 6th)

At will—*deeper darkness*, *detect magic*, *fog cloud*

#### TACTICS

**Before Combat** The shadow sniper casts *deeper darkness*.

**During Combat** The shadow sniper fires its musket from a distance, using the cover of magical darkness to deal sneak attack damage. The shadow sniper reloads as a free action immediately, using *deadeye* and *quick clear* if needed. The creature will continue attacking with its musket until it is out of ammunition or cornered in melee by enemies; it will then drop its musket and attack with its short swords.

#### STATISTICS

**Str** 14, **Dex** 22, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13

**Base Atk** +11; **CMB** +13; **CMD** 29

**Feats** Deadly Aim, Double Slice, Gunsmithing, Improved Initiative, Point Blank Shot, Rapid Reload, Rapid Shot, Skill Focus (Stealth), Snap Shot, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (musket)

**Skills** Climb +12, Perception +10, Sleight of Hand +11, Stealth +21; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

**Languages** Dark Folk, Undercommon

**SQ** *deadeye*, gunsmith, poison use, *quick clear*

**Treasure** black smear (6), black powder (10 doses), firearm bullets (10), gunsmith's kit, leather armor, short swords (2), other treasure

#### SPECIAL ABILITIES

**Deadeye (Ex)** The gunslinger creature can resolve an attack against touch AC instead of normal AC when firing beyond its firearm's first range increment once per day. The creature still takes the –2 penalty on attack rolls for each range increment beyond the first when it performs this deed. The gunslinger creature may perform this deed once per day.

**Death Throes (Su)** When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 8d6 points of damage to all creatures within a 20-foot-radius burst. A DC 19 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

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**Poison Use (Ex)** Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

*Black Smear*—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

**See in Darkness (Su)** A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

**Quick Clear (Ex)** As a standard action, the gunslinger creature can remove the broken condition from a single firearm it is currently wielding, as long as that condition was gained by a firearm misfire. The creature may perform this deed once per day.

**S**hadow snipers are misfits of their underground societies, their penchant for firearms marking them as unusual. Still, these creatures are undeniably powerful among the dark folk, made doubly so by their affinity for black powder. Like all dark stalkers they prefer to dwell in shadowy places, and when they must raid the surface world for black powder and gunsmithing reagents, shadow snipers keep to the cover of night.



# SIMPLE CLASS TEMPLATES FOR MONSTERS

## HUNTER CREATURE

(CR +1, +2, OR +3)

Often animal trainers for their monstrous tribes, hunter creatures blend a connection to the raw fury of nature with martial prowess. Hunter creatures can cast a small number of hunter spells and imbue themselves with the aspect of an animal, gaining combat, defensive, or skill bonuses. A hunter creature's CR increases by 2 if it has 9 or more HD, and by 3 if it has 13 or more HD.

**Key Ability:** Wisdom

**Quick Rules:** +2 to AC and on all rolls based on Dex and Wis; can use animal focus\* 1/day for a number of minutes equal to the creature's HD; can cast a small number of hunter spells (see Table 1:4 - Hunter Spell Slots, below) using its HD as its CL; woodland stride\*.

**Rebuild Rules:** **Special Abilities** animal focus\* 1/day (for a number of minutes equal to its HD); **Hunter Spells** can cast a small number of hunter spells (see Table 1:4 - Hunter Spell Slots, below) using its HD as its CL; **Ability Scores** +4 Dexterity and Wisdom; **SQ** woodland stride\*.

**TABLE 1:4 - HUNTER SPELL SLOTS**

HD	0	1st	2nd	3rd	4th	5th	6th
1-4	2	2	—	—	—	—	—
5-8	2	2	1	—	—	—	—
9-12	†	2	2	1	—	—	—
13-16	†	†	2	2	1	—	—
17-20	†	†	†	2	2	1	—
21+	†	†	†	†	2	2	1

**Animal Companion:** Choose a creature from the list of a summon nature's ally spell. The spell must have a level no higher than 1/2 the creature's CR. Treat the companion as an additional creature in the encounter, awarding XP for defeating it as if it was not an animal companion.

## GLADE WARDEN

*A stunningly beautiful, elven woman stands completely naked save for the flowering vines curled around her body and the bow clutched in her hand.*

## HUNTER NYMPH

**CR 10**

XP 9,600

CG Medium fey

**Init** +7; **Senses** low-light vision; **Perception** +16

**Aura** blinding beauty (30 ft., DC 21)

### DEFENSE

**AC** 27, touch 27, flat-footed 21 (+7 deflection, +9 Dex, +1 dodge)

**hp** 60 (8d6+32)

**Fort** +13, **Ref** +22, **Will** +18

**DR** 10/cold iron

### OFFENSE

**Speed** 30 ft., swim 20 ft.

**Melee** mwk dagger +14 (1d4/19-20)

**Ranged** shortbow +14 (1d6/x3)

**Special Attacks** stunning glance

**Spell-Like Abilities** (CL 8th; concentration +18)

1/day—*dimension door*

**Spells Prepared** (CL 8th; concentration +18)

4th—*summon nature's ally IV*

3rd—*call lightning* (DC 16), *cure moderate wounds*, *water breathing*

2nd—*barkskin*, *flame blade*, *resist energy*, *tree shape*

1st—*charm animal* (DC 14), *endure elements*, *entangle* (DC 14), *obscuring mist*, *produce flame*

0—*detect magic*, *guidance*, *light*, *stabilize*

### TACTICS

**During Combat** The glade warden uses her animal focus: tiger ability to gain a +4 enhancement bonus to Dexterity. She attacks with spell and bow and orders her animal companion to guard her tree.

**Base Statistics** Without animal focus: tiger the glade warden's statistics are **Init** +5; **AC** 25, touch 25, flat-footed 19; **Ref** +20; **Melee** mwk dagger +12 (1d4/19-20); **Ranged** shortbow +12 (1d6/x3); **Dex** 25

### STATISTICS

**Str** 10, **Dex** 29, **Con** 18, **Int** 16, **Wis** 21, **Cha** 25

**Base Atk** +4; **CMB** +9; **CMD** 29

**Feats** Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse

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**Skills** Diplomacy +18, Escape Artist +18, Handle Animal +15, Heal +13, Knowledge (nature) +14, Perception +16, Sense Motive +16, Stealth +18, Swim +19

**Languages** Common, Sylvan

**SQ** animal focus (1/day, 8 minutes), inspiration, unearthly grace, wild empathy +21, woodland stride

**Treasure** dagger, shortbow, other treasure

## SPECIAL ABILITIES

**Animal Focus (Su)** A hunter creature can take on the aspect of an animal as a swift action.

**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 21 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 21 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

**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.

**Wild Empathy (Su)** This works like the druid's wild empathy class feature, except the nymph has a +6 racial bonus on the check. The nymph's effective druid level is equal to her HD for determining her total modifier to the check.

## ANIMAL COMPANION

*A fierce, black canine with dagger-like fangs sits obediently at the feet of the nymph.*

### DIRE WOLF

CR 3

XP 800

N Large animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +10

### DEFENSE

**AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

**hp** 37 (5d8+15)

**Fort** +7, **Ref** +6, **Will** +2

### OFFENSE

**Speed** 50 ft.

**Melee** bite +7 (1d8+6 plus trip)

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

### STATISTICS

**Str** 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)

**Feats** Run, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Perception +10, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

A glade warden patrols her forest with her loyal animal companion, hunting for intruders who would harm the plants and animals there. Glade wardens are often helpful to druids, rangers, and others who work to preserve nature's delicate balance. Those who would destroy forests, dam streams, and needlessly slay animals face the wrath of the glade warden.



# SIMPLE CLASS TEMPLATES FOR MONSTERS

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## INQUISITOR CREATURE

(CR +2 OR +3)

An inquisitor creature strikes as the angry hand of its god, doing its deity's will with zeal and fervor. Inquisitor creatures are regarded with respect and fear in their communities, as they do not shy away from using methods unthinkable to a cleric or paladin. An inquisitor creature's CR increases by 3 if the creature has 5 or more HD. An inquisitor creature must worship a deity (which must be determined when the template is added) and its alignment must be within one step of that deity's.

**Key Ability:** Wisdom

**Quick Rules:** +2 on all rolls based on Wis; gains monster lore\*; gains a bonus teamwork feat and an additional teamwork feat for every 4 HD (to a maximum of 10 feats); gains solo tactics\*; can activate a judgment\* of its choice once per day; if the creature has 5 or more HD it gains bane\* (lasting a number of rounds per day equal to the creature's HD); can cast a small number of inquisitor spells (see Table 1:5 - Inquisitor Spells Known, below) using its HD as its CL and gaining two spell slots of each level for every level of spells known.

**Rebuild Rules:** **Special Attacks** judgment\* once per day; if the creature has 5 or more HD it gains bane\* (lasting a number of rounds per day equal to its HD); **Special Abilities** solo tactics\*; monster lore\*; **Inquisitor Spells** can cast a small number of inquisitor spells (see Table 1:5 - Inquisitor Spells Known, below) using its HD as its CL and gaining two spell slots of each level for every level of spell known; **Ability Scores** +4 Wisdom; **Feats** The creature gains a bonus teamwork feat and an additional teamwork feat for every 4 HD (to a maximum of 10 feats from this ability).

**TABLE 1:5**  
**INQUISITOR SPELLS KNOWN**

HD	0	1st	2nd	3rd	4th	5th	6th
1-4	2	1	—	—	—	—	—
5-8	2	2	1	—	—	—	—
9-12	†	2	2	1	—	—	—
13-16	†	†	2	2	1	—	—
17-20	†	†	†	2	2	1	—
21+	†	†	†	†	2	2	1

## ACCURSED INTERROGATOR

*This perverse form, the torso and head of a human woman attached to the body of a lion, springs out of hiding to attack.*

### INQUISITOR LAMIA

CR 11

XP 12,800

CE Large monstrous humanoid

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

**Perception** +18

### DEFENSE

**AC** 22, touch 15, flat-footed 18 (+3 Dex, +1 dodge, +7 natural, +2 shield, -1 size)

**hp** 75 (10d10+20)

**Fort** +7, **Ref** +10, **Will** +14

### Defensive Abilities

### OFFENSE

**Speed** 60 ft.

**Melee** +1 dagger +14/+9 (1d4+4 plus 1d6 fire/19-20), touch +8 (1d4 Wisdom drain), 2 claws +8 (1d4+2)

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

**Special Attacks** bane (10 rounds/day), judgment (1/day), Wisdom drain

**Spell-Like Abilities** (CL 10th)

At will—*disguise self*, *ventriloquism*

3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14)

1/day—*deep slumber* (DC 14)

**Inquisitor Spells Prepared** (CL 10th; concentration +15)

3rd—*inflict serious wounds* (DC 18)

2nd—*death knell*, *flames of the faithful*

1st—*shield of faith*, *true strike*

### TACTICS

**Before Combat** The accursed interrogator casts *shield of faith* on herself and *flames of the faithful* on her weapon. If she has time, she casts *mirror image*.

**During Combat** The accursed interrogator uses her monster lore ability to learn about her foes and activates bane. Once she takes damage, the lamia activates judgment of healing (*fast healing* 3). She uses the feat Broken Wing Gambit to take attacks

# SIMPLE CLASS TEMPLATES FOR MONSTERS

of opportunity on her foes as they attack her and Paired Opportunists to gain a +4 bonus to those attacks. If an enemy falls unconscious, she casts *death knell*.

**Base Statistics** Without *shield of faith* and *flames of the faithful* the accursed interrogator's statistics are AC 20, touch 13, flat-footed 16; **Melee** +1 dagger +14/+9 (1d4+4/19–20)

## STATISTICS

**Str** 18, **Dex** 16, **Con** 14, **Int** 13, **Wis** 21, **Cha** 13  
**Base Atk** +10; **CMB** +17; **CMD** 31 (35 vs. trip)  
**Feats** Broken Wing Gambit, Dodge, Greater Fortitude, Iron Will, Mobility, Paired Opportunists, Spring Attack  
**Skills** Bluff +9, Diplomacy +4, Disguise +6, Intimidate +10, Knowledge (Religion) +4, Perception +15, Stealth +15, Survival +12; **Racial Modifiers** +4 Bluff, +4 Stealth  
**Languages** Abyssal, Common  
**SQ** monster lore, solo tactics, undersized weapons

**Treasure** double (+1 dagger, other treasure)

## SPECIAL ABILITIES

**Bane (Su)** An inquisitor creature can imbue one of its weapons with the bane weapon special ability as a swift action. It must select one creature type when it uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the inquisitor creature wields the weapon. This ability lasts for a number of rounds per day equal to the inquisitor creature's HD. These rounds do not need to be consecutive.

**Undersized Weapons (Ex)** Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).

**Wisdom Drain (Su)** A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to charm monster and suggestion.

A cursed interrogators serve monstrous gods or follow the whims of powerful lamia matriarchs who claim to be avatars of the divine. Accursed interrogators are zealots, but they do not lead the faithful into battle or heal the sick. Instead, they infiltrate organizations and societies or hunt down individuals who have angered their tribe. Most importantly, these lamias bear a fierce hatred for all who do not share their curse, and take pleasure in destroying other humanoids in particular.



# THE GENIUS GUIDE TO

## INVESTIGATOR CREATURE (CR +2 OR +3)

For an investigator creature, knowledge truly is power. Hours of research give it the ability to deal extra damage to its foes, as well as the use of alchemical extracts that act as spells. Investigator creatures also gain investigator talents if they have 10 or more Hit Dice. An investigator creature's CR increases by 3 if the creature has 10 or more HD.

**Key Ability:** Intelligence

**Quick Rules:** +2 to AC and on all rolls based on Dex and Int; gains studied strike\* (1d6 damage dice with an additional 1d6 at 4 HD and every 2 HD beyond 4 [maximum 9d6 at 20 HD]); gains a small number of investigator extracts (see Table 1:6 - Investigator Extracts Per Day, below); gains studied combat\* using its HD as its investigator level to determine the effect; if the creature has 10 or more HD it also gains two investigator talents\*.



**Rebuild Rules:** **Special Attacks** studied strike\* (1d6 damage dice with an additional 1d6 at 4 HD and every 2 HD beyond 4 [maximum 9d6 at 20 HD]); studied combat\* using its HD as its investigator level to determine the effect **Investigator Extracts** gains a small number of investigator extracts (see Table 1:6 - Investigator Extracts Per Day, below) using its HD as CL; **Special Qualities** if the creature has 10 or more HD it gains two investigator talents\*; **Ability Scores** +4 Dexterity and Intelligence.

**TABLE 1:6 — INVESTIGATOR EXTRACTS PER DAY**

HD	1st	2nd	3rd	4th	5th	6th
1–4	2	—	—	—	—	—
5–8	2	1	—	—	—	—
9–12	2	2	1	—	—	—
13–16	†	2	2	1	—	—
17–20	†	†	2	2	1	—
21+	†	†	†	2	2	1

## ALIEN HUNTRESS

*This half-human, half-insect creature wields an array of weapons in addition to its razor-sharp claws and dripping mandibles.*

**INVESTIGATOR XILL**

**CR 10**

XP 9,600

LE Medium outsider (evil, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +13

### DEFENSE

AC 25, touch 18, flat-footed 21 (+6 Dex, +5 natural, +4 shield)

hp 67 (9d10+18)

Fort +8, Ref +12, Will +6

SR 17

### OFFENSE

Speed 40 ft.

**Melee** short swords +13/+13/+8 (1d6+3/19–20), claw +13 (1d4+3 plus grab), bite +7 (1d3+1 plus paralysis), or 4 claws +13 (1d4+3 plus grab), bite +12 (1d3+3 plus paralysis)

**Ranged** 2 longbows +15 (1d8/x3)

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**Special Attacks** blinding strike, implant, paralysis (1d4 hours, DC 16), studied strike (4d6)

**Investigator Extracts Prepared** (CL 9th; concentration +13)

3rd—*haste*

2nd—*firebreath, invisibility* (DC 16)

1st—*longshot, shield*

## TACTICS

**Before Combat** The alien huntress casts *shield* on herself.

**During Combat** The alien huntress studied a target as a swift action, granting her studied strike against that target. She then attacks with her ranged weapons and extracts, only switching to melee when forced by proximity.

**Base Statistics** Without *shield*, the alien huntress's statistics are AC 23, touch 16, flat-footed 19 (+6 Dex, +5 natural, +2 shield)

## STATISTICS

**Str** 17, **Dex** 22, **Con** 14, **Int** 19, **Wis** 12, **Cha** 11

**Base Atk** +9; **CMB** +12 (+16 grapple); **CMD** 28

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw, short sword)

**Skills** Acrobatics +18, Bluff +13, Intimidate +12, Knowledge (arcana) +16, Knowledge (planes) +16, Perception +13, Sense Motive +13, Stealth +16

**Languages** Common, Infernal

**SQ** multiweapon mastery, planewalk, quick study, studied combat

**Treasure** heavy steel shield, 2 short swords, 2 longbows with 40 arrows, other treasure

## SPECIAL ABILITIES

**Blinding Strike (Ex)** When the investigator creature deals damage with studied strike, the opponent must succeed at a Fortitude saving throw or be permanently blinded. A successful saving throw reduces this to dazzled for 1d4 rounds (DC 18).

**Implant (Ex)** As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A remove disease spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks

(each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

**Multiweapon Mastery (Ex)** A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

**Planewalk (Su)** A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

**Quick Study (Ex)** An investigator creature can use its studied combat ability as swift action instead of a standard action.

**Studied Combat (Ex)** With a keen eye and calculating mind, an investigator creature can assess the mettle of its opponent to take advantage of gaps in talent and training. An investigator creature can use a move action to study a single enemy that it can see. Upon doing so, it adds 1/2 its HD as an insight bonus on melee attack rolls and as a bonus on damage rolls against the creature. This effect lasts for a number of rounds equal to its Intelligence modifier (minimum 1) or until it deals damage with a studied strike, whichever comes first. The bonus on damage rolls is precision damage, and is not multiplied on a critical hit.

**Studied Strike (Ex)** An investigator creature can choose to make a studied strike against the target of its studied combat as a free action, upon successfully hitting its studied target with a melee attack, to deal additional damage. The damage of studied strike is precision damage and is not multiplied on a critical hit; creatures that are immune to sneak attacks are also immune to studied strike.

Alien huntresses study their prey with a cold, calculating intelligence superior to that of their sister xills. These rare few have realized that more knowledge of a potential incubator means greater success for their eggs. Alien huntresses are armed not only with the power of intellect and observation; their basic understanding of alchemy allows them to use extracts to subdue their eggs' future hosts.

# THE GENIUS GUIDE TO

## MAGUS CREATURE

(CR +2 OR +3)

A magus creature is skilled with both spell and sword, gaining spell combat and spellstrike. It also gains some magus spells. A magus creature's CR increases by 3 if the creature has 10 or more HD.

**Key Ability:** Intelligence

**Quick Rules:** +2 on all rolls based on Str and Int; gains spell combat\* (if the creature has 10 or more HD it gains improved spell combat\*); gains spellstrike\*; can cast a small number of magus spells (see Table 1:7 - Magus Spells Slots, below) using its HD as its CL.

**Rebuild Rules:** **Special Attacks** spellstrike\*; **Special Abilities** spell combat\* (if the creature has 10 or more HD it gains improved spell combat\*); **Magus Spells** can cast a small number of magus spells (see Table 1:7 - Magus Spells Slots, below) using its HD as its CL; **Ability Scores** +4 Strength and Intelligence.

TABLE 1:7 - MAGUS SPELL SLOTS

HD	0	1st	2nd	3rd	4th	5th	6th
1-4	2	2	—	—	—	—	—
5-8	2	2	1	—	—	—	—
9-12	†	2	2	1	—	—	—
13-16	†	†	2	2	1	—	—
17-20	†	†	†	2	2	1	—
21+	†	†	†	†	2	2	1

## FLAMEBLADE DERVISH

*This muscular, blood-red giant with eyes like coals slashes deftly with a falchion wreathed in flame.*

**MAGUS EFREETI**

**CR 11**

XP 12,800

LE Large outsider (extraplanar, fire)

**Init** +7; **Senses** darkvision 60 ft., *detect magic*; **Perception** +15

### DEFENSE

**AC** 23, **touch** 15, flat-footed 19 (+3 Dex, +1 dodge, +8 natural, +2 shield, -1 size)

**hp** 95 (10d10+40)

**Fort** +7, **Ref** +10, **Will** +9

**Immune** fire; **Vulnerability** cold

### OFFENSE

**Speed** 20 ft., fly 40 ft. (perfect)

**Melee** 2 slams +17 (1d8+8 plus 1d6 fire) or mwk falchion +18/+13 (2d6+11 plus spell/18-20)

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

**Special Attacks** change size, heat, spell strike

**Spell-Like Abilities** (CL 11th)

Constant—*detect magic*

At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*invisibility*, *quicken scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18)

**Magus Spells Prepared** (CL 10th; concentration +13)

3rd—*fireball* (DC 16)

2nd—*fire breath*, *flaming sphere* (DC 15)

1st—*burning hands*, *shield* (DC 14)

### TACTICS

**Before Combat** The flameblade dervish casts *shield* on itself.

**During Combat** The flame blade dervish casts *scorching ray* before closing to melee range. The efreeti then attacks with its falchion using the spellstrike ability to deliver spells.

**Base Statistics** Without *shield*, the flame blade dervish's statistics are AC 21, touch 13, flat-footed 17

### STATISTICS

**Str** 27, **Dex** 17, **Con** 18, **Int** 16, **Wis** 14, **Cha** 15

**Base Atk** +10; **CMB** +19; **CMD** 33

**Feats** Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (scorching ray)

**Skills** Bluff +19, Craft (any one) +14, Disguise +10, Fly +13, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8

**Languages** Auran, Aquan, Common, Ignan, Terran, telepathy 100 ft.

**SQ** change shape (humanoid or giant, *alter self* or *giant form I*), improved spell combat

**Treasure standard** (mwk falchion, other gear)

## SIMPLE CLASS TEMPLATES FOR MONSTERS

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### SPECIAL ABILITIES

**Change Size (Sp)** Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

**Heat (Ex)** An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

A flameblade dervish can channel potent fire magic through its falchion. Flameblade dervishes prefer to fight mortals rather than make deals with them, and have tempers just as hot as the flames that drip from their weapons.

*Bob Grayson*

# THE GENIUS GUIDE TO

## NINJA CREATURE (CR +1 OR +2)

A ninja creature is skilled in the arts of combat, expertly using poison and sneak attack to surprise its enemies. A ninja creature also gains defensive abilities and ninja tricks if it has 10 or more Hit Dice. A ninja creature's CR increases by 2 if the creature has 10 or more HD.

**Key Ability:** Dexterity

**Quick Rules:** +2 to AC and on all rolls based on Dex; gains sneak attack\* with a number of sneak attack dice equal to 1/2 its HD (maximum 10D6 at 20 HD); gains poison use\* as the ninja class feature and uncanny dodge\* (if the creature has 10 or more HD, it also gains improved uncanny dodge\* and two ninja tricks\*).

**Rebuild Rules:** **Defensive abilities** uncanny dodge\* (improved uncanny dodge\* if the creature has 10 or more HD); **Special Attacks** sneak attack\* (with a number of sneak attack dice equal to 1/2 the creature's HD, to a maximum of 10d6 at 20 HD), poison use\* as the ninja class feature; **Special Qualities** if the creature has 10 or more HD, it gains two ninja tricks\*; **Ability Scores** +4 Dexterity.

## FERAL ASSASSIN

*A graceful warrior with a tiger's face poises to strike, double kukris smeared with a suspicious black substance.*

### NINJA RAKSHASA

CR 12

XP 19,200

LE Medium outsider (native, shapeshanger)

Init +11; Senses darkvision 60 ft.; Perception +14

### DEFENSE

AC 27, touch 18, flat-footed 19 (+7 Dex, +1 dodge, +9 natural)

hp 115 (10d10+60)

Fort +9, Ref +14, Will +8

DR 15/good and piercing; SR 25

**Defensive Abilities** improved uncanny dodge

### OFFENSE

Speed 40 ft.

**Melee** +1 kukri +18/+13 (1d4+3 plus poison/15–20), claw +12 (1d4+1), bite +12 (1d6+1)

**Special Attacks** bleeding attack (5), detect thoughts, sneak attack (+5d6), vanishing trick

**Spells Known** (CL 7th)

3rd (5/day)—*lightning bolt* (DC 16), *suggestion* (DC 16)

2nd (7/day)—*acid arrow*, *invisibility*, *minor image*

1st (7/day)—*charm person* (DC 14), *mage armor*, *magic missile*, *shield*, *silent image*

0—*dancing lights*, *detect magic*, *ghost sound*, *dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *mending*, *message*, *prestidigitation*

### TACTICS

**Before Combat** The feral assassin casts *invisibility* on itself and applies poison to its +1 kukris. It may also use spells such as *ghost sound* or *minor image* to confuse enemies.

**During Combat** The feral assassin tries to surprise enemies or get into flank if it has allies. After the first round of combat, it uses vanishing trick or *invisibility* to take advantage of sneak attack. A feral assassin prefers to attack with its poisoned kukris, but will use spells to control the field of battle if its foes prove too powerful.

### STATISTICS

Str 16, Dex 20, Con 22, Int 13, Wis 13, Cha 17

Base Atk +10; CMB +13; CMD 31

**Feats** Combat Expertise, Dodge, Improved Critical (kukri), Improved Initiative, Weapon Finesse

**Skills** Bluff +20, Diplomacy +16, Disguise +24, Perception +14, Perform +16, Sense Motive +14, Stealth +18; **Racial Modifiers** +4 Bluff, +8 Disguise

**Languages** Common, Infernal, Undercommon

**SQ** change shape (any humanoid, *alter self*), poison use  
**Treasure** double (+1 kukri), black lotus extract (6), other treasure

### SPECIAL ABILITIES

**Bleeding Attack (Ex)** A ninja creature with this trick can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the ninja creature's sneak attack. Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any DR the creature might possess.

## SIMPLE CLASS TEMPLATES FOR MONSTERS

**Detect Thoughts (Su)** A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa 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 DC 18 Will save. The save DC is Charisma-based.

**Poison Use (Ex)** Ninja creatures are skilled in the use of poison and never risk accidentally poisoning themselves. Ninja rakshasas generally use black lotus extract on their weapons and carry six doses on them.

*Black Lotus Extract*—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d6 Con damage; cure 2 consecutive saves. The poison DC is Constitution-based.

**Vanishing Trick (Su)** As a swift action, the ninja creature can disappear for 1 round per level. This ability functions as *invisibility*.

Feral assassins infiltrate and seek to influence societies from within, either as highly paid professional killers or self-motivated agents of destruction. These creatures possess the inherent abilities of their race to read thoughts and cast certain spells, and they do not hesitate to use these talents to their advantage. Feral assassins prefer, however, to employ martial skill in a deadly dance guaranteed to challenge any who would stand against them.



# THE GENIUS GUIDE TO

## ORACLE CREATURE

(CR +2 OR +3)

While some elect to walk the path of devotion, an oracle creature is chosen to wield divine power. The nature of an oracle creature's gift can take many forms, allowing it to become a bastion of healing energy or a weaver of destructive spells. An oracle creature has limited access to revelations associated with its chosen mystery. Select a mystery when the template is added. An oracle creature's CR increases by 2 if the creature has 7 or more HD, and it increases by 3 if the creature has 13 or more HD.

**Key Ability:** Charisma

**Quick Rules:** +2 on all rolls based on Cha; can use a revelation\* of its chosen mystery\* once per day (using HD - 2 as its oracle level to determine the effect and DC, minimum 1); can cast a small number of oracle spells (see Table 1:8 - Oracle Spell Slots, below) using its HD as its CL.

**Rebuild Rules:** **Special Abilities** revelation\* once per day (using HD - 2 as its oracle level to determine the effect and DC, minimum 1); **Oracle Spells** can cast a small number of oracle spells (see Table 1:8 - Oracle Spell Slots, below) using its HD as its CL; **Ability Scores** +4 Charisma.

## WINDCALLER

*A feral woman stirs up a gust of wind with her feathered wings, lightning crackling in her dirty, tangled hair.*

TABLE 1:8 - ORACLE SPELL SLOTS

HD	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1-3	2	1								
4-6	2	2	1							
7-9	†	2	2	1						
10-12	†	†	2	2	1					
13-15	†	†	†	2	2	1				
16-18	†	†	†	†	2	2	1			
19-21	†	†	†	†	†	2	2	1		
22-24	†	†	†	†	†	†	2	2	1	
25+	†	†	†	†	†	†	†	2	2	1

## ORACLE HARPY

CR 13

XP 25,600

CE Medium monstrous humanoid

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +7

### DEFENSE

**AC** 18, touch 15, flat-footed 15 (+2 armor, +2 Dex, +3 dodge, +1 natural, +2)

**hp** 71 (13d10)

**Fort** +4, **Ref** +12, **Will** +9

### OFFENSE

**Speed** 20 ft., fly 80 ft. (average)

**Melee** mwk morningstar +16/+11/+6 (1d8+1), 2 talons +6 (1d6)

**Special Attacks** captivating song, lightning breath (11d4 electricity, DC 20)

**Oracle Spells Prepared** (CL 13th; concentration +19)

5th—*flamestrike* (DC 21)

4th—*blessing of fervor*, *greater infernal healing*

3rd—*blindness/deafness*, *prayer* (DC 19)

### TACTICS

**Before Combat** The windcaller casts *prayer* and *blessing of fervor* on her allies if she has time to prepare. She chooses the +2 to attack rolls, AC, and Reflex saves benefit of *blessing of fervor*.

**During Combat** The windcaller calls upon her lightning breath revelation and uses her spells to empower and heal her allies. If she runs out of spells, she flyby attacks enemies with her morningstar and claws.

**Base Statistics** Without *blessing of fervor*, the windcaller's statistics are **AC** 16, touch 13, flat-footed 13; **Melee** mwk morningstar +14/+9/+4 (1d8+1), 2 talons +4 (1d6); **Ref** +10

### STATISTICS

**Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 22

**Base Atk** +13; **CMB** +14; **CMD** 27

**Feats** Combat Casting, Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)

**Skills** Bluff +10, Fly +15, Intimidate +9, Perception +9, Perform (song) +9

**Languages** Common

**Treasure** leather armor, mwk morningstar, other treasure

## SIMPLE CLASS TEMPLATES FOR MONSTERS

### SPECIAL ABILITIES

**Captivating Song (Su)** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the

harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

**Lightning Breath (Su):** As a standard action, the oracle creature can breathe a 30-foot line of electricity. This line deals 1d4 points of electricity damage per HD – 2. A DC 20 Reflex save halves this damage. The oracle creature can use this revelation once per day.

Windcallers are highly respected members of their tribes, serving as seers, healers, and leaders. Windcallers are only one type of oracle found in harpy tribes. Oracle harpies are often associated with wind and nature mysteries, but since an oracle does not choose the force that bestows gifts upon her, an oracle harpy can demonstrate the power of any mystery.



# THE GENIUS GUIDE TO

## SAMURAI CREATURE

(CR +2 OR +3)

A samurai creature is an honorable warrior bound to an order that grants martial knowledge and power. Samurai creatures choose an order when the template is added. Samurai creatures also gain the service of a mount, are able to challenge their foes, and have limited use of resolve abilities. A samurai creature's CR increases by 3 if the creature has 10 or more HD.

**Key Ability:** Strength

**Quick Rules:** +2 on all rolls based on Str; can challenge\* as the samurai class feature once per day, plus an additional time per day at 10 or more HD; gains the mount\* class feature; gains the use of a resolve ability\* of its choice once per day and an additional time per day at 10 or more HD; also gains the abilities of its chosen order\* (using its HD as its samurai level to determine effect).

**Rebuild Rules:** **Defensive Abilities** resolve\* (once per day plus an additional time per day at 10 or more HD); **Special Attacks** can challenge\* as the samurai class feature once per day, plus an additional time per day at 10 or more HD; order abilities\* of its chosen samurai or cavalier order; **Special Qualities** mount\* as samurai class feature; **Ability Scores** +4 Strength.

## FELLSWORN WARRIOR

*This blue-skinned, three-eyed giant is mounted astride an enormous creature with thick, leathery hide and a single wicked horn.*

**SAMURAI ICE YAI**

**CR 16**

XP 76,800

LE Large outsider (cold, oni, giant, native, shapechanger)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

### DEFENSE

**AC** 27, touch 12, flat-footed 24 (+4 armor, +2 Dex, +1 dodge, +11 natural, -1 size)

**hp** 200 (16d10+112); regeneration 5 (fire or acid)

**Fort** +17, **Ref** +7, **Will** +12

**Defensive Abilities** resolve (2/day)

### OFFENSE

**Speed** 50 ft., fly 60 ft. (good)

**Melee** 4 slams +26 (2d8+11)

**Ranged** icy missile +17 touch (4d6 cold)

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

**Special Attacks** challenge (2/day, +16), staggering strikes

**Spell-Like Abilities** (CL 18th; concentration +22)

Constant—*fly, mage armor*

At will—*darkness, invisibility* (self only)

3/day—*charm monster* (DC 18), *cone of cold* (DC 19), *deep slumber* (DC 17), *gaseous form* (self only)

1/day—*polar ray, solid fog*

### TACTICS

**During Combat** The fellsworn warrior challenges a foe and charges into battle on its mount.

### STATISTICS

**Str** 31, **Dex** 14, **Con** 25, **Int** 12, **Wis** 15, **Cha** 18

**Base Atk** +16; **CMB** +28; **CMD** 41

**Feats** Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack, Spring Attack, Vital Strike

**Skills** Bluff +23, Disguise +14, Fly +25, Intimidate +23, Knowledge (arcana) +11, Perception +22, Ride +17, Sense Motive +13, Stealth +17 (+21 in snow), Use Magic Device +14; **Racial Modifiers** +4 Stealth in snow

**Languages** Common, Giant

**SQ** change shape (Medium or Large humanoid; *alter self* or *giant form I*), mount

**Treasure** standard

### SPECIAL ABILITIES

**Challenge (Ex)** Once per day, a samurai creature can challenge a foe to combat. As a swift action, the samurai creature chooses one target within sight to challenge. The samurai creature's melee attacks deal extra damage when made against the target of its challenge. This extra damage is equal to the samurai creature's HD. The samurai creature also gains DR 6/— against the target of its challenge. The samurai creature can use this ability once per day, plus one additional time per day if it has 10 or more HD. Challenging a foe requires much of the samurai creature's concentration. The samurai takes a -2 penalty to its Armor Class, except against

# SIMPLE CLASS TEMPLATES FOR MONSTERS

attacks made by the target of its challenge. The challenge remains in effect until the target is dead or unconscious, or until the combat ends.

**Honor in All Things (Ex):** The order of the warrior samurai creature draws strength from its sense of honor. Whenever the samurai creature makes a skill check or saving throw, it can call upon its honor as a free action to grant it a +4 morale bonus on the roll. It can use this ability once per day at 2 HD, plus one additional time per day for every four HD beyond 2 HD (maximum of five times per day at 18 HD).

**Icy Missile (Su)** As a swift action, the ice yai can fire a dart of ice from its third eye. This dart is a ranged touch attack (+20 attack bonus), dealing 4d6 points of cold damage on a hit. This attack has a range of 180 feet with no range increment.

**Resolve (Ex):** The samurai creature gains resolve that it can call upon to endure even the most devastating wounds and afflictions. It can use this ability twice per day if it has 1- or more HD.

**Determined:** As a standard action, the samurai creature can spend one use of its resolve to remove the fatigued, shaken, or sickened condition. If the samurai creature has at least 8 HD, it can alternatively remove the exhausted, frightened, nauseated, or staggered condition. If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns.

**Resolute:** Whenever the samurai creature is required to make a Fortitude or Will save, it can spend one use of its resolve as an immediate action to roll twice and take the better result. It must decide to use this ability before it rolls the saving throw.

**Unstoppable:** When the samurai creature is reduced to fewer than 0 hit points but not slain, it can spend one use of its resolve as an immediate action to instantly stabilize and remain conscious. It is staggered, but it does not fall unconscious and begin dying if it takes a standard action. It does fall unconscious if it takes additional damage from any source.

**Staggering Strikes (Ex)** An ice yai can strike twice per round with its two slam attacks. A creature struck by more than two of these slam attacks in a round must make a DC 27 Fortitude save or be staggered for 1 round. The save DC is Strength-based.

**Strike True (Ex):** The order of the warrior samurai creature can use its years of training and focus to make the perfect strike. When it uses this ability, the samurai creature makes an attack as normal. If the attack hits, it is a critical threat. The samurai creature must roll to confirm the critical as normal. The attack deals the maximum amount of damage, although additional dice from weapon qualities, sneak attack, and additional dice from a critical hit are rolled normally. The damage from this attack ignores any damage reduction the target might have and also causes the target to become blinded, deafened, sickened, or staggered for 1d4 rounds (the samurai creature's choice). Making this attack is a standard action. The samurai creature can use this ability once per day.

**Way of the Samurai (Ex):** The order of the warrior samurai creature's sense of honor and loyalty drives it to accomplish seemingly impossible tasks. The samurai creature can, as a standard action, focus its mind and will. Once during the next minute, it can choose to roll an attack roll, skill check, or saving throw three times and take the best result. It must decide to use this ability before the roll is made. Using this ability expends one daily use of its resolve.

## MOUNT

*This massive gray animal appears similar to a rhinoceros but has a strange, broad, two-pronged nose horn.*

### BRONTOTHERIUM

CR 8

XP 4,800

N Huge animal

**Init** +0; **Senses** low-light vision, scent; **Perception** +20

### DEFENSE

**AC** 17, touch 8, flat-footed 17 (+9 natural, -2 size)

**hp** 115 (11d8+55 plus 11)

**Fort** +14, **Ref** +7, **Will** +6

### OFFENSE

**Speed** 40 ft.

**Melee** gore +15 (2d6+13)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** powerful charge (gore, 4d8+24), trample (1d8+13, DC 24)

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## STATISTICS

**Str** 29, **Dex** 10, **Con** 21, **Int** 2,  
**Wis** 13, **Cha** 2

**Base Atk** +8; **CMB** +19; **CMD**  
29 (33 vs. trip)

**Feats** Endurance, Great  
Fortitude, Iron Will,  
Power Attack, Skill Focus  
(Perception), Toughness

**Skills** Perception +20, Swim +13

While most oni seek to spread chaos wherever they go, a fellsworn warrior proves its martial prowess in orderly, honorable combat. Fellsworn warriors still delight in suffering and destruction, but are proud creatures who take special pleasure in defeating the heroes of the material plane in single combat. Other oni see fellsworn warriors as traitors to their kind, and fellsworn warriors are almost always encountered alone for this reason.

# SIMPLE CLASS TEMPLATES FOR MONSTERS

## SHAMAN CREATURE (CR +1, +2, OR +3)

A shaman creature relies on a divine spirit to grant it mighty spells and hexes, and is revered within its community for this ability. Select a spirit and spirit animal for the shaman creature when the template is added. A shaman creature's CR increases by 2 if the creature has 7 or more HD, and increases by 3 if it has 13 or more HD.

**Key Ability:** Wisdom

**Quick Rules:** +2 on all rolls based on Wis; gains the spirit spells\* of its chosen spirit\* (using HD - 2 as its shaman level to determine the effect and DC [minimum 1]); gains a hex\* and one additional hex for every 5 HD the creature possesses; can cast a small number of shaman spells (see Table 1:9 - Shaman Spell Slots, below) using its HD as its CL; can select a spirit animal\* from the list of wizard familiars in either the Pathfinder RPG Core Rulebook or Ultimate Magic.

**Rebuild Rules:** **Special Attacks** hex\* (creature gains a hex and one additional hex for every 5 HD the creature possesses, spirit spells\* (using its HD - 2 as its shaman level to determine the effect and DC [minimum 1]); **Shaman Spells** can cast a small number of shaman spells (see Table 1:9 - Shaman Spell Slots, below) using its HD as its CL; **Special Qualities** can select a spirit animal from the list of wizard familiars in either the Pathfinder RPG Core Rulebook or Ultimate Magic; **Ability Scores** +4 Wisdom.

## LORD OF BONES

*A tiny owl perches on the shoulder of this winged, skeletal humanoid.*

**TABLE 1:9 - SHAMAN SPELL SLOTS**

HD	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1-3	2	1	—	—	—	—	—	—	—	—
4-6	2	2	1	—	—	—	—	—	—	—
7-9	†	2	2	1	—	—	—	—	—	—
10-12	†	†	2	2	1	—	—	—	—	—
13-15	*	†	†	2	2	1	—	—	—	—
16-18	*	*	*	*	2	2	1	—	—	—
19-21	*	*	*	*	*	2	2	1	—	—
22-24	*	*	*	*	*	*	2	2	1	—
25+	*	*	*	*	*	*	*	2	2	1

## SHAMAN SHINGAMI

CR 20

XP 307,200

LN Large outsider (extraplanar, lawful)

**Init** +9; **Senses** darkvision 60 ft., *detect chaos*, *detect law*, *true seeing*; **Perception** +31

**Aura** fear aura (60 ft., DC 30)

### DEFENSE

**AC** 35, touch 19, flat-footed 29 (+4 deflection, +5 Dex, +1 dodge, +16 natural, -1 size)

**hp** 275 (22d10+154); *fast healing* 10

**Fort** +20, **Ref** +12, **Will** +21

**DR** 10/chaotic and silver; **Immune** ability damage, ability drain, cold, death effects, disease, energy drain, negative energy, poison; **Resist** acid 10, fire 10; **SR** 28

### OFFENSE

**Speed** 30 ft., fly 40 ft. (perfect)

**Melee** +3 *axiomatic scythe* +32/+27/+22/+17 (2d6+12/x4), 2 wings +23 (1d8+4)

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

**Special Attacks** bone lock, charm (DC 28), destroy soul, shard soul (3/day, 5d6), shedding form (20 rounds/day), slumber (DC 28), touch of the grave (12/day, 1d4+5)

**Spell-Like Abilities** (CL 20th; concentration +29)

Constant—*detect chaos*, *detect law*, *tongues*, *true seeing*

3/day—*destruction* (DC 26), *energy drain*, *greater scrying* (DC 26), *soul bind* (DC 28)

1/day—*power word kill*

**Shaman Spells Prepared** (CL 20th; concentration +29)

8th—*horrid wilting* (DC 26)

7th—*harm*, *mass inflict serious wounds* (DC 25)

6th—*antilife shell* (DC 24), *circle of death* (DC 24)

### TACTICS

**Before Combat** The lord of bones uses the bone ward hex on itself.

**During Combat** The lord of bones relies mostly on its hexes, spells, and spell-like abilities to devastate its foes, using touch attacks and its scythe if combatants enter melee range. It may direct its familiar to deliver touch spells as well.

**Base Statistics** Without bone ward, the lord of bones's statistics are AC 31, touch 15, flat-footed 25

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## STATISTICS

**Str** 21, **Dex** 20, **Con** 24, **Int** 17, **Wis** 26, **Cha** 29

**Base Atk** +22; **CMB** +28; **CMD** 44

**Feats** Cleave, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Stand Still, Weapon Focus (scythe), Whirlwind Attack

**Skills** Acrobatics +30, Diplomacy +34, Fly +36, Intimidate +34, Knowledge (planes) +28, Perception +33, Sense Motive +33, Spellcraft +28, Stealth +26

**Languages** Celestial, Common, Draconic, Infernal; *tongues*

**SQ** grave sight 20 rounds/day, scry on familiar

**Treasure** +3 *axiomatic scythe*, other treasure

## SPECIAL ABILITIES

**Bone Lock (Su):** With a quick incantation, the shaman creature causes a creature within 30 feet to suffer stiffness in the joints and bones, causing the target to be staggered for a number of rounds equal to its HD (maximum 20).

**Bone Ward (Su):** A shaman creature touches a willing creature (including itself) and grants a bone ward. The warded creature becomes encircled by a group of flying bones that grant it a +4 deflection bonus to AC for 1 hour. Once the bone ward ends, the creature cannot be the target of the hex again for 24 hours.

**Charm (Su):** A shaman creature charms an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 2 steps, as if the shaman creature had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the shaman creature's Wisdom modifier (minimum 1). A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. This is a mind-affecting charm effect.

**Destroy Soul (Su)** A shinigami possesses six gems in which it encapsulates souls with its soul bind spell-like ability. These gems are only useful to the shinigami that owns them, and if the shinigami dies, the gems are destroyed as well. As a standard action once per day, a shinigami can hold up a gem that currently contains a soul and crush it, permanently destroying the soul within and releasing a 30-foot-radius burst of negative energy that inflicts 1d6 negative levels on all creatures in the area of effect. A successful DC 30 Fortitude save reduces this to 1 negative level. The soul destroyed in the process of using this ability can only be brought back to life by means of a miracle or wish spell. This is a death effect. The save DC is Charisma-based.

**Grave Sight (Su):** The shaman creature sees the states of life, death, undeath, and general health of those around it. When using this ability, it can tell whether or not creatures within 30 feet that it can see are living, wounded, dying, or dead, as well as determine if any are undead. Lastly, it can tell if those creatures are poisoned or diseased. The shaman creature can use this ability a number of rounds per day equal to its HD (maximum 20), but these rounds do not need to be consecutive.

**Manifestation (Su)** The shaman creature becomes a spirit of death. Once per round, it can cast bleed or stabilize as a free action. If it is reduced to below 0 hit points, it automatically stabilizes. It can cast animate dead at will without paying a material component cost, although it is still subject to the usual Hit Dice control limit. Once per day, it can cast *power word kill*, but the spell can target a creature with 150 hit points or fewer.

**Shard Soul (Su)** As a standard action the shaman creature can cause jagged pieces of bone to explode from its body in a 10-foot-radius burst. This deals 1d6 points of piercing damage for every 4 HD it possesses. A successful Reflex saving throw halves this damage. The shaman creature can use this ability three times per day, but it must wait 1d4 rounds between each use.

**Shedding Form (Su):** As a standard action, the shaman creature sheds its body and becomes incorporeal. While in this form, all of its weapon attacks are considered to have the ghost touch weapon special ability. The shaman creature can use this ability for a number of rounds equal to its HD - 2, though those rounds do not need to be consecutive.

**Slumber (Su)** A shaman creature can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the shaman's HD (maximum 20). This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Touch of the Grave (Su):** As a standard action, the shaman creature can make a melee touch attack infused with negative energy that deals 1d4 points of damage + 1 point of damage for every 4 HD it possesses. It can instead touch an undead creature to heal it of the same amount of damage. A shaman creature can use this ability a number of times per day equal to 3 + its Charisma modifier.

# Simple Class Templates for Monsters

## SPIRIT ANIMAL

*This barn owl glows with ghostly light and is nearly transparent.*

**Owl**

**CR 1/3**

XP 135

LN Tiny outsider (native)

Init +3; Senses low-light vision; **Perception +10**

### DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 137

Fort +13, Ref +10, Will +15

SR 25

**Defensive Abilities** improved evasion

### OFFENSE

**Speed** 10 ft., fly 60 ft. (average)

**Melee** 2 talons +27 (1d4–2)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** deliver touch spells

**Spell-Like Abilities** (CL 20th)

Constant—*blur*

### STATISTICS

**Str** 6, **Dex** 17, **Con** 11, **Int** 15, **Wis** 15, **Cha** 6

**Base Atk** +25; **CMB** +25; **CMD** 23

**Feats** Alertness, Weapon Finesse

**Skills** Acrobatics +27, Diplomacy +23, Fly +33,

Intimidate +23, Knowledge (planes) +22, Perception

+29, Sense Motive +25, Spellcraft +22, Stealth +31;

**Racial Modifiers** +4 Perception, +4 Stealth

**SQ** empathetic link, share spells

**Treasure** none

Lords of bones are the most powerful of all shinigami. A lord of bones uses its spiritual gifts to empower it in its duties, whether shepherding mortal souls into the afterlife, harvesting the souls of those who have long cheated death, or putting undead abominations to rest. The owl, associated by many cultures with death and the unclean, is the perfect companion for a lord of bones.



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## SKALD CREATURE

(CR +2 OR +3)

Skald creatures are lore keepers and verse singers, inspiring their allies in battle with epic performances. Skald creatures gain limited spellcasting and spell kenning, the ability to copy sorcerer or wizard spells. They also gain some defensive abilities. A skald creature's CR increases by 3 if the creature has 10 or more HD.

**Key Ability:** Charisma

**Quick Rules:** +2 on all rolls based on Str and Cha; can use raging song\* for a number of rounds per day equal to 4 + its HD + its Cha modifier (using its HD as its skald level to determine the bonuses and types of raging song); can cast a small number of skald spells (see Table 1:10 - Skald Spells Known, below) using its HD as its CL and gaining two spell slots of each level for every level of spells known; gains uncanny dodge\* (improved uncanny dodge\* and DR 1/— if the creature has 10 or more HD); spell kenning\* 1/day.

**Rebuild Rules:** **Defensive Abilities** uncanny dodge\* (improved uncanny dodge\* and DR 1/— if the creature has 10 or more HD); **Special Attacks** raging song\* (can be used a number of rounds per day equal to 4 + its HD + its Cha modifier); **spell kenning\*** (1/day); **Skald Spells** can cast a small number of skald spells (see Table 1:10 - Skald Spells Known, below) using its HD as its CL and gaining two spell slots of each level for every level of spells known; **Ability Scores** +4 Strength and Charisma.

**TABLE 1:10-SKALD SPELLS KNOWN**

HD	0	1st	2nd	3rd	4th	5th	6th
1-4	2	2	—	—	—	—	—
5-8	†	2	1	—	—	—	—
9-12	†	2	2	1	—	—	—
13-16	†	†	2	2	1	—	—
17-20	†	†	†	2	2	1	—
21+	†	†	†	†	2	2	1

## SYLVAN SCOP

*A deep, melodious voice fills the forest air as an ancient tree with a vaguely human face lumbers forward, swinging its gnarled arms as it moves.*

## SKALD TREANT

CR 11

XP 12,800

NG Huge plant

**Init** -1; **Senses** low-light vision; **Perception** +12

### DEFENSE

**AC** 20, touch 6, flat-footed 20 (-1 Dex, +14 natural, -2 size)

**hp** 126 (12d8+82)

**Fort** +17, **Ref** +7, **Will** +13

**Defensive Abilities** improved uncanny dodge

**DR** 1/—

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +20 (2d6+16/19-20)

**Ranged** rock +7 (2d6+16)

**Special Attacks** raging song (19 rounds/day), rock throwing (180 ft.), spell kenning (1/day), trample (2d6+14, DC 25)

**Skald Spells Prepared** (CL 12th; concentration +15)

4th—*song of healing*

3rd—*good hope, haste*

2nd—*gallant inspiration, glitterdust*

### TACTICS

**Before Combat** The sylvan scop animates two nearby trees to fight at its side.

**During Combat** The sylvan scop begins its raging song, granting inspired rage to its allies and casts *haste* in the first round. The treant commands its allies to throw rocks at enemies until they enter range of the treants' slam attacks, using spells to buff and heal the other treants. The treant uses spell kenning to cast *ball lightning* and defend its forest, or *communal protection from energy* to resist enemy fire spells if needed.

**Base Statistics** Without inspired rage, the skald treant's statistics are **AC** 21, touch 7, flat-footed 21; **hp** 114 (12d8+60); **Fort** +13, **Ref** +3, **Will** +9; **Melee** 2 slams +19 (2d6+15/19-20); **Ranged** rock +7 (2d6+15); **Special Attacks** rock throwing (180 ft.), trample (2d6+13, DC 25); **Str** 33, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 17; **CMB** +22; **CMD** 31

# Simple Class Templates for Monsters

## STATISTICS

**Str** 35, **Dex** 8, **Con** 23, **Int** 12, **Wis** 16, **Cha** 17

**Base Atk** +9; **CMB** +23; **CMD** 32

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

**Skills** Diplomacy +9, Intimidate +11, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests

**Languages** Common, Sylvan, Treant

**SQ** animate trees, double damage against objects, tree speech

**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.

**Inspired Rage (Su)** A skald creature's affected allies gain a +2 morale bonus to Strength and Constitution and a +4 morale bonus on Will saving throws, but also take a -1 penalty to AC. While under the effects of inspired rage, allies other than the skald creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

**Spell Kenning (Su)** A skald creature is learned in the magic of other spellcasters, and can use its own magic to duplicate those classes' spells. Once per day, a skald creature can cast any spell on the bard, cleric, or sorcerer/wizard spell list as if it were one of his skald spells known, expending a skald spell slot of the same spell level to cast the desired spell. Casting a spell with spell kenning always has a

minimum casting time of 1 full round, regardless of the casting time of the spell.

**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 sylvan scop's song is wondrous to hear, a music as rich and deep as the forest itself. These treants sing to the trees and forest creatures in their care, inspiring them to march forth and drive intruders from the forest. Like all treants, sylvan scops are wary of change and slow to make friends with the young ones, as they call humanoid and monstrous races, but are known to grant passage through their land to those who show respect and kindness to the natural world.





Bob Grayson

# SIMPLE CLASS TEMPLATES FOR MONSTERS

## SLAYER CREATURE

(CR +3 OR +4)

The slayer stalks its target, studying weaknesses until the slayer creature is poised to make the perfect strike. A slayer creature gains studied target, sneak attack, and track. The creature also gains slayer talents if it has 10 or more Hit Dice. A slayer creature's CR increases by 4 if the creature has 10 or more HD.

**Key Ability:** Strength

**Quick Rules:** Choose either Str or Dex. The creature gains +2 on all rolls based on the chosen ability score (and +2 to AC if Dex is chosen). The creature also gains studied target\* (the studied target bonus increases by 1 at 5 HD and every 5 HD thereafter, to a maximum of +4 at 20 HD). The creature gains sneak attack\* (the number of sneak attack dice increases by 1 at 6 HD and every 3 HD thereafter, to a maximum of 6d6 at 18 HD); if the creature has 10 or more HD, it can select two slayer talents\*, one of which can be an advanced talent\*. Finally, the creature gains track\*.

**Rebuild Rules:** **Special Attacks** studied target\* (the studied target bonus increases by 1 at 5 HD and every 5 HD thereafter, to a maximum of +4 at 20 HD); sneak attack\* (the number of sneak attack dice increases by 1 at 6 HD and every 3 HD thereafter, to a maximum of 6d6 at 18 HD); **Special Qualities** track\*; if the creature has 10 or more HD it gains two slayer talents\*, one of which can be an advanced talent\*; **Ability Scores** +4 to Strength or Dexterity.

## PLANE STALKER

*A muscular but feminine form covered in thick, dusty fur is crowned by a lioness's head, her abyssal eyes glittering with a cruel intelligence.*

SLAYER SHIRA

CR 16

XP 76,800

NE Large outsider (div, evil, extraplanar)

**Init** +11; **Senses** darkvision 60 ft., see in darkness, *true seeing*; **Perception** +21

### DEFENSE

**AC** 27, touch 16, flat-footed 20 (+7 Dex, +11 natural, -1 size)

**hp** 150 (12d10+84)

**Fort** +11, **Ref** +15, **Will** +14

**DR** 10/cold iron and good; **Immune** fire, poison;

**Resist** acid 10, electricity 10; **SR** 23

### OFFENSE

**Speed** 50 ft.

**Melee** bite +26 (1d8+14/19-20), 2 claws +26 (1d8+14 plus grab)

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

**Special Attacks** assassinate, bleeding attack (4), consume essence, dusty pelt, rake (2 claws +26, 1d8+14), sneak attack (4d6), studied target

**Spell-Like Abilities** (CL 13th; concentration +18)

Constant—*true seeing*

At will—*greater teleport* (self plus 50 lbs. of objects only)

3/day—*magic circle against good, waves of fatigue*

1/day—*summon V* (1d2 paraikas or 1 shira 35%)

### TACTICS

**Before Combat** The plane stalker hides and uses a move action to study her target. If possible, she summons other creatures to provide flank during combat.

**During Combat** The plane stalker first attacks the subject of her studied target bonus, flanking with her allies or summoned creatures whenever possible.

**Base Statistics** Without studied target, the plane stalker's statistics are **Melee** bite +23 (1d8+11/19-20), 2 claws +23 (1d8+11 plus grab); **Special Attacks** rake (2 claws +23, 1d8+11)

### STATISTICS

**Str** 32, **Dex** 25, **Con** 25, **Int** 13, **Wis** 22, **Cha** 20

**Base Atk** +12; **CMB** +24 (+28 grapple); **CMD** 41

**Feats** Improved Critical (bite), Improved Initiative, Power Attack, Run, Weapon Focus (claw), Weapon Focus (bite)

**Skills** Acrobatics +22 (+30 when jumping), Bluff +20, Climb +26, Intimidate +20, Perception +21, Stealth +18, Survival +21

**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.

**SQ** track

**Treasure** normal treasure

### SPECIAL ABILITIES

**Assassinate (Ex):** A slayer creature with this advanced talent can kill foes that are unable to defend themselves. To attempt to assassinate a target, the slayer creature must first study its target for 1 round as a standard action. On the following round, if the slayer creature makes a sneak attack against the target and that target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target

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recognizes the slayer creature as an enemy. If the sneak attack is successful, the target must attempt a Fortitude saving throw with a DC equal to  $10 + 1/2$  the slayer's creature's HD + the slayer creature's Intelligence modifier. If the target fails this save, it dies; otherwise, the target takes the sneak attack damage as normal and is then immune to that slayer creature's assassinate ability for 24 hours.

**Bleeding Attack (Ex)** A slayer creature with this talent can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the slayer creature's sneak attack. Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any DR the creature might possess.

**Consume Essence (Su)** A shira's deadliest attacks drain away a portion of its victim's essence. Whenever a shira hits with a coup de grace attack using its bite, or confirms a critical hit with its claws or bite, the target must succeed at a DC 23 Fortitude save or take 1d4 points of Constitution drain. The save is Constitution-based.

**Dusty Pelt (Ex)** A shira collects and produces copious amounts of dust and ash within the coarse hairs of its furry hide. As a move action, it can shake itself, creating a cloud of dust that fills its space, providing it concealment. Any attack that deals at least 10 points of bludgeoning, piercing, or slashing damage to the shira (before DR) automatically activates this ability. The dust cloud lasts for 1 round. A light wind disperses this cloud immediately.

The plane stalker embodies the beauty and brutality of the hunt. She does not strike immediately, but observes her prey, learning its capabilities before jumping into the fray. She is usually a lone hunter, preferring not to share the delicious bounty of souls she collects, although the rare plane stalker can be found fighting alongside other divs.



# Simple Class Templates for Monsters

## Summoner Creature

(CR +1, +2, OR +3)

Summoner creatures can call and bind other creatures to carry out their will in battle, and they know a variety of spells to sling at their opponents. A summoner creature's CR increases by 2 if the creature has 8 or more HD, and it increases by 3 if the creature has 14 or more HD.

**Key Ability:** Charisma

**Quick Rules:** +2 on all rolls based on Cha; gains the summon monster\* class ability twice per day (using its HD as its summoner level to determine the type of summon monster spell it has access to); can cast a small number of summoner spells (see Table 1:11 - Summoner Spells Known, below) using its HD as its CL and gaining two spell slots for every level of spells known.

**Rebuild Rules:** **Special Attacks** summon monster\* (using its HD as its summoner level to determine the type of summon monster spell it has access to); **Summoner Spells** can cast a small number of summoner spells (see Table 1:11 - Summoner Spells Known, below) using its HD as its CL and gaining two spell slots for every spell level known; **Ability Scores** +4 Charisma.

**TABLE 1:11**  
**SUMMONER SPELLS KNOWN**

HD	0	1st	2nd	3rd	4th	5th	6th
1-4	2	1	—	—	—	—	—
5-8	2	2	1	—	—	—	—
9-12	†	2	2	1	—	—	—
13-16	†	†	2	2	1	—	—
17-20	†	†	†	2	2	1	—
21+	†	†	†	†	2	2	1

**Eidolon:** These rules assume the summoner creature doesn't have an active eidolon\*. If you want to add one use Table 2-9: Eidolon Base Statistics (*Advanced Player's Guide*) treating 1/2 the creature's HD as its CL to determine the eidolon's characteristics. A summoner creature may not use its summon monster ability while its eidolon is summoned. Treat the eidolon as an additional creature in the encounter, awarding XP for defeating it as if it was not an eidolon.

## Temptress Invoker

An exquisitely beautiful woman beckons to you with seductive grace, the perfection of her form marred only by dark, sinuous wings and a whiplike tail.

### SUMMONER SUCCUBUS

CR 10

XP 9,600

CE Medium outsider (chaotic, demon, evil, extraplanar)  
**Init** +3; **Senses** darkvision 60 ft., *detect good*;  
**Perception** +21

### DEFENSE

**AC** 24, touch 17, flat-footed 21 (+4 armor, +3 Dex, +7 natural)  
**hp** 84 (8d10+40)  
**Fort** +7, **Ref** +9, **Will** +10  
**DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)  
**Melee** 2 claws +11 (1d6+1)  
**Special Attacks** energy drain, profane gift  
**Spell-Like Abilities** (CL 12th)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 24), *detect thoughts* (DC 22), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

2/day—*summon monster IV*

1/day—*dominate person* (DC 25), *summon* (level 3, 1 babau 50%)

Summoner Spells Known

2nd—*haste*

1st—*expeditious retreat*, *marge armor*

0—*arcane mark*, *open/close*

### TACTICS

**Before Combat** The temptress invoker casts *mage armor* on herself. She attempts to use her spells, such as *suggestion*, to win over at least one foe.

**During Combat** The temptress invoker orders her eidolon to attack, staying out of melee range and flinging spells at foes. She attempts to dominate the physically strongest enemy. Alternatively, she might

# THE GENIUS GUIDE TO

dismiss her eidolon and use her summoning spells to muster a small army, using her spells and spell-like abilities to empower her minions from a distance.

**Base Statistics** Without *mage armor*, the temptress invoker's statistics are AC 20, touch 13, flat-footed 17

## STATISTICS

**Str** 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 31

**Base Atk** +8; **CMB** +11; **CMD** 22

**Feats** Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

**Skills** Bluff +29, Diplomacy +21, Disguise +21, Escape Artist +11, Fly +14, Intimidate +18, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

**SQ** change shape (*alter self*, Small or Medium humanoid)

**Treasure** double

## SPECIAL ABILITIES

**Energy Drain (Su)** A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the suggestion. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

**Profane Gift (Su)** Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

## EIDOLON

*A shadowy tiger with wicked horns and a barbed tail crouches at the succubus's heels, ready to pounce.*

### EIDOLON

CR 2

XP 600

CE Large outsider

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +6

### DEFENSE

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

**hp** 25 (3d10+9; formula)

**Fort** +6, **Ref** +4, **Will** +1

### OFFENSE

**Speed** 40 ft., flight 40 ft. (average)

**Melee** 2 claws +7 (1d6+6 plus grab), bite +6 (1d8+6/19-20 plus grab)

**Special Attacks** pounce, rake (2 claws +7, 2d4+6)

### STATISTICS

**Str** 23, **Dex** 12, **Con** 17, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +3; **CMB** +10; **CMD** 20

**Feats** Improved Critical (bite), Weapon Focus (claws)

**Skills** Fly +5, Knowledge (Planes) +6, Perception +6, Stealth +2

**Languages** Abyssal, Celestial, Common, Draconic

**Treasure** none

**T**emptress invokers are staggeringly charismatic, even more so than other succubi. These demons can command hordes of creatures through sheer force of personality, and also have unique eidolons at their beck and call. This creature serves as the temptress invoker's loyal bodyguard, a tortured soul she can call upon at a moment's notice if she needs a more direct solution to a problem.

Temptress invokers are often major, if subtle, powers within their home planes in the Abyss. A temptress generally has a coterie of incubi, lesser succubi, quasits, and other minor demons she uses as agents to gather information and as escorts and advisors for more powerful demons she claims to serve. If a temptress invoker grows bored of the Abyss she might appear on the material plane looking for an assignation, a few mortal servants, or perhaps lunch for her summoned minions.



Boo Crayenstein

# THE GENIUS GUIDE TO

## SWASHBUCKLER CREATURE

(CR +3 OR +4)

A swashbuckler creature combines a mastery of swordplay with feats of derring-do. A swashbuckler creature gains a bonus to AC when wearing light or no armor, can use limited swashbuckler deeds, and also gains bonus combat feats. A swashbuckler creature's CR increases to +4 if the creature has 12 or more HD.

Swashbucklers are daring and dashing masters of fast and furious combat. A swashbuckler creature may not have the traditional appearance of a rapier-wielding duelist, but it shares the spirit of risk-taking and showmanship in combat.

**Key Ability:** Dexterity

**Quick Rules:** +2 to AC and on all rolls based on Dex; if the creature is wearing light or no armor, it gains a bonus to AC equal to 1/4 its HD (minimum 1); can use the deeds opportune parry and riposte\* and precise strike\* once per day; the creature also gains a bonus combat feat and an additional combat feat for every 4 HD (to a maximum of 6 feats from this ability).

**Rebuild Rules: Defensive Abilities** If the creature is wearing light or no armor, it gains a bonus to AC equal to 1/4 its HD (minimum 1); **Special Attacks** can use the deeds opportune parry and riposte\* and precise strike\* once per day; **Ability Scores** +4 Dexterity; **Feats** The creature gains a bonus combat feat and an additional combat feat for every 4 HD (to a maximum of 6 feats from this ability).

## FEY CORSAIR

*This pale humanoid spreads its colorful, feathered wings and smirks, its rapier held en garde.*

**SWASHBUCKLER LARABAY**

**CR 15**

XP 51,200

CN Medium fey (shapechanger)

**Init** +10; **Senses** low-light vision; **Perception** +27

### DEFENSE

**AC** 31, touch 23, flat-footed 24 (+8 Dex, +5 dodge, +8 natural)

**hp** 144 (17d6+85)

**Fort** +10, **Ref** +18, **Will** +13

**Resist** cold 10, electricity 10, fire 10

### OFFENSE

**Speed** 30 ft., fly 50 ft. (good)

**Melee** rapier +17/+12 (1d6+4/16–20 plus mischief)

**Special Attacks** befuddling gaze, opportune parry and riposte (1/day), precise strike (1/day, +17)

**Spell-Like Abilities** (CL 11th; concentration +14)

5/day—*burning hands* (DC 14), *gust of wind* (DC 15)

3/day—*hallucinatory terrain* (DC 17), *invisibility, solid fog, suggestion* (DC 15)

1/day—*cone of cold* (DC 18), *mirage arcana* (DC 18)

### TACTICS

**During Combat** The fey corsair attempts to Intimidate its foes with Dazzling Display. If combatants are out of melee range, the fey corsair uses its spell-like abilities to drive them back, switching to fighting with its rapier when opponents approach. The fey corsair delights in swordplay, and uses its combat feats, parry and riposte, and precise strike abilities when possible.

### STATISTICS

**Str** 18, **Dex** 26, **Con** 21, **Int** 15, **Wis** 16, **Cha** 17

**Base Atk** +8; **CMB** +14; **CMD** 29

**Feats** Agile Maneuvers, Alertness, Combat Reflexes, Dazzling Display, Dodge, Flyby Attack, Improved Critical (rapier), Improved Initiative, Lunge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier)

**Skills** Bluff +23, Diplomacy +23, Disguise +23, Fly +32, Knowledge (nature) +22, Perception +27, Sense Motive +27, Stealth +28

**Languages** Common, Polyglot, Sylvan

**SQ** change shape (Medium humanoid; *alter self*)

### SPECIAL ABILITIES

**Befuddling Gaze (Su)** Three times per day as a standard action, a larabay can employ a befuddling gaze attack in a 30-foot cone. Creatures that fail a DC 21 Will save become dazed for 1d4 rounds. Creatures that successfully save are dazed for 1 round. The save DC is Charisma-based.

## SIMPLE CLASS TEMPLATES FOR MONSTERS

**Mischief (Su)** A larabay can channel its magical energy through whatever one-handed weapon it wields to mystify and disorient foes. Creatures hit by a larabay's weapon must make a DC 21 Will save or take 1 point of Dexterity damage and become confused for 1d6 rounds. The save DC is Charisma-based.

**Opportune Parry and Riposte (Ex)** When an opponent makes a melee attack against the swashbuckler creature, it can spend 1 expend a use of attack of opportunity to attempt to parry that attack. The swashbuckler creature makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is larger than the swashbuckler creature, the swashbuckler takes a -2 penalty on this roll. If its result is greater than the attacking creature's result, the creature's attack automatically misses. The swashbuckler creature can as an immediate action make an attack against the creature whose attack it parried, provided that creature is within its reach.

**Precise Strike (Ex)** When attacking with a light or one-handed piercing weapon, the swashbuckler creature can add its HD to the damage dealt. Any creature that is immune to sneak attacks is immune to the additional damage granted by precise strike, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of a precise strike. This additional damage is precision damage, and isn't multiplied on a critical hit.

For years, pirates have wandered into the dense jungles larabays inhabit. Fey creatures do not have much use for humanoid creatures, other than as the occasional plaything, so most larabays hardly noticed the intrusion into their lands. A few of these fey, however, were impressed by the swordplay and freeloading lifestyle of the pirates. These larabays became fey corsairs, armed with plundered rapiers and tactics learned from humanoid swashbucklers.



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## WARPRIEST CREATURE

(CR +2, +3, +4)

Warpriest creatures are the zealous crusaders and holy warriors who act as hammer of the gods. The faithful flock to these creatures and follow them into righteous battle. A warpriest creature is especially powerful when wielding its deity's favored weapon, and also gains fervor and some defensive abilities. A warpriest creature must worship a deity (to be chosen when the template is added) and its alignment must be within one step of that deity's. A warpriest creature's CR goes up by 3 at 9 HD, and increases by 4 at 13 HD.

**Key Ability:** Wisdom

**Quick Rules:** +2 on all rolls based on Str and Wis; gains fervor\* 3/day (positive if good, negative if evil, choose if neutral; using its HD as its warpriest level to determine the effect and DC, minimum 1); can cast a small number of war priest spells (see Table 1:12 - Warpriest Spell Slots, below) using its HD as its CL; when a creature of 10 or more HD attacks with its deity's sacred weapon increase the damage dealt by one die step; a war priest creature of 10 or more HD can use a swift action to grant a +2 enhancement bonus to its AC as the sacred armor\* class ability.

**Rebuild Rules: Defensive Abilities** A warpriest creature of 10 or more HD can use a swift action to grant a +2 enhancement bonus to its AC as the sacred armor\* class ability; **Special Attacks** fervor\* 3/day (positive if good, negative if evil, choose if neutral; using its HD as its war priest level to determine the effect and DC, minimum 1); when a creature with 10 or more HD attacks with its deity's sacred weapon, increase the damage dealt by one die step; **Warpriest Spells** can cast a small number of war priest spells (see Table 1:12 - Warpriest Spell Slots, below) using its HD as its CL; **Ability Scores** +4 Strength and Wisdom.

**TABLE 1:12**  
**WARPRIEST SPELL SLOTS**

HD	0	1st	2nd	3rd	4th	5th	6th
1-4	2	2	—	—	—	—	—
5-8	2	2	1	—	—	—	—
9-12	†	2	2	1	—	—	—
13-16	†	†	2	2	1	—	—
17-20	†	†	†	2	2	1	—
21+	†	†	†	†	2	2	1

## BATTLE REVEREND

*This mighty frost giant serves his god and jarl to the bitter end. Proudly displaying his unholy symbol and wielding a sacred weapon, he goads other frost giants to fight for gore and glory.*

### WARPRIEST FROST GIANT

CR 12

XP 19,200

CE Large humanoid (cold, giant)

**Init** -1; **Senses** low-light vision; **Perception** +12

### DEFENSE

**AC** 23, touch 10, flat-footed 23 (+4 armor, -1 Dex, +2 enhance, +9 natural)

**hp** 133 (14d8+70)

**Fort** +14, **Ref** +3, **Will** +8

**Defensive Abilities** rock catching, sacred armor +2;

**Immune** cold

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 40 ft.

**Melee** greataxe +22/+17 (3d8+19) or 2 slams +22 (1d8+11)

**Ranged** rock +9 (1d8+17)

**Special Attacks** fervor (3/day, 5d6 negative energy), rock throwing (120 ft.)

**Warpriest Spells Prepared** (CL 14th; concentration +18)

4th—*unholy blight* (DC 18)

3rd—*cure serious wounds*, *communal resist energy*

2nd—*bull's strength*, *weapon of awe*

### TACTICS

**Before Combat** The battle reverend casts *bull's strength* and *weapon of awe* on himself or an ally.

**During Combat** The battle reverend casts *communal resist energy* if his enemies appear to be spellcasters, preferring to protect his allies against fire. He casts *unholy blight* on his foes and wades into combat, using fervor and his greataxe to smite enemy combatants.

**Base Statistics** Without sacred armor, the battle reverend's statistics are **AC** 21, touch 8, flat-footed 21. Without *bull's strength* and *weapon of awe*, his statistics are **Melee** greataxe +20/+15 (3d8+17) or 2 slams +20 (1d8+9); **Ranged** rock +9 (1d8+15)

# Simple Class Templates for Monsters

## STATISTICS

**Str** 33, **Dex** 9, **Con** 21, **Int** 10, **Wis** 18, **Cha** 11

**Base Atk** 10; **CMB** +22; **CMD** 31

**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth)

**Skills** Climb +15, Craft (any one) +7, Intimidate +9, Perception +12, Stealth +2 (+6 in snow); **Racial**

**Modifiers** +4 Stealth in snow

**Languages** Common, Giant

**SQ** aura, sacred weapon (greataxe)

**Treasure** chain shirt, greataxe, silver unholy symbol, other treasure

The battle reverend uses divine magic to empower the frost giants that fight at his side, leading the charge into battle to inspire his allies and terrorize his enemies.



# THE GENIUS GUIDE TO

## WITCH CREATURE

(CR +1, +2, OR +3)

A witch creature communes with strange and powerful patron beings in exchange for spells and hexes. This alliance with unknown forces is embodied in an arcane familiar bonded to the witch creature. Select a witch creature's patron and familiar when the template is added. A witch creature's CR increases by 2 if the creature has 7 or more HD, and it increases by 3 if the creature has 13 or more HD.

**Key Ability:** Intelligence

**Quick Rules:** +2 on all rolls based on Int; gains the patron spells\* of its chosen patron\* (using HD - 2 as its witch level to determine the effect and DC [minimum 1]); gains a hex\* and one additional hex for every 5 HD (if the creature has 15 or more HD, one of these may be a major hex); can cast a small number of witch spells (see Table 1:13 - Witch Spell Slots, below) using its HD as its CL; can select one arcane familiar\* from the list in either the *Pathfinder RPG Core Rulebook* or *Ultimate Magic*.

**Rebuild Rules:** **Special Attacks** hex\* (creature gains a hex and one additional hex for every 5 HD [if the creature has 15 or more HD, one of these may be a major hex]), patron spells\* (using its HD - 2 as its witch level to determine the effect and DC [minimum 1]); **Witch Spells** can cast a small number of witch spells (see Table 1:13 - Witch Spell Slots, below) using its HD as its CL; can select one arcane familiar\* from the list in either the *Pathfinder RPG Core Rulebook* or *Ultimate Magic*; **Ability Scores** +4 Intelligence.

TABLE 1:13 - WITCH SPELL SLOTS

HD	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1-3	2	1	—	—	—	—	—	—	—	—
4-6	2	2	1	—	—	—	—	—	—	—
7-9	†	2	2	1	—	—	—	—	—	—
10-12	†	†	2	2	1	—	—	—	—	—
13-15	*	†	†	2	2	1	—	—	—	—
16-18	*	*	*	*	2	2	1	—	—	—
19-21	*	*	*	*	*	2	2	1	—	—
22-24	*	*	*	*	*	*	2	2	1	—
25+	*	*	*	*	*	*	*	2	2	1

## SNOW MAIDEN

*This lovely but forlorn woman walks wreathed in a flurry of snow. A pure white fox sits draped around her shoulders like a courtier's fur.*

WITCH YUKI-ONNA

CR 10

XP 9,600

LE Medium undead (cold, incorporeal)

Init +8; Senses darkvision 60 ft.; Perception +19

Aura snowstorm (200 ft.)

### DEFENSE

AC 21, touch 21, flat-footed 16 (+6 deflection, +4 Dex, +1 dodge)

hp 94 (9d8+54)

Fort +9, Ref +9, Will +11

**Defensive Abilities** incorporeal; Immune cold, undead traits

**Weaknesses** vulnerable to fire, snow dependency

### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** 2 touches +10 (4d6 cold plus chilling touch)

**Special Attacks** chilling touch, cursed wound, fascinating gaze, slumber

**Spell-Like Abilities** (CL 10th; concentration +16)  
Constant—*blur*

3/day—*cone of cold* (DC 21), *eyebite* (comatose and panicked only, DC 22), *ice storm*

**Witch Spells Prepares** (CL 9th; concentration +16)

3rd—*ice spears* (DC 18)

2nd—*frost fall* (DC 17), *unshakable chill* (DC 17)

1st—*frostbite* (DC 16), *ill omen*

### TACTICS

**During Combat:** The snow maiden hexes a target and uses her powerful cold spells to weaken and damage enemies.

### STATISTICS

Str —, Dex 18, Con —, Int 21, Wis 21, Cha 22

**Base Atk** +6; **CMB** +10; **CMD** 27

**Feats** Alertness, Combat Casting, Dodge, Improved Initiative, Mobility, Spring Attack

**Skills** Bluff +15, Fly +12, Intimidate +18, Perception +19 (+17 without familiar), Sense Motive +17, Spellcraft +17, Stealth +16, Survival +14

**Languages** Common

**Treasure** standard

# Simple Class Templates for Monsters

## SPECIAL ABILITIES

**Chilling Touch (Su)** A yuki-onna's touch causes 4d6 cold damage. Whenever a creature takes cold damage in this manner, it must make a DC 20 Fortitude save to avoid being staggered by the supernatural cold for 1 round. This duration stacks. The save DC is Charisma-based.

**Cursed Wound (Su)** A witch creature can curse a living creature, preventing it from healing completely. For 8 days, whenever the victim is the target of a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check (DC 20) to end the hex. If the check fails, the healing effect functions as normal, except it cannot remove the last 10 points of damage the victim suffered. Similarly, natural healing, fast healing, and regeneration fail to cure the victim's last 10 points of damage. Thus, the victim's effective maximum number of hit points is 10 fewer than normal. A successful Will save (DC 19) reduces the duration of this hex to 1 round. The victim of this hex also takes a -2 penalty on Fortitude saving throws to avoid contracting a disease or poison from an injury. This is a curse effect and can be removed by remove curse.

**Fascinating Gaze (Su)** Fascinated for 1d4 rounds, 30 feet, Will DC 20 negates. The save DC is Charisma-based.

**Snow Dependency (Ex)** A yuki-onna is staggered if she is ever in an area without snow while her snowstorm aura is suppressed or otherwise not functioning.

**Slumber (Su)** A witch creature can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save (DC 19) to negate the effect. If the save fails, the creature falls asleep for 9 rounds. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Snowstorm (Su)** A yuki-onna is surrounded by whirling blasts of snow, even in areas that wouldn't allow for such weather, that comprise a 200-foot-radius spread. Within this area, the snowfall and wind gusts cause a -4 penalty on Perception checks and ranged attacks. The wind itself blows in a clockwise rotation around the yuki-onna, and functions as severe wind.

A yuki-onna is unaffected by snowstorms or blizzards of any kind. Any effect that causes these winds to drop below severe (such as control weather or control winds) cancels the snowstorm effect entirely.

## FAMILIAR

*This white fox has piercing blue eyes that hint at greater intelligence.*

**Fox**

**CR 1/4**

**XP 100**

**N** Tiny magical beast

**Init** +2; **Senses** low-light vision, scent; **Perception** +8

## DEFENSE

**AC** 19, touch 19, flat-footed 17 (+2 Dex, +5 natural, +2 size)

**hp** 47

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

**Defensive abilities** improved evasion

## OFFENSE

**Speed** 40 ft.

**Melee** bite +1 (1d3-1)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** deliver touch spells

## STATISTICS

**Str** 9, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 6

**Base Atk** +8; **CMB** +6; **CMD** 15 (19 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +2 (+10 when jumping), Bluff +7, Fly +10, Intimidate +10, Perception +13, Sense Motive +13, Spellcraft +10, Stealth +14, Survival +10 (+14 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

**SQ** empathetic link

## SPECIAL ABILITIES

**Familiar (Su)** The master of a fox familiar gains a +2 bonus on Reflex saves.

In life, the snow maiden was well-loved in her community, her good heart and aptitude for magic allowing her to cure illnesses, mend injuries, and grant small boons to the village folk. One night the snow maiden went walking in a snowstorm and never returned. Now she haunts the land near her old home as an avatar of winter itself, armed with spells she remembers even in death. The snow maiden's magic snares the weak and unwary, who will forever share her icy fate.



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