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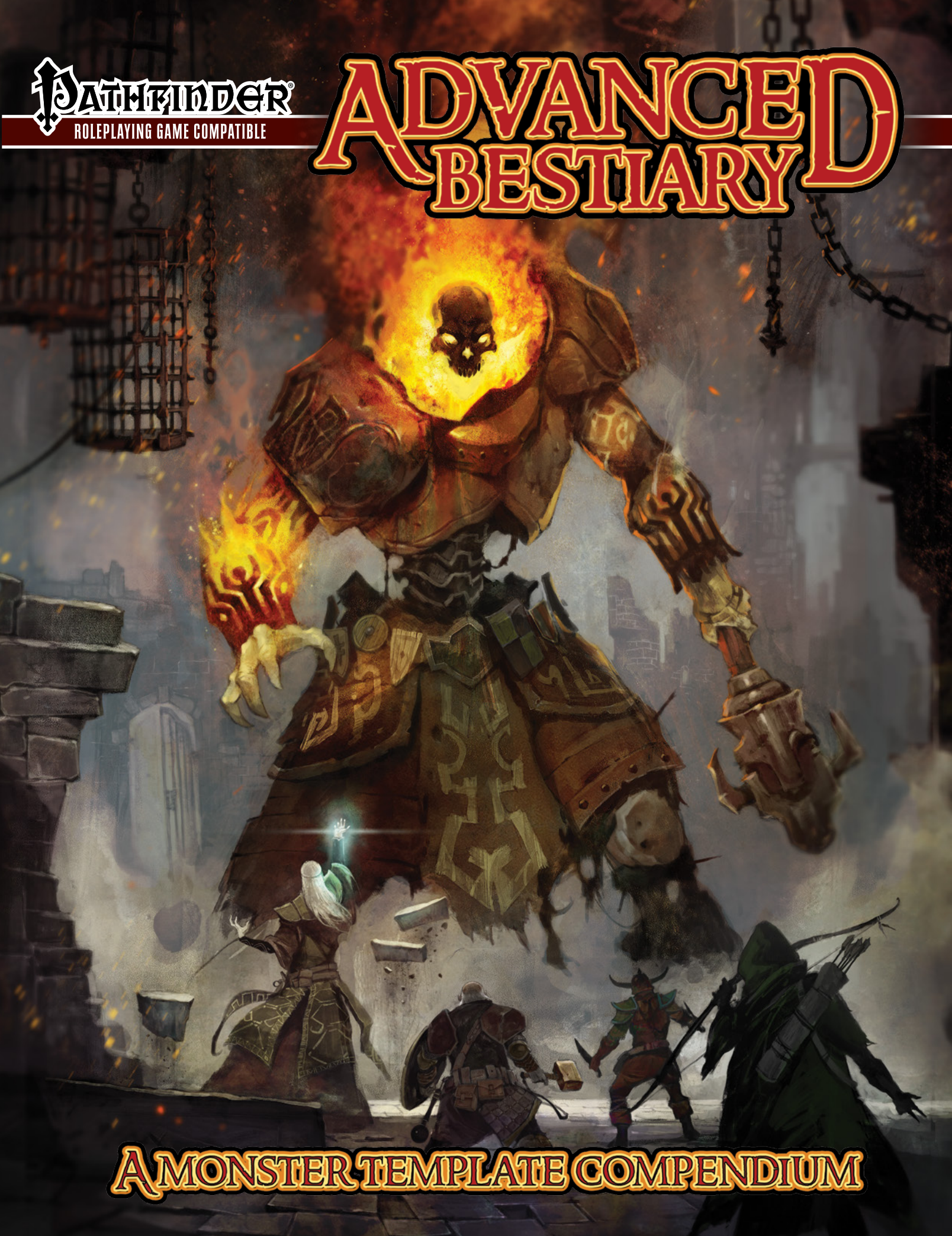

A Monster Template Compendium

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INTRODUCTION

Welcome to the *Advanced Bestiary*. Within the pages of this book, you'll find over 150 templates and their variants. These include all the templates from the original *Advanced Bestiary* (including the four web enhancements), plus 30 new templates. Many changes to the templates have been made throughout the book, adapting it to the *Pathfinder® Roleplaying Game Bestiary™* system while keeping the flavor of each template.

All of the templates are supposed to be fun and interesting ways to give players a new challenge. With that in mind, when you apply the templates, don't get too tied up in the perfect application of the template. Feel free to break the rules and modify them as you need. Keep in mind what role the monster you are making needs to fill. If it is just a one off encounter, don't worry about every bit of minutia since the creature will probably not survive beyond the combat.

When making a new NPC, be it an ally or enemy, a template can help in crafting the character's background and motivation. For example, having a demon possessed NPC begs the question of how that character got possessed, what are the motivations of the demon possessing it, and how the character's friends and allies are dealing with the changes in their associate.

TERMINOLOGY

These are the definitions, rules and terms that are employed in this book.

Base Creature

The monster, NPC, or PC that the template is being applied to.

Bonuses and Penalties

When a template adds or subtracts value it is noted either with or without an addition or subtraction sign. The presence or absence of the sign signifies how that value is applied to the base creature. If the value is signed

that value is added as normal, stacking with any other augments the template makes to that ability. If the value doesn't have a sign and the base creature has the specific ability, then the base creature gets the greater value. In either case, if the base creature does not have the specific ability it gains it with the given value.

For example, a listing of darkvision +60 ft. would, if the base creature does not possess darkvision, give the base creature darkvision 60 ft., or, in the case where it did, add 60 ft. to its existing darkvision value. A listing of darkvision 60 ft. would, if the base creature doesn't possess darkvision, give the base creature darkvision 60 ft., or, in the case where it did, the greater value between 60 ft. and the range of its existing darkvision.

Hit Dice, Class

The kind of Hit Dice granted by specific classes. A creature can have more than one type of class hit dice. Inherited templates have to be applied before a creature can gain class hit dice.

Hit Dice, Racial

The hit dice that are specified by a base creature's type and its description. A creature cannot have more than one type of racial hit dice. When a template changes racial hit dice all current and future hit dice are changed.

Hit Dice, Total

The total number of hit dice a creature has. This is the sum of a creature's racial and class hit dice. This is the same as character level, or total character level.

Scaling Damage

Most of the templates refer to damage scaling with size and as a specific kind of natural attack. This is in reference to the table **Natural Attacks by Size** from the *Pathfinder© Roleplaying Game Bestiary™* which is reprinted in **Appendix B** under **Natural Attacks** (see page 304).

For example, a statement of "does damage as a slam attack one size category higher" when applied to a Medium creature is 1d6 damage.

When a template states a damage value scales with size without specifying an attack, the damage increases by the same sequence as stated in the Improved Natural Attack feat (see *Pathfinder© Roleplaying Game Bestiary™*).

Damage also scales when a creature changes its size due to a template. Additionally its space/reach, natural armor class, and physical ability scores (Strength, Dexterity, Constitution) change. Reference tables **Size Changes** and **Size Bonuses and Penalties** in **Appendix 2** of *Pathfinder© Roleplaying Game Bestiary™* for the bonuses and penalties a creature receives for changing size.

Subtype Categories

We group subtypes into these broad categories. When a template refers to a subtype category it applies to all subtypes in that category.

- **Alignment:** The subtypes associated with the alignments. These are typically applied to outsiders or those creatures closely associated with a particular moral or ethical point of view. The alignment subtypes are: **chaotic**, **evil**, **good**, and **lawful**.
- **Elemental:** These are the subtypes that are typically given to creatures from the elemental planes. They are: **air**, **earth**, **fire**, and **water**. If your campaign includes specific subtypes for mixtures of these elements, for example a **vapor** or **steam** subtype, include it in this category.
- **Energy:** The energy subtypes consist of subtypes associated with the five main kinds of energy damage. These are **cold** and **fire**. If your campaign has an **acid**, **electricity, sonic, positive-energy,** and/or **negative-energy** subtype the energy category includes these as well.
- **Racial:** The subtypes that specify a creature's kind or a broad classification of a group of creatures. Examples of these are **angel**, **elemental**, **elf**, **goblinoid, human**, and **demon**.
- **Swarming:** Refers to the two subtypes **swarm** and **troop**. If your campaign includes other subtypes that refer to a collection of creatures that act as a single creature include those in this category.
- **Miscellaneous:** Subtypes that do not fall into one of the above categories. These include **aquatic**, **augmented**, **extraplanar**, **incorporeal**, **mythic**, **native,** and **shapechanger**.

Template Modification Name

The name that modifies the base creature's name to note what template is applied to the base creature. It appears in quotes in the Creation section of the template. A modification name can be different that the actual name of a template.

For example the template "Dust Creature" has the modification name of "Dust" so the dust creature template applied to, for example, an ogre would create a dust ogre.

Template Type

All templates come in two broad categories, acquired and inherited. A template's type defines how the template is applied to the base creature. These categories can help

you determine how to flesh out the templated creature's history, motivations, and ecology.

Acquired templates are templates added to a creature after its birth or creation. Acquired templates are enhancements, transformations, magical rewards, or even a curse that the creature has been blessed or cursed with. Such templates can be permanent (such as a template that turns a living creature undead), or have methods for their removal as specified in the template description.

If an acquired template changes a creature's type they often give the creature the augmented subtype related to their previous type and almost always do not recalculate a creature's base attack bonuses, saves, or skill points.

Inherited templates are part of a creature since it was born or created. Inherited templates represent a totally new species of creature that has many of the same abilities as the creature the template is applied to. Inherited templates can never be removed without powerful magic that total transforms the creature into a different type, such as a *baleful polymorph* that is made permanent.

Inherited templates even apply to monsters that you wouldn't think of having inheritance, i.e. constructs and undead. Some books refer to template in this cast a "created" or "constructed," but it means the same thing as inherited.

Inherited templates typically completely replace a creature's type and require the recalculation of the creature's base attack bonus, saves, skill points, etc. for the new type.

Of course, there are always exceptions to these definitions. Some acquired templates can change a creature's type like an inherited template. Likewise, an inherited template could give a creature the augmented subtype or not require the recalculation of the base attack bonus, etc.

Universal Monster Rules

These are common abilities that many monsters use. Instead of describing them every time they appear they are listed in **Appendix B** (page 299). These rules are reprinted from the *Pathfinder® Roleplaying Game Bestiary™* and it's follow-up monster books.

TEMPLATE ENTRY FORMAT

Each template is formatted in the same format as a monster's statistics block. In general a template uses all of a base creature's statistics except as noted in the individual template.

Template Name

Name of the template.

Description

Text that introduces the template.

Creation

Lists the prerequisites for template as well as the template's modification name.

Challenge Rating

Modification to the base creature's Challenge Rating (CR). If not listed, the template does not modify the base creature's CR.

Mythic Rank/Tier

If the template gives the base creature mythic abilities its rank or tier is specified here.

Alignment

The alignment requirements for the template (if any). This is not a strict rule, just make sure what the reason the creature's alignment is different from the standard. For example, why a creature with an evil template, such as Dread Bodak, is neutral or good.

Size

If the template changes a creature's size it is noted here. While no creature can be larger than Colossal or smaller than Fine, a template may have rules how shrinking/growing a Fine/Colossal creature changes any statistics (see Gigantean and Miniature templates). Unless otherwise stated in the templates, when a creature changes size many of its abilities and bonuses to certain skills also change. See the section on Monster Advancement in the *Pathfinder© Roleplaying Game Bestiary™* for how changes in size affect a creature.

Type

Change to a creature's type and subtypes including if the base creature gains the augmented subtype. Included in this section are rules for handling subtypes that conflict with each other by the template's application and if the template requires the recalculation of the creature's derived abilities such as base attack bonus, saves, and skill points and other values that are dependent on a creature's type. Typically if you do not have to recalculate statistics this section will have the statement "Do not recalculate base attack bonuses, saves, or skill points."

Initiative

Modifications to bonus/penalty to initiative.

Senses

Additional senses, including special ones, a base creature gains or loses as well as modifications to them.

Aura

Any auras the template adds, removes, or modifies.

Armor Class (AC)

Modifications to the base creature's armor class. These modifications, unless otherwise stated, stack with the bonuses the base creature has. This is an exception to the usual rule on stacking bonuses.

Hit Dice (HD)

If the base creature Hit Dice changes, the new kind of HD is noted here.

Hit Points (hp)

If the template specifically changes hit points independent of Hit Dice it is noted here.

Saving Throws

Modifications to the base creature's saving throws. If the template changes what the base creature's "good" saves are, that is noted as well.

Defensive Abilities/DR/Immune/Resist/SR

Modifications to the base creature's defenses includes those due to changes in type and subtypes.

Weaknesses

All modifications to a creature's unusual weaknesses.

Speed

Modification to the base creature's modes of movement. This includes any changes to fly maneuverability and unusual modes of movement.

Attacks/Melee/Ranged

Modifications to the base creature's modes of attack. This includes new natural attacks, new inherent weapon proficiencies (those not granted by feats), as well as special modes of attack such as constrict, trample, etc.

Special Attacks

Modifications to the base creature's special attacks.

Spell-Like Abilities

Any spell-like abilities or changes to a base creature's spell-like abilities. Unless otherwise noted, a creature's caster level is equal to its total HD, and any saves are Charisma-based.

Spellcasting

Any inherent spellcasting the template grants to or removes from the base creature. If spellcasting ability is granted, this states what spellcasting class and caster level is gained.

Abilities

All modifications to the base creature's ability scores. Any situation in which a base creature loses an ability score (becomes "—") is also noted here.

BAB/CMB/CMD

All modifications to the base creature's base attack bonus (BAB), combat maneuver bonus (CMB), and combat maneuver defense (CMD). This includes bonuses/penalties for specific combat maneuvers.

Feats

Modifications to the type and/or number of feats the base creature has. This includes the granting or removal of bonus feats, as well as guidance for what feats to choose if you need to choose a creature's feats from scratch.

Skills

Bonuses and penalties to skills, as well as changes in what skills are class skills for the creature.

Languages

Changes in what languages the base creature has access to as starting languages. This assumes the base creature can speak or understand languages. If it can't the creature does not get any languages. Any other modifications to modes of communication, such as telepathy, are listed here as well.

Special Qualities

Modification to the base creature's other abilities that do not fit any other section.

Environment

All changes to the environment the base creature normally inhabits.

Organization

Changes to how many of the creature are typically encountered as well as any social structures.

Treasure

Modifications to the type of treasure the creature typically has.

SAMPLE CREATURES

Each listing has a sample of the template applied to a specific base creature in the standard format for a monster or NPC. These may be a simple modification of the base creature as a monster, or a unique individual that may or may not have class levels.

A full list of all the sample creatures by their challenge rating is in **Appendix D**.

CHANGES TO THE NEW EDITION

As to be expected, the conversion to the *Pathfinder® Roleplaying Game Bestiary™* has changed many of the templates. Many of the templates have had their rules modified, streamlined or even removed. Additionally, some of the templates have been renamed, five have been removed due to their publication in the *Pathfinder© Roleplaying Game Bestiary 4™*, and one has been replaced with four new ones.

While all of the original templates have been reworked and expanded to account for the changes in rules and power level in the *Pathfinder® Roleplaying Game Bestiary™*, some of the templates had to be redesigned from the ground up. Even so, we endeavored to keep the flavor of each template consistent between the old edition of the *Advanced Bestiary* and this new one.

RENAMED AND REMOVED TEMPLATES

The following templates have been renamed.

Old Name	New Name
Half-Drow	Drowblood
Half-Giant	Giantblood
Half-Plant	Plantblood
Horseman of the Apocalypse	Herald of the Apocalypse
Lunatic Creature	Selenic Creature

The following templates now appear in *Pathfinder© Roleplaying Game Bestiary 4™* by Paizo Publishing, LLC, and are not included in this book: Broken Soul, Devil-Bound, Divine Guardian, Fungal Creature, Nightmare Creature

REPLACED TEMPLATES

One template, the Celestial-Blessed template, has been totally replaced.

In the original *Advanced Bestiary,* the celestial blessed template filled the role of celestials who grant abilities to mortals by inhabiting them. In the *Pathfinder© Roleplaying Game* the details, motives and methods of the four primary celestial races, agathion, angel, archon, and azata, have been expanded on and fleshed out. Given the different roles and motivations of each celestial race, the celestial blessed template has been replaced by four separate templates each with a different flavor tied to the overall methods of each race: agathion invested, angelic vessel, archon graced, and azata liberated.

If you still want to use the celestial blessed template, the archon graced template is the one most similar to it.

MODIFYING THE TEMPLATES

Each template, at its heart, is a set of codified rules that you apply to turn one creature into another kind of creature. As with all *Pathfinder© Roleplaying Game* rules, feel free to change them as fits your campaign. Many of the templates have sidebars that describe potential variants of the templates as well as potential pitfalls to look out for if you modify the template. Reality-Checking the Final Creature

REALITY-CHECKING THE FINAL CREATURE

A great deal of work has gone into making these templates and their CR adjustments as accurate as possible, but no system of this kind is perfect. Templates with a high CR adjustment often product odd results when added to very low CR creatures, often resulting in a monster with an appropriate offense but terrible defenses or hit points and saving throws that are much too low to be a realistic threat.

While some give-and-take is acceptable, the final step for any monster adjustment should be for the GM to give any numbers that seem too far off a final reality check. Using **Table 1–1: Monster Statistics by CR** in **Appendix 1: Monster Creation** of the *Pathfinder® Roleplaying Game Bestiary™*, it's possible to see if a value is much too high, or much too low. If a creature's hp, AC, or saving throws are worse than a monster with a CR two lower than its final CR, the GM may need to bring them up to at least that value. This is why, for example, the Steel-Clad Orc on page 201 has 15 hp (average for a CR 1 monster), rather than 7.

ACID CREATURE

Creatures from blighted areas of the Elemental Planes of Earth and Water, acid creatures are moving pools of corrosive acid shaped as more familiar creatures. Acid creatures can be found anywhere large concentrations of acid exist, or in highly polluted environments. They are sometimes made during failed alchemical experiments, or when a creature is exposed to a large amount of acid. Water-elemental-based creatures are particularly susceptible, transforming into insane mockeries of their original form.

Following the instinct to dissolve and consume all they can, acid creatures can quickly eradicate their hunting grounds of other life forms

CREATING AN ACID CREATURE

"Acid" is an inherited template that can be applied to any living corporeal creature (referred to hereafter as the base creature). An acid creature uses all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: Same as base creature +2.

Type: The acid creature's type changes to outsider and gains the elemental and extraplanar subtypes. If your game has an acid subtype acid creature gains it. If the base creature has the water or aquatic subtypes, it loses them. Recalculate base attack bonuses, saves, or skill points.

Hit Dice: Change all of the base creature's racial HD to d10s.

Defensive Abilities: An acid creature gains immunity to acid.

Weaknesses: An acid creature gains the following weakness.

Water Vulnerability (Ex): For every gallon of freshwater an acid creature is exposed to, it takes 1d6 damage. If it is submerged in water, the damage increases to 1d8 per round it is submerged. An acid creature cannot heal this damage until it is no longer exposed to the water.

Special Attacks: An acid creature gains the engulf universal ability. Engulfed opponents take acid damage equal to the acid creature's acidic strikes ability each round (see below). Additionally, it gains the following.

Acid Pool (Ex): An acid creature is surrounded at all times by pool of acid.The pool is a spread with a radius of twice the acid creature's space (thus a creature with a 5 ft. space would have a 10 ft. radius pool). Anything coming into contact with this acid takes acid damage (no save) equal to a base of 1d6 for Medium; the damage scales with size. If the base creature can fly, the creature does not have a pool of acid surrounding it while flying, but instead drips acid on those below (see Acid Rain below).

Acid Rain (Ex) Anything beneath a flying acid creature takes damage from dripping acid. The acid damage is equal to the acid creature's acid pool damage (see Acid Pool). A Reflex save is allowed for half damage. If the acid creature can hover, anything under it takes this damage each round the acid creature maintains the hover. The Reflex save DC is Dexterity-based.

Acidic Spellcasting (Su): An acid creature casts all spells and spell-like abilities with the acid descriptor at one caster level higher. Spells or use of spell-like abilities with the water descriptor are automatically changed to the acid descriptor, deal acid damage, and are cast at one caster level higher. If the spell creates water, it now creates acid, and it does damage equal to the damage from its acidic strikes ability (see below). As a free action, an acid creature can have any damaging spell or spell-like ability deal half of its damage as acid damage. Such spells and spell-like abilities are not cast at the increased caster level. If this ability is used on a spell or spell-like ability that deals nonlethal damage, the acid creature can have it do acid damage equal to half of the listed damage amount.

Acidic Strikes (Ex): A Medium acid creature's natural attacks deal an additional 1d6 acid damage, plus an additional 1d6 acid damage for every 5 racial HD the base creature has. The damage scales with size and stacks with any other acid damage the creature does.

Skills: An acid creature gains Swim as a class skill.

Special Qualities: An acid creature gains the following.

Acidic Body (Ex): An acid creature's touch corrodes any material it touches except stone. For each round it maintains its touch to an object the acid creature does its acid strikes damage to that object (including most equipment). Anyone grappled by or grappling

an acid creature takes this damage every round until the grapple is broken.

Additionally, any supernatural or extraordinary ability the base creature has that has water in its name or affects water instead effects acid.

Acidic Swimming (Ex): An acid creature with a swim speed can swim through acid as a normal creature swims through water. If the base creature does not have a swim speed it gains one at its highest speed or 20 feet, whichever is larger.

Environment: any nonaquatic

SAMPLE ACID CREATURE

Acrid fluid pools around this large hairless, green-blue humanoid. The ground beneath its feet hisses and dissolves as it moves.

YTAS

Long ago Ytas was summoned to the Prime Material Plane by an unknown sorcerer. Unfortunately, the water used by the summoner was from the fetid swamp of a black dragon. The arcane energies of the summoning combined with the putrid water to turn the elemental water of Ytas acidic and corrupted his mind. Ytas killed the summoner at the first opportunity, and he now roams the land dissolving and destroying all he can in psychopathic frenzy.

YTAS **CR 13 • XP 25,600**

Male acid marid shahzada (*Pathfinder® Roleplaying Game Bestiary™*)

CE Large outsider (elemental, extraplanar)

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

DEFENSE

AC 23, touch 14, flat-footed 18 (+4 Dex, +1 dodge, +9 natural, –1 size)

hp 133 (14d10+56)

Fort +10, **Ref** +15, **Will** +11

Immune acid, elemental traits

Weakness water vulnerability

OFFENSE

Speed 20 ft., swim 60 ft.

Melee 2 slams +19 (2d6+6 plus 3d8 acid)

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

Special Attacks acid's fury[†††], acid mastery, acid pool (10 ft., 1d8 acid), acidic strikes (3d8 acid), engulf (DC 23, 3d8 acid), vortex (1/10 minutes, 10-50 ft. tall, 1d8+4 damage, DC 20)

Spell-Like Abilities (CL 20th; concentration +23)

Constant—*acid walk*[†], *detect evil, detect good, detect magic*

At will—*create acid*[†], *invisibility, plane shift* (willing targets to elemental planes, astral plane, or material plane only) (DC 18), *purify food and drink* (liquids only) (DC 13), *quench*

5/day—*acid breathing*[†], *control acid*[†], *gaseous form, obscuring mist*

3/day—*cone of cold* (DC 18), *ice storm, see invisibility, wish* (to nongenies only)

1/day—*elemental swarm* (acid elementals[††] only), *permanent image* (DC 19), *persistent image* (DC 18)

STATISTICS

Str 23, **Dex** 19, **Con** 18, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +14; **CMB** +21; **CMD** 36

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative[B], Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Craft (weapons) +19, Diplomacy +20, Knowledge (planes) +19, Perception +19, Sense Motive +19, Spellcraft +19, Stealth +17, Swim +31

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

SQ acidic body (3d8 acid), acidic spellcasting, acidic swimming, change shape (acid elemental††, humanoid, or giant, *alter self, elemental body III*, or *giant form* I), acid's fury††† (DC 21)

SPECIAL ABILITIES

Acid Mastery†† (Ex) Ytas gains a +1 bonus on attack and damage rolls if both it and its opponent are touching acid. If the opponent or the marid is touching ground, the marid takes a -4 penalty on all attack and damage rolls.

Acid Pool (Ex) See the acid creature template.

Acid's Fury††† (Su) As a standard action, Ytas can release a jet of acid in a 60-foot line that deals 1d6 points of acid damage and blinds the target struck for 1d6 rounds. A DC 21 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

Acidic Body (Ex) See the acid creature template.

Acidic Spellcasting (Su) See the acid creature template.

Acidic Strikes (Ex) See the acid creature template.

Acidic Swimming (Ex) See the acid creature template.

Vortex†† (Su) Ytas can transform into a vortex of swirling, churning acid once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while Ytas is submerged in acid; he cannot leave a body of acid while in vortex form.

† As water spell, but deals acid damage or only works on acid.

†† Water elemental with acid template applied.

††† As water's fury but deals acid damage.

AGATHION INVESTED

Walking the line between order for the greater good and freedom of self-determination, the animal-like agathions often find the need to join with a mortal agent to achieve their goals—or just to help spread goodness throughout the world. By finding a willing mortal, an agathion can invest the being with some of its power by inhabiting the mortal creature in return for the mortal's completing the agathion's desired task.

An agathion-invested creature has a dual nature, the mortal and the celestial, and can switch between the two as needed. Unlike most of the other celestials, an agathion is not above striking a bargain with mortals who haven't chosen a side between good and evil, hoping that its presence moves them towards good. An agathion-invested creature looks the same as before, but its eyes are of the agathion residing within it.

CREATING AN AGATHION INVESTED CREATURE

"Agathion-Invested" is an acquired template that can be added to any living non-evil creature that willingly agrees to the agathion's inhabiting presence (hereafter referred to the base creature). The creature retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +2; +3 for draconal or cetaceal invested.

Type: An agathion-invested creature gains the good and shapechanger subtypes.

Alignment: Any non-evil. If the agathion-invested creature ever becomes evil, it loses this template, as the agathion abandons it.

Defensive Abilities: An agathion-invested creature gains a +4 sacred bonus on saves vs. poison and petrification and gains electricity resistance 20.

Weaknesses: An agathion-invested creature gains the following weakness.

Spell Vulnerability (Ex) Certain powerful spells have special additional effects against agathion-invested creatures.

An agathion-invested creature subjected to a *dismissal* or *dispel good* spell must succeed on a Will saving throw or lose all modification bestowed by this template for a number of rounds equal to the opponent's caster level.

An agathion-invested creature subjected to a *banishment* spell must succeed as on a Will save or lose the template. The agathion that invested the creature is sent back to its plane of origin and cannot attempt to invest the same creature for a year and a day.

While not a lycanthrope, spells and effects that specifically target lycanthropes can affect an agathion-invested creature.

Special Attacks: An agathion-invested creature gains the following special attacks.

Sacred Attacks (Su) Each of an agathion invested creature's melee attacks with a natural or manufactured weapon deals +1d6 points of extra damage to creatures of evil alignment. All of its natural and manufactured weapons are considered as magic and good-aligned for overcoming damage reduction.

Spell-Like Abilities: The creature gains the following spell-like abilities, depending on the kind of agathion that has invested it. The creature uses its Hit Dice or

TABLE 2-1: AGATHION INVESTED ABILITIES

Agathion	Spells	Str	Dex	Con	Int	Wis	Cha
Avoral	3/day—*gust of wind, speak with animals*; 1/day—*lightning bolt*	—	+4	—	—	—	+2
Cetaceal	3/day—*neutralize poison, remove disease, shocking grasp*; 1/day—*cone of cold*	+4	—	+2	—	—	—
Draconal	3/day—*command, hold monster*; 1/day—*heal*	+4 to one ability score, +2 to any other ability score					
Leonal	3/day—*hold monster, wall of force*	+4	+2	—	—	—	—
Silvanshee	At will—*speak with animals*; 3/day—*dancing lights, magic missile*	—	+4	—	—	+2	—
Vulpinal	3/day—*mage armor, invisibility* (self only) 1/day—*holy smite*	—	—	—	+4	—	+2

caster level, whichever is higher, as the caster level for its spell-like abilities. Save DCs are based on the creature's Intelligence, Wisdom, or Charisma, whichever is highest.

Abilities: An agathion invested creature's ability scores change from the base creature according to the kind of agathion as stated on **Table 2-1**.

Special Qualities: An agathion invested creature gains the following.

Agathion Form (Su) At will, an agathion-invested creature can take the form of the agathion that invested it as a full-round action. This ability functions as a lycanthrope's change shape ability spell but with no hybrid form and the following modifications.

In agathion form, the invested creature's type changes to outsider with the appropriate augmented and native subtypes. It gains an additional +4 racial bonus to Perception, low-light vision, and the truespeech ability of agathions.

Additionally, an agathion invested creature gains the movement rates, physical ability scores of the agathion, and additional abilities when in agathion form depending on the agathion inhabiting it (see **Table 2-2**).

A draconal invested creature's breath weapon and immunity are of a single energy type which is the same energy types as the draconal gracing the base creature possesses. The damage done is equal to 1d6 plus one additional 1d6 for every 2 Hit Dice the base creature possesses (10d6 maximum) and allows a Reflex save for half damage. The save DC is Charisma-based.

The damage for the leonal invested rake attack is equal to the damage from its claw natural attack.

An agathion invested creature can remain in agathion form for a number of rounds per day equal to its Charisma score (minimum 1). This is a *polymorph* effect and does not need to be used consecutively.

TABLE 2-2: AGATHION FORM ABILITIES

Agathion	Abilities
Avoral	1/day—*true seeing, blur* (self only), additional +4 racial bonus to Perception
Cetaceal	Aquatic subtype, amphibious, blindsense 60 ft.
Draconal	Breath weapon (30-ft. line, 1/day), Immune to energy type of breath weapon
Leonal	Pounce, grab (claws), rake (2 claws)
Silvanshee	Lay on hands (1d6, 1/day), pounce, additional +4 racial bonus to Perception and Stealth, Weapon Finesse as bonus feat
Vulpinal	Lay on hands (1d6, 1/day), pounce, +4 racial bonus to Acrobatics to jump

Inhabited (Su) Each agathion-invested creature is inhabited by a specific agathion. The agathion can neither control the inhabited creature nor read its mind, and it perceives only what the inhabited creature does.

The agathion is in constant telepathic communication with the inhabited creature, imparting its thoughts and desires regardless of language. To gain the inhabited creature's cooperation, the agathion usually offers telepathic suggestions that it thinks the creature might find appealing.

While inhabiting another creature, the agathion does not have access to any of its supernatural, spell-like, or extraordinary abilities. It cannot cast spells or take any mental actions beyond thinking and using Intelligence-based skills. It cannot be targeted by any spell or effect (except as described under spell vulnerability), but it can be detected normally by divination spells.

Damage that harms the inhabited creature does not harm the inhabiting agathion. If the inhabited creature dies, the agathion appears in its square.

The agathion can exit the inhabited creature at any time as a standard action. When it does so, it appears in the nearest available open space. The agathion can reenter the base creature as a standard action as long they are within 10 feet of each other, and it does not require further permission from the base creature to do so.

While separated, the base creature loses the benefits of this template. If the base creature and agathion are separated for more than a day, the base creature permanently loses the template. The agathion can re-invest itself in the same creature, but the base creature needs to agree once again.

SAMPLE AGATHION INVESTED CREATURE

Clever, amused-looking male human with striking violet cat-eyes. He is dressed in a striped grey cloak, white shirt, and is otherwise dressed in all black

KIRIEN LONGBLADE

Kirien Longblade was always a good-hearted scoundrel always more interested in tweaking the nose of the wicked and petty than actual thievery. His actions came to the attention of Safa, a silvanshee agathion. The agathion approached Kirien in an alley as he was escaping from the thugs employed by the target of his latest exploit. After a quick discussion, a bargain was struck. Safa invested herself into the rogue, and now the two of them work together to help those in needs, as well as make the life difficult for those who would exploit of use others.

KIRIEN LONGBLADE **CR 7 • XP 3,200**

Male Silvanshee-invested human rogue 6 (*Pathfinder® Roleplaying Game Bestiary 2™*)

NG Medium humanoid (good, human, shapechanger)

Init +4; **Senses** Perception +9

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 deflection)

hp 48 (6d8+18)

Fort +4, **Ref** +9, **Will** +3; +4 sacred bonus vs. poison and petrification

Defensive Abilities evasion, trap sense +2, uncanny dodge; **Resist** electricity 20

Weaknesses spell vulnerability

OFFENSE

Speed 30 ft.

Melee *+2 mithral rapier* +10 (1d6+2 plus 1d6 vs. evil/18-20)

Ranged +1 hand crossbow +9 (1d4+1/19-20)

Special Attacks sacred attacks (+1d6 vs. evil), sneak attack +3d6

Spell-Like Abilities (CL 6th; concentration +7)

At will—*speak with animals*

3/day—*dancing lights, magic missile*

STATISTICS

Str 11, **Dex** 19, **Con** 14, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +4; **CMB** +8; **CMD** 19

Feats Agile Maneuvers, Combat Reflexes, Endurance, Self-Sufficient, Weapon Finesse[B]

Skills Acrobatics +11, Appraise +10, Bluff +10, Climb +9, Disable Device +15, Escape Artist +11, Heal +3, Knowledge (local) +10, Perception +9, Sleight of Hand +13, Stealth +13, Survival +3, Use Magic Device +10

Languages Celestial, Common

SQ agathion form (silvanshee, 12 rounds; *polymorph*), inhabited, rogue talents (camouflage, canny observer, finesse rogue), trapfinding +3

Combat Gear *boots of escape, potion of cure moderate wounds* (2); **Other Gear** *+1 glamered leather armor, +2 mithral rapier, ring of protection +1*

SPECIAL ABILITIES

Agathion Form (Su) See the agathion-invested template.

Inhabited (Su) See the agathion-invested template.

Sacred Attacks (Su) See the agathion-invested template.

Silvanshee Form

NG Tiny outsider (augmented humanoid, good, human, native, shapechanger)

Init +5; **Senses** low-light vision; Perception +17

DEFENSE

AC 21, touch 18, flat-footed 16 (+3 armor, +5 Dex, +2 size, +1 deflection)

hp 54 (6d8+24)

Fort +5, **Ref** +10, **Will** +3; +4 sacred bonus vs. poison and petrification

Defensive Abilities evasion, trap sense +2, uncanny dodge; **Resist** electricity 20

Weaknesses spell vulnerability

OFFENSE

Speed 30 ft.

Melee bite +11 (1d3-4 plus 1d6 vs. evil), 2 claws +11 (1d2-4 plus 1d6 vs. evil)

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

Special Attacks lay on hands (1d6, 1/day), pounce, sacred attacks +1d6, sneak attack +3d6

Spell-Like Abilities (CL 6th; concentration +7)

At will—*speak with animals*

3/day—*dancing lights, magic missile*

STATISTICS

Str 4, **Dex** 20, **Con** 16, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 15 (19 vs. trip)

Feats Agile Maneuvers, Combat Reflexes, Endurance, Self-Sufficient, Weapon Finesse[B]

Skills Acrobatics +12, Appraise +10, Bluff +10, Climb +6, Disable Device +16, Escape Artist +12, Heal +3, Knowledge (local) +10, Perception +17, Sleight of Hand +14, Stealth +26, Survival +3, Use Magic Device +10; **Racial Bonuses** +8 Perception, +4 Stealth

Languages Celestial, Common

SQ agathion form (silvanshee, 12 rounds; *polymorph*), inhabited, rogue talents (camouflage, canny observer, finesse rogue), trapfinding +3

Combat Gear *boots of escape, potion of cure moderate wounds* (2); **Other Gear** *+1 glamered leather armor, +2 mithral rapier, ring of protection +1*

SPECIAL ABILITIES

Agathion Form (Su) See the agathion invested template.

Inhabited (Su) See the agathion invested template.

Sacred Attacks (Su) See the agathion invested template.

AIRBORNE CREATURE

Not all the creatures of the ocean depths are restricted to dark, watery lairs. A few are found in the most unexpected of places—high mountain caverns, deep forest grottos, and languorously soaring amongst the clouds in the sky.

An airborne creature is a creature that has, either through the natural forces of evolution or via permanent magical change, gained the ability to breathe air and to "swim" through the air as their cousins do in the seas, lakes and rivers. Indeed, it controls air itself, allowing it to move freely, and buffet those that dare oppose its mastery of the skies. Airborne creatures have goals, motivations, and instincts not unlike those of their aquatic cousins—an airborne shark is a top tier predator, swimming between trees as it chases a deer through the forest, and an airborne dragon turtle vies with its red and gold dragon cousins for the best lairs and choicest treasure.

CREATING AN AIRBORNE CREATURE

"Airborne" is an inherited or acquired template that can be added to any aquatic-dwelling aberration, animal, dragon, or magical beast (referred to hereafter as the base creature). An airborne creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Type: If the base creature has the aquatic subtype the creature loses it.

Senses: An airborne creature gains the following:

Cloud Sight (Su) An airborne creature can see through fog, clouds, and similar obscuring effects with perfect clarity, including magical or supernatural fogs and clouds. Creatures and objects do not gain concealment from an airborne creature due to such conditions. An airborne creature may use this ability while in cloud form (see below).

Speed: An airborne creature loses its Swim speed but gains a Fly speed at the same rate as the Swim speed. If the creature is Small or smaller it has a maneuverability of Perfect. If it is Medium or Large it has a maneuverability of Good, if it is Huge or larger it has a maneuverability of Average.

Spell-like Abilities: An airborne creature gains the following spell-like abilities. If the base creature does not have spell-like abilities its caster level is equal to its total Hit Dice.

Levitate (self only). This ability functions at will and at the base creature's existing caster level (if it already has a caster level) or at a caster level equal to its hit dice, but is always powerful enough to keep the creature aloft, no matter its weight.

Control winds. This ability can be used once per day for airborne creatures of 8 or fewer HD, 3/day for airborne creatures of 9-16 HD, and at will for airborne creatures of 17 or more hit dice.

Abilities: Dex +2.

Feats: Airborne creatures gain Flyby Attack as a bonus feat.

Skills: Airborne creatures lose Swim as a class skill and gain Fly as a class skill. Skill points in Swim are redistributed to Fly. As per the Fly skill, an airborne creature receives a bonus (or penalty) on Fly skill checks depending on its maneuverability: Average +0, Good +4, Perfect +8. Airborne creatures also gain a +4 racial bonus on Fly checks.

Special Qualities: An airborne creature gains the flight special quality as an extraordinary ability. If the base creature has the amphibious special quality, it exchanges it for the water breathing special quality. If the base creature did not have the amphibious quality, it gains the hold breath special quality as an extraordinary ability.

Additionally, an airborne creature loses any special abilities it had that are specific to being aquatic (such as an aboleth's mucus cloud or a sea serpent's capsize or elusive). If it loses one or more special abilities an airborne creature gains the following.

Cloud Form (Su) An airborne creature can change itself into a cloudy vapor as a swift action for a number of rounds per day equal to its Hit Dice. These rounds do not have to be consecutive and can be spread out throughout the day. This ability functions as *gaseous form* except the airborne creature's fly speed is unchanged.

Environment: An airborne creature's environment changes to Any.

Sample Airborne Creature

A cloud above solidifies into a huge tentacled fishlike creature with three red slits for eyes and great fins along its sides that it uses to fly.

Yg'photh the Sky Tyrant

Yg'photh the Sky Tyrant is, thankfully, the only known airborne aboleth. It is a massive creature, 30-feet long and weighing around six tons. Though Yg'photh is not surrounded by the typical mucus cloud of its aquatic kin, it looks like most any other aboleth, with four scaly tentacles on the sides of its fish-like body, and three slit-like red eyes at the front of its head. The most significant difference is the two wing-like fins on either side of its body that help it maneuver through the air.

From a massive abandoned temple complex high in the cloud-ringed mountains Yg'photh rules the skies and the lands beneath them

for many miles around. Much as its aquatic cousins do in the dark depths of the seas and water-logged caverns, Yg'photh has used its spell-like abilities to create numerous slaves to serve its purposes, surrounding itself with guards, messengers, and general servants.

Yg'photh the Sky Tyrant CR 8 • XP 4,800

Airborne aboleth (*Pathfinder® Roleplaying Game Bestiary™*)
LE Huge aberration
Init +6; **Senses** darkvision 60 ft., cloud sight; Perception +14

DEFENSE

AC 21, touch 10, flat-footed 19; (+2 Dex, +11 natural, –2 size)
hp 84 (8d8+48)
Fort +8, **Ref** +6, **Will** +11

OFFENSE

Speed 10 ft., fly 60 ft. (average)
Melee 4 tentacles +10 (1d6+5 plus slime)
Space 15 ft.; **Reach** 15 ft.
Special Attacks slime
Spell-Like Abilities (CL 16th; concentration +19)
At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *levitate* (self only), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19)
3/day—*dominate monster* (DC 22)
1/day—*control winds*

STATISTICS

Str 20, **Dex** 14, **Con** 22, **Int** 15, **Wis** 17, **Cha** 17
Base Atk +6; **CMB** +13; **CMD** 25 (can't be tripped)
Feats Flyby Attack[B], Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)
Skills Bluff +11, Fly +13, Intimidate +14, Knowledge (arcane) +10, Perception +14, Spellcraft +13; **Racial Modifiers** +4 Fly.
Languages Aboleth, Aklo, Aquan, Undercommon
SQ cloud form, hold breath

SPECIAL ABILITIES

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

ALACRITOUS CREATURE

Alacritous creatures are capable of bursts of speed so great, they briefly appear to be in two places at once.

When using their abilities, winds constantly whip around the creatures' bodies and a blur of motion creates a blazing trail behind them as they move; in the desert, they are often mistaken as curious whirlwinds before it is too late and they fall upon their observers.

CREATING AN ALACRITOUS CREATURE

"Alacritous" is an acquired template that can be applied to any creature that is not incorporeal and has a move rate of at least 30 feet (hereafter referred to as the base creature). An alacritous creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Defensive Abilities: An alacritous creature retains all the base creature's defenses and gains improved evasion (as the rogue ability), improved uncanny dodge (as the barbarian ability at a level of its total HD + 4), as well as the following

Duck Aside (Ex): Any round the alacritous creature does not use its split second ability (see below), it has a +20% chance to step away from any attack that would otherwise hit it. This stacks with any miss chance due to concealment.

Speed: The alacritous creature doubles all its movement rates.

Special Attacks: An alacritous creature retains all the base creature's special attacks and gains the pounce universal monster ability as well as the following.

Split Second (Su): An alacritous creature can move with such speed that it appears to be in two places at once. As a full-round action, it can move up double to its movement, then take a standard action at its original location, and one at its new location. It may use the action at its new location to charge and/or pounce, or to make an attack using Spring Attack (which counts as its additional standard action). It is treated as being at both locations for purposes of provoking attacks of opportunity from all actions taken (at either location) or threatening and being threatened, until the end of its action. Once the

alacritous creature has taken all its actions, it comes to rest exclusively at its new position.

An alacritous creature cannot use split second two rounds in a row.

Spell-Like Abilities: An alacritous gains the following spell-like abilities. Its caster level is equal to total Hit Dice + 4.

Constant—*freedom of movement*

Feats: An alacritous creature receives Dodge, Improved Initiative, Mobility, and Run and either Flyby Attack or Spring Attack (as appropriate) as bonus feats.

SAMPLE ALACRITOUS CREATURE

The statue by the temple's entrance suddenly appears both where it was and next to you.

SWIFT GUARDIAN

The swift guardian is designed to be the door in a temple with no doors—a construct charged with keeping the unworthy out of places holy to gods of freedom and mystery. Because these shrines and temples are designed with no locks, doors, or architectural barriers to entry, the swift guardians must have great speed to be able to block those forbidden to enter through swift retribution.

Swift Guardian **CR 7 • XP 3,200**

Alacritous Graven Guardian (*Pathfinder© Roleplaying Game Bestiary 3™*)

N Medium construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +8 natural, +1 dodge)

hp 53 (6d10+20); fast healing 2

Fort +2, **Ref** +4, **Will** +3

Defensive Abilities duck aside, improved evasion, improved uncanny dodge (10th level); **DR** 5/ adamantine; **Immune** construct traits; **SR** 21

Weaknesses faith bound

OFFENSE

Speed 80 ft.

Melee *+1 keen scimitar* +10/+5 (1d6+5/15-20) or slam +9 (1d6+4)

Special Attacks magic weapon, pounce, split second

Alacritous Spell-Like Abilities (CL 10th; concentration +5)

Constant—*freedom of movement*

Graven Guardian Spell-Like Abilities (CL 5th; concentration +0)

1/day—*haste* (self only)

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +13; **CMD** 26

Feats Dodge[B], Improved Initiative[B], Mobility[B], Run[B], Spring Attack[B]

SQ guardian domains (Liberation, Magic)

ECOLOGY

Environment any land

Organization solitary, band (2-4), or assembly (5-12)

Treasure incidental (mwk scimitar, other treasure)

SPECIAL ABILITIES

Duck Aside (Su) See the alacritous creature template.

Faith Bound (Su) The swift guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of a deity that grants either the liberation or magic domain, unless that creature first attacks the swift guardian.

Magic Weapon (Su) A swift guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon).

Resistant (Su) The swift guardian's SR increases by 5.

Split Second (Su) See the alacritous creature template.

Unfettered (Su) The swift guardian gains a +4 bonus to its CMD.

AMALGAM

An amalgam is two different monsters brought together into one being by either magic or selective breeding. The amalgam template can be used to create a new race to replace a standard one, or new creatures resulting from a crossbreeding experiment, or a series of monsters influenced by a god or demon, or even a unique creature created by a magical accident.

CREATING AN AMALGAM

"Amalgam" is an acquired or inherited template that combines two creatures (referred to hereafter as base creatures). An amalgam uses all the statistics and special abilities of the two base creatures except as noted here.

Appearance: Several factors determine the amalgam's appearance:

Body Form: The amalgam has the general body form of whichever base creature has the most total Hit Dice. In the case of a tie, the GM may choose which base creature's form the amalgam has.

Limbs: The amalgam has the same kinds of limbs and attacking appendages as both base creatures do. If both base creatures have a particular kind of limb, the amalgam has the same number of such limbs as does the base creature with the higher character level or Hit Dice. If both base creatures have the same character level or Hit Dice, the amalgam has the greater number of limbs. The amalgam can attack with any appendage that either base creature can, even if the other base creature has no attack with that limb. All limbs are sized appropriately for the amalgam.

For example, a Huge monstrous scorpion combined with a stirge has the general body form, legs, claws, and tail of the scorpion, plus stirge-like wings and a stirge's proboscis—both sized to fit its new body. A hill giant combined with a heavy warhorse has the body form, legs, and arms of a hill giant, plus a horse-like face and hoof-like feet to deliver the warhorse's hoof and bite attacks.

Appearance: The amalgam looks like a combination of both base creatures, even if its features do not retain the same functions. The GM may freely assign any appropriate physical characteristics to the creature within those parameters. In the example of the hill giant and horse amalgam above, the resulting creature might be hairy like a horse.

Challenge Rating: Compare the amalgam to both base creatures and select a challenge rating based on theirs. Then compare the amalgam to creatures with Challenge Ratings up to 3 higher to determine whether the CR you

TABLE 2-3: AMALGAM SIZE/TYPE

Base Creature 1 \ Base Creature 2	Aber	Ani	Con	Drag	Fey	Hum	MagB	MonH	Ooze	Out	Pla	Und	Ver
Aber	Aber	Aber	Con	Drag	Aber	Aber	MagB	Aber	Aber	Out	Pla	Und	Aber
Ani	Aber	Ani	Con	Drag	Fey	MonH	MagB	MonH	Aber	Out	Pla	Und	Ver
Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con
Drag	Drag	Drag	Con	Drag	Drag	Drag	Drag	Drag	Aber	Out	Pla	Und	Drag
Fey	Aber	Fey	Con	Drag	Fey	Fey	MagB	Fey	Aber	Out	Fey	Und	Aber
Hum	Aber	MonH	Con	Drag	Fet	Hum	Aber	MonH	Aber	Out	Pla	Und	Aber
MagB	MagB	MagB	Con	Drag	MagB	Aber	magB	Aber	MagB	Out	Pla	Und	Aber
MonH	Aber	MonH	Con	Drag	Fey	MonH	Aber	MonH	Aber	Out	Pla	Und	Aber
Ooze	Aber	Aber	Con	Aber	Aber	Aber	MagB	Aber	Ooze	Aber	Aber	Und	Aber
Out	Out	Out	Con	Out	Out	Out	Out	Out	Aber	Out	Pla	Und	Out
Pla	Pla	Pla	Con	Pla	Fey	Pla	Pla	Pla	Aber	Pla	Pla	Und	Pla
Und	Und	Und	Con	Und	Und	Und	Und	Und	Und	Und	Und	Und	Und
Ver	Aber	Ver	Con	Drag	Aber	Aber	MagB	Aber	Aber	Out	Pla	Und	Ver

Aber—Aberration, Ani—Animal, Con—Construct, Drag—Dragon, Fey—Fey, Hum—Humanoid, MagB—Magical Beast, MonH—Monstrous Humanoid, Ooze—Ooze, Out—Outsider, Pla—Plant, Und—Undead, Ver—Vermin

have assigned is reasonable using **Table 1-1: Monster Statistics by CR** and **Table 1-2: Creature Hit Dice** in the *Pathfinder® Roleplaying Game Bestiary™* as a guide.

Alignment: The amalgam's alignment includes elements of both base creatures' alignments. For example, an amalgam created from chaotic neutral and lawful evil base creatures could be chaotic evil or lawful neutral, at your option.

Size: The amalgam is the same size as the larger of the two base creatures.

Type: Find the amalgam's type by cross-referencing the two base creatures' types on the **Table 2-3**. The creature retains the subtypes of both base creatures unless those subtypes directly conflict, *e.g.* fire and cold. In the case of such a conflict, the creature loses both subtypes.

Senses: An amalgam has the senses of both base creatures as well as those granted by the amalgam's new type. If one of the ranges on a sense is higher for one base creature than the other (or the type), user the higher value.

Aura: The amalgam has the auras of both base creatures. If the aura was granted by the base creature's type or subtype that the amalgam does not have, it loses that aura.

For example, an amalgam made up of an azer and winterwight would not retain the cold aura of the winterwight since the amalgam loses the cold subtype.

Armor Class: If the base creatures are the same size, average their natural armor bonuses and round down to determine the natural armor bonus of the amalgam. (A creature with no natural armor bonus has an effective natural armor bonus of +0.) Otherwise, adjust the natural armor bonus of the smaller creature according to **Table 2-4** before averaging. Apply the modifiers stepwise to account for the size difference between the smaller base creature and the amalgam.

Table 2-4: Bonus to Natural AC for Averaging

Size Change	Natural AC Bonus
Fine to Diminutive	+0
Diminutive to Tiny	+0
Tiny to Small	+0
Small to Medium	+0
Medium to Large	+2
Large to Huge	+3
Huge to Gargantuan	+4
Gargantuan to Colossal	+5

Hit Dice: The amalgam has the same number of racial Hit Dice as the base creature with the greatest number of racial HD. If the two base creatures have the same number of racial HD, the amalgam also has that number. Hit Dice gained through class levels do not count for this purpose. The amalgam's racial Hit Dice are of a size appropriate to its new type. Recalculate the amalgam's hit points based on the number of HD and type of HD.

Saving Throws: Recalculate the amalgam's saving throws based on its new type, ability scores and hit dice. If the amalgam has the Humanoid or Outsider type, use the default good saves for those types (Reflex for Humanoid, Reflex and Will for Outsider) if neither base creature is the same type as the amalgam. If one of the base creatures has the same type as the amalgam, the amalgam's good saves are the same as that creature. If both of the base creatures have the same type as the amalgam but different good saves choose which saves are good from the two base creatures.

Speed: The amalgam possesses the speeds and movement modes of both base creatures. If both have a particular mode of movement, the amalgam's speed for that mode is the higher of the two. If both base creatures have fly speeds, the amalgam has the better maneuverability rating.

For example, combining a centaur and a cloaker, the resulting amalgam would have the land speed of the centaur (50 ft.) and the fly speed of the cloaker (40 ft. with average maneuverability).

Defensive Abilities: An amalgam keeps all the defensive abilities, immunities, resistances, DR and SR of both base creatures. If both base creatures have the same kind of defensive ability use the one with the larger value. With regards to immunities, immunity to an effect prevails over any type of damage over resistance to that effect. For damage reduction, use the higher value from both base creatures. For vulnerabilities that bypass a creature's DR, if both creatures have DR combine both with an "or," if one of the creature's DR has a dash (no bypassing the DR) the amalgam has a dash after its DR as well.

Weaknesses: An amalgam has the weaknesses of both base creatures. If the base creatures has both an immunity and a weakness to the same effect, it loses both.

Attacks: The amalgam retains all the attacks of the base creature with the greater racial Hit Dice. It also gains any attacks the other base creature has that are associated with limbs it gained from that creature, and it retains the weapon and armor proficiencies of both base creatures.

Weapon attacks are always primary attacks, and natural attacks gained from the creature with fewer racial HD are always secondary attacks. Natural attacks gained from the base creature with more racial Hit Dice are either primary or secondary, as they were for that creature. If the base creatures have the same number of racial HD, the amalgam gains all the attacks of both, subject to the

WHY IS THIS TEMPLATE SO COMPLICATED?

Amalgam is the most complicated template in this book (and thus the most difficult one to apply) because it gives the mechanics for taking any two monsters and mashing them together into a single creature. The amalgam template exists to provide a game mechanic for GMs who want to make creatures similar to owlbears, but it can also be used to create earth elemental succubi, bodak stone golems, and other odd combinations. The result is often a strange and unique creature that might deserve its own place in your world.

The template is complicated because it has to encompass all the variables. Many other templates in this book combine different creatures, and they do so in very different ways, but none are expansive enough to account for any combination of monsters.

This template might be more than you need to create the monster combination you have in mind. If you want to create a human with an octopus's tentacle attacks, for example, you can always just give a human those characteristics. But if you'd like a formal structure for combining any two monsters according to the rules, this template does the job.

As you apply the template, you can make minor alterations based on how you want your two monsters to combine. For instance, if you were hoping that the combination of an ogre and a bear would make a giant, centaur-like bear-ogre rather than an ogre with bear-like features, you can alter how the template works to ensure the creature takes the right form.

Ultimately, this template provides a fun new way to think about monsters and create new creatures. With it, you can create interesting encounters and adventures without designing a new monster from scratch—just as you can with any other template in this book.

number of appropriate limbs it actually has. The GM chooses one kind of natural attack to be the primary one if more than one option exists.

For example, a naga combined with a goblin would possess the goblin's arms, so it could wield weapons and make attacks with those limbs.

Damage: If the base creatures are both the same size as the amalgam, the base damage for its attacks remains the same as it was for the base creatures. Otherwise, keep the damage for the larger base creature's attacks the same. Scale the base damage for each of the smaller creature's attacks to their new value based on the amalgam's new size. Ability score damage or drain and energy damage also scale up in the same manner, but negative levels bestowed via attacks do not increase.

Space/Reach: The amalgam has a space and reach appropriate for its size, as given on **Table 8-4: Creature Size and Scale** in the *Pathfinder® Roleplaying Game Core Rulebook*. If the reach for a natural attack that the amalgam receives from one of the base creatures is greater than normal for its size, extend the reach of that attack by the same amount that it is extended from the original creature. For example, an amalgam formed from a choker and an ogre mage would possess tentacle attacks with a reach of 15 feet.

Special Attacks: An amalgam retains all the special attacks of both base creatures that do not depend on a specific limb and body form the amalgam does not possess. If two special attacks are similar, the amalgam has the better of the two.

For example, if both base creatures deal extra fire damage with their melee attacks, but one deals +1 point and the other deals +1d6 points, the amalgam deals +1d6 points of fire damage.

Recalculate the save DCs for all special attacks based on the amalgam creature's Hit Dice and its ability scores. Evaluate the amalgam's special attacks, keeping that it may get to use only two or three of them in a single combat. If it seems as if your amalgam has too many special attacks, pare them down until you are satisfied.

Spellcasting and Spell-Like Abilities: An amalgam retains all the spellcasting and spell-like abilities of both creatures. The amalgam's caster level is equal to its Hit Dice and the spell DCs are typically Charisma-based. If the spellcasting is of a fixed level, the amalgam casts spells at the same level. If one of the base creature's spells or spell-like abilities use a different ability to calculate DCs use the higher score.

Abilities: For each mental ability score, take the average for the two base creatures, rounding down if the result is 10 or higher or up if it is below 10. If the base creatures are the same size, follow the same procedure for each physical ability score. Otherwise, adjust the ability score of the smaller creature according to **Table 2-5** before

averaging. Apply the modifiers stepwise to account for the size difference between the smaller base creature and the amalgam.

TABLE 2-5: BONUSES TO ABILITY SCORES FOR AVERAGING

Size Change	Str	Dex	Con
Fine to Diminutive	+0	-2*	+0
Diminutive to Tiny	+2	-2*	+0
Tiny to Small	+4	-2*	+0
Small to Medium	+4	-2*	+2
Medium to Large	+8	-2*	+4
Large to Huge	+8	-2*	+4
Huge to Gargantuan	+8	+0	+4
Gargantuan to Colossal	+8	+0	+4

* minimum 1

If one of the base creatures has score of "—" for one of its abilities the amalgam can either have no score in that ability as well or the value of the other creature that makes up the amalgam. If both creatures have no score in an ability, the amalgam has no score as well. If an amalgam's new type or subtype give it no score in an ability, for example Constructs having no Constitution score, it maintains having no score in that ability.

Feats: The amalgam retains the bonus feats of both base creatures, but it loses all other feats that the base creatures had. Recalculate the number of feat slots the amalgam has based on its racial and class HD and assign feats as desired, giving preference to the feats that the base creatures possessed. The amalgam must still meet any prerequisites for feats chosen to fill vacant feat slots.

Skills: The amalgam retains the racial skill bonuses described in the Skills section of the creature descriptions for both base creatures, but it loses all skill ranks the base creatures possessed. Recalculate skill points for the amalgam's racial Hit Dice according to its type then purchase its skills afresh, treating both base creatures' skills as class skills. The amalgam retains any skill points gained from class levels.

Languages: If the amalgam can speak, it can speak the languages of both base creatures. If one of the base creatures has a spell-like or supernatural ability to communicate, such as telepathy, the amalgam has that as well (at the greater value if both creatures have the same ability).

Special Qualities: An amalgam retains all the special qualities of both base creatures that do not depend on a limb or body form that the amalgam does not possess. If two special qualities are similar, the amalgam has the better of the two.

Environment: The amalgam can exist in any environment that either base creature could.

Organization: An amalgam is often a wholly new and strange being. Assign whatever organization you wish..

Treasure: Standard if both base creatures have standard treasure, or as the base creature with the most treasure, if both have poorer than standard, or as the base creature with the least treasure if they both have better than standard.

USING THE AMALGAM TEMPLATE

When you think about creatures to combine with the amalgam template, keep the following in mind.

The amalgam template was created to let you mix and match any two monsters. Don't ignore a combination just because it seems silly or contradictory at first glance. Once you've put the monsters through the template, you might be surprised by the result. Look for compromises between conflicting abilities so that the monster can keep as many pieces of the base creatures as possible.

An amalgam need not be simply a combination of the two base creatures. Think of it as a wholly new monster. Examining its abilities and how they interact might suggest a new culture, psychology, ecology, and tactics.

With multiple applications of this template, you can add a third, fourth, or fifth creature to the mix. Such combinations can be a lot of fun to create and play, but continual addition of special attacks and special qualities makes the resulting monsters both more complicated and less balanced.

SAMPLE AMALGAM

This dragon has a body of golden flames, flickering horns of flame, and piercing eyes.

DRACONIX OF DAWN

Even among dragonkind, there are extraordinary individuals who have achieved a state of greatness that sets them above their magnificent brethren. These creatures have a supernatural link to some force or concept, and are

generally known as the dragon lords, or draconix, of their associated concept.

The Draconix of Dawn is a singular creature that has come to embody the power of the rising sun, in all its glory of flame and renewal. A creature of order and fairness, the draconix nevertheless rarely involves itself with the affairs of lesser creatures. Instead, it reserves itself for the most powerful forces of darkness, or evil that attempts to plunge a land into eternal night or otherwise end the cycle of light and renewal the dawn represents. However, should some lesser villain bring itself to the attention of the draconix of dawn, the fiery champion does not hesitate to strike down those who promote anarchy or selfishness.

Draconix of Dawn CR 17 • XP 102,400

Amalgam mature adult gold dragon/phoenix (*Pathfinder® Roleplaying Game Bestiary™*)

NG Unique gargantuan dragon (fire)

Int +8; **Senses** dragon senses, *detect magic, detect poison, see invisibility*; Perception +38

Aura frightful presence (180 ft., DC 27), shroud of flame (20 ft., 4d6 fire, DC 27)

DEFENSE

AC 31, touch 10, flat-footed 27 (+4 Dex, +21 natural, –4 size)

hp 270 (20d12+140); regeneration 10 (cold or evil)

Fort +19, **Ref** +16, **Will** +21

Defensive Abilities self-resurrection; **DR** 15/evil and magic; **Immune** fire, paralysis, sleep; **SR** 28

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft., fly 250 ft. (good), swim 60 ft.

Melee bite +28 (4d6+18/19-20), 2 claws +28 (2d8+12/19-20), 2 wings +26 (2d6+6), tail +24 (2d8+18)

Space 20 ft; **Reach** 15 ft (20 ft. with bite)

Special Attacks breath weapon (60 ft. cone, DC 27, 14d10 fire), crush, tail sweep, weakening breath

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*detect magic, detect poison, see invisibility*

At will—*bless, continual flame, cure critical wounds, daylight, detect evil, greater dispel magic, remove curse, wall of fire*

3/day—*fire storm* (DC 25), *greater restoration, heal, mass cure light wounds,* quickened *wall of fire*

Spells-Known (CL 9th; concentration +16)

4th (5/day)—*divination, spell immunity*

3rd (8/day)—*haste, invisibility purge, prayer*

2nd (8/day)—*aid, detect thoughts, invisibility, lesser restoration, resist energy*

1st (8/day)—*alarm, divine favor, mage armor, shield, shield of faith*

0 (at will)—*detect magic, light, mage hand, mending, open/close, prestidigitation, read magic, stabilize*

STATISTICS

Str 34, **Dex** 18, **Con** 25, **Int** 25, **Wis** 25, **Cha** 25

Base Atk +20; **CMB** 36; **CMD** 50 (54 vs. trip)

Feats Critical Focus, Combat Reflexes, Extend Spell, Flyby Attack, Improved Critical (bite, claw), Improved Initiative, Iron will, Multiattack, Quicken Spell-Like Ability (*wall of fire*)

Skills Acrobatics +27, Diplomacy +30, Fly +21, Heal +30, Intimidate +25, Knowledge (arcana, history, local, nature, nobility, religion) +25, Perception +38, Sense Motive +30, Spellcraft +30, Swim +25; **Racial Modifiers** +8 Perception

Languages Celestial, Common, Cyclops, Draconic, Elven, Ignan, Sphinx, Sylvan

SQ change shape, detect gems, fast flight, luck

ECOLOGY

Environment any land

Organization unique

Treasure triple

SPECIAL ABILITIES

Change Shape (Su): The draconix of dawn can assume any animal or humanoid form 3/day as if using *polymorph*.

Detect Gems (Sp): The draconix of dawn can detect gems three times per day. This functions as *locate object*, but can only be used to locate gemstones.

Luck (Sp): Once per day the draconix of dawn can touch a gem, usually one embedded in its plumage or hide, and enspell it to bring good luck. As long as the draconix carries the gem, it and every good creature within a 70 ft. radius receives a +1 luck bonus on all saving throws. If the draconix gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 21+1d3 hours. This ability is the equivalent of a 2nd-level spell.

Self-Resurrection (Su): If slain, the draconix of dawn remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, it emerges fully healed from the remains of its body 1d4 rounds after death, as if brought back to life via *resurrection*. The draconix of dawn gains 1 permanent negative level when this occurs, although it may use *greater restoration* to remove this negative level. The draconix of dawn can self-resurrect only once per year. If it dies a second time before that year passes, its death is permanent. If it dies within the area of a *desecrate* spell it cannot self-resurrect until the desecrate effect ends. If brought back to life by other means, it never gains negative levels as a result.

Shroud of Flame (Su): The draconix of dawn can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and any creature within its reach must make a DC 27 Reflex save each round to avoid taking 4d6 points of fire damage at the start of its turn. A creature that attacks the draconix of dawn with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

Weakening Breath (Su): Instead of a cone of fire, the draconix can breathe a cone of weakening gas. Creatures within the cone must succeed on a Fortitude save or take 1 point of Strength damage per age category (Will save half).

AMPHIBIOUS CREATURE

Amphibious creatures belong to neither air nor water, and they are native to neither land nor sea. Bogs, swamps, and mires—whether hot, mild, or frozen—are their homes.

An amphibious creature breathes both air and water, and it is comfortable in both. It has slick-looking, smooth skin and large eyes that gather light, granting it clear vision even in the murk of muddy waters. It also possesses fins or webbed appendages—which serve it well in water—and legs, allowing it to move about on land.

An amphibious creature's body shape is similar to that of the base creature but smoother to facilitate swimming, and its digits (if any) are webbed. It also gains fins in appropriate locations. If the base creature lacked strong legs to walk on, the amphibious creature gains two or four such appendages, whichever is most appropriate for its body form. These legs are not capable of gripping weapons and are not useful for attacking foes, but they can be used for locomotion, including climbing and jumping.

CREATING AN AMPHIBIOUS CREATURE

"Amphibious creature" is an inherited template that can be added to any living, corporeal creature that breathes air and lacks a swim speed or that breathes water and lacks a land speed (referred to hereafter as the base creature). An amphibious creature uses all the base creature's statistics and special abilities except as noted here.

Type: The base creature gains the aquatic subtype.

Senses: An amphibious creature gains low-light vision.

Armor Class: The skin of an amphibious creature aids its breathing both in and out of water. But because its body covering must be moist and supple to achieve this purpose, any natural armor the base creature had is less effective. Thus, the amphibious creature's natural armor bonus is equal to the base creature's natural armor bonus –2 (minimum 0). If the base creature had no natural armor bonus, this feature of the amphibious template causes no change.

Weaknesses: An amphibious creature gains the following weakness.

Breathing Skin (Ex) Because an amphibious creature's skin aids in its breathing, it takes a –2 penalty on Fortitude saving throws against gases, contact and inhaled poisons, and all other inhaled effects.

Speed: If the base creature has a land speed but lacks a swim speed, the amphibious creature gains a swim speed equal to the base creature's highest other speed. Its land, climb, fly, and burrow speeds each decrease by 10 feet (to a minimum of 5 feet) from the base creature's values.

If the base creature has a swim speed but lacks a land speed, the amphibious version gains a land speed of 10 feet slower (to a minimum of 5 feet) than the base creature's swim speed.

Abilities: Dex –2 (minimum 1), Con +2.

Skills: Any racial bonuses to skills based on environment changes to the creature's new environment as appropriate.

Special Qualities: An amphibious creature retains all the base creature's special qualities gains the amphibious universal monster ability.

Languages: If the amphibious creature can speak, it gains the ability to speak Aquan in addition to any other languages the base creature knows.

Environment: If the amphibious creature gains a swim speed, it also gains the aquatic and marsh terrains in its environment description. If it gains a land speed, it also gains a land terrain that would normally be found near the base creature's watery habitat or the marsh terrain.

SAMPLE AMPHIBIOUS CREATURE

A slick, smooth, froglike skin stretches over this large insect. Ragged and spiny fish fins protrude from various places on its thorax.

AMPHIBIOUS GIANT MANTIS

A terror of temperate swamps and marshes, the amphibious giant mantis sometimes travels along rivers to populated areas in search of prey. It is a patient carnivore that can remain completely still below the murky water for hours, waiting for prey to come near.

AMPHIBIOUS GIANT MANTIS **CR 3 • XP 800**

N Large vermin (aquatic) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 natural, -1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +1, **Will** +3; -2 Fort. vs. gases, contact and inhaled poisons and inhaled effects

Immune mind-affecting effects

Weakness breathing skin

OFFENSE

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

Melee 2 claws +5 (1d6+3 plus grab) and mandibles +0 (1d6+1)

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

Special Attacks lunge, mandibles, sudden strike

STATISTICS

Str 16, **Dex** 11, **Con** 18, **Int** —, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17 (21 vs. trip)

Skills Climb +11, Perception +6, Stealth +0 (+12 in marshes), Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in marshes), +8 Swim

SQ amphibious

ECOLOGY

Environment temperate swamps and marshes

Organization solitary

Treasure none

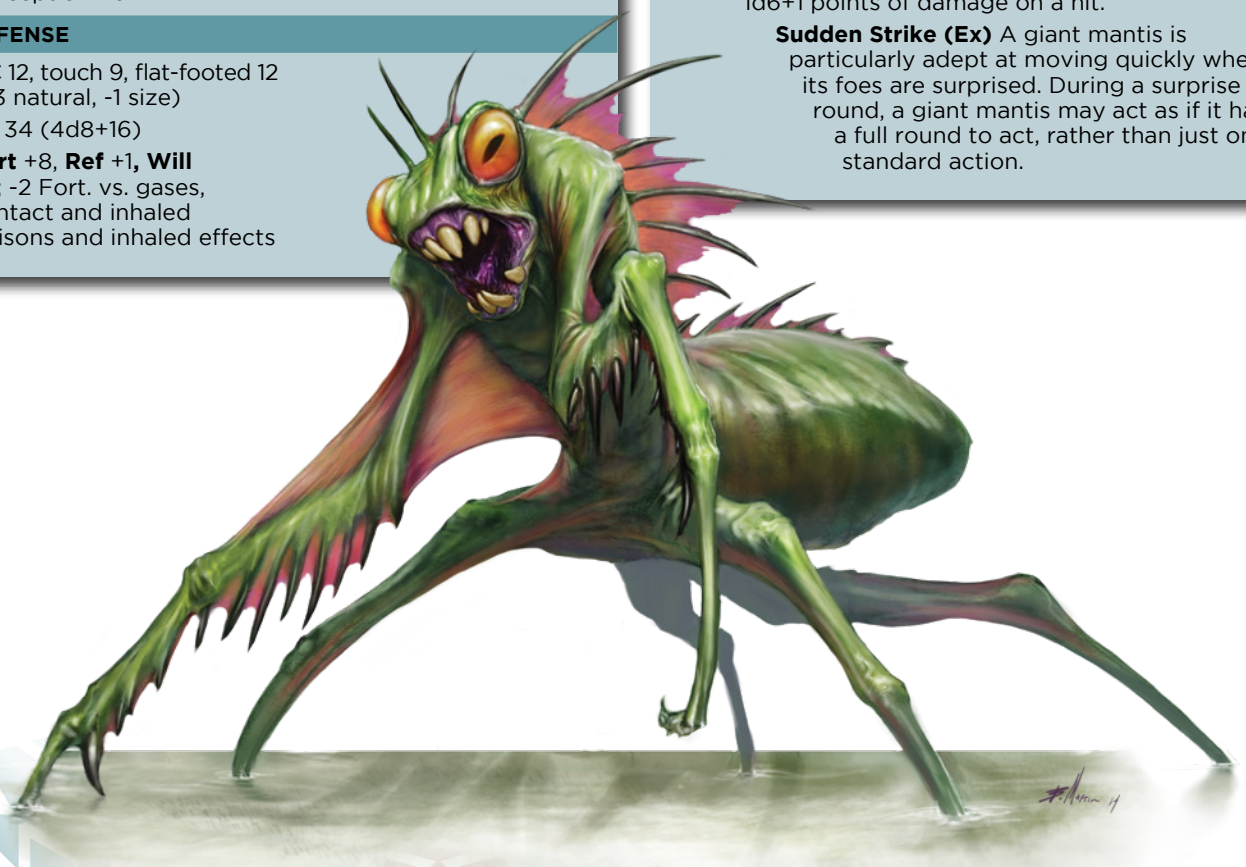
SPECIAL ABILITIES

Breathing Skin (Ex) See amphibious creature template.

Lunge (Ex) A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex) A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +0 attack that inflicts 1d6+1 points of damage on a hit.

Sudden Strike (Ex) A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.



ANGELIC VESSEL

Soldiers in the name of good, angels directly serve the will of the greater forces of good in the universe. When working on the mortal planes, an angel sometimes finds the need to work incognito through a willing mortal, a vessel for its holy essence.

Angelic vessels are mortals who willingly allow an angel to inhabit them and take control of their physical form. While in the vessel, an angel gives up much of its power, but it often finds it can achieve greater good deeds walking the world within a mortal vessel than in its true form.

CREATING AN ANGELIC VESSEL

"Angelic Vessel" is an acquired template that can be added to any living non-evil creature that does not have the outsider or undead type. Additionally, the creature must agree of their own free will to the angelic possession of its body (hereafter referred to as the base creature). The creature retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: An angelic vessel's challenge rating increases depending on the inhabiting angel, as stated on **Table 2-6**.

Alignment: Any non-evil.

Type: An angelic vessel gains the good subtype as well as the lawful or chaotic subtype depending on the angel's alignment.

Armor Class: An angelic vessel gains a deflection bonus to its AC equal to its Charisma bonus (minimum +0).

Defensive Abilities: An angelic vessel gains a +4 sacred bonus on saves vs. poison and petrification; acid and cold resistance 20, DR 5/evil; and a spell resistance equal to 11 + the base creature's total HD.

Weaknesses: An angelic vessel gains the following weakness.

Spell Vulnerability (Ex): Certain powerful spells have special additional effects against angelic vessels.

An angelic vessel subjected to a *dismissal* or *dispel good* spell must succeed on a Will saving throw or lose all modification bestowed by this template for a number of rounds equal to the opponent's caster level.

An angelic vessel subjected to a *banishment* spell must succeed as on a Will save or lose the template. A banished angel does not leave its vessel with a dying burst (see below), but rather the angel is sent back to its plane of origin. The angel cannot attempt to inhabit the same creature for a year and a day.

The angelic vessel gets a +4 sacred bonus on these saves.

Attacks: An angelic vessel has the weapon proficiencies of both the base creature and the angel (angels are usually proficient with all simple and martial weapons).

Special Attacks: An angelic vessel gains the following special attacks.

Dying Burst (Su): If an angelic vessel dies, the angel within it is released in a burst of holy light as it returns to its home plane. The light is identical to the effects of a *holy word* spell but with a range of 60 feet. The angel is considered as being on their home plane for this effect, and thus banishes all nongood extraplanar creatures within range of the dying burst. The caster level for the dying burst is equal to the caster level of the specific angel. The save DC is Charisma-based, using the vessel's total Hit Dice.

Sacred Attacks (Su): Each of an angelic vessel's melee attacks with a natural or manufactured weapon deals +2d6 (+1d6 for a cassisian angelic vessel) points of extra damage to a creature of evil alignment. All of its natural and manufactured weapons are treated as magic and good-aligned for overcoming damage reduction.

Sacred Smite (Su): As a swift action an angelic vessel can make a smite attack vs. an evil creature. The angelic vessel adds its Charisma modifier (if any) to its attack and damage. This damage is doubled if the foe has the evil subtype.

If the creature struck is an evil outsider, or is possessed or inhabited by an evil creature (such as having the demon-possessed template), the smite acts as a *banishment* spell (CL equals the angelic vessel's total HD). A sacred smite must be declared before an attack. If the angelic vessel misses on its attack, it uses up that use of sacred smite for the day. An angelic vessel can use sacred smite 1 + 1/5 HD times per day.

Spell-Like Abilities: All angelic vessels, except a cassisian angelic vessel, gain *detect evil* and *cure light wounds* as spell-like abilities usable at will. A cassisian vessel only gains *detect evil* at will. Additionally, an angelic vessel gains further spell-like abilities, depending on the

TABLE 2-6: ANGELIC VESSEL ABILITIES

Angel	CR	Spells
Astral Deva	+3	3/day—*cure moderate wounds, remove curse, remove disease* 1/day—*blade barrier*
Cassisian	+2	1/day—*aid, daylight*
Monadic Deva	+3	3/day—*cure serious wounds, remove curse, remove disease* 1/day—*hold monster*
Movanic Deva	+3	3/day—*cure serious wounds, remove curse, remove disease* 1/day—*holy aura*
Planetar	+4	3/day—*holy smite, lesser restoration, remove curse, remove disease* 1/day—*power word stun, waves of fatigue* 1/week—*mass charm monster*
Solar	+5	3/day—*lesser restoration, remove curse, remove disease, waves of fatigue* 1/day—*blade barrier, greater restoration, speak with dead* 1/week—*power word kill, power word stun* 1/month—*wish* (others only)

kind of angel inhabiting it. The creature uses its total Hit Dice or caster level, whichever is higher, as the caster level for its spell-like abilities. Save DCs are based on the vessel's Intelligence, Wisdom, or Charisma, whichever is highest.

Abilities: An angelic vessel gains the mental ability scores (Int, Wis, and Cha) of the inhabiting angel if it is greater than the base creature's scores.

Skills: An angelic vessel does not gain additional skill points from the application of this template but does possess all racial skill bonuses of both the base creature and the angel. Additionally, the vessel gains the number of ranks the angel has in its Craft and Knowledge skills as a competence bonus to those same skills. Any Knowledge or Craft skills that are class skills for the angel are also class skills for the vessel and can be used untrained by the vessel.

Feats: An angelic vessel gains all of the angel's non-combat feats (including weapon and armor proficiencies) including those granted by any classes the angel possesses as bonus feats if the vessel satisfies the feat's prerequisites (if any). This includes those that grant bonuses to saves, but does not include feats that improve physical ability scores (Str, Dex, and Con) or hit points (such as Toughness).

Languages: An angelic vessel can speak all of the languages known by both the base creature and angel and gains the truespeech ability.

Special Qualities: An angelic vessel gains the following.

Angelic Inhabitation (Su) An angelic vessel is inhabited by a specific angel. The angel is in full physical and mental control of the vessel. While in control, the angel and base creature are in constant two-way telepathic communication, and it often consults with the vessel's mind to gain information or keep the vessel placated.

An angel can release its control over the vessel at will whereupon the base creature assumes control. The angel, however, can reassert control at any time. The vessel can attempt to resist this via a Will save vs. as DC of 20 plus the inhabiting angel's Charisma or Wisdom modifier (whichever is higher). If successful, the vessel remains in control for a number of rounds equal the amount the roll exceeded the DC (minimum 1). After this time, the angel tries to assert control again.

While in its vessel, the angel cannot cast its spells, and it does not have access to any of its supernatural, spell-like, or extraordinary abilities—other than those granted by this template. While it cannot cast its own spells, an angel can use any spells known by the vessel if the vessel is capable of casting spells. If the vessel's spellcasting is from a divine source that opposes or is not aligned with the forces the angel serves, the vessel loses the ability to cast those spells while it is inhabited. The inhabiting angel cannot be directly targeted by any spell or effect (except as described under spell vulnerability), but it can be detected normally by divination spells.

Damage that harms the vessel does not harm the inhabiting angel. If the vessel dies, the angel is released in a burst of holy light as it returns to its plane of origin (see **Dying Burst** on page 25).

The angel can exit its vessel at any time as a standard action. When it does so, it appears in the nearest available open space. The vessel is stunned for 1d6 rounds after the angel exits and loses all features of the template until the angel rejoins the

ANGEL OVERLOAD

The angelic vessel template is a twist on the usual template. Instead of a base creature gaining abilities of an angel, it is the reverse. The angel maintains its mental self but gains the physical abilities and limitations of its vessel, including reduction of its supernatural abilities. Using the angelic vessel is a good way to introduce angelic influence in your game without having a full-blown angelic encounter.

This blending of the angelic and the mortal can make interesting NPCs for your game but be careful when applying the template. Since the angelic vessel uses the angel's mental ability scores and known non-combat-related feats, the inhabited creature potentially gains a large number of bonus feats and bonuses to skills an angelic vessel. This can become unbalancing, even with the listed CR adjustment. Consider all of these benefits when applying the template, and adjust the CR as needed if you feel the resultant creature is overpowered for the calculated CR.

vessel. The angel can reenter its vessel as a standard action as long they are within 10 feet of each other and without the need for the base creature's permission. If the angel and vessel are separated for more than a day, the base creature loses the template but may become a vessel again to the same angel without any delay.

Cassisian Recall (Ex) Due to the cassisian angel's perfect memory ability, a cassisian angelic vessel can gain a +10 bonus any Intelligence based skill or check while taking 10, cast any spell that has already been cast by the vessel that day one more time, or perfectly recall any event the vessel has seen, heard or otherwise sensed that day. A cassisian angelic vessel can use this ability a number of times per day equal to their Intelligence modifier (minimum 1/day). Only cassisian angelic vessels gain this ability.

SAMPLE ANGELIC VESSEL

An old elven woman in simple clothes sits on the wall, a wounded child in her lap. As you watch, the child's wounds heal with her touch.

FAYA

Faya has lived a long time. She is the first one to offer comfort to the sick and injured and is very much loved by the people in her village. The truth is that Faya has been a vessel for the movanic deva Dayaldon for decades. Though her, the angel has helped care for and nurture Faya's community and spread goodness. Faya, meanwhile, has spent most of her life as a background presence, living in her own mental fantasy world that the deva has constructed to make the passage of time easier for her.

Faya — CR 6 • XP 2,400

Old female monadic deva vessel elf commoner 5
CG Medium humanoid (elf, good)
Init +3; **Senses** low-light vision; Perception +20

DEFENSE

AC 13, touch 13, flat-footed 13 (-1 Dex, +4 deflection)
hp 17 (5d6)
Fort +1, **Ref** +0, **Will** +7; +2 vs. enchantments, +4 sacred vs. poison and petrification
DR 5/evil; **Immune** magic sleep; **Resist** acid 20, cold 20; **SR** 16
Weaknesses spell vulnerability

OFFENSE

Speed 30 ft.
Melee unarmed strike +2 (1d3 nonlethal plus 2d6 vs. evil)
Special Attacks dying burst (DC 16), sacred attacks, sacred smite (2/day, +4)
Spell-Like Abilities (CL 5th; concentration +8)
At will—*detect evil, cure light wounds*
3/day—*cure serious wounds, remove curse, remove disease*
1/day—*hold monster* (DC 18)

STATISTICS

Str 10, **Dex** 9, **Con** 7, **Int** 19, **Wis** 18, **Cha** 19
Base Atk +2; **CMB** +2; **CMD** 14
Feats Alertness[B], Great Fortitude[B], Improved Initative[B], Iron Will[B], Martial Weapon Proficiency (all), Scholar (nature, religion), Self-Sufficient, Simple Weapon Proficiency (all), Skill Focus (Heal)
Skills Diplomacy +9, Heal +14, Knowledge (nature) +28, Knowledge (planes) +18, Knowledge (religion) +20, Perception +20, Sense Motive +11, Survival +6; **Racial Modifiers** +6 Perception
Languages Celestial, Common, Draconic, Elven, Infernal; truespeech
SQ angelic inhabitation, elven magic, elven weapon familiarity

SPECIAL ABILITIES

Angelic Inhabitation (Su) See the angelic vessel template.
Elven Magic (Su) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.
Elven Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.
Sacred Attacks (Su) See the angelic vessel template.
Sacred Smite (Su) See the angelic vessel template.
Spell Vulnerability (Ex) See the angelic vessel template.

APOCALYPSE SWARM

Deities show their wrath in many ways—storms, floods, earthquakes, volcanic eruptions, disease—but few means are as viscerally terrifying as a plague. Locusts that devour a nation's crops, clouds of flies that clog people's mouths, hordes of rats that spread contagion—these are the so-called apocalypse swarms, the deadly messengers of angry gods.

An apocalypse swarm looks like a normal swarm of creatures until it engages in combat. Other creatures watching such a battle obtain a better understanding of what apocalypse really means—in witnessing the death of another being, they clearly see their own nearness to oblivion. Few can view another's death by such means and not find the experience chilling. Even creatures that were initially willing to stand firm and fight the swarm soon regret their bravery, for damaging such swarms only creates more of them. Thus, an apocalypse swarm grows in destructive capability, even as its foes succeed in diminishing its strength.

CREATING AN APOCALYPSE SWARM

"Apocalypse Swarm" is an inherited template that can be added to any creature with the swarm subtype (referred to hereafter as the base creature). An apocalypse swarm uses all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: As base creature +3.

Type: An apocalypse swarm gains alignment subtypes according to the base creature's alignment.

Aura: An apocalypse swarm gains the fear aura universal monster ability with a range of 100 ft. Targets failing a Will save become frightened for 10 rounds; on a successful save a creature is only shaken for 10 rounds. The save DC is Charisma-based.

Hit Dice: An apocalypse swarm gains 5 racial Hit Dice beyond the base creature's total. Recalculate the swarm's base saves, hit points, feats, and skill points (if applicable), plus the save DCs for its special attacks.

Defensive Abilities: An apocalypse swarm gains fast healing 10, and spell resistance equal to 11 + 1/2 the base creature's total racial HD. Additionally, an apocalypse swarm gains the following:

Split (Ex): When an apocalypse swarm takes its number of Hit Dice or more damage in a single attack, it splits into two identical swarms, each with

half the original swarm's current hit points (rounded down). Attacks dealing less than 10 points of damage do not cause an apocalypse swarm to split due to its fast healing. Damage from multiple attacks is not cumulative in this regard. An apocalypse swarm reduced to 5 or fewer hit points cannot be split and disperses if reduced to 0 hit points.

Speed: All modes of movement double in speed. If the base creature can fly, its maneuverability doesn't change.

Attacks: An apocalypse swarm's melee attack damage increases by +2d6 (this includes an increase in swarm damage from the additional hit dice).

Special Attacks: An apocalypse swarm gains the following:

Greater Distraction (Ex) Any living creature that takes damage from an apocalypse swarm's swarm attack is nauseated for 1d4 rounds; a successful Fortitude save (DC 10 + 1/2 creature swarm's HD + creature swarm's Con modifiers) negates the effect. The save DC is Constitution-based. This ability replaces a swarm's distraction ability.

Abilities: Dex +4, Con +2.

Feats: An apocalypse swarm gains Ability Focus (greater distraction) as a bonus feat, in addition to new feats due to its increase in racial HD.

Skills: If the base creature has an Intelligence score, it gains skill points for its new racial HD as appropriate for its type. Assign these skill points as desired, treating skills on the base creature's list as class skills.

SAMPLE APOCALYPSE SWARM

A droning cloud of hungry wasps moves over the land, leaving nothing but the bloody remains of what it finds.

APOCALYPSE HELLWASP SWARM

Flying from the most fetid swamps, and deepest depth of Hell the apocalypse hellwasp swarm seeks not only to torment those it comes across, but terrify as well.

Apocalypse Hellwasp Swarm CR 11 • XP 12,800

LE Diminutive vermin (evil, extraplanar, lawful, swarm) (*Pathfinder® Roleplaying Game: Bestiary 3™*)

Init +12; **Senses** darkvision 60 ft.; Perception +10

Aura fear (100 ft., DC 18, 10 rounds)

DEFENSE

AC 23, touch 23, flat-footed 14 (+8 Dex, +1 dodge, +4 size)

hp 144 (17d8+68); fast healing 10

Fort +15, **Ref** +13, **Will** +8

Defensive Abilities split (17 damage, 5 hp); **DR** 10/good; **Immune** swarm traits, weapon damage; **Resist** fire 10; **SR** 19

OFFENSE

Speed 10 ft., fly 80 ft. (good)

Melee swarm (5d6 plus greater distraction and poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks greater distraction (DC 23), inhabit, poison

STATISTICS

Str 1, **Dex** 26, **Con** 16, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +12; **CMB** **CMD**

Feats Ability Focus (greater distraction[B], poison), Alertness, Dodge, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +27, Perception +10, Sense Motive +3, Stealth +26

Languages Infernal

SQ swarm traits

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or infestation (3-6)

Treasure incidental

SPECIAL ABILITIES

Greater Distraction (Ex) See the apocalypse swarm template.

Inhabit (Ex) A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting a body requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can

abandon the body at any time as a full-round action. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's DR, resistances, and immunities may negate some or all of this damage.

When a hellwasp swarm inhabits a dead body, it effectively transforms the corpse into a zombie of the appropriate size under the swarm's control. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster*. Hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour.

A hellwasp-inhabited creature is easy to spot, since its skin crawls with the forms of the insects inside. A swarm can attempt a Disguise check to conceal its inhabitation of a host, with a -4 penalty if currently inhabiting a Small host.

A *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex) Swarm—injury; *save* **Fort** DC 23; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

Split (Ex) See the apocalypse swarm template.

ARBOREAL CREATURE

Arboreal creatures live in the canopies of forests and jungles. They conduct their lives entirely above-ground, swinging from bough to bough, climbing through the branches, and balancing on tree limbs as they move from place to place.

The coloration of an arboreal creature aids its ability to hide in the high boughs of trees. Its skin may be green, gray, or brown, depending on its environment, and its hair color may change with the seasons. A typical arboreal creature has long climbing limbs that are awkward to walk on, but occasionally one may climb primarily with two limbs and have stunted hind legs.

CREATING AN ARBOREAL CREATURE

"Arboreal" is an inherited template that can be added to any living, nonaquatic, corporeal creature with grasping limbs (referred to hereafter as the base creature). An arboreal creature uses all the base creature's statistics and special abilities except as noted here.

Speed: An arboreal creature gains a climb speed equal to the base creature's highest speed and loses any fly speed the base creature has. Each of the base creature's other speeds decreases by 10 feet (to a minimum of 5 feet). If the base creature's climb speed is already its highest speed, it increases by +10 feet, and all other speeds decrease as described above.

Attacks: The arboreal creature retains all the base creature's attacks and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature.

Additionally an arboreal creature gains the following.

Brachiating Slam (Ex) When an arboreal creature is brachiating (swinging from tree to tree; see Brachiation below), it can attack with any one limb that it is not using to brachiate. If the base creature has a leg attack, the arboreal creature retains that attack and deals normal damage with it. If the base creature lacks such an attack, the arboreal creature gains a slam attack with an appropriate limb that it can use only while brachiating. The slam is a primary attack if the base creature has no other natural attacks. Otherwise, it is a secondary attack..

Damage for the brachiating slam attack depends on the base creature's size as if the base creature was one size category larger.

Abilities: Str +2, Dex +2.

Skills: An arboreal creature gains a +10 racial bonus on Acrobatics checks and a +4 racial bonus on Perception checks. In forested or jungle environments, an arboreal creature gains a +4 bonus on Stealth and Survival checks.

Special Qualities: An arboreal creature retains all the base creature's special qualities and gains those described here.

Brachiation (Ex) By hanging beneath or within a canopy of trees (or similar structures with many limbs), an arboreal creature can swing hand over hand and move at a speed equal to its climb speed. It follows the rules for climbing while moving in this fashion, but the base Climb DC for brachiation is 10. The trees that the creature uses for this movement must have numerous limbs that can support its weight. Any tree that the arboreal creature can climb without causing it to bend is suitable for brachiation.

Tree Leap (Ex) While brachiating, when the distance between trees exceeds twice its reach, it can make the leap as if it was jumping with a running start. The DC for the leap is equal to the distance between the trees. Bonuses from having a land speed greater than 30 do not apply to this check. If the arboreal creature fails is Acrobatics (jump) check while making the leap by less than 5, it can make a DC 15 Acrobatics

check to catch a ledge, branch or other handhold 5 feet below its target location. If it misses the check by more than 5 it falls as normal, but can make the usual Acrobatics check (DC 15) to ignore the first 10 ft. of the fall.

Environment: Any forest.

SAMPLE ARBOREAL CREATURE

Could be easily mistaken for an ordinary Halfling except for the stronger upper body and a wild look in its eyes.

TREEFOLK

Treefolk are innovative and resourceful tree-dwellers. Like some kinds of monkeys, they live most of their lives in the canopy of the forest. Many subsist as hunters and gatherers, eating nuts, fruits, and other tree-dwelling creatures. But despite the apparent simplicity of their lives, treefolk are as capable of sophistication as their cousins on the ground, though they are somewhat less given to wanderlust. In fact, they sometimes develop whole treetop cities with stable populations. Understandably, treefolk are very protective of the forests and jungles in which they live and ally themselves with other forest dwellers such as treants, elves, and fey creatures whenever possible.

A treefolk looks superficially similar to other halflings, standing about 3 feet tall and usually weighing between 30 and 35 pounds. Both males and females have longer arms and hands and shorter legs than their landbound cousins, and they are even more likely to go about barefoot. Most have brown or gray skin and green hair that turns white not with age, but with the coming of each winter.

Treefolk Warrior **CR 1/3 • XP 135**

Male arboreal halfling warrior 1
N Small humanoid (halfling)
Init +3; **Senses** Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 size)
hp 7 (1d10+2)
Fort +4, **Ref** +4, **Will** +2; +2 vs. fear

OFFENSE

Speed 5 ft. (10 ft. base), brachiation 20 ft., climb 20 ft.; tree leap (10 ft.)
Melee brachiating slam +3 (1d4+1) or dagger +3 (1d3+1/19-20)
Ranged shortspear +3 (1d4+1)

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 11
Base Atk +1; **CMB** +1; **CMD** 14
Feats Sure Grasp[UC]
Skills Acrobatics +12, Climb +12, Perception +8, Stealth +4 (+8 in forests and jungles), Survival +1 (+5 in forests and jungles); **Racial Modifiers** +12 Acrobatics, +6 Perception, +4 Stealth and Survival in forests and jungles
Languages Common, Halfling
Gear hide armor, dagger, shortspear

SPECIAL ABILITIES

Brachiation (Ex) See the arboreal creature template.
Tree Leap (Ex) See the arboreal creature template.

ARCHON-GRACED

Guardians of good and order, archons act as protectors of the innocent and soldiers for the cause. They are the celestials most likely to act preemptively to stanch agents of evil and chaos from taking hold in the mortal realm, and thus are most likely to motivate others to achieve these ends.

When an archon finds a creature it feels is worthy, or one whom it can use to achieve the greater good, it bestows upon that creature some of its grace. This gives the chosen creature abilities well above the normal, but only for as long as the archon feels the recipient is worthy.

CREATING AN ARCHON GRACED CREATURE

"Archon-graced" is an acquired template that can be added to any living non-evil and non-chaotic creature (referred to hereafter as the base creature). Unlike other celestial-influenced creatures, an archon doesn't need to gain permission of a creature to grace it. An archon-graced creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: The CR adjustment depends on the specific archon that has graced the base creature as given in **Table 2-7**.

Alignment: Any non-evil and non-chaotic alignment. If the base creature has a chaotic component to its alignment, it moves one step toward lawful. If the archon-graced creature becomes evil or chaotic, the archon withdraws its grace from the creature, removing the template.

Type: The base creature's gains the good and lawful subtypes.

Aura: An archon-graced creature gains the following:

Aura of Menace (Su): The presence of the archon's grace provides an archon-graced creature with an aura of menace that activates when it becomes angry or enters a fight. Any hostile creature within 10 feet of an archon-graced creature must make a Will save to resist its effects. Those who fail the save take a -2 penalty on attacks, AC, and saves for 24 hours, or until they successfully hit the archon-graced creature that generated the aura. A creature that has resisted the effect is immune to that particular archon-graced creature's aura for 24 hours. The save DC is Charisma-based.

Defensive Abilities: An archon-graced creature gains a +4 racial bonus vs. poison and petrification, as well as electricity resistance 15.

Special Attacks: An archon-graced creature gains different special attacks depending on which archon has graced it.

- **Harbinger Archon:** *Wrathful Burst (Su):* Once every 6 rounds, a harbinger-archon-graced creature can let loose a blast of force that does 2d6 damage to all adjacent creatures. A Reflex save halves the damage. The save DC is Charisma-based.
- **Hound Archon:** *Bring Down the Quarry (Su):* When fighting a creature, the hound-archon-graced creature has targeted with its bloodhound ability (see below), it gains a bonus to its AC, CMB, CMD, and attack and damage rolls against it equal to its Wisdom modifier (minimum +0).
- **Lantern Archon:** *Light Ray (Su):* At will, a lantern-archon graced-creature can unleash a beam of light that does 1d6 damage to a single creature. Against undead, this is a ranged touch attack and a light effect.
- **Legion Archon:** *Ignite Weapon (Su):* Three times a day, a legion-archon-graced creature can turn any natural or manufactured weapon it has into a *flaming* weapon as a standard action. The flames from the weapon do not damage the archon-graced creature. Once per day, the graced creature can make its *flaming* weapon into a *flaming burst* weapon. The flaming or flaming burst quality lasts a number of rounds equal to the graced creature's Wisdom modifier (minimum +1) but may be ended at will before that.
- **Shield Archon**: *Defensive Strike (Su):* Each time a shield-archon-graced creature successfully strikes an opponent with a melee attack, it gains knowledge of the creature's defensive weaknesses. Against the struck creature, the archon-graced creature gains a +1 circumstance bonus on its AC, CMB, and attack and damage rolls. This bonus is cumulative for each successful strike, but it is lost as soon as the archon-graced creature attacks another individual opponent, the creature dies, or combat ends.
- **Star Archon:** *Smite Chaos or Evil (Su):* Three times a day, a star-archon-graced creature can

TABLE 2-7: ARCHON GRACED ABILITIES

Archon	CR	Str	Dex	Con	Int	Wis	Cha
Harbinger	+1	—	+2	—	—	—	—
Hound	+2	—	+2	—	—	+2	—
Lantern	+1	—	—	—	—	+2	—
Legion	+2	+2	—	—	—	+2	—
Shield	+2	—	—	+2	—	+2	—
Star	+3	—	—	+4	—	+4	—

make a smite attack against a creature with either a chaotic or evil alignment. The smite bonus is equal to the archon-graced creature's Charisma modifier (minimum +1). Against a chaotic evil creature, this bonus doubles.

Spell-Like Abilities: An archon-graced creature gains different spell-like abilities depending on which archon has graced it.

- **Harbinger Archon:** At will—*dancing lights*; 3/day—*cure light wounds*.
- **Hound Archon:** At will—*aid*; 3/day—*magic circle against evil*.
- **Lantern Archon:** At will—*aid, continual flame, detect evil*.
- **Legion Archon:** At will—*continual flame*; 3/day—*versatile weapon*.
- **Shield Archon**: At will—*aid*; 3/day—*shield other*.
- **Star Archon:** At will—*aid*, *true seeing*; 1/day—*sunbeam, sunburst*.

Abilities: An archon graced creature gains bonuses to ability scores depending which archon has graced it.

Special Qualities: An archon graced creature gains the following.

Graced (Su): An archon-graced creature contains part of a specific archon's grace, *i.e.* its divine essence. The archon that graced the creature has constant awareness of the creature and may intervene directly or indirectly on the archon-graced creature's behalf if it is able (at the GM's discretion). The archon can only grace one creature at a time, and it can remove its grace (and the template) at will. A *banishment* spell can force an archon's grace out of a creature, but the graced creature gets a Will save to negate the banishment attempt.

Further, an archon-graced creature gains different special qualities depending on which archon has graced it.

- **Harbinger Archon:** *Harbinger's Awareness (Ex):* A harbinger-archon-graced creature gains a +4 bonus on Perception rolls and cannot be surprised or caught flat-footed.
- **Hound Archon:** *Bloodhound (Su):* A hound-archon-graced creature can track any one creature it has caught the scent of anywhere on the same plane as it. This does not give the specific location of the creature, but reveals the general direction to within 100 feet. The hound archon-graced creature can change its target as a full-round action, but it can only have one creature targeted by this ability at any time.
- **Lantern Archon:** *Burst of Light (Su):* Once a day, a lantern-archon-graced creature can instantaneously travel 100 feet to any unoccupied location within line of sight as a move action.
- **Legion Archon:** *Gift of Armor (Su):* A legion-archon-graced is proficient with all forms of armor. Further, it takes no reduction to its speed or any armor check penalties when wearing armor.
- **Shield Archon:** *Communal Defense (Su):* By physically touching an ally as an immediate action, a shield-archon-graced creature can lend an ally the use of one if its feats for 1 round even if the ally does not meet the prerequisites for the feat. During this round the archon-graced creature loses the ability to use that feat, as well as any feats that have it as a prerequisite. The archon-graced creature can lend only one feat to one creature at a time. At beginning of the archon-graced creature's next action, the use of the feat returns to the graced creature.
- **Star Archon:** *Graced Regeneration (Su):* A star-archon-graced creature gains regeneration equal to 1 plus half its Hit Dice. The regeneration can be bypassed by evil weapons and effects.

SAMPLE ARCHON-GRACED CREATURE

A half-elf in gleaming full plate, his coat of arms bears angelic wolves as its insignia.

BYVRIN

Byvrin is a traveling paladin who fights the forces of evil wherever he encounters them. He is fanatically dedicated to the cause of good, and his focus when chasing down his quarry earned him the grace of a hound archon. His archon patron constantly inspires Byvrin to perform ever more glorious deeds against evil foes.

BYVRIN **CR 9 • XP 6,400**

Male hound archon-graced half-elf paladin 8

LG Medium humanoid (elf, good, human, lawful)

Init +2; **Senses** low-light vision; Perception +9

Aura aura of menace (10 ft., DC 16)

DEFENSE

AC 24, touch 13, flat-footed 23 (+11 armor, +2 deflection, +1 Dex)

hp 72 (8d10+24)

Fort +9, **Ref** +6, **Will** +12; +2 vs. enchantments, +4 vs. poison and petrification

Immune sleep, charm, disease, fear; **Resist** electricity 15

OFFENSE

Speed 20 ft. (30 ft. base)

Melee *+2 greatsword* +14/+9 (1d10+6/19-20)

Special Attacks bring down the quarry, channel positive energy 3/day (DC 16, 4d6), smite evil

Spell-Like Abilities (CL 8th; concentration +10)

At will—*aid, detect evil*

3/day—*magic circle against evil*

Paladin Spells Prepared (CL 5th; concentration +7):

2nd—*bull's strength, holy shield*

1st—*bless weapon, divine favor*

STATISTICS

Str 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 18, **Cha** 14

Base Atk +8; **CMB** +12; **CMD** 26

Feats Combat Reflexes, Power Attack, Run, Skill Focus (Perception)[B], Toughness

Skills Heal +15, Perception +9, Sense Motive +15; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ aura of courage, aura of good, aura of resolve, divine bonds (weapon +2, 1/day), bloodhound, elf blood, graced, lay on hands, mercies (diseased, shaken)

Other Gear *+2 full plate, +2 greatsword, ring of protection +2*

SPECIAL ABILITIES

Aura of Menace (Su) See the archon-graced template.

Bloodhound (Su) See the archon-graced template.

Bring Down the Quarry (Su) See the archon-graced template.

Elven Magic (Su) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Elven Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Graced (Su) See the archon-graced template.

AUGMENTED CREATURE

Cyborg, half-construct, abomination, all of these describe the augmented creature. A fusion of flesh and machine, either through magical or technological means, augmented creatures have both the benefits and weaknesses of both the natural and artificial.

Typically half-mad from the process that created them, augmented creatures are usually under forced servitude to their maker, or they wander the world, trying to find meaning in their mad existence. Augmented creatures with low intelligence are particularly ferocious, having a tendency to attack anyone that intrudes on their territory. Those with intelligence are in constant turmoil, as the flesh and the machine and are always seeking to upgrade themselves with better augmentations.

CREATING AN AUGMENTED CREATURE

"Augmented" is an acquired template that can be added to any corporeal creature (hereafter referred to as the base creature). An augmented creature uses all of the base creature's special abilities and statistics except at noted below.

Challenge Rating: As base creature +2, plus 1 for every 3 AP (augmentation points) spent above maximum (see below).

Defensive Abilities: An augmented gains acid, cold, fire, and sonic resistance; regeneration (bypassed by electricity damage); and damage resistance (bypassed by adamantine) equal to 5 plus one-fifth of its total Hit Dice (rounded down). It loses any electricity resistance or immunity to electricity it has. Additionally, an augmented creature has spell resistance 11 + its total Hit Dice.

Weaknesses: An augmented gains the following weaknesses.

Electricity Vulnerability (Ex): Electricity damage stuns an augmented creature for 1d4 rounds and bypasses its regeneration but not its spell resistance. A Fortitude save vs. a DC equal to half the damage taken negates the stunning effect.

Of Two Worlds (Ex): An augmented creature counts as both a creature of its type and a construct against effects specific to type. Any healing effects or repairs to an augmented only heal half damage, as they each only apply to the flesh or machine part of the creature. Spells only affecting objects can affect an augmented as well. Damaging magical effects must still overcome an augmented's spell resistance.

Hit Dice: An augmented creature's Hit Dice do not change, but it does gains bonus hit points as a construct of its size (minimum 5 hp), and all bonus hit points due to Constitution are reduced by one-half.

Attacks: An augmented creature's natural attacks count as adamantine and cold iron for the purposes of overcoming damage reduction.

Abilities: Str +2, Con –2 (minimum 1), Wis –2.

Special Qualities: An augmented creature gains the following.

Augmentation Psychosis (Ex): An augmented creature that has a Wisdom score of 2 or less (including no score), is overcome with rage and gains the ferocity universal monster ability. This rage is identical to the barbarian's rage ability, but it is permanent. When in a state of rage, effects that remove rage or calm rage make the augmented creature staggered for one round. Effects that raise the augmented creature's Wisdom above 2 cure the rage and ferocity.

If an augmented creature's Wisdom score ever reaches 0, it becomes insane. The insanity, but not the rage, can be cured with appropriate healing magic.

Repairs (Ex): An augmented creature can be healed by making an appropriate Craft check against a DC of 15 and paying a cost for materials of 10 gp per hit point to be healed. The repairs can heal no more than half of the creature's total damage taken, and repairing the creature requires a full day.

Augmentations (Ex or Su): Augmentations can be of either magical or technological origin. Magical augmentations are treated as a supernatural ability; all others are extraordinary abilities. Each augmentation has a gold piece cost as well as an augmentation point cost (AP cost). Unless otherwise specified, the cost for an augmentation is 100 gp multiplied by the number of existing augmentations the creature has. Unless otherwise specified, an augmentation takes 1 day to implant.

An augmented creature gains a number of augmentation points (AP) equal to its Constitution score (Charisma score for creatures with no Constitution). An augmented creature does not have to spend all its augmentation points at once, and it can gain additional points by taking the Additional Augmentation feat (see **Appendix A**). For every augmentation point spent above the creature's

SCIENCE-FICTION IN A FANTASY WORLD

The use of science-fiction elements in a fantasy world can be controversial. However, it can be fun to play in a world that combines high technology and magic. The 1980's cartoon *Thundaar the Barbarian*, the steampunk genre, elements of the Stephen King's *Dark Tower* series, and the classic cyberpunk RPG *Shadowrun* are all examples of how fantasy and sci-fi can work together. Your players facing a raiding party of augmented creatures that serve an augmented dragon or other powerful villain can be memorable and fun (one word… cyber-goblins!)

The augmented template is meant to fill a common trope of sci-fi, the cyborg. If, however, you want to limit the sci-fi elements of the template, you can rename it to "mechanized" or "half-construct" and restrict the augmented to strictly magical effects.

Constitution score, it takes 1 point of permanent Wisdom drain, as it becomes more and more machine. For example, a creature with a 15 Con that has spent 17 APs would have 2 points permanent drain to Wisdom. This drain cannot be healed by magic or rest until either the creature's Constitution permanently increases or enough augmentations are removed to bring its used construction point total its maximum.

In addition to the augmentations listed below, an augmented creature has access to all the abilities an animated object has via its construction points (1 CP = 1 AP). However, if a construct ability says it doesn't stack if taken multiple times, the augmentation does stack, but the cost increases by 1 AP each time it is taken.

Installing an augmentation requires an appropriate Craft check. The DC for this check is 20 plus the AP costs of the augmentation. If the check fails by 5 or more, the augmentation is destroyed, but the augmented creature regains the AP spent on the augmentation. If the check fails by 10 or more, the augmentation is destroyed and the AP cost is not recovered.

An augmented creature can upgrade, remove, or switch out one of its augmentation for another one of equal AP value with an appropriate Craft check. Unless otherwise stated, if the check fails, it can be attempted again without spending further AP.

Upgrading an augmentation is simply a matter of spending the additional AP cost and making the Craft check.

Removing an augmentation is riskier. When removing an augmentation, the augmented creature takes its HD in damage, but it gains the AP cost of the removed augmentation back. However, the hit point damage is permanent unless the augmentation is replaced with another one (not necessarily the same one). If the Craft check fails by more than 5, the AP cost is not recovered and the hit point damage becomes permanent, even if the augmentation is replaced.

Switching out an augmentation is a two-step process and requires two Craft checks. First, the current augmentation needs to be removed (as above); then the new augmentation is installed. If the creature fails either Craft check by more than 10, both augmentations are rendered useless, and the AP points for both augmentations are lost.

An augmentation can be made internal, thus hiding it within the augmented creature's body, by spending the augmentation's AP cost a second time. The augmentation must reasonably fit inside the body of the creature to be made internal. A DC 25 Perception check is required to detect if a creature has an internal augmentation.

SPECIFIC AUGMENTATIONS:

- *Advanced Sensors (1 AP):* The augmented creature gains one of the following: darkvision +60 ft., low-light vision, blindsense +60 ft., or blindsight +60 ft. This augmentation may be made multiple times to a single sense, but each addition increases the cost by +1 AP.
- *Enhanced Ability Score (2 AP):* Increase one ability score, excluding Wisdom, by +2. Wisdom can only be increased in +1 increments due to the negative effect augmentations have on a creature's sense of self. This augmentation can be taken multiple times, but each enhancement increases the cost by +1 AP.
- *Enhanced Hit Dice (1 AP):* Racial Hit Dice are increased by +1. If the augmented doesn't have racial HD, it gains one. This augmentation can be taken multiple times, but each enhancement increases the cost by +1 AP.

USING THE AUGMENTED TEMPLATE

The augmented template offers a GM many options that can be added to any creature. However, a GM needs to be careful exactly what combination of elements are chosen. An augmented creature not carefully crafted can become unbalanced very quickly. When you create an augmented creature, compare the final creature with other creatures of similar CR. If the augmented has many more capabilities, consider increasing its CR or changing the augmentations it has to bring it in line with its CR.

If you wish to make your own augmentations, use the augments in this template and those available to animated objects (see the *Pathfinder® Roleplaying Game Bestiary™*) as guides. Generally, no augmentation should cost more than 2 AP for the standard fare in your world. A standard augmentation should only give the equivalent advantage of a +1 or +2 weapon or armor effect, add no more than one attack per augmentation, or allow more abilities than a mid-range-cost magic item. If you want to add technology way above the standard in your world (laser rifles, etc. for your standard fantasy world) or augments that emulating much higher costing magical effects, increase the AP cost by 1 or 2 as appropriate.

- *Enhanced AC (1 AP):* Increase AC by +1. If extraordinary, this bonus is either an armor, dodge, or natural AC bonus. If supernatural, the bonus is either a deflection or dodge bonus. This ability can be taken multiple times, and similar bonuses granted from this augmentation stack with each other, but do not necessarily stack with bonuses granted from other sources.
- *Faster Movement (1 AP):* Increase the speed of one of your existing modes of movement by +5 ft. This augment can be taken multiple times at standard cost.
- *Hardened (1 AP):* Gain hardness +1. This augmentation can be taken multiple times at standard cost.
- *Integrated Ammunition (1 AP):* The augmented creature can store up to 20 arrows, 20 bolts, 50 sling bullets, or 10 firearm ammunition within its body. It can recover one piece of ammo as a free action for the use in a ranged weapon. If the creature has an integrated ranged weapon or firearm, it can reload the weapon as a standard action. Reloading the creature's store of ammo is a

full-round action. This augmentation can be taken multiple times, each time it applies to a different kind of ammunition. The cost of this augmentation does not include the ammunition, which must be purchased separately.

- *Integrated Magic (special AP):* A single spell can be used by the augment as a supernatural ability. The AP cost is equal to half the spell's level. Each ability can be used one time per day. The number of times per day can be increased by 1 per additional AP spent. The ability can be made "At will" for triple, and "Constant" for quadruple the AP cost. Unlike other augments, integrated magic is always a supernatural ability.
- *Integrated Weaponry (Firearm) (2 AP):* As integrated ranged weapon (see below), but the weapon is a firearm.
- *Integrated Weaponry (Melee) (1 AP):* Replace one of the augmented's natural attacks with a one-handed melee weapon. The weapon is part of the augmented creature and cannot be dropped, but can be improved to masterwork and given magical effects for the usual costs. A weapon can be integrated into the creature without replacing a natural attack by increasing the cost by +1 AP. An augmented creature is always proficient in the specific weapon it is integrated with. An integrated weapon is considered a natural attack, but if the augmented creature is capable multiple attacks with the weapon it keeps those attacks. The cost of this augmentation is as normal plus the cost of the weapon.
- *Integrated Weaponry (Ranged) (2 AP):* The augmented creature has some kind of non-firearm ranged weapon integrated. The weapon must be one the creature could normally carry, cannot be dropped, and can be improved to masterwork and given magical effects for the usual costs. An integrated ranged weapon does not include ammunition. An augmented creature is always proficient in the specific weapon it is integrated with. An integrated weapon is considered a natural attack, but if the augmented creature is capable multiple attacks with the weapon it keeps those attacks. The cost of this augmentation is as normal plus the cost of the weapon.
- *Nimble Flyer (2 AP):* If you have a fly speed, increase your maneuverability by one step. This augment can be taken multiple times.
- *Powerful Weapon (1 AP):* Choose one of your integrated melee weapons. That weapon is used as if it was being wielded two handed.

SAMPLE AUGMENTED

A thing of stone and metal, the demonic looking creature raises its arm and a flurry of arrows fires from its palm.

AUGMENTED GARGOYLE

An augmented gargoyle is as vicious and clever as its standard kin, but the various augmentations make it more confident and brazen. Inherently mercenary, augmented gargoyles offer their services to the highest bidder; their nasty nature, however, usually makes their term of employment short.

AUGMENTED GARGOYLE **CR 6 • XP 1,200**

CE Medium monstrous humanoid (earth) (*Pathfinder® Roleplaying Game Bestiary™*)

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

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 55 (6d10+32); regeneration 6 (electricity)

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

DR 10/magic, 6/adamantine; **Resist** acid 6, cold 6, fire 6, sonic 6; **SR** 16

OFFENSE

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

Melee bite +8 (1d4+3), claws +8 (1d8+3/19-20), integrated powerful longsword +8 (1d8+4), gore +8 (1d4+3)

Ranged *+1 integrated shortbow* +7 (1d6+1)

STATISTICS

Str 17, **Dex** 14, **Con** 14, **Int** 6, **Wis** 9, **Cha** 7

Base Atk +5; **CMB** +8; **CMD** 20

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +12, Perception +4, Stealth +11 (+17 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony areas)

Languages Common, Terran

SQ augmentations (2/14 AP remaining; augmented critical [claw], enhanced HD, enhanced natural AC, improved attack [claw], integrated ammunition [internal arrows], integrated weaponry [internal shortbow, longsword], powerful weapon [longsword]), freeze, repairs

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Augmentation Psychosis (Ex) See the augmented template.

Augmentations (Ex) See the augmented template.

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Repairs (Ex) See the augmented template.

AVIAN CREATURE

Sleek and slight, avian creatures live to fly. Feathers cover their forms, and each kind has its own coloration. Whether raven-black or peacock-plumed, avian creatures are masters of the open air.

CREATING AN AVIAN CREATURE

"Avian" is an inherited template that can be added to any living, corporeal creature except an ooze. The creature (referred to hereafter as the base creature) must be able to breathe air. An avian creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Armor Class: Natural armor class is reduced by –2 (minimum +0).

Speed: The avian creature retains the base creature's speeds and gains a fly speed equal to the base creature's highest speed, with average maneuverability. If the base creature already has a fly speed, it increases to match its highest speed. The avian creature's maneuverability remains the same as the base creature's or increases to average, whichever is better.

Abilities: Dex +4, Con –2 (minimum 1).

Skills: Because of its excellent vision, an avian creature has a +10 racial bonus on Perception checks.

Languages: If the avian creature can speak, it gains the ability to speak Auran, in addition to any other languages the base creature knows.

Special Qualities: An avian creature retains all the base creature's special qualities and gains the one described here.

Avian (Ex) An avian creature's body is covered in feathers, and it has two large wings that grant it the ability to fly. An avian creature's weight is 20% less than the base creature's because of its lightweight body structure.

SAMPLE AVIAN CREATURE

A large, multicolored feathered snake with the face of a humanoid and the wings of a great bird takes flight.

AVIAN GUARDIAN NAGA

Avian guardian nagas watch over gateways to the Upper Planes and forgotten holy sites dedicated to good gods. Dedicated to all that is good and just, these resplendent

creatures are nonetheless fearsome and deadly fighters capable of great destruction.

Sometimes mistaken for a couatl, an avian guardian naga has a giant, snakelike body covered in brilliant feathers. A frill of red and gold feathers surrounding its beautiful face only serves to heighten its astonishing beauty. An avian guardian naga flies by means of two feathered wings, and its body coils and twists behind it in flight.

Avian Guardian Naga CR 11 • XP 12,800

Avian guardian naga (*Pathfinder® Roleplaying Game Bestiary™*)

LG Large aberration

Init +8; **Senses** darkvision 60 ft.; Perception +33

DEFENSE

AC 24, touch 17, flat-footed 16 (+8 Dex, +7 natural, -1 size)

hp 102 (12d8+48)

Fort +8, **Ref** +14, **Will** +12

OFFENSE

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

Melee bite +13 (2d6+7 plus poison)

Ranged spit +16 touch (poison)

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

Special Attacks poison, spit

Sorcerer Spells Known (CL 9th; concentration +13)

4th (5/day)—*divine power, greater invisibility*

3rd (7/day)—*cure serious wounds, dispel magic, lightning bolt* (DC 17)

2nd (7/day)—*detect thoughts* (DC 16), *lesser restoration, scorching ray, see invisibility*

1st (7/day)—*cure light wounds, divine favor, expeditious retreat, mage armor, magic missile*

0 (at will)—*daze* (DC 14), *detect magic, light, mage hand, open/close* (DC 14), *ray of frost, read magic, stabilize*

STATISTICS

Str 21, **Dex** 27, **Con** 18, **Int** 16, **Wis** 19, **Cha** 18

Base Atk +9; **CMB** +15 (+17 trip); **CMD** 33 (can't be tripped)

Feats Alertness, Blind-Fight, Combat Casting, Combat Expertise, Eschew Materials[B], Improved Trip, Lightning Reflexes

Skills Bluff +16, Diplomacy +16, Fly +6, Knowledge (arcana) +18, Perception +33, Sense Motive +20, Spellcraft +18, Stealth +19; **Racial Modifiers** +10 Perception

Languages Auran, Celestial, Common

SQ avian

ECOLOGY

Environment temperate plains

Organization solitary, pair, or nest (3-6)

Treasure standard

SPECIAL ABILITIES

Avian (Ex) See the avian creature template.

Poison (Ex) Bite—injury or spit—contact; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.

Spells An avian guardian naga casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for the avian guardian naga.

Spit (Ex) An avian guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

AZATA-INSPIRED

Whimsical and always looking to inspire freedom and fight tyranny, the azatas rarely directly intervene in the mortal realms. Instead they try to inspire creatures to champion the cause of freedom. Those who gain an azata's favor can be blessed by gaining inspiration from and aspects of the azata itself.

CREATING AN AZATA-INSPIRED

"Azata-inspired" is an acquired template that can be added to any living, non-evil, creature with an Intelligence score 2 or greater and that has been inspired by and gained the favor of an azata (hereafter referred to as the base creature). The creature retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +2

Alignment: Any non-evil. If the creature's alignment has a lawful component, the creature moves one step towards chaotic.

Type: The base creature gains the good and chaotic subtypes. If the base creature has the evil or lawful subtypes, it keeps them.

Defensive Abilities: An azata-inspired creature gains a +4 racial bonus to saves vs. petrification; cold and fire resistance 5; and electricity resistance 20.

Weaknesses: An azata-inspired creature gains the following.

Freedom's Burden (Ex): If ever the azata-inspired creature magically or physically binds, holds, or imprisons another creature with an Intelligence above 3 for more than a minute, the azata-inspired suffers a

-1 penalty on all attack rolls, skill checks, and saving throws for a day. This penalty is cumulative for each creature and every minute said creatures are held. The penalty ends one day after the creatures are freed.

Special Attacks: An azata-inspired creature gains the following.

Shatter Bonds (Su): At will an azata-inspired creature can make a sunder attack against any physical or magical holding, binding, entangling, or imprisoning effect. If the attack succeeds and the damage done is greater than the physical item's hardness or twice a magical effect's spell level, the effect is destroyed or dispelled. If the source of the binding is mythic in nature, the azata-inspired creature can still make a sunder attempt, but with a -15 penalty, unless the creature is mythic as well.

Smite Tyranny (Su): Once a day plus once per 5 Hit Dice, an azata-inspired creature can perform a devastating attack against lawful evil creatures or those who imprison or suppress the freedom of others. This includes those in view of an azata-inspired who have cast an active hold spell, someone who is grappling another creature, or has ever used the *imprisonment* spell or similarly powerful magic to bind, hold or imprison someone.

The azata-inspired creature must declare a smite tyranny attack before the attack die is rolled. If the attack succeeds, the attack is automatically a confirmed critical hit that bypasses any damage reduction or hardness the target has. If the attack misses, the azata-inspired creature loses that use of the smite tyranny attack.

Spell-Like Abilities: An azata-inspired creature gains spell-like abilities depending on which azata inspired it.

- **Bralani:** 3/day—*gust of wind, wind wall*; 1/day—*wind walk*.
- **Brijidine:** 3/day—*flaming sphere, stone shape*; 1/day—*wall of fire*.
- **Ghaele:** 3/day—*charm monster, true seeing*; 1/day—*wall of force*.
- **Lillend:** 3/day—*knock, suggestion*; 1/day—*charm monster*.
- **Lyrakien:** 3/day—*daze, silent image*; 1/day—*confusion, hypnotism*.

Abilities: +2 Wis, +4 Cha.

Special Qualities: An azata-inspired creature gains the following.

Forever Free (Su): An azata-inspired creature automatically gains a second save against any effect that would hold, bind, or imprison it if the effect allows a saving throw. The azata-inspired creature must take the result of the second saving throw. If subjected to a holding, binding, or imprisoning effect that doesn't allow a saving throw, the azata-inspired creature gains a Reflex or Will save (whichever bonus is better) against the effect.

Inspired (Su): An azata-inspired creature gains a circumstance bonus to a single Intelligence-, Wisdom-, or Charisma-based skill equal to half of its total HD. This bonus can be changed to a different skill once a day, but cannot be applied to two different skills within the same 24-hour period.

Additionally an azata-inspired creature gains an additional quality depending on which azata inspired it.

- **Bralani:** *Leaf on the Wind (Ex):* Any airborne creature takes a -2 penalty on attack and damage rolls against a bralani inspired creature. Further, a bralani inspired creature is never considered flat-footed except when surprised.
- **Brijidine:** *Fire Walking (Su):* A brijidine inspired creature can walk across flames and molten rock and metal as if they were solid. While doing so, the creature is immune to fire.
- **Ghaele:** *Fast as Light (Su):* Once a day plus once for every 5 HD the azata inspired creature has, a ghaele inspired creature can, as a move action, instantaneously move to any location within 400 ft. as a move action. The creature must have line of sight with the destination and the target square cannot be occupied. When the creature arrives at its destination it can take other actions if it is able.
- **Lillend:** *Inner Bard (Su):* A lillend inspired creature gains a +4 bonus to one Perform skill. That specific Perform skill is also considered a class skill.

  If the lillend inspired creature does not have bard levels, every day it can choose one bardic performance ability that a bard of a level equal to its total Hit Dice can use. As a move action, the chosen bardic performance ability can be used a number of times per day equal to the creature's Charisma-modifier (minimum 1) when using the chosen Perform skill. A lillend inspired creature can only access one bardic performance ability per day with this ability.

  If the lillend inspired creature has bard levels, it adds its Charisma-modifier to the number of times a day it can use its bardic performance ability.
- **Lyrakien:** *Summon Mote (Su):* Once a day while in darkness or during the night, a lyrakien inspired creature can summon a mote of soft

starlight to light its path. The mote follows the lyrakien inspired creature and provides as much illumination as a torch, but does not impact darkvision, affect light sensitivity, or cause deleterious effects due to light. The mote stays as long as the creature wishes, but it automatically vanishes with the dawn.

The mote can be used to attempt to counter a *darkness* or *deeper darkness* spell as a *light* spell using the creature's total Hit Dice as its caster level. If successful the mote dispels the darkness but burns itself out for the day.

SAMPLE AZATA-INSPIRED

This elf-like humanoid emanates flame and light as it works furiously upon a great craft within the forge.

BRIJIDINE-INSPIRED AXIOMITE

Primal mathematics combined with the souls of mortals, axiomites normally have defined roles and functions within their society. However, every so often some entropy creeps into the mathematics and a chaotic spark of creativity takes hold. These rare axiomites are open to the ideas generated from a chaotic existence, and a few of them take inspiration of the good a little bit of chaos can offer.

Brijidine-inspired axiomites are the inventors and artistic types among the formally lawful axiomites. When working at their inspired craft, they are totally focused until they are finished.

BRIJIDINE-INSPIRED AXIOMITE **CR 10 • XP 9,600**

N Medium outsider (chaotic, extraplanar, good, lawful) (*Pathfinder® Roleplaying Game Bestiary 2™*)

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

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +6 natural, +1 dodge)

hp 85 (10d10+30); regeneration 5 (chaotic or magic)

Fort +6, **Ref** +11, **Will** +15; +4 vs. petrification

DR 10/chaotic; **Immune** disease, electricity, mind-affecting effects; **Resist** cold 10, electricity 20, fire 10; **SR** 19

Weaknesses freedom's burden

OFFENSE

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

Melee *+1 light hammer* +16/+11 (1d4+6)

Special Attacks shatter bonds, smite tyranny 3/day

Spell-Like Abilities (CL 9th; concentration +16)

3/day—*dispel chaos* (DC 21), empowered *order's wrath, flaming sphere* (DC 19), *haste, hold monster* (DC 22), *lightning bolt* (DC 20), *order's wrath* (DC 21), *stone shape, telekinesis, true strike*

1/day—summon inevitable (level 6, 1 zelekhut [requires 4 axiomites]), *true seeing, wall of fire*

STATISTICS

Str 21, **Dex** 19, **Con** 16, **Int** 21, **Wis** 22, **Cha** 24

Base Atk +10; **CMB** +15; **CMD** 30

Feats Dodge, Empower Spell-Like Ability (order's wrath), Improved Initiative, Iron Will, Mobility

Skills Craft (any one) +21, Diplomacy +20, Fly +8, Knowledge (any three) +15, Knowledge (planes) +18, Perception +19, Sense Motive +19, Spellcraft +18, Stealth +17, Survival +19

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ crystalline dust form, firewalking, forever free, inspired +5

Gear *+1 light hammer*

ECOLOGY

Environment any (lawful plane)

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

Treasure standard (*+1 light hammer*, other treasure)

SPECIAL ABILITIES

Crystalline Dust Form (Su) An axiomite can shift between its solid body and one made of golden, crystalline dust as a free action once per round. In dust form, the axiomite looks like a shifting mass of glowing mathematical symbols and equations. In this form it can fly and gains the incorporeal quality; it can use spell-like abilities but cannot make physical attacks. In its solid form, an axiomite cannot fly. Both shapes are the axiomite's true form, and it does not revert to a different form if killed. A true seeing spell reveals both forms simultaneously.

Firewalking (Su) See the azata-inspired template.

Forever Free (Su) See the azata-inspired template.

Freedom's Burden (Ex) See the azata-inspired template.

Inspired (Su) See the azata-inspired template.

Shatter Bonds (Su) See the azata-inspired template.

Smite Tyranny (Su) See the azata-inspired template.

BIPEDAL CREATURE

A bipedal creature possesses the body of a humanoid and the features of some other creature. It has two legs and at least two arms that are capable of wielding weapons and manipulating tools, and it stands either erect or hunched like an ape. Bipedal races often form stable societies, cultures, and nations, even if the multi-legged or legless creatures they resemble are solitary beings or simple hunter-gatherers.

When a creature gains this template, two of the base creature's limbs (usually the last pair) become legs, and any other limb except a head that has a natural attack becomes an arm capable of either wielding a weapon or making a natural attack, as the creature chooses. Arms need not be jointed limbs in the typical sense; tentacles or other limbs could also be capable of wielding weapons and objects. If these transformations do not grant the bipedal creature at least two arms and two legs, it either converts limbs that do not have natural attacks or grows limbs until it meets these minimum numbers.

If the base creature has wings or a tail that do not make natural attacks, these limbs remain as they were, adjusting in size to fit the bipedal creature's body without dragging. Any of the base creature's limbs not accounted for in this process become vestigial.

CREATING A BIPEDAL CREATURE

"Bipedal" is an inherited or acquired template that can be added to any living creature that does not have a generally humanoid form (referred to hereafter as the base creature). A bipedal creature uses all the base creature's statistics and special abilities except as noted here.

Speed: If the base creature has a land speed, it changes to the speed given on **Table 2-8**, even if the base creature's land speed is greater. If the base creature lacks a land speed, the bipedal creature's land speed is half the speed indicated on the table (minimum 5 feet).

TABLE 2-8: BIPEDAL SPEED

Size	Land Speed
Fine	5 ft.
Diminutive	10 ft.
Tiny	20 ft.
Small	20 ft.
Medium	30 ft.
Large	40 ft.
Huge	50 ft.
Gargantuan	60 ft.
Colossal	60 ft.

Attacks: The bipedal creature retains all the base creature's natural attacks except those employing limbs that have become legs. If its Intelligence score is 3 or higher, it can also wield weapons normally with its arms, and it retains all the base creature's weapon and armor proficiencies. Any natural attacks it has retain the same primary or secondary status they had for the base creature.

Space/Reach: The base creature's space and reach change according to the Creature Size and Scale in the *Pathfinder® Roleplaying Game Core Rulebook™*. For creatures of Large size or greater, use the "tall" option. If the base creature has a longer reach than normal for its size, the bipedal creature retains that reach.

Special Attacks: A bipedal creature retains all of the base creature's special attacks except rake.

USING THE BIPEDAL CREATURE TEMPLATE

The bipedal creature template can radically change how monsters fit into your game world. With it, you could make a race of bipedal deer that live like monkeys, or build whole nations of magical beasts that are normally relegated to random encounters in the wilderness. Good dragons could walk the land as giants do, while evil dragons might move on all fours like animals.

The bipedal template is also useful for making monsters suitable for other templates.

SAMPLE BIPEDAL CREATURE

A creature the body of a midnight-black giant and the head of a demonic horse, its flaring nostrils spew sparks and smoke, and its huge, hooflike hands strike fire with each blow.

BIPEDAL NIGHTMARE

Bipedal nightmares can strike terror into the ranks of the most stalwart army and the hearts of the greatest heroes. Although they present no greater threat in melee than trolls do, their ability to slip through the defenses of foes and seemingly return from the dead time and time again are legendary.

BIPEDAL NIGHTMARE **CR 5 • XP 1,600**

NE Large outsider (evil, extraplanar) (*Pathfinder® Roleplaying Game Bestiary™*)

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

DEFENSE

AC 25, touch 11, flat-footed 23 (+6 armor, +2 Dex, +8 natural, -1 size)

hp 51 (6d10+18)

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

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee bite +9 (1d4+4), greataxe +9/+4 (3d6+6/x3) or 2 hooves +4 (1d6+2 plus 1d4 fire)

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

Special Attacks smoke (DC 16)

Spell-Like Abilities (CL 6th; concentration +7)

1/day (self plus 1 other only) —*plane shift*

STATISTICS

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

Base Atk +6; **CMB** +11; **CMD** 23 (+27 vs. trip when on 4 legs)

Feats Alertness, Improved Initiative, Run

Skills Fly +8, Intimidate +10, Knowledge (planes) +10, Perception +12, Sense Motive +12, Stealth +2, Survival +10

Languages Abyssal, Infernal

Gear chainmail, greataxe

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure none

SPECIAL ABILITIES

Smoke (Su) In battle, a bipedal 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.

BLOOD KNIGHT

Blood knights are the damned souls of fierce warriors who died in a particularly bloody manner. Cursed to walk the earth until their warlike ways lead to their destruction, blood knights seek always to fight and conquer.

A blood knight wears the armor it died in, but its body is gone, wholly replaced by blood. This blood leaks from the armor in endless drips, runnels, and rivulets, cascading to the ground in a torrent that puddles around the creature's feet. The blood knight's blows leave wounds that do not close, and its own blood is poisonous. Most horrific of all, it can spray its blood out of its armor in great gouts that soak opponents in the poisonous fluid.

CREATING A BLOOD KNIGHT

"Blood Knight" is an acquired template that can be applied to any living creature that is proficient with heavy armor, wears full plate armor, and has blood (hereafter referred to as the base creature). A blood knight uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +2.

Alignment: Any evil.

Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points.

Hit Dice: Change all current and future racial Hit Dice to d8s. As undead, blood knights use their Charisma modifier to determine bonus hit points (instead of Constitution).

Armor Class: A blood knight gains an armor bonus to Armor Class based on the kind armor it wears (usually full plate; AC bonus +9). If the base creature has a natural armor bonus, it loses it and gains a deflection bonus equal to 1 + the base creature's original natural armor bonus.

Defensive Abilities: A blood knight gains all the defensive abilities and immunities of the undead type plus fast healing 10, and DR 10/bludgeoning.

If the base creature already has DR greater than 10, use the higher value. If the base creature's DR already has a bypass, add bludgeoning as an "or" to the type of damage that can bypass its damage reduction. If the base creature's DR has no damage bypass, change it to bludgeoning.

Attacks: The blood knight gains a primary slam attack if it has no other natural attacks. The damage for this slam attack depends on the base creature's size as if the base creature was one size category larger.

All of a dread blood knight's natural attacks gain the grab universal monster ability and they deliver its blood drain special attack in addition to normal damage. All of a blood knight's piercing or slashing attacks, both natural and manufactured, gain the bleed (2 hp/round) universal monster ability.

Special Attacks: A blood knight retains all the base creature's special attacks and gains those described here. All DCs are Charisma-based unless otherwise specified.

Blood Drain (Ex): Any living creature damaged by a blood knight's natural attack takes 1 point of Constitution damage in addition to the normal damage. This Constitution damage is subject to the multiplier for a critical hit, just as normal damage would be. In a grapple, a blood knight deals 1d4 points of Constitution damage to a living foe each round that the grapple is maintained. For each point of Constitution damage caused, the blood knight gains 5 temporary hit points.

Blood Slick (Ex): A blood knight constantly drips slippery blood in a 10-foot-radius spread around itself. Entering the area of a blood slick counts as difficult terrain and as it if were under the effects of a *grease* spell. The DC on the Reflex save to avoid falling is Charisma-based. Blood knights are immune to the slipperiness of any blood knight's blood slick.

Fountain of Blood (Ex): Once every 1d4 rounds, as a full-round action, a blood knight can spray blood from its armor in a great cascade. Each creature within a 15-foot radius is covered in blood and must succeed on a Fortitude save as though it had ingested the blood knight's poisonous blood. The blood fills the area until the blood knight's next turn. Creatures entering the spray while it persists are subject to its effects, but a creature can be affected only once per round.

The area covered by the blood spray becomes coated as though by a blood slick and remains slippery for 1 round per two Hit Dice the blood knight possesses. The blood remains until it is washed away with at least 5 gallons of water or other liquid, or burned away with normal or magical fire as a full-round action. Creatures and objects within the area that do not have total cover are coated with the blood, and a creature wishing to use, pick up, or cling to an item coated in the blood must succeed on a Reflex save (save DC is Charisma-based) to do so. Failure means

the item is immediately dropped. A creature coated in blood gains a +10 bonus on Escape Artist checks.

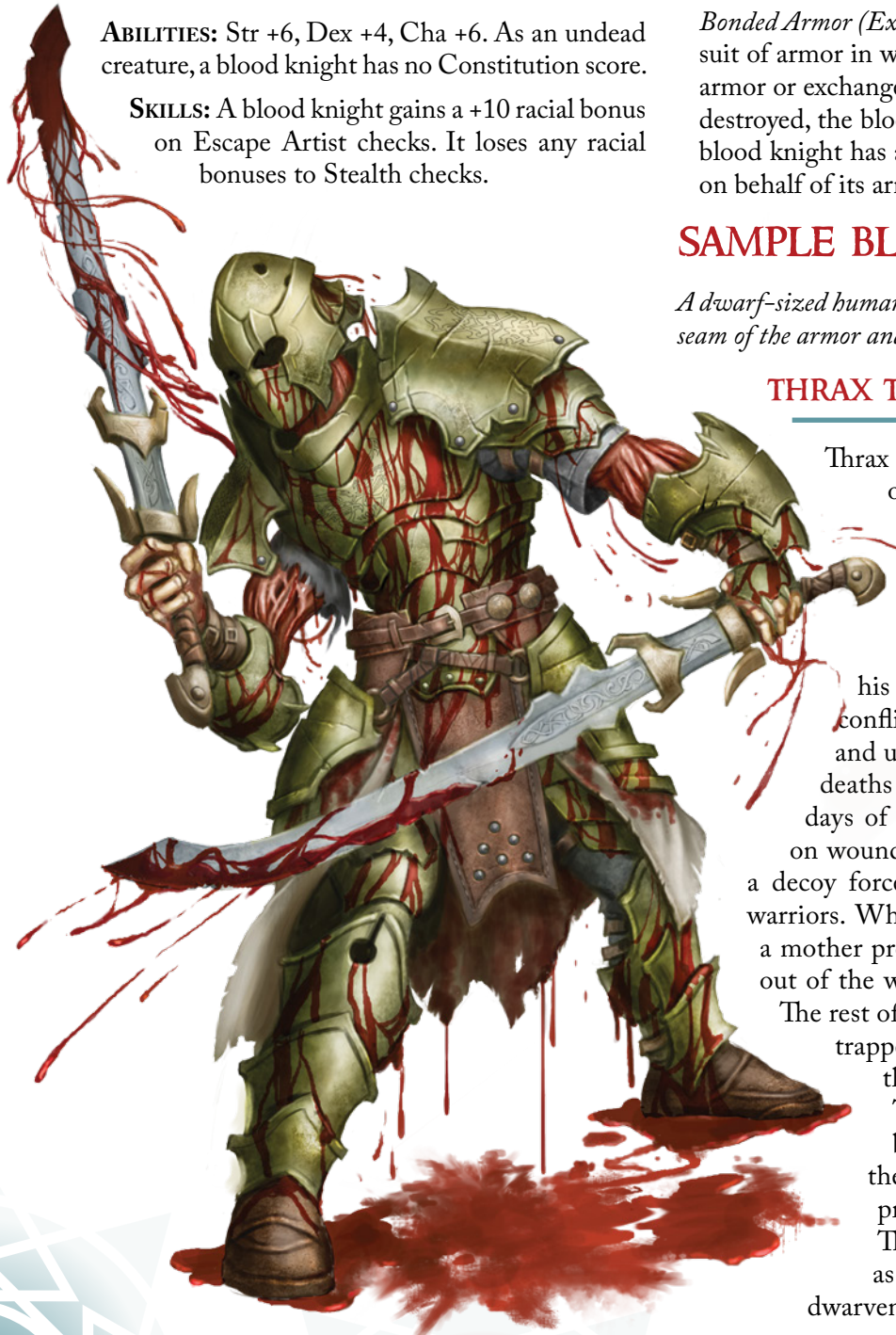
Blood knights are immune to the slipperiness of any blood knight's fountain of blood.

Poison Blood (Ex): Any opponent that strikes a blood knight with a bite attack is subject to this attack, as is any creature in the area of the fountain of blood attack.

Poison Blood—ingested; *save* Fortitude; *onset* 1 minute; *frequency* 1/minute for 6 minutes; *effect* 1 Con plus nauseated; *cure* 1 save. The save DC is Charisma-based.

Abilities: Str +6, Dex +4, Cha +6. As an undead creature, a blood knight has no Constitution score.

Skills: A blood knight gains a +10 racial bonus on Escape Artist checks. It loses any racial bonuses to Stealth checks.



Special Qualities: A blood knight retains all the base creature's special qualities and gains those described here.

Blood Body (Ex): Because its body is entirely composed of blood, a blood knight can store items within its form. It can retrieve any item stored in its body as a move action or as a free action that is part of a move. An item to be stored must be of a size and shape that fits within whatever portion of the blood knight's armor it is placed. For example, an orc blood knight could store potion vials, crossbow quarrels, or daggers in its arm, but it could not store a longsword there. A stored item's weight counts towards a blood knight's encumbrance.

Bonded Armor (Ex): A blood knight always wears the suit of armor in which it died. It cannot remove this armor or exchange it for another suit. If the armor is destroyed, the blood knight is destroyed as well. The blood knight has a +5 bonus on saving throws made on behalf of its armor.

Sample Blood Knight

A dwarf-sized humanoid in full plate, blood flows from every seam of the armor and from the axe it wields.

Thrax the Red

Thrax the Red was once a dwarf hero of some fame. Loyal to his clan and a staunch defender of its sovereignty, he was ruthless to the point of sadism in combat with his enemies. When some giants took up residence near his clan's territory, Thrax provoked conflict with them, beginning a long and unnecessary feud that resulted in the deaths of hundreds of his kin. In the final days of the war, Thrax led a vicious attack on wounded and noncombatant giants while a decoy force of dwarves distracted the giants' warriors. When Thrax dealt the killing blow to a mother protecting her child, he could not get out of the way of her falling body fast enough. The rest of Thrax's force retreated, leaving him trapped beneath the she-giant's body. By the time the giant warriors returned, Thrax had drowned in his foe's blood. The giants cast his body off the mountain, cursing his name and praying to their gods to punish him. Thus, he returned to haunt the world as a blood knight, wearing the ornate, dwarven-made armor in which he died.

Thrax the Red — CR 14 • XP 38,400

Male blood knight dwarf fighter 13

NE Medium undead (augmented humanoid, dwarf)

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

DEFENSE

AC 23, touch 12, flat-footed 21 (+11 armor, +2 Dex)

hp 102 (13d10+26); fast healing 10

Fort +7, **Ref** +6, **Will** +4 (+3 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities bravery +3, defensive training; **DR** 10/bludgeoning, 3/—; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee *+2 wounding dwarven waraxe* +24/+19/+14 (1d10+12/x3+1 bleed) or masterwork bastard sword +24/+19/+14 (1d10+11/19-20) or slam +19 (1d6+9 plus grab plus blood drain)

Ranged *+1 heavy crossbow* +17 (1d10+3/19-20)

Special Attacks bleed (2), blood drain (1 Con, 1d4 on grapple), blood slick (10 ft., DC 15), fountain of blood, poison blood, weapon training (hammers +1, axes +2, heavy blades +3)

STATISTICS

Str 23, **Dex** 15, **Con** —, **Int** 10, **Wis** 11, **Cha** 12

Base Atk +13; **CMB** +19; **CMD** 31 (35 vs. bull rush, 35 vs. trip)

Feats Cleave, Cleave Through, Cleaving Finish, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Cleaving Finish, Power Attack, Surprise Follow-Through, Weapon Focus (bastard sword, dwarven waraxe, heavy crossbow), Weapon Specialization (bastard sword, dwarven waraxe, heavy crossbow)

Skills Bluff +7, Escape Artist +10, Intimidate +17, Perception +7 (+9 to notice unusual stonework); **Racial Modifiers** +10 Escape Artist

Languages Common, Dwarven

SQ armor training 3, blood body, bonded armor, dwarven weapon familiarity

Gear *+2 adamantine full plate, +1 heavy crossbow, +2 wounding dwarven waraxe*, masterwork bastard sword

SPECIAL ABILITIES

Blood Body (Ex) See the blood knight template.

Blood Drain (Ex) See the blood knight template.

Blood Slick (Ex) See the blood knight template.

Bonded Armor (Ex) See the blood knight template.

Defensive Training (Ex) Dwarves gain a +4 dodge bonus to **AC** against monsters of the giant subtype.

Dwarven Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Fountain of Blood (Ex) See the blood knight template.

Poison Blood (Ex) Poison blood—ingested; *save* Fort. DC 16; *onset* 1 min.; *frequency* 1/min. for 6 min.; *effect* 1 **Con** and nauseated; *save* 1 save.

CREATING A DREAD BLOOD KNIGHT

Other templates in this book describe dread versions of undead. Dread blood knights arise from the most evil of warrior despots. Otherwise looking identical to the standard blood knight, the dread blood knight is even more vicious, evil and destructive than the standard blood knight.

To create a dread version of the blood knight template, make the following changes.

Challenge Rating: As the base creature +3.

Armor Class: If the base creature has a natural armor bonus, it loses it and gains a deflection bonus equal to 3 + the base creature's original natural armor bonus.

Defensive Abilities: The dread blood knight gains channel resistance +4, immunity to sonic effects, and SR equal to 12 + the dread blood knight's CR. Its DR increases to 15/bludgeoning.

Speed: The dread blood knight's land speed increases by +10 feet over that of the base creature. If the base creature has no land speed, it gains a land speed of 40 feet.

Special Attacks: The dread blood knight's bleed ability increases to 2d4 points of damage per round. Its blood drain deals 2 points of Constitution damage (2d4 on a grapple). Its fountain of blood attack has a 30-foot radius. The poison blood ability gains a +3 racial bonus to its DC.

Abilities: Str +6, Dex +6, Wis +2, Cha +8. As an undead creature, a dread blood knight has no Constitution score.

Feats: The dread blood knight gains Toughness as a bonus feat.

Special Qualities: The dread blood knight gains the following:

Slithering Blood (Ex): At will, a dread blood knight can leave its bonded armor as a slick pool of mobile blood. It can remain in this form for a number of minutes per day equal to its Charisma modifier (minimum 1). This time can be spread out over many different uses each day.

When in slithering blood form, the blood knight gains the immunities of the ooze type, has a movement speed equal to its land speed, gains a single slam attack that deals damage equal to a slam attack of its size.

The dread blood knight keeps all the abilities of a standard blood knight in slithering blood form with the exception of bonded armor, blood body, blood slick, fountain of blood and its AC bonus due to its armor. Its poison blood ability turns into a contact poison which affects anyone the dread blood knight hits with its slam attack or who contacts the knight

USING THE BLOOD KNIGHT TEMPLATE

You can alter the blood knight template in many ways to make it suit your campaign.

Ignore the required proficiency with armor and change the name of the template to the blood gaunt. In this form, the template could be applied to the temple guardians of a god of murder. Alternatively, blood knights could result from a curse that animates great quantities of spilled blood into a strange new form.

The blood knights could be unique or even mythic in nature. Perhaps a group of paladins that unwittingly participated in a highly evil act were cursed to become blood knights or agents of a powerful fiend.

Make the template self-propagating. Creatures killed by Constitution damage from a blood knight's attacks rise as blood knights in 1d4 rounds.

with a natural attack or otherwise comes into contact with it. Additionally, in its slithering blood form, the dread blood knight gains the flow, pseudopodia, incredible compression and slick abilities of the slithering ooze template (see page 261). Any items it was carrying in its body via blood body are released into its armor as it oozes out.

If it is still in its slithering blood form after its allotted time per day is up a dread blood knight takes 1 Cha damage per minute as it starts boiling away. If it reaches 0 Cha the dread blood knight is destroyed.

If the dread blood knight's armor is destroyed while in blood ooze form it immediately loses half of its Charisma as ability damage. The dread blood knight starts loosing Cha at the rate of 1 per round unless it can find another appropriate kind of armor to inhabit. This armor becomes the blood knight's new bonded armor immediately upon inhabiting it.

Once back in its bonded armor the dread blood knight regains Charisma at the rate of 1 point per day.

SAMPLE DREAD BLOOD KNIGHT

This human sized warrior wields a vicious looking greataxe with ease. Foul blood seeps from every joint and rivet in its heavy metal armor.

VARN THE SLAUGHTER KING

Varn's died defending his tribe from an onslaught of orc barbarians. As he fell he managed to strike the orc chieftain, a witch of considerable power. His blood mixed with the chieftains, the next night Varn rose as a dread blood knight. He now quests to destroy all humanoid life which he perceives as a threat, orc, human or otherwise.

VARN **CR 10 • XP 9,600**

Dread blood knight human barbarian 8
CE Medium undead (augmented humanoid, human)
Init +3; **Senses** Perception +12

DEFENSE

AC 17, touch 9, flat-footed 16 (+8 armor, +1 Dex, -2 rage)
hp 97 (8d12+40); fast healing 10
Fort +9, **Ref** +5, **Will** +4
Defensive Abilities channel resistance +4, improved uncanny dodge, trap sense +2; **DR** 15/bludgeoning; **Immune** sonic, undead traits; **SR** 22

OFFENSE

Speed 30 ft.
Melee *+3 cruel greataxe* +21/+16 (1d12+18 plus bleed/x3) or slam +18 (1d6+15 plus grab and blood drain)
Special Attacks bleed (2d4 Con), blood drain (2 Con, 2d4 on grapple), blood slick (10 ft., DC 17), fountain of blood (30 ft., DC 17), poison blood, rage (21 rounds/day), rage powers (guarded stance +2, knockback, lesser hurling, powerful blow +3)

TACTICS

Base Statistics When not raging, Varn's statistics are **AC** 19, 11 touch, 18 flat-footed; **Will** +3; **Melee** +3 cruel greataxe +19/+14 (1d12+15 plus bleed/x3) or slam +16 (1d6+12 plus grab and blood drain); **Str** 27; **CMB** +16 (+20 grapple); **Skills** Climb +14

STATISTICS

Str 31, **Dex** 16, **Con** —, **Int** 8, **Wis** 11, **Cha** 16
Base Atk +8; **CMB** +18 (+22 grapple); **CMD** 29
Feats Cleave, Cleaving Finish, Great Cleave, Heavy Armor Proficiency, Power Attack, Toughness[B]
Skills Acrobatics +7, Climb +16, Escape Artist +16, Intimidate +14, Perception +12; **Racial Modifiers** +10 Escape Artist
Languages Common
SQ blood body, bonded armor, slithering blood (3 minutes/day), tireless rage
Other Gear *+1 banded mail, +3 cruel greataxe*

SPECIAL ABILITIES

Blood Body (Ex) See the dread blood knight template.
Blood Drain (Ex) See the dread blood knight template.
Blood Slick (Ex) See the dread blood knight template.
Bonded Armor (Ex) See the dread blood knight template.
Fountain of Blood (Ex) See the dread blood knight template.
Poison Blood (Ex) Poison blood—ingested; *save* Fort. DC 20; *onset* 1 min.; *frequency* 1/min. for 6 min.; *effect* 1 **Con** and nauseated; *save* 1 save.
Slithering Blood (Ex) See the dread blood knight template.

BRAMBLE

These indifferent to wicked watchers of the woodlands haunt dark thickets in forests and fields, stalking the unwary. Most dangerous in the tangled briar patches and thorny copses they call home, brambles often make clear trails through their domains that turn into winding mazes designed to confuse and entrap victims.

A bramble's body is covered with barklike skin and wrapped in tangled, thorny vines. Its face is wizened and cruel, and yellow eyes peer out from beneath its prickly brows.

CREATING A BRAMBLE

"Bramble" is an inherited template that can be added to any living, corporeal creature that breathes air (referred to hereafter as the base creature). If you wish, the bramble can be an acquired template via a magical poison or curse. A bramble uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +1

Alignment: Any non-good.

Type: The creature's type changes to plant with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points.

Armor Class: Natural armor class increases by +2.

Hit Dice: Change all of the base creature's racial HD to d8s.

Weaknesses: A bramble gains fire vulnerability.

Attacks: The bramble gains a gore attack if it did not already have one. If it has other natural attacks the gore attack is secondary, otherwise it is primary. The damage for this gore depends on the base creature's size.

All of a bramble's natural attacks gain the grab universal monster ability.

Spell-Like Abilities: A bramble gains the following spell-like abilities. Its caster level is equal to its total Hit Dice.

1/day—*entangle, thorn walk* (see page 298)

These spell-like abilities can be used 1 extra time per day for every 5 Hit Dice the bramble possesses.

Special Attacks: A bramble gains the following special attacks.

Prickle Whip (Ex): Once per day, a bramble can unravel and detach one of the tangled strands that form its body. Doing so requires a move action (as per drawing a melee weapon). This strand functions as a whip whose damage is lethal and is not negated by armor or natural armor of any value. The prickle whip becomes stiff, brittle, and useless after 1 hour.

Thorn Dart (Ex): Twice per day per Hit Die, a bramble can pull a long thorn from its body as a free action. This thorn is identical to a dart, and the bramble is automatically proficient with it.

Thorny Grasp (Ex): A bramble deals automatic piercing damage equal to the base damage for the bramble's gore attack (unmodified by Strength) each round it grapples a foe. In addition, any creature that attempts to bull rush, grapple, overrun, or trip a bramble takes this damage as well.

Abilities: Str –2 (minimum 1), Dex +4.

Feats: The bramble gains Quick Draw as a bonus feat.

Skills: A bramble gains a +8 circumstance bonus on Stealth checks in forested areas and thickets.

Special Qualities: A bramble gains the following.

Woodland Stride (Ex): A bramble may move through any sort of undergrowth at its natural speed without taking damage or suffering any other impairment. However, undergrowth that has been magically manipulated to impede motion still affects the bramble.

Environment: Any forest or thicket.

SAMPLE BRAMBLE

This creature has a long, lean form and sharp, angular features. Small dark spurs jut from its body at its joints and across its chest and limbs. Its head lacks any hair, but is covered in a cluster of thorns where hair would grow on a typical humanoid. Its features are contorted in rage, pain, or both.

RANIMORE

Rainmore was never a kind or friendly creature. He was arrogant, treating all other races as inferior to his own. He believed that dwarves should stay in their caves and mountains, humans in the disgusting squalid cities they had built, and that orcs served no purpose and should be exterminated. The presence of such creatures offended him under any circumstances, but it enraged him when they dared to enter the forest and green places.

Early in his life, his prejudices were rarely tested. He lived in a vast woodland far from other settlements, and only occasionally did a non-elf, generally a trapper or explorer, cross his path. But over time more and more humans spread into neighboring lands, and Rainmore grew less and less tolerant.

By his middle age Ranimore was obsessed about keeping humans out of what he considered his forest. Anyone he found in the wood, typically became a target for his arrows. One day, Ranimore struck against what he thought was a human interlopers, but was, in fact, a fey sorcerer. Ranimore quickly found himself captured and bound by the fey. His captor, thinking it amusing, cursed the elf to become a real guardian of the wood, a bramble who now cannot ever leave the forest. Ranimore continues to harass and murder those who enter the wood, but now he targets any sentient non-plant he comes across.

Ranimore (Bramble Elf Rgr 3) CR 3 • XP 800

Male bramble elf ranger 3
NE Medium plant (augmented humanoid, elf)
Init +5; **Senses** low-light vision; Perception +8

DEFENSE

AC 18, touch 16, flat-footed 13 (+5 Dex, +2 natural, +1 deflection)
hp 21 (3d10)
Fort +2, **Ref** +8, **Will** +1; +2 vs. enchantments
Immune magic sleep
Weakness vulnerability to fire

OFFENSE

Speed 30 ft.
Melee dagger +4 (1d4+1/19-20), gore +4 (1d6+1 plus grab), or prickle whip +4 (1d3+1)
Ranged masterwork composite shortbow +9 (1d6+1/x3), masterwork longbow +9 (1d8/x3), or thorn dart +8 (1d4+1)
Special Attacks favored enemy (humans +2), prickle whip (2/day), thorn dart (1/day), thorny grasp (1d6)
Spell-Like Abilities (CL 3rd; concentration +3)
1/day—*entangle* (DC 11), *thorn walk*

STATISTICS

Str 12, **Dex** 20, **Con** 8, **Int** 12, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 20
Feats Elven Accuracy, Endurance, Far Shot, Point-Blank Shot, Quick Draw
Skills Acrobatics +8, Climb +7, Disguise +3, Knowledge (nature) +7, Perception +8, Stealth +11 (+19 in forests or thickets), Survival +6 (+7 to track); **Racial Modifiers** +2 Perception
Languages Common, Elven, Sylvan
SQ combat styles (archery), elven magic, elven weapon familiarity, favored terrain (forest +2), track, wild empathy +3, woodland stride
Gear arrows (20), dagger, masterwork composite shortbow, masterwork longbow, *ring of protection +1*

SPECIAL ABILITIES

Elven Magic (Su) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.
Elven Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.
Prickle Whip (Ex) See the bramble template.
Thorn Dart (Ex) See the bramble template.
Thorny Grasp (Ex) See the bramble template.

CAVE CREATURE

Cave creatures are degenerate beings that have adapted to life in the dark realms beneath the earth. They rely on their thick skins and natural weapons to protect them while they hunt for sustenance underground. Although they can be quite intelligent, cave creatures often lack the quicker wits of the surface-dwelling creatures they resemble.

CREATING A CAVE CREATURE

"Cave" is an inherited template that can be added to any living, corporeal creature that has a Dexterity score, is not an ooze, and is normally active on the surface (referred to hereafter as the base creature). A cave creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +1

Senses: A cave creature gains blindsight 60 ft. or darkvision +60 ft. Once this choice is made, it cannot be changed.

Armor Class: Natural armor class improves by +1.

Weaknesses: The cave creature gains light blindness as a weakness.

Speed: If the base creature lacks a climb speed, it gains one equal to half the base creature's land speed. If the base creature lacks both a climb and land speed, the cave creature gains a climb speed of 10 feet and a land speed of 10 feet. If the base creature already has a climb speed, it retains that speed.

Attacks: The cave creature gains one or more primary claw attacks if it has no other natural attacks. A claw grows on each of its arms, wings, fins, or other such appendages. The damage for the claw depends on the base creature's size as if the base creature was one size category larger.

Abilities: Str +2, Dex –2 (minimum 1), Con +2, Int -2 (minimum 1).

Skills: The cave creature retains the racial skill bonuses described in the Skills section of the base creature's description, but it loses all skill ranks the base creature possessed. Recalculate skill points for the cave creature's racial Hit Dice according to its type, and then purchase its skills afresh, treating the base creature's skills as class skills. The cave creature retains any skill points gained from class levels.

Since cave creatures tend to be colored much like the caves in which they live, a cave creature in an area of natural stone gains a +4 circumstance bonus on Stealth checks.

Environment: Any underground.

SAMPLE CAVE CREATURE

An immense squid, skin the color and pattern of stone writes its suckered tentacles threateningly. Its eyes are dead white.

SQUIBBIN

Although they cannot breathe air, squibbins sometimes leave the water for short periods of time, most often to crawl from one pool to another or to climb a cave wall to escape a predator.

A squibbin has a body much like that of an ocean-dwelling squid, but its skin can be albino white, coal black, or any shade in between. The typical cave squid has a mottled hide and rough skin that help it hide in the water and blend in when crawling across a cavern floor.

A cave squid moves quickly to strike whenever it senses prey. When encountered out of the water or when its prey turns out to be more formidable than anticipated, the cave squid uses its ink cloud to blind its foe, and then continues to press the attack. If its prey still proves troublesome, the creature uses the cloud to cover its escape.

Squibbin **CR 10 • XP 9,600**

Giant cave squid (*Pathfinder® Roleplaying Game Bestiary™*)

N Huge animal (aquatic)

Init +6; **Senses** blindsight 60 ft., low-light vision; Perception +22

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, -+10 natural, 2 size)

hp 114 (12d8+60)

Fort +15, **Ref** +12, **Will** +5

Defensive Abilities ink cloud (20-ft. radius)

Weakness light blindness

OFFENSE

Speed 10 ft., climb 10 ft., jet 260 ft., swim 60 ft.

Melee 2 arms +15 (1d6+8), bite +15 (2d6+8), tentacles +13 (4d6+4/19-20 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)

Special Attacks constrict (4d6+8)

STATISTICS

Str 27, **Dex** 15, **Con** 21, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +9; **CMB** +19 (+23 grapple); **CMD** 31

Feats Combat Reflexes, Great Fortitude, Improved Critical (tentacle), Improved Initiative, Lightning Reflexes, Multiattack[B], Skill Focus (Perception)

Skills Climb +24, Perception +22, Swim +16; **Racial Modifiers** +8 Climb; +4 to Stealth checks in areas of natural stone

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Ink Cloud (Ex) A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet (Ex) A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

CHAOSBORNE

Chaosbornes drift in the randomness of the universe, floating on the winds of change. The chaosbornes are driven to cause chaos in every waking moment. In keeping with the anarchic insanity that is the curse of their vision, they transfer their skewed version of reality to other creatures already swayed by chaos.

Some chaosbornes are manic and crazed; others are patient and calculating. All, however, strive to create anarchy wherever they go. They have no special desire to harm others, but their drive to disrupt order can manifest in activities ranging from innocuous pranks to deadly destruction. For example, a chaosborne might rearrange the books in a library or rewrite the entries in an accountant's ledger, or it might break open a dam to flood a city.

If a chaosborne encounters a large group of other chaotic creatures, the result can be a plague of chaosbornes sweeping across the land, leaving only destruction, death, and madness in their wake.

CREATING A CHAOSBORNE

"Chaosborne" is an acquired template that can be added to any chaotic creature or creature with the chaotic subtype that does not already have the template (referred to hereafter as the base creature). A chaosborne uses all

the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Always chaotic neutral. If the chaosborne's alignment changes from chaotic, it loses this template.

Type: The base creature gains the chaotic subtype.

Senses: A chaosborne gains the following:

See Chaos (Su): At will, a chaosborne can identify any chaotic creatures, spells, and magic items that it can see, as per the *detect chaos* spell (caster level equals chaosborne's character level) and as though it had studied the specific creatures and objects for 3 rounds.

Aura: A chaosborne gains the following aura:

Aura of Anarchy (Su): Every nonchaotic creature within 10 feet of a chaosborne takes a –5 penalty on all ability checks, skill checks, and level checks unless it succeeds on a Will save; the exact DC is given in the creature's descriptive text and is Charisma-based. Furthermore, the target automatically misses its attack rolls and fails its saving throws on a natural roll of 5 or below.

Defensive Abilities: A chaosborne retains all the base creature's defenses and gains the following:

Law's Failing (Su): A caster within 60 feet of a chaosborne casting *any* spell or spell-like ability with the lawful descriptor or who is lawfully aligned must succeed on a caster level check (1d20 + caster level), or the ability fails and is wasted. The DC is Charisma-based.

Random Energy Immunity (Ex): A chaosborne is immune to one type of energy damage at all times, but the specific type changes each round. Roll 1d8 and consult **Table 2-9**. Roll at the beginning of each round to determine the specific immunity.

TABLE 2-9: RANDOM IMMUNITY

d6	Immunity
1	Acid
2	Cold
3	Electricity
4	Fire
5	Sonic
6	Force
7	Positive Energy
8	Negative Energy

Weaknesses: A chaos form gains the following weakness:

Spell Vulnerability (Ex): If a *remove curse* or *break enchantment* spell is cast upon a chaosborne within one week of the time it contracted the chaosborne curse, it permanently loses the chaosborne template. Failing a saving throw against a *dispel chaos* effect removes the chaosborne template regardless of how long the target has possessed it.

Attacks: The chaosborne gains a primary touch attack which does no damage but transmits the chaosborne curse (see below).

Special Attacks: A chaosborne retains all the base creature's special attacks and gains those described here.

Chaosborne Curse (Su): A chaosborne can transmit its terrible obsession with chaos to other chaotic-aligned creatures and creatures with the chaotic subtype. Any such creature hit by a chaosborne's touch attack must succeed on a Will save or gain the chaosborne template; the exact DC is given in the creature's descriptive text. A chaotic neutral character takes a -2 penalty on the saving throw to resist contracting the curse, and a chaotic evil or chaotic good creature takes a -1 penalty. A cursed creature's alignment changes to chaotic neutral and may suffer the usual penalties from changing alignment. The save DC is Charisma-based.

Upon contracting the curse, the target falls unconscious for 1d4 rounds, and then arises as a chaosborne. Although the new chaosborne owes no allegiance to the one who bestowed the curse, it instinctively knows that additional chaosbornes can only further the cause of chaos.

Entropic Blow (Su): Any melee attack a chaosborne makes with natural or manufactured weapons deals an extra +1d6 points of damage to creatures of lawful alignment or creatures with the lawful subtype.

Gaze of Discord (Ex): Any chaotically aligned creature within 30 feet of a chaosborne is dazed for 1 round. Any lawfully aligned creature within 30 feet is confused (as the *confusion* spell) for the same period. These effects are resisted with a successful Will save; the exact DC is given in the creature's descriptive text. A chaosborne is immune to the gaze of discord of other chaosbornes. This is a mind-affecting compulsion gaze effect. The save DC is Charisma-based.

Spell-Like Abilities: A chaosborne gains the following spell-like ability.

Constant—*protection from law*

Abilities: When a creature acquires the chaosborne curse, its ability scores change in a random way. Roll 1d8

and consult **Table 2-10** when the template is acquired to determine the ability score modifications. No ability can be reduced below 1 by application of this template.

Table 2-10: Chaosborne Ability Score Modifiers

d8	Str	Dex	Con	Int	Wis	Cha
1	-2	+2	-2	+2	-2	+2
2	+2	-2	+2	-2	+2	-2
3	+2	+2	+2	-2	-2	-2
4	-2	-2	-2	+2	+2	+2
5	+4	-4	+4	-4	+4	-4
6	-4	+4	-4	+4	-4	+4
7	+4	+4	-8	-4	-4	+8
8	-4	-8	+8	+4	-8	+8

Sample Creature

This man has a wild look about him, the matted furry legs of a goat, and a set of asymmetrically curling ram horns extending from his temples.

Chaosborne Satyr

The wild and frolicsome creatures known as satyrs frequently cause mischief and chaos, but one bearing the chaosborne curse is especially dangerous because its mad behavior is often viewed as normal. The differences only become apparent when it has ruined its native forest and the other fey creatures that live within it.

Chaosborne Satyr **CR 5 • XP 1,600**

CN Medium fey (chaotic) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +2; **Senses** low-light vision, see chaos 60 ft.; Perception +21

Aura anarchy (10 ft., DC 19)

DEFENSE

AC 17, touch 12, flat-footed 15 (+1 Dex, +1 dodge, +5 natural)

hp 36 (8d6+8)

Fort +3, **Ref** +7, **Will** +9; +2 resistance vs. lawful

Defensive Abilities *protection from law;* **DR** 5/cold iron; **Immune** random energy immunity; **Resist** law's failing 19

Weakness spell vulnerability

OFFENSE

Speed 40 ft.

Melee gore +5 (1d6+1+1d6 vs. lawful) or touch +5 (chaosborne curse) or dagger +5 (1d4+1/19–20), horns +1 (1d6+1)

Ranged short bow +5 (1d6/x3)

Special Attacks chaosborne curse (DC 19), entropic blow, gaze of discord (30 ft., DC 19), pipes

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*protection from law*

At will—*charm person* (DC 16), *dancing lights, ghost sound* (DC 15), *sleep* (DC 16), *suggestion* (DC 18)

1/day—*fear* (DC 19), *summon nature's ally III*

STATISTICS

Str 12, **Dex** 13, **Con** 13, **Int** 14, **Wis** 16, **Cha** 21

Base Atk +4; **CMB** +5; **CMD** 17

Feats Dodge, Mobility, Skill Focus (Perception), Weapon Finesse

Skills Bluff +16, Diplomacy +16, Disguise +12, Intimidate +10, Knowledge (nature) +13, Perception +21, Perform (wind instruments) +20, Stealth +16, Survival +10; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

ECOLOGY

Environment temperate forests

Organization solitary, pair, band (3–6), or orgy (7–11)

Treasure standard (dagger, short bow plus 20 arrows, masterwork panpipes, other treasure)

SPECIAL ABILITIES

Chaosborne Curse (Ex) *See the chaosborne template*

Entropic Blow (Su) *See the chaosborne template.*

Gaze of Discord (Ex) *See the chaosborne template.*

Law's Failing (Su) *See the chaosborne template.*

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by charm person, fear, sleep, or suggestion, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

Random Energy Immunity (Ex) See the chaosborne template.

CLOCKWORK

The clockwork creature whirs to life at the whim of its master. Made of various metals and granted the soul of a monster, this construct is designed to resemble a living creature in both form and function. A clockwork creature serves as an aide, guardian, or even friend to its creator, or to anyone its creator designates.

A clockwork creature's body is a complicated construction of gears, wires, chains, and struts, often covered with riveted metal plating to give it the form of the living creature it mimics. Magic and engineering give a clockwork creature access to the powers of the creature it resembles, thus enabling its creator to effectively gain the aid of any being desired.

CREATING A CLOCKWORK CREATURE

"Clockwork" is an inherited template that can be added to living, corporeal creature (referred to hereafter as the base creature) that does not have the ooze type. A clockwork retains all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +1.

Alignment: If a clockwork is mindless its alignment changes to neutral. (See Abilities to determine if the clockwork is mindless.)

Type: The base creature's type changes to construct with the clockwork subtype. The base creature loses all other subtypes the base creature had.

Senses: A clockwork gains darkvision +60 ft. and low-light vision.

Armor Class: Natural armor class increases by 1 for every 2 racial Hit Dice the clockwork has. Additionally a clockwork ignores armor check penalties and max Dexterity bonus to AC from armor.

Hit Dice: Change all of the base creature's racial HD to d10s. Recalculate all hit points based on the new hit dice. A clockwork gains bonus hit points based on its size as all constructs do, but loses any bonus hit points due to Constitution.

Saving Throws: Recalculate the clockwork's saving throws as a construct.

Defensive Abilities: A clockwork loses all the defensive abilities, immunities, DR, and SR of the base creature. It gains construct traits, and acid, cold, fire and sonic resistance 10. If the base creature's energy resistance is higher, use that value. If the base creature has immunity to electricity it loses it as well as any other kind of electricity resistance.

A clockwork gains DR that is dependent on its total HD as given on **Table 2-11**.

TABLE 2-11: CLOCKWORK DR

Total HD	Damage Reduction
1—5	5/adamantine
6—10	10/adamantine
11—15	15/adamantine
16—20	20/adamantine
21+	25/adamantine

Weaknesses: The clockwork gains vulnerability to electricity. A clockwork also gains the following weakness.

Metal Body (Ex) A clockwork creature is largely composed of metal. It counts as a ferrous creature for the purpose of *rusting grasp* and other spells that have special effects on metal.

Attacks: If the base creature does not have any natural attacks it gains a primary slam attack. This attack does damage based on its size.

Abilities: Str +4, Dex +4, Int –6 (see below), Wis –2 (minimum 1), Cha –6 (minimum 1).

Unlike most clockworks, a clockwork creature may have an Intelligence score. However, if a clockwork creature's adjusted Intelligence is zero or less it becomes mindless and has no Intelligence score. As a construct, a clockwork creature does not have a Constitution score.

Base Attack Bonus: Recalculate the clockwork's BAB as a construct.

CMB/CMD: Recalculate the clockwork's CMB and CMD.

Feats: A clockwork gains Dodge, Improved Initiative and Lightning Reflexes as racial bonus feats.

Skills: A clockwork creature gains skill points for its racial Hit Dice as a construct, or none if mindless. Recalculate its available skill points, then purchase its skills afresh, treating the base creature's skills and any skills in which the creator has 5 or more ranks as class skills. The clockwork creature retains any skill points gained from class levels and any racial bonuses the base creature has.

Due to its innate understanding of its own being, a clockwork creature gains a +5 racial bonus on Craft (clockwork), and Disable Device checks. The clockwork gains both of these skills as class skills, can be used untrained and does not need to have tools to use these skills. However, the clockwork creature takes a –5 penalty on Stealth checks because its internal mechanisms constantly click and whir while it functions.

Languages: A clockwork creature that is intelligent enough to speak languages speaks those that its creator teaches it. Orders from its creator are heeded regardless of language, but a clockwork creature must understand the language of another commander to follow their orders. If it does not, it simply obeys the last orders of its creator.

Special Qualities: A clockwork creature gains the following special qualities.

Created Mind (Ex): A clockwork creature only accepts commands from its creator or designated surrogate. A surrogate can be designated by the creator for any length of time and be rescinded by the clockwork's creator. If the clockwork creature is not mindless, it can act independently of any commands that are given to it. If it wishes to directly disobey a command, a clockwork needs to make a successful Will save (DC 20). If the clockwork fails, it follows the command to the best of its ability as if under a *command* spell. If a command would destroy the clockwork creature or otherwise cause it harm, it gets a second Will save (DC 15) immediately after the first.

Once a clockwork's creator dies or frees it, the clockwork becomes an independent creature no longer in thrall to its creator. A free clockwork no longer follows any other creature's commands unless magically compelled. Clockworks typically continue to perform the last tasks it was commanded to complete. However, those clockworks that are not mindless can act independently an outside its last commands.

Creator Bond (Ex): A clockwork creature can instinctively detect the location of its creator within 100 ft., regardless of magical and natural barriers. Within this range the clockwork gains a +10 circumstance bonus vs. Bluff and Disguise checks, and any other effect made to impersonate the clockwork's creator.

Environment: Any.

Organization: Solitary.

Treasure: Incidental.

CONSTRUCTION

Clockwork creatures are created like golems. Because it is composed of various metals and composite materials, a clockwork creature weighs nearly twice what the base creature does.

Creating a clockwork creature is difficult and costs at least 2,000 times its CR in gold pieces. Making a clockwork requires Craft (clockwork) check with a DC of 25 + 5 for every 10 CR, *e.g.* CR 10-19 clockworks have a DC of 30 to create. Additionally, the Craft Construct feat and the ability to cast spells is required to make a clockwork.

The caster level of the clockwork creature's creator is 10th or the CR of the clockwork creature -1, whichever is higher (minimum 1st). For clockwork's of CR greater than 20, the creator needs the Mythic Crafter feat (see the Feats section in *Pathfinder® Role Playing Game: Mythic Adventures™*).

To complete the construction some or all of the following spells are needed: *animate objects*, *geas/quest*, *limited wish*, *polymorph any object*, and *resist elements*.

SAMPLE CLOCKWORK

This titanic construct of strange metals and grinding gears sits entirely motionless on its cracked throne, but the whirring and clanging of the gears and mechanisms within it, along with the sparks and bolts of eldritch energy, gives it an ongoing sense of barely-constrained energies, ready to explode into action.

Siege Perilous

The Siege Perilous is a forgotten Machine of the Gods. Long ago forgotten deities used it as their ultimate mortal tool, a device that was sent to carry out orders of the gods themselves on the material plane. But in some previous era the gods who built the terrible construct were destroyed, or it was broken, or they stopped being able to agree on how to decide what orders to give it. Now it is encountered only in lost places in the Astral Plane, carrying out orders that long since stopped making sense… and seeking some way to convince creatures to keep it wound.

Siege Perilous CR 23 • XP 614,400

Unique clockwork thanatotic titan

CE Colossal construct (clockwork)

Init +6; **Senses** darkvision 180 ft., low-light vision, *true seeing*; Perception +27

DEFENSE

AC 54, touch 7, flat-footed 49 (+12 armor, +2 Dex, +3 dodge, +35 natural, –8 size)

hp 206 (23d10+80)

Fort +9, **Ref** +11, **Will** +13; +8 resistance vs. mind-affecting

DR 25/adamantine; **Immune** construct traits; **Resist** acid 10, cold 10, fire 10, sonic 10

Weaknesses: metal body, vulnerability to electricity

OFFENSE

Speed 60 ft. (40 ft. in armor)

Melee *+3 unholy battleaxe* +40/+35/+30/+25 (6d6+25 + 2d6 vs. good/19–20/x3), claw +32 (2d8+11) or 2 claws +37 (2d8+22)

Ranged rock +18 (4d6+33)

Space 30 ft.; **Reach** 30 ft.

Special Attacks godslayer, rock throwing (100 ft.), trample (2d8+33, DC 40)

Spell-Like Abilities (CL 20th; concentration +24)

Constant—*air walk, mind blank, spell turning, true seeing*

At will—*bestow curse* (DC 17), *break enchantment, divination, greater dispel magic, sending*

3/day—*disintegrate* (DC 20), *greater scrying* (DC 20), *heal, mass suggestion* (DC 19)

1/day—*greater planar ally, imprisonment* (DC 23), *meteor swarm* (DC 23), *true resurrection*

STATISTICS

Str 54, **Dex** 14, **Con** --, **Int** 21, **Wis** 18, **Cha** 18

Base Atk +23; **CMB** +53 (+55 bull rush); **CMD** 68 (70 vs. bull rush)

Feats Awesome Blow, Bleeding Critical, Crippling Critical, Critical Focus, Devastating Strike, Dodge[B], Greater Vital Strike, Improved Bull Rush, Improved Critical (battleaxe), Improved Initiative[B], Improved Vital Strike, Iron Will, Lightning Reflexes[B], Power Attack, Vital Strike

Skills Bluff +27, Craft (clockwork) +36, Disable Device +33, Intimidate +27, Knowledge (religion) +28, Perception +27, Sense Motive +27, Stealth –19 **Racial Skill Modifiers** –5 to Stealth.

Languages Abyssal, Celestial, Common; telepathy 300 ft.

SQ change shape (any humanoid, *alter self*), created mind, creator bond, difficult to create, swift reactions, winding

ECOLOGY

Environment any

Organization unique

Treasure standard (*+3 full plate*, *+3 unholy battleaxe*, other treasure)

SPECIAL ABILITIES

Created Mind (Ex): See the clockwork template.

Creator Bond (Ex): See the clockwork template.

Difficult to Create (Ex): See clockwork subtype.

Godslayer (Su): When the Siege Perilous damages a creature capable of casting divine spells, that creature must make a DC 28 Will save or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. The Siege Perilous' attacks are treated as epic and evil for the purposes of overcoming damage reduction. The save DC is Charisma-based.

Swift Reactions (Ex): see clockwork subtype.

Winding (Ex): See the clockwork subtype.

COLD CREATURE

Incorporeal cold made manifest; cold creatures come from regions of bitter cold throughout the universe. They are usually found in particularly cold areas of the Elemental Planes of Water and Air. On the Material Plane, they can be found on the highest peaks of mountains, and in the boreal expanses of the poles, they can be found dancing in the frigid wind and blizzards.

A cold creature appears as a squall of sleet and snow in the shape of the base creature.

CREATING A COLD CREATURE

"Cold" is an inherited template that can be applied to any creature (referred to hereafter as the base creature). A cold creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Type: The cold creature's type changes to outsider and gains the cold, elemental, extraplanar, and incorporeal subtypes. If the base creature has the fire subtype, it loses it. Recalculate base attack bonuses, saves, or skill points.

Aura: A cold creature gains the following.

Cold Aura (Su): A cold creature emits supernatural cold in a 10-foot radius around it. All those within the area of effect take +1d6 cold damage plus an additional +1d6 cold damage for every 5 racial HD the base creature has. A cold creature cannot suppress this ability.

Hit Dice: Change all of the base creature's racial HD to d10s.

Saving Throws: Fortitude and Reflex are good saves for cold creatures.

Defensive Abilities: A cold creature gains immunity to cold and the incorporeal ability.

Weaknesses: A cold creature gains fire vulnerability.

Attacks: If the base creature does not have a natural attack, it gains a single slam attack. This attack does damage based on the creature's size, plus cold damage due to its freezing blows ability. Even though it is incorporeal, a cold creature's blows are made of biting winds and slashing ice. However, a cold creature cannot use manufactured weapons.

Special Attacks: A cold creature gains the following.

Cold Spellcasting (Su): A cold creature casts all spells and spell-like abilities with the cold descriptor at one caster level higher. A cold creature can add the cold descriptor to any damaging spell. Such spells are not cast at increased caster level and half of the damage dealt is cold damage. A cold creature cannot cast spells or use spell-like abilities with the fire descriptor.

Freezing Blows (Ex): A cold creature's attacks deal extra cold damage based on its size as a slam attack of a creature one size category larger. If the creature struck has the water subtype, the damage increases one additional step. This damage stacks with any other cold damage the cold creature does.

Freezing Embrace (Su): Once per day plus one additional time per day per every 5 racial Hit Dice the base creature has, a cold creature can attempt to freeze opponents solid by moving over them. The area of this effect is equal to the cold creature's space. Creatures that fail a Fortitude save are turned to solid ice. Creatures that are larger than the cold creature's space cannot be frozen solid, but take 1d6 cold damage multiplied by the cold creature's total Hit Dice (minimum 1d6, maximum 20d6). The Fortitude save halves this damage. This ability is otherwise identical the *flesh to stone* spell. The save DC is Charisma-based. A frozen creature can be returned to normal by a *stone to flesh* spell or equivalent magic. If a frozen creature dies, it melts.

Freezing Touch (Ex): If the cold creature touches a body of liquid that is not a water-based creature, such as a water elemental, it freezes the liquid to a depth of 1 inch in a 10-foot radius. Each additional round the cold creature is in contact with the liquid or ice, the ice field increases its depth by 1 inch and 10 feet in radius. The ice field's maximum size is equal to its total racial Hit Dice in inches in depth and in 10 times its total racial HD feet in radius (minimum 1 inch and 10-foot radius). Once the cold creature ceases contact with it, the ice lasts for 1 round per racial Hit Die.

Creatures that are within the depth of the ice become trapped in it (no save). Trapped creatures take cold damage as if the cold creature had hit it (see Freezing Blows). Attempting to break free is a full-round action. A trapped creature must make a DC 20 Strength check or a DC 20 Escape Artist check to do so. The DC increases by 1 for every inch in depth of the ice greater than 1 inch. Against foes with the water subtype, the cold creature's freezing touch acts like freezing embrace (see above) but with no need for the cold creature to move over the target.

Skills: A cold creature has a +8 racial bonus to Stealth in cold environments. This increases to +12 in blizzards or other such bad weather in cold environments.

Special Qualities: A cold creature gains the following.

Cold Body (Ex): A cold creature's body freezes all its touches or that touches it. Anyone striking a cold creature with natural or manufactured melee weapons takes 1d6 cold damage. If the base creature has a similar ability this ability replaces that one but the damage from the two abilities stack.

Cold Walk (Ex): A cold creature can walk over snow and ice without penalty and does not need to make Acrobatics checks to run or charge on snow or ice. It treats snow and ice as normal terrain.

Environment: Any cold (Planes of Air and Water).

Treasure: incidental

SAMPLE COLD CREATURE

The howling wind and snow drifts into the impression of a monstrous ape-like creature. Its icy claws at the ready to rend and rip.

BISE

The bise are beings of elemental cold that howl down from high altitudes to rip, rend, and freeze anything warm they can find.

BISE **CR 6 • XP 2,400**

Cold yeti (*Pathfinder® Roleplaying Game Bestiary™*)
N Large outsider (cold, elemental, extraplanar, incorporeal)
Init +1; **Senses** darkvision 60 ft., scent; Perception +10
Aura cold (10 ft., 2d6 cold)

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 deflection, +1 Dex, -1 size)
hp 51 (6d10+18)
Fort +7, **Ref** +6, **Will** +3
Defensive Abilities incorporeal; **Immune** cold, elemental traits
Weakness vulnerability to fire

OFFENSE

Speed 40 ft., climb 30 ft.; cold walk
Melee 2 claws +6 (1d6+1 +1d6 cold plus 1d8 cold)
Space 10 ft.; **Reach** 10 ft.
Special Attacks freezing blows (1d8), freezing embrace (2/day, DC 13), freezing touch, frightful gaze (DC 13), rend (2 claws, 1d6+1 +1d6 cold plus 1d8 cold)

STATISTICS

Str —, **Dex** 12, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +8; **CMD** 19
Feats Combat Reflexes, Stealthy, Toughness
Skills Climb +9, Escape Artist +9, Intimidate +6, Perception +10, Stealth +12 (+20 in snow or cold environments, +24 in cold weather storms), Survival +10; **Racial Modifiers** +4 Stealth (+8 in snow or cold environments, +12 in cold weather storms)
SQ cold body (2d6 cold), cold walk
Languages Aklo

ECOLOGY

Environment any cold (Planes of Air and Water)
Organization solitary, pair, or squall (3-6)
Treasure incidental

SPECIAL ABILITIES

Cold Aura (Su) See cold creature template.
Cold Body (Ex) See cold creature template.
Cold Walk (Ex) See cold creature template.
Frightful Gaze (Su) Creatures within 30 feet that meet a yeti's gaze must succeed on a Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.
Freezing Blows (Ex) See cold creature template.
Freezing Embrace (Su) See cold creature template.
Freezing Touch (Ex): See cold creature template.

CONSUMING CREATURE

Sometimes when a creature kills and consumes another more powerful creature it gains some of that creature's power. Such creatures are now filled with the instinct to find more and more powerful opponents and consume their flesh in order to gain some of their abilities.

CREATING A CONSUMING CREATURE

"Consuming" is an acquired template that can be added to any corporeal creature with a bite or engulf attack that has killed and consumed another creature (referred to hereafter as the base creature). A consuming creature uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2 plus 1 for every 2 ingestion points (see consume).

Alignment: Any non-good.

Armor Class: The base creature's natural armor bonus increases by +2.

Hit Dice: For every 2 ingestion points (see consume) the consuming creature gains one additional racial Hit Die.

Special Attacks: A consuming creature gains the following special attacks.

Consume (Su): Once per month, as a full round action, a consuming creature can devour the corpse of a creature that it killed and that had a CR no lower than the consuming creature's CR -4. For every 5 HD the consumed creature has the consuming creature gains 1 ingestion point (minimum 1).

For each ingestion point the consuming creature gains one of the consumed creature's extraordinary, supernatural or spell-like abilities (except for spell casting, which is never gained). Unlike abilities gained via the consuming curse (see below), these abilities are not limited to universal monster abilities or class features. An ability gained via consumption uses the same statistics as the consumed creature, except for calculations dependent on specific ability scores or total Hit Dice (such as save DCs) in which case the ability uses the consuming creature's appropriate statistic.

For example, a consuming creature that gains the energy drain ability of a consumed wight gets energy drain 1 level, but uses its own Charisma modifier for the save DC.

Consuming Curse (Su): If a consuming creature makes a successful bite attack or successfully engulfs a creature, the victim must make a successful Will, or the victim becomes cursed with the consuming curse.

Consuming Curse: Bite or engulf—*injury*, *save* Will negates, *onset* immediate; *frequency* 1/day; *effect* cursed creature loses one of its universal monster abilities or class features that is not spell casting (determine randomly). The consuming creature that inflicted the curse gains the lost ability (see consume for details on consumed abilities).

The consuming creature keeps any abilities gained via the consuming curse until the cursed creature is killed or destroyed. The consuming creature must be killed or destroyed before the curse can be removed. The save DC for the consuming curse is Charisma-based.

In addition to gaining a cursed creature's abilities, the consuming creature automatically succeeds on all saves gains the evasion ability and stalwart feat (see *Pathfinder® Role Playing Game: Ultimate Combat™*) vs. the cursed creature's remaining abilities, spells, and spell-like abilities. Physical attacks, effects without saving throws, and magical items still affect the consuming creatures normally.

Quicken Special Attack (Ex): A consuming creature can quicken any one extraordinary or supernatural attack (expect its consume special attack) once per round. A quickened special attack is a swift action. It can perform another action, even using another

MAKING A CONSUMING CREATURE

The consuming creature template offers nearly unlimited opportunity to give a monster the abilities of any other one. Because of this, a consuming creature needs more work than usual to prepare. The template naturally lends itself to fleshing out the monster's history and its new role as a consuming creature. The GM must decide what creature(s) the consuming creature has eaten and what abilities it has gained. As usual for templates with so many possible options, the GM may need to adjust the final creature's challenge rating so that the final monster is appropriate for its CR.

special attack, in the same round as it activates a quickened special attack. A special attack whose activation time is more than 1 round or 1 full-round action cannot be quickened.

Abilities: Str +4, Con +4, Cha +4.

Feats: A devouring creature with spell-like abilities or that gains spell-like abilities gains Quicken Spell Like-Ability as a bonus feat. Whenever it gains an ingestion point it can change the quickened spell-like ability selected by this feat.

Special Qualities: A consuming creature gains the following.

Consumption Bonus (Su) A consuming creature gains a circumstance bonus equal to half its ingestion point total to its BAB, saving throws, and skill checks.

SAMPLE CONSUMING CREATURE

This enormous worm is covered in red reptilian scales. Licks of flame flicker out of its giant mouth.

THE HUNGER BELOW

After defeating and eating a mature adult red dragon, this purple worm absorbed some of the dragon's power. Now known as the Hunger Below, the worm burrows through the earth and magma chambers deep underground seeking sufficiently powerful prey to satisfy its hunger.

The Hunger Below CR 15 • XP 51,200

Unique consuming purple worm (*Pathfinder® Roleplaying Game Bestiary™*)

N Gargantuan magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +20

Aura frightful presence (210 ft., 5d6 rounds, DC 19)

DEFENSE

AC 28, touch 4, flat-footed 28 (–2 Dex, –4 size, +24 natural)

hp 246 (16d10+153)

Fort +20, **Ref** +9, **Will** +5

Immune fire

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +29 (4d8+14/19-20 plus grab plus consuming curse) and sting +29 (2d8+14 plus poison)

Space 20 ft.; **Reach** 15 ft.

Special Attacks breath weapon (50 ft. cone, 14d10 fire, Reflex DC 27 half, 1/1d4 rounds), consume, consuming curse (DC 19), poison, quicken special attack, swallow whole (4d8+18, **AC** 22, 24 hp)

STATISTICS

Str 39, **Dex** 6, **Con** 29, **Int** 1, **Wis** 8, **Cha** 12

Base Atk +18; **CMB** +36 (+38 bull rush, +40 grapple); **CMD** 44 (46 vs. bull rush, can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Power Attack, Staggering Critical, Weapon Focus (bite, sting)

Skills Perception +20, Swim +23

SQ consumption bonus (+1), ingestion points (3)

ECOLOGY

Environment any underground

Organization unique

Treasure incidental

SPECIAL ABILITIES

Consume (Su) See the consuming creature template.

Consuming Curse (Su) See the consuming creature template.

Poison (Ex) Sting—injury: *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 3 consecutive saves.

Quicken Special Attack (Su) See the consuming creature template.

CREATURE SWARM

A swarm is a dense mass of tiny creatures that alone present little threat but together become deadly. Creature swarms are made up not of normal bats, rats, insects, or other vermin, but of creatures that resemble larger monsters.

CREATING A CREATURE SWARM

"Swarm" is an inherited template that can be added to any creature (referred to hereafter as the base creature) that does not have the swarm subtype. A creature swarm uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1. If the application of the template removes more than half of the base creature's special attacks, the CR is same of the base creature -1.

Size: The small monsters that make up a swarm come in one of three size categories: Fine, Diminutive, or Tiny. The base creature becomes a swarm of creatures of one of those size categories, according to **Table 2-12**.

Type: Base creature's type is unchanged, but gains the swarm subtype.

Armor Class: The base creature's size modifier to AC is replaced by the appropriate modifier for the creature swarm's size category. In addition, because the individual creatures in the swarm are smaller than the base creature, the swarm has a lower natural armor bonus than the base creature does (minimum +0). A swarm does not use equipment and does not benefit from armor or shields. The changes to both natural armor bonus and size bonus are summarized on **Table 2-12**.

Attacks: The swarm loses any melee or ranged attacks that the base creature had. Instead, it gains the swarm attack as specified by the swarm subtype. If the base creature's natural attacks did extra damage, *e.g.* fire damage, energy drain, *etc.*, the swarm attack does that extra damage as well. If there are multiple attacks with different kinds of extra damage the creature swarm does all the extra damage of all its attacks with its swarm attack.

Space/Reach: A creature swarm occupies a square (if composed of nonflying creatures) or a cube (if composed of flying creatures) 10 feet on a side. Its reach is 0 feet. A swarm does not threaten creatures in its square and cannot make attacks of opportunity with its swarm attack.

Special Attacks: A creature swarm gains the distraction universal monster ability and loses any special attacks that rely on the base creature's size, Strength, weapons, combat maneuver bonus, or reach. It retains all the base creature's ranged and area special attacks except those that rely on manufactured weapons.

Though special attacks such as breath weapons, spell-like abilities, or hurled natural weapons (a manticore's spikes, for example) originate from all or most of the creatures that make up the swarm, their parameters (range, area, and so on) are identical to those of the base creature's attack. Damage for all special attacks remains the same as for the base creature.

Spell-Like Abilities: A creature swarm keeps all of its spell-like abilities. Those abilities that normally affect a single target affect the creature swarm as a whole.

Spellcasting: A creature swarm keeps all of its native spellcasting abilities. Those spells that normally affect a single target affect the creature swarm as a whole

TABLE 2-12: CREATURE SWARM MODIFIERS

Base Creature Size	Swarm Size	Natural AC Decrease	Size Bonus to AC	Str	Dex	Con
Fine	Fine	—	+8	—	—	—
Diminutive	Fine	—	+8	—	+2	—
Tiny	Fine	—	+8	-2	+4	—
Small	Fine	—	+8	-6	+6	—
Medium	Fine	—	+8	-10	+8	-2
Large	Diminutive	-2	+4	-18	+8	-6
Huge	Diminutive	-5	+4	-26	+8	-10
Gargantuan	Tiny	-9	+2	-32	+8	-14
Colossal	Tiny	-14	+2	-40	+8	-18

Abilities: The base creature's abilities change as on **Table 2-12**. Abilities cannot be reduced below 1 by application of this template.

Feats: Same as the base creature, but feats from which the creature swarm can no longer benefit may be replaced with more appropriate choices.

Special Qualities: A creature swarm retains all the base creature's special qualities, gains swarm traits and the additional quality below. The parameters of the special qualities (range, area, and so on) retained from the base creature remain the same.

Hive Mind (Ex): If the base creature has an Intelligence score of 3 or higher, the creature swarm has a hive mind. So long as it has at least 1 hit point per HD, it retains its Intelligence score, but if its hit points fall below that number, it becomes mindless. As a mindless creature, it becomes immune to mind-affecting effects.

Applying the Creature Swarm Template

Applying this template requires you to make some decisions about how the base creature would function with the swarm subtype. If you're unfamiliar with that subtype, read its description in **Appendix 3** of *Pathfinder® Roleplaying Game Bestiary™* carefully before starting, and use a swarm creature from that book once or twice during a game before trying to use this template.

Once you have a good grasp of how the swarm subtype works, pick a monster and give this template a try. Carefully consider how each of the base creature's abilities works. In particular, the ability to change shape can be problematic. Do all the creatures in the swarm have to change shape? Do they all take the same shape? If the shapechange would normally affect the creature's abilities, does it affect the swarm's abilities in the same way?

Sample Creature Swarm

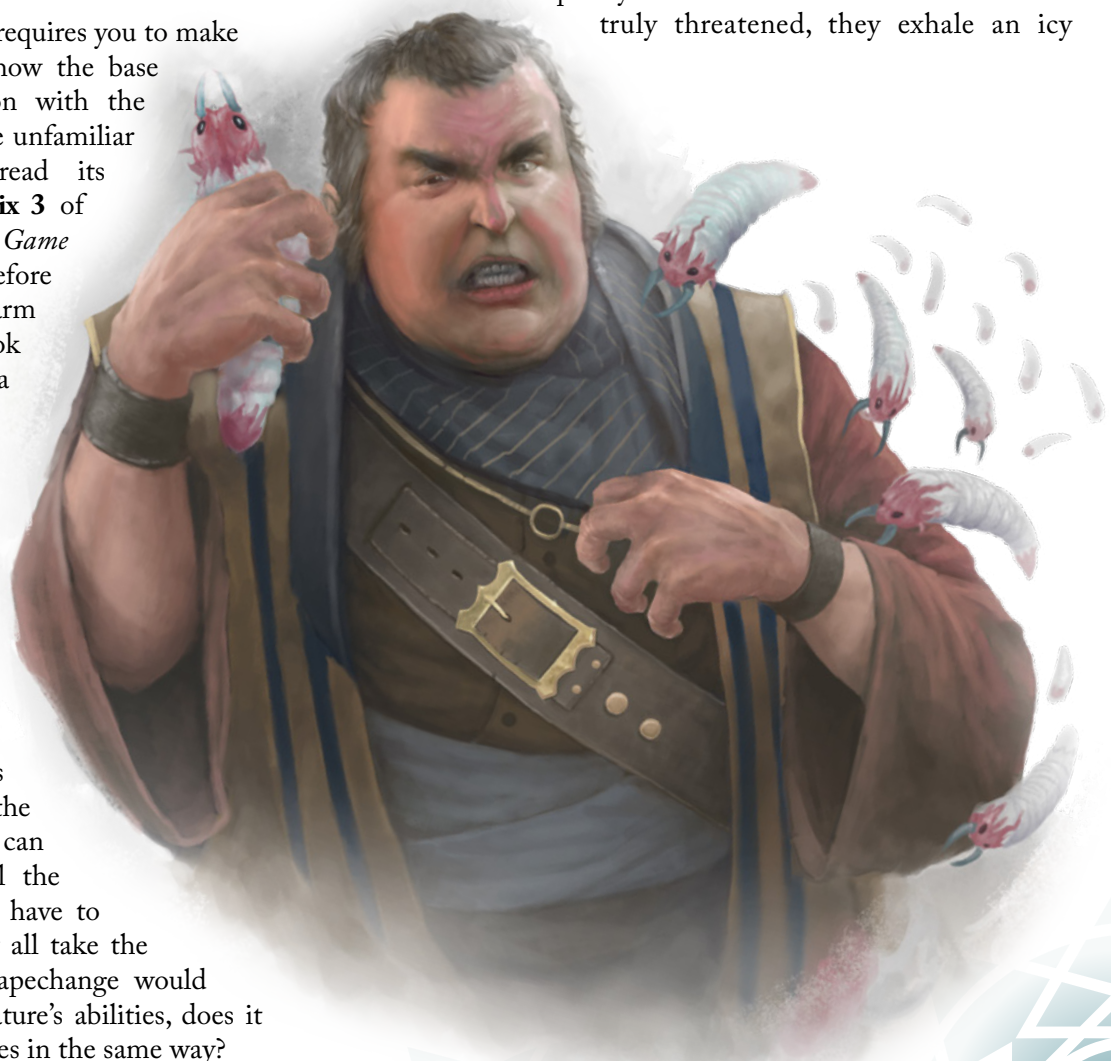
The ambient temperature drops as a carpet of trilling white worms erupt from within the glacier.

Frost Worm Swarm

Hideous and overwhelming, frost worm swarms are the terrors of the arctic wilderness. Inexorable and ferocious, they can reduce a giant to bloody bones in less than a minute. Because they can burrow through the ground or worm their way through even the smallest cracks, no barrier provides protection against them.

A single frost worm swarm consists of more than a thousand wriggling, cylindrical white worms, each about 6 inches long. Each worm has a pair of 1-inch-long white pincers on its head and a single black eye that looks forward.

The vicious pincers of these miniature frost worms generate a chill so strong that it burns opponents, and they can make a terrible keening sound that paralyzes foes. When the worms feel truly threatened, they exhale an icy



wind that freezes foes solid. Weapons are completely ineffective against the pile of frost worms that make up a swarm, though dwellers in the cold lands have learned that alchemist's fire is an effective, if costly, weapon against such terrors.

Frost Worm Swarm CR 13 • XP 25,600

N Diminutive magical beast (cold, swarm) (*Pathfinder® Roleplaying Game: Bestiary 2™*)

Init +11; **Senses** darkvision 60 ft., low-light vision; **Perception** +28

DEFENSE

AC 32, touch 21, flat-footed 25 (+7 Dex, +11 natural, +4 size)

hp 88 (16d10)

Fort +12, **Ref** +17, **Will** +10

Defensive Abilities swarm traits; **Immune** cold

Weakness vulnerable to area effects, vulnerable to fire

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee swarm (4d6 plus 4d6 cold)

Space 10 ft.; **Reach** 0 ft.

Special Attacks breath weapon (60-ft. cone, 15d6 cold, Reflex DC 18 half, 1/hour), death throes, distraction (DC 18), trill (DC 18)

STATISTICS

Str 5, **Dex** 24, **Con** 11, **Int** 2, **Wis** 16, **Cha** 11

Base Atk +16; **CMB** —; **CMD** —

Feats Combat Reflexes, Go Unnoticed[APG], Great Fortitude, Improved Initiative, Iron Will, Nimble Moves, Skill Focus (Perception), Stand Still

Skills Perception +28, Stealth +19 (+27 in ice and snow); **Racial Modifiers** +8 Stealth in ice and snow

SQ cold

ECOLOGY

Environment cold plains or mountains

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Cold (Su) A frost worm swarm generates intense cold, allowing it to deal an additional 4d6 cold damage with its bite attack. Any creature that attacks a frost worm swarm with an unarmed strike or a natural weapon takes 1d6 points of cold damage per successful hit. A creature that grapples or is grappled by a frost worm swarm takes 4d6 points of cold damage per round the grapple is maintained.

Death Throes (Su) When killed, a frost worm swarm explodes in a 100-foot-radius burst that deals 12d6 cold damage and 8d6 piercing damage (DC 18 Reflex half). The save DC is Constitution-based.

Trill (Su) As a full-round action, a frost worm swarm can emit a strange trilling sound that affects all creatures within a 100-foot radius. Creatures must succeed on a DC 18 Will save or be fascinated for as long as the swarm continues to trill (the frost worm swarm can maintain this trill by concentrating). Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm swarm's trill for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

CRYSTAL CREATURE

Horrors spread on the wings of plague, the beautiful and terrible crystal creatures inspire awe and fear in all who view them. These creatures are generated by brilliant pestilence, an insidious disease whose origin is more myth than fact. Old texts say the disease created by an evil god on the Elemental Plane of Earth. Tablets in the fortresses of the great shaitan viziers tell that the disease emanates from a rift in the Elemental Plane of Earth from which great fluxes of positive and negative energy emerge. Other stories speak of the disease being caused by powerful magic of earth and fire that has become unstable over the eons. Whatever the cause, the disease is a blight on the Elemental Plane of Earth and has spread to the Material Plane.

A crystal creature looks much like it did before its infection, but every muscle and organ of its body has been transformed into clear crystal. Through crystalline skin and bone, a faceted heart is visible, pumping translucent blood that refracts light and makes the creature glow from within. Under light as dim as a candle or as bright as the sun, a crystal creature shines with such brilliance that it dazzles and blinds other creatures.

Crystal creatures are driven to spread the disease that created them. Creatures infected on the Elemental Plane of Earth are driven to be set lose on the multiverse to spread their transforming affliction everywhere.

CREATING A CRYSTAL CREATURE

"Crystal" is an acquired template that can be added to any corporeal creature that is susceptible to disease (referred to hereafter as the base creature). A crystal creature retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +1.

Alignment: Any non-good.

Type: The base creature's type changes to outsider with the elemental, earth, and native subtypes, as well as the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points.

Senses: A crystal creature gains low-light vision.

Armor Class: Natural armor improves by +4.

Defensive Abilities: A crystal creature loses any sonic resistance or immunity, but it gains resistance 10 to acid, cold, electricity, and fire, and DR 5/—. A crystal creature is immune to the harmful effects of bright light (including effects that blind with light); all effects with the light descriptor; and other light-based attacks such as *color spray*, *prismatic spray*, and *searing light*.

Weaknesses: A crystal creature loses light blindness and light sensitivity, but gains vulnerability to sonic damage.

Attacks: The crystal creature gains a primary slam attack if it has no other natural attacks. The crystal creature's slam attack deals damage as if it the creature were one size category larger.

Special Attacks: A crystal creature gains the following special attacks.

Brilliant Pestilence (Su): All of a crystal creature's natural attacks inflict the following supernatural disease.

Brilliant Pestilence: All Natural Attacks—injury; *save* Fortitude negates; *onset* 1 day; *frequency* 1 day; *effect* 1d6 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A creature whose Dexterity is reduced to 0 by the disease is petrified and transformed into lifeless crystal, only to revive 24 hours later as a crystal creature. Once transformed, a *miracle* or *wish spell* or similar magic is needed to transform the creature back.

Dazzling Form (Ex): Within the area of a crystal creature's light amplification ability (see below), all sighted creatures are dazzled for 1 minute if they fail an initial Fortitude save. After being dazzled, as long as they remain in the area, they must make a Fortitude save every round or become permanently blinded (Fortitude negates). The DC of dazzling form increases by +2 in bright light or a light effect that it is immune to. These bonuses stack, so a crystal creature in the area of bright light that is struck with a light effect increases its dazzling form's DC by +4. The save DC is Charisma-based.

Abilities: Str +2, Dex +4, Con +2, Int –4. If this reduces the creature's Int to 0 or less, it becomes mindless.

Skills: A crystal creature loses all bonuses to Stealth due to coloration, but gain a +4 racial bonus to Stealth in areas of crystal formations.

Special Qualities: A crystal creatures gains the following special quality.

Light Amplification (Ex): A crystal creature's body naturally captures and magnifies light that strikes it. When in dim light and above, it sheds light as one step higher in a 30-foot radius. In an area of bright light, it sheds bright light in a 60-foot radius.

Organization: usually solitary

SAMPLE CRYSTAL CREATURE

A transparent humanoid creature with scales, fins, fangs and webbed that shines in the light.

CRYSTAL SAHUAGIN

A crystal sahuagin is often mistaken for sunlight or moonlight reflecting brightly off the waves. Even when it comes close enough to see, sailors and undersea creatures often assume that it is some angelic creature come to grant them a boon.

Groups of crystal sahuagin often make hit-and-run attacks against sailing vessels, hoping to infect the ships' crews. In this way, they can create plague ships that in turn infect the populace of a port city with brilliant pestilence.

Crystal Sahuagin — CR 3 • XP 800

LE Medium outsider (aquatic, augmented monstrous humanoid, earth, elemental, native) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 17 (2d10+6)

Fort +5, **Ref** +6, **Will** +4

DR 5/—; **Immune** elemental traits, light effects; **Resist** acid 10, cold 10, electricity 10, fire 10

Weakness vulnerability to sonic

OFFENSE

Speed 30 ft., swim 60 ft.

Melee trident +5 (1d8+4), or bite +5 (1d4+3 plus brilliant pestilence), or 2 claws +5 (1d4+3 plus brilliant pestilence)

Ranged heavy crossbow +4 (1d10/19-20)

Special Attacks blood frenzy, brilliant pestilence (DC 10), dazzling form (DC 10)

STATISTICS

Str 16, **Dex** 17, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +2; **CMB** +5; **CMD** 18

Feats Great Fortitude

Skills Handle Animal +1, Perception +6, Stealth +8 (+12 in areas of crystal formations), Survival +6, Swim +11; **Racial Modifiers** +4 in areas of crystal formations

Languages Aquan, Common; speak with sharks

SQ light amplification

Gear crossbow bolts (10), heavy crossbow, trident

ECOLOGY

Environment any ocean

Organization solitary

Treasure NPC gear (trident, heavy crossbow with 10 bolts, other treasure)

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a crystal sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Brilliant Pestilence (Su) Disease: All Natural Attacks—injury; *save* Fort. DC 10; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Dex; *cure* 2 consecutive saves.

Dazzling Form (Ex) See the crystal creature template.

Immune to Light Effects (Ex) See the crystal creature template.

Light Amplification (Ex) See the crystal creature template.

Speak with Sharks (Su) A crystal sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

DAEMON-HOST

When a creature is brought back to life, its soul, on the journey back from the afterlife, can attract one of the feared "soul-eaters," a daemon, who can hitch a ride and splice itself onto that same soul. The newly revived creature acts mostly as it was, but is somehow a little off. It could be the way it moves, talks, or interacts with certain folks, but whatever it is, it is disturbing to those who knew the individual before his death. Otherwise, the individual appears normal but is, in fact, a true monster. Compelled by the daemon within, a daemon host seeks to kill in a manner aligned with the kind of daemon inhabiting it, even as it slowly withers and dies from the daemon's influence. The worst serial killers, murderers, and other death dealers are typically daemon hosts.

CREATING A DAEMON HOST

"Daemon Host" is an acquired template that can be added to any living, corporeal creature does not have the outsider type or the elemental subtype and has died and been brought back to life (referred to hereafter as the base creature). Those naturally immune (not due to a spell-like ability or other spell effect) to *magic jar*, possession, or similar soul influencing magic cannot receive this template. The creature retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Olethrodaemon-host and purrodaemon-host same as base creature +3; all others +2

Alignment: Any evil.

Type: The base creature gains the evil subtype.

Senses: A daemon host gains darkvision +60 ft.

Defensive Abilities: A daemon host gains a +4 bonus on saving throws vs. disease and poison, acid resistance 30, immunity to death effects, and regeneration 5 (good).

Weaknesses: A daemon host gains the following weakness:

TABLE 2-14: DAEMON HOST ABILITIES

Daemon	Spells	Str	Dex	Con	Int	Wis	Cha
Astradaemon	3/day—*fear, true seeing* 1/day—*locate creature, energy drain*	—	+2	—	+2	—	+2
	3/day—*air walk, invisibility*						
Crucidaemon	1/day—*hold monster* 3/day—*fear, see invisibility*	+2	—	+2	—	—	+2
Derghodaemon	1/day—*insect plague*	+2	+2	+2	—	—	—
Hydrodaemon	3/day—*acid arrow, control water*	+2	—	+2	—	—	+2
Leukodaemon	3/day—*contagion, harm*	—	+2	+2	—	+2	—
Maladaemon	3/day—*blight, fear, waves of fatigue*	+2	+2	—	+2	—	—
Olethrodaemon	3/day—*telekinesis, unholy aura*	+4 to one and +2 to any two ability scores. The bonuses may be applied to the same score.					
	1/day—quickened *disintegrate*						
Piscodaemon	3/day—*see invisibility, stinking cloud*	+2	—	+2	—	—	+2
Purrodaemon	1/day—*chain lighting* 3/day—*flame strike, true seeing*	+2 to any three different ability scores					
Thanadaemon	3/day— *animate dead, true seeing*	—	—	+2	+2	+2	—
Vulnudaemon	3/day—*death knell, inflict critical wounds*	—	+2	—	—	+2	+2

Daemon Doom (Ex) Daemons, being an anathema to life, constantly wear down the creatures they inhabit. A daemon host takes 1 hp drain (no save) each day. The hit point drain cannot be healed by rest or magic and is permanent until the daemon leaves the creature, or the daemon host dies. Upon a daemon host's death its soul is devoured by the inhabiting daemon, who then returns to where it originated. After it dies, the base creature cannot be brought back to life except by *wish*, *miracle*, or *true resurrection* but again may be at risk of being a host for a daemon.

The hit point drain can be avoided for one day per sentient (creature with Int 3 or higher) killed in a manner associated with its daemon up to a maximum of the base creature's Wisdom modifier (minimum 1) number of days (see as given on **Table 2-13**).

Spell-Like Abilities: A daemon host gains spell-like abilities, depending on the kind of daemon inhabiting it (see **Table 2-14**). The creature uses its Hit Dice or caster level, whichever is higher, as the caster level for its spell-like abilities. Save DCs are based on the creature's Intelligence, Wisdom, or Charisma, whichever is highest.

Daemon Call (Su): A daemon host acts as a living conduit for daemons to enter the world. Once a day the daemon host can use the summon universal ability. The daemon host can summon a number of daemons with total Hit Dice equal to or less than the host's but not greater than the kind of daemon that it is hosting. No more than three daemons of the same type can be summoned at once. The summon level is equal to one-half of the host's HD (maximum 9). The percent certainty of the summoning is 15% times the ability modifier (minimum 1) used for the save DCs of its other spell-like abilities (maximum 100%).

TABLE 2-13: DAEMONS

Daemon	Type of Death
Astradaemon	Energy drain or level drain
Crucidaemon	Torture or trap
Derghodaemon	Violent insanity
Hydrodaemon	Drowning
Leukodaemon	Disease
Maladaemon	Starvation
Olethrodaemon	Apocalypse or natural disaster
Piscodaemon	Poison
Purrodaemon	Battle during warfare
Thanadaemon	Old age or aging effects
Vulnudaemon	Murder

Abilities: A daemon host creature's ability scores change from the base creature according to the kind of daemon it is hosting to as stated on **Table 2-14**.

Special Qualities: A daemon host gains the following.

Daemonic Soul (Ex): The daemon and the base creature's souls are intertwined. The daemon inhabiting a daemon host can be removed from

the base creature's soul by casting a combination of *dispel evil*, *protection from evil*, and *atonement* on the creature in a *hallowed* area. The daemon itself gets a Will save (see the individual daemon's description) vs. a DC of 15 + the caster's Wisdom or Charisma modifier (whichever is higher). If it fails, the daemon is separated from the creature's soul are returns to its original plane. The base creature then dies, but can be brought back to life in the usual manner without gaining this template. A *wish* or *miracle* removes a daemon from its host without the daemon getting a save and keeps the host alive.

Killing Heal (Su): When a daemon host directly kills a sentient (a creature with an Int 3 or higher) in a manner associated with the daemon inhabiting it (see above), it heals 1d8 hp per creature killed (up to its maximum hit points).

The healing effect is applied each time the daemon host kills someone in the appropriate manner. This can either directly or setting up events to cause the death in their presence. For example, a leukodaemon-host can release plague rats in an area, or drop a diseased corpse in the local water supply and heal itself as it walks among the resultant dying. As long as at least one person dies from the disease from these sources, the creature does not take the hit point drain and is healed 1d8 hp.

A daemon host can only avoid the hit point drain for the day of the killing. In order not to be affected by the drain, it has to make at least one kill each day.

SAMPLE DAEMON HOST

A dapper elf dressed all in white leans idly against the wall. A single drop of blood clings to his perfectly white shoe. He carries a vicious switchblade in his hand.

THE WHISPERING MAN

Originally from the aristocracy, the serial-killer known as The Whispering Man wanders the city hunting for victims from the city's middle and upper classes, especially those who make a lot of noise. When hunting and killing he speaks no higher than a whisper and often first cuts his victim's voice box so they can no longer make any sounds but whispers as they slowly die as he carves off pieces of mouth, lips, tongue, and ears.

The descriptions of The Whispering Man from the few survivors vary greatly due to his penchant for using a combination of physical and magical disguise on the hunt. One describes him as a leprous halfling, another an insane dwarf, and a third as a small human child. The only consistency is that he always appears male. In truth, he never hunts with the same façade twice, making catching him even more difficult.

THE WHISPERING MAN **CR 10 • XP 9,600**

Male vulnudaemon-host elf aristocrat 5/rogue 5
NE Medium humanoid (elf, evil)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +5 Dex, +1 dodge)
hp 50 current (59 full) (10d8+15); regeneration 5 (good)
Fort +3, **Ref** +10, **Will** +8; +2 vs. enchantments, +4 vs. disease and poison
Defensive Abilities evasion, trap sense +1, uncanny dodge; **Immune** death effects, magic sleep; **Resist** acid 30
Weaknesses daemon doom (currently 9 **hp** drained)

OFFENSE

Speed 30 ft.
Melee *+2 cruel wounding switchblade knife* +8/+3 (1d4+2/19-20+1 bleed)
Special Attacks sneak attack +3d6
Spell-Like Abilities (CL 10th; concentration +13)
3/day—*death knell* (DC 15), *inflict critical wounds* (DC 17)
1/day—daemon call (level 5, 10 HD of daemons [6 HD max, max 3 of the same kind], 45%)

STATISTICS

Str 11, **Dex** 20, **Con** 12, **Int** 14, **Wis** 16, **Cha** 14
Base Atk +6; **CMB** +11; **CMD** 22
Feats Agile Maneuvers, Dodge, Mobility, Spring Attack, Vital Strike
Skills Acrobatics +18, Bluff +15, Disguise +25, Escape Artist +18, Intimidate +10, Perception +18 (+20 to locate

traps), Sleight of Hand +13, Stealth +18, Survival +16; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ daemonic soul, elven magic, elven weapon familiarity, killing heal (murder), rogue talents (bleeding attack, fast getaway), trapfinding +2

Combat Gear *oil of keen edge* (3); **Other Gear** *+2 expeditious glamered leather armor, +2 cruel wounding switchblade knife, hat of disguise*

SPECIAL ABILITIES

Daemon Call (Su) See the daemon-host template.

Daemon Doom (Ex) See the daemon-host template

Daemonic Soul (Ex) See the daemon-host template.

Elven Magic (Su) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Elven Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Killing Heal (Su) See the daemon-host template.

DEMON-POSSESSED

No evil is as terrible as one having the outward form of goodness. Demons can cavort in the skins of mortal creatures and cause havoc while disguised by the flesh of virtue. While in mortal guise, a demon can convert the weak-willed to evil and provide power and counsel to other mortal pawns, while gleefully using the possessed body as a shield against attack.

A demon's presence can have a variety of physical effects on the creature it possesses. Glowing eyes, bristly hair, warts, boils, scars, long nails, and twisted limbs can all be signs of demon possession, as can more obvious characteristics, such as bulging muscles and flaming-red skin. Many demon-possessed creatures, however, show no outward sign at all.

CREATING A DEMON-POSSESSED CREATURE

"Demon-possessed" is an acquired template that can be added to any corporeal creature that falls prey to demon possession (referred to hereafter as the base creature). A demon-possessed creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: The challenge rating changes depending on the type of demon possessing the base creature (see below).

Alignment: Chaotic evil. A demon-possessed creature's alignment remains chaotic evil until the possession ends.

Type: A demon-possessed creature gains the chaotic and evil subtypes.

Defensive Abilities: A demon-possessed creature gains a +4 profane bonus on saves vs. poison, electricity resistance 20, and DR 10/cold iron or good

Weaknesses: A demon-possessed creature gains the following weakness.

Spell Vulnerability (Ex): Certain spells have special additional effects against demon-possessed creatures.

A demon-possessed creature subjected to a *dispel chaos* or *dispel evil* spell must succeed on a Will saving throw or lose all the modifications bestowed by the demon-possessed creature template for a number of rounds equal to the opponent's caster level. The demon is immediately ejected from the possessed creature's body and appears in the nearest open square.

A demon-possessed creature subjected to a *banishment* spell must succeed on a Will saving throw or lose the template until again possessed by a demon. Failure returns the demon to its home plane, as noted in the spell description.

An *antimagic field* or any antimagic effect suppresses all the effects of the demon-possessed creature template. It also prevents the demon from communicating with the possessed creature, using its perceptions, and exiting its body (unless it dies) for as long as the demon-possessed creature remains in the antimagic area.

Special Attacks: If the possessing demon has the summon ability, the demon-possessed creature gains the demon's universal summon monster ability as well, albeit with the percent of success one-half of the possessing demon's and only usable once a day.

Additionally, a demon-possessed creature gains one of the possessing demon's supernatural attacks or special quality that does not otherwise directly depend on another of the demon's special abilities (once chosen this cannot be changed). The chosen ability is usable once per day and all numeric factors (range, damage, etc.) except for saves are halved. If an ability depends on a specific type of natural attack, the demon-possessed creature gains that attack but it only deals the effect of the ability once a day. If the ability is a permanent defense or aura for the possessing demon (such as

TABLE 2-15: DEMON POSSESSED ABILITIES

Demon	CR	Spells	Str	Dex	Con	Int	Wis	Cha
Babau	+2	3/day—*darkness, dispel magic*	+2	—	+2	—	—	+2
Balor	+5	3/day—*greater dispel magic*, quickened *telekinesis* 1/day—*fire storm*	+4 to any three different ability scores.					
Coloxus	+3	3/day—*contagion, suggestion*	—	+2	+2	—	—	+4
Glabrezu	+3	3/day—*chaos hammer*, *confusion*	+2	—	+2	+4	—	—
Hezrou	+2	3/day—*gaseous form, unholy blight*	+2	—	+2	—	+2	—
Incubus	+3	3/day—*charm person;* 1/day—*crushing despair*	+2	—	—	+2	—	+4
Kalavakus	+3	3/day—*command, haste*	+4	+2	—	—	+2	—
Marilith	+4	3/day—*blade barrier, unholy aura*	+4 to any three different ability scores					
Nabasu	+2	3/day—*silence, vampiric touch*	+2	—	+2	—	—	+2
Nalfeshnee	+3	3/day—*true seeing, feeblemind*	+2	—	—	+2	+4	—
Omox	+3	3/day—*poison, stinking cloud*	+2	+2	+4	—	—	—
Quasit	+1	3/day—*detect good*; 1/day—*invisibility* (self only)	+2	+2	—	—	—	—
Schir	+1	3/day—*expeditious retreat, see invisibility*	+2	—	+2	—	—	—
Shadow	+2	1/day—*deeper darkness, shadow evocation*	—	+2	—	+2	—	+2
Shemhazian	+4	1/day—*true seeing*; 3/day—*inflict serious wounds*	+4 to any three different ability scores					
Succubus	+3	3/day—*charm monster, suggestion*	—	—	—	+2	+2	+4
Vrock	+2	3/day—*heroism, mirror image*	+2	+2	+2	—	—	—
Vrolikai	+4	3/day—*deeper darkness, telekinesis*; 1/day—quickened *enervation*	+4 to any three different ability scores					

a babau's protective slime), the possessed creature can activate and dismiss it at will, but it still can only be used once a day. Effects that automatically occur given certain conditions, like a balor-possessed's death throes, are unchanged except for numeric factors being halved. A demon-possessed creature is immune to its own chosen special ability.

A demon possessed creature also gains the following:

Profane Attacks (Su): Each of a demon-possessed creature's melee attacks with a natural or manufactured weapon deals and extra +1d6 points of extra damage per CR bonus (see **Table 2-15**) to a creature of good alignment. For example, a coloxus-possessed creature does +3d6 damage to good creatures. All of a demon-possessed creature's natural and manufactured weapons are treated as magic, chaotic, and evil-aligned for overcoming damage reduction.

Spell-Like Abilities: The creature gains the following spell-like abilities, depending on the kind of demon possessing it. The creature uses its Hit Dice or caster level, whichever is higher, as the caster level for its spell-like abilities. Save DCs are based on the creature's Intelligence, Wisdom, or Charisma, whichever is highest.

Abilities: A demon-possessed creature's ability scores change from the base creature according to the kind of demon possessing it as given on **Table 2-15**.

Languages: If a demon-possessed creature can speak, it gains the Abyssal as a bonus language.

Special Qualities: A demon-possessed creature gains the following.

Possessed (Su): Each demon-possessed creature is inhabited by a specific demon. The demon can neither control the possessed creature nor read its mind, and it perceives only what the possessed creature does.

The demon is in constant telepathic communication with the possessed creature, imparting its thoughts and desires, regardless of language. To gain the possessed creature's cooperation, the demon usually offers telepathic suggestions that it thinks a chaotic evil creature might find appealing.

While possessing another creature, the demon does not have access to any of its supernatural, spell-like, or extraordinary abilities, and cannot cast spells or take any mental actions beyond thinking and using Intelligence-based skills (except those mentioned by the template). It cannot be targeted by any spell or effect (except as described under **spell vulnerability**), but it can be detected normally by divination spells.

Damage that harms the possessed creature does not harm the possessing demon. If the possessed creature dies, the demon returns to its plane of origin unharmed.

The demon can enter and exit the possessed creature at any time as a standard action. When it does so, it appears in the nearest available open space. If the demon is killed while outside the possessed creature, the demon returns to its plane of origin, and the possession ends.

USING THE DEMON-POSSESSED CREATURE TEMPLATE

The demon-possessed template offers a method for implementing demonic possession in your game. Other methods include using the *magic jar* spell, the possession feats published in products by Paizo Publishing, LLC., or simply giving a demon the following ability.

Possess Creature (Su) Once per day per 2 Hit Dice, a demon can attempt to possess an intelligent, corporeal creature within 10 feet as a full-round action. The target creature must succeed on a Will save. Success stuns the demon for 1 round; failure means the demon joins with the target. The demon's body may vanish in a cloud of colored smoke that the target then inhales, or the demon's body may seem to merge with the victim's. In either case, the victim immediately gains the demon-possessed template. The save DC is Charisma-based.

Whatever method the GM choses, it should not change the demon's CR, but it can make any encounter with them more interesting. A creature possessed by a demon during combat is likely to flee from its former companions rather than stay to fight, regardless of the demon's wishes. Knowing the capabilities and power of their companions, few adventurers would willingly fight their former friends alone.

SAMPLE DEMON-POSSESSED CREATURE

This goblin has longer fingers and feet than most of its kind. Its eyes are solid red.

NIK-NUB

Nik-Nub spent his life slitting the throats of travelers as they slept in their camps and stealing their possessions. One night, he had the bad luck of killing a sleeping wizard. The wizard's familiar, a quasit named Xzazil, took advantage and possessed Nik-Nub. Now Xzazil pushes Nik-Nub to worse and worse deeds, hoping he can cause as much misery as possible before someone kills the goblin.

NIK-NUB **CR 7 • XP 3,200**

Male quasit-possessed goblin warrior 8 (*Pathfinder® Roleplaying Game Bestiary™*)
CE Small humanoid (chaotic, evil, goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 13, flat-footed 18 (+7 armor, +2 Dex, +1 size)
hp 52 (8d10+8)
Fort +6, **Ref** +5, **Will** +2; +4 profane vs. poison
DR 10/cold iron or good; **Resist** electricity 20
Weakness spell vulnerability

OFFENSE

Speed 20 ft.
Melee *+2 dogslicer*[UE] +14/+9 (1d4+3+1d6 vs. good/19-20)
Special Attacks profane attacks (1d6)
Spell-Like Abilities (CL 8th; concentration +7)
3/day—*detect good*
1/day—*invisibility* (self only)

STATISTICS

Str 12, **Dex** 16, **Con** 10, **Int** 10, **Wis** 10, **Cha** 8
Base Atk +8; **CMB** +10; **CMD** 21
Feats Agile Maneuvers, Catch Off-Guard, Combat Reflexes, Weapon Finesse
Skills Intimidate +10, Ride +3, Stealth +18; **Racial Modifiers** +4 Ride, +4 Stealth
Languages Abyssal, Goblin
SQ possessed change shape (1/day; 2 of the following forms: bat, Small centipede, toad, or wolf; polymorph)
Combat Gear *necklace of fireballs II*; **Other Gear** *+1 chainmail, +2 dogslicer*[UE]

SPECIAL ABILITIES

Possessed (Su) See the demon-possessed template.
Profane Attacks (Su) See the demon-possessed template.
Spell Vulnerability (Ex) See the demon-possessed template.

DREAD ALLIP

Babbling, whispering, screaming, and muttering, dread allips pass through walls and strike at living creatures, hoping to gain companions in undeath and madness. A dread allip is a crazed incorporeal undead created when a sentient creature follows an order to commit suicide against its own wishes. The angry spirit that rises from the corpse is insane because its mind was conflicted at death, and it seeks to inflict a similar fate on others. Dread allips enjoy suicides, and their mad ramblings are often interrupted by insane laughter when they witness another creature taking its life.

A dread allip looks much like it did in life, but its body appears black and trails off in flame-like wisps of ectoplasm. The distinct features of the individual it once was are indistinguishable, but a person listening to the dread allip's maddening speech might recognize a particular creature's voice.

CREATING A DREAD ALLIP

"Dread Allip" is an acquired template that can be added to any living creature with an Intelligence score of 3 or higher (referred to hereafter as the base creature) that commits suicide because of domination by a dread allip or at the command of some other creature. A dread allip uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +3.

Type: The creature's type changes to undead and gains the incorporeal subtype. Do not recalculate base attack bonuses, saves, or skill points.

Alignment: Any evil.

Armor Class: A dread allip loses any armor or natural armor bonuses and gains a deflection bonus to Armor Class equal to its Charisma bonus (minimum +1). If the base creature already has a deflection bonus, use the higher value.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread allip retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. Dread allips gain channel resistance +4, the incorporeal ability, and all of the qualities and immunities granted by the undead type.

Speed: A dread allip loses all the base creature's speeds and gains a fly speed equal to the base creature's highest speed, with perfect maneuverability.

Attacks: All of the base creature's natural attacks become incorporeal touch attacks, retaining the same primary or secondary status they had for the base creature. The dread allip gains a primary incorporeal touch attack if it has no other natural attacks.

The dread allip's natural attacks no longer deal normal damage. Instead, each attack deals Wisdom damage due to its Touch of Insanity ability (see below).

Special Attacks: The dread allip loses all special attacks that require corporeal contact, but gains those described here. A dread allip cannot cast spells that require material components unless it has the Eschew Materials feat.

Babble (Su): A dread allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the dread allip must succeed on a Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. Any creature that successfully saves cannot be affected by the same dread allip's babble for 24 hours.

When the dread allip casts a spell with a verbal component, its babble special attack is negated during casting, and any creature already hypnotized by it is freed of the effect. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Command Allips (Su): As a free action, a dread allip can automatically command all normal allips within 30 feet (as the *command undead* spell). Normal allips never attack a dread allip unless compelled.

Create Spawn (Su): A creature that dies while dominated by a dread allip rises as a new dread allip in 1d6 rounds if it committed suicide, or died fulfilling an obviously self-destructive command, or had 0 Wisdom and was within 30 feet of the dread allip at the time of death. Any creature that becomes a dread allip regains its normal Wisdom score immediately. The new dread allip is under the command (as though under the effect of a *dominate monster* spell) of the one that dominated it when it died.

Dominating Trample (Su): Once every 1d4 rounds, the dread allip may dominate creatures simply by passing through them. As a standard action during its turn, it can take a single move in a straight line. Any creature it moves through can attempt either an attack of opportunity or a Reflex save

to avoid the attack. A creature that fails to avoid the dominating trample must succeed on a Will save or be controlled as if by the *dominate monster* spell (caster level 20th). Success renders a creature immune to that dread allip's dominating trample for 24 hours.

The dread allip can give the simple commands normal for the *dominate monster* spell ("come here," "go there," "fight," "stand still"), plus "commit suicide." The "commit suicide" command is an exception to the normal restrictions against self-destructive orders. A creature ordered to commit suicide receives a second saving throw at a +5 bonus to break free of the domination effect. Failure means the creature must attack itself once per round with the most damaging melee weapon or natural attack it possesses until ordered by the dread allip to do something else. Treat this attack as a coup de grace against a helpless target. The target can attempt a new save with the same +5 bonus every subsequent round that the domination continues. If the dread allip chooses to issue one of the other four commands available to it and obedience would obviously be self-destructive, the dominated creature gets a new saving throw to break free of the domination effect, again with a +5 bonus, when the self-destructive nature of the command becomes apparent.

This is a mind-affecting compulsion effect. The save DCs are Charisma-based.

Touch of Insanity (Su): Each of a dread allip's incorporeal touch attacks deals 1d6 points of Wisdom damage (Will save negates). A successful critical hit causes 1d6 points of Wisdom damage and 1d4 points of Wisdom drain (instead of double Wisdom damage). A dread allip gains 5 temporary hit points for each point of Wisdom damage or drain. The save DC is Charisma-based.

Abilities: Dex +2, Cha +8. As an incorporeal undead creature, a dread allip has no Strength or Constitution score.

Special Qualities: The dread allip retains all the base creature's special qualities that do not require corporeal contact with another creature.

Madness (Su): Any creature that targets a dread allip with a thought-detecting, mind-control, or telepathic effect takes 1d6 points of Wisdom damage (no save), though the effect otherwise works normally.

SAMPLE DREAD ALLIP

A snake-like turbulent cloud of shadows and light, along its body change in hypnotizing patterns flow.

DREAD ALLIP LUNAR NAGA

Dread allip lunar nagas are created when a lunar naga delves too deep into their explorations of the night sky. They typically haunt areas of the night sky or ruins of places that were once dedicated to observing and communing with the dark tapestry.

Dread Allip Lunar Naga CR 9 • XP 6,400

NE Large undead (incorporeal) (*Pathfinder® Bestiary 3™*)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +14

Aura babble (60 ft., DC 21)

DEFENSE

AC 22, touch 22, flat-footed 16 (+5 Dex, -1 size, +7 deflection, +1 dodge)

hp 92 (8d8+56)

Fort +9, **Ref** +9, **Will** +9

Defensive Abilities channel resistance +4, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch (bite) +10 (1d6 Wis)

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

Special Attacks command allips, create spawn, dominating trample (DC 21, 1/1d4 rounds), hypnosis (DC 21), touch of insanity (1d6, crit. +1d4 drain, DC 21)

Sorcerer Spells Known (CL 5th; concentration +12):

2nd (6/day)—*invisibility, scorching ray*

1st (8/day)—*charm person* (DC 18), *expeditious retreat, magic missile, ray of enfeeblement* (DC 18)

0 (at will)—*detect magic, disrupt undead, mage hand, open/close* (DC 17), *prestidigitation* (DC 17), *ray of frost*

STATISTICS

Str —, **Dex** 21, **Con** —, **Int** 13, **Wis** 16, **Cha** 25

Base Atk +6; **CMB** +12; **CMD** 30 (can't be tripped)

Feats Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Skill Focus (Stealth)

Skills Bluff +11, Diplomacy +11, Fly +3, Knowledge (arcana) +5, Knowledge (nature) +9, Perception +14, Spellcraft +8, Stealth +15

Languages Aklo, Common

SQ madness

ECOLOGY

Environment any

Organization solitary or madness (1 dread allip and 1-4 allips)

Treasure incidental

SPECIAL ABILITIES

Babble (Su) See dread allip template.

Command Allips (Su) See dread allip template.

Create Spawn (Su) See dread allip template

Dominating Trample (Su) See dread allip template.

Hypnosis (Su) Once per day, by weaving and coiling its body and hissing as a standard action, a lunar naga can cause its scales to shimmer and glow with moonlike radiance. All creatures within 30 feet must make a Will save to avoid becoming fascinated. The lunar naga can maintain this fascination effect as long as it concentrates; fascinated creatures follow the still-glowing naga if it moves as long as it maintains the effect by concentrating. The save DC is Charisma-based.

Madness (Su) See dread allip template.

Touch of Insanity (Su) See dread allip template

CREATING A NORMAL ALLIP

You can use this template to create a creature that closely mimics the standard allip. To do so, simply alter the features of the dread allip template in the following ways.

- The CR adjustment is +2 instead of +3.
- An allip does not gain the command allips, create spawn, or dominating trample abilities.
- Reduce the Wisdom damage the dread allip deals to 1d4 points, the Wisdom drain to 1, and reduce the channel resistance to +2.
- An allip gains 5 temporary hit points for each successful attack with its touch of insanity.
- Reduce the Wisdom damage from the madness ability to 1d4 damage.
- Ability modifiers are Dex +2, Cha +6

SAMPLE ALLIP

A babbling form of great tentacles and a gaping maw manifests from the shadows.

OTYUGH ALLIP

Otyugh allips haunt long abandoned and cursed rubbish heaps and other foul areas of refuse and filth. They typically lie in wait under the refuse until a living creature walks overhead.

Otyugh Allip CR 6 • XP 2,400

NE Large undead (incorporeal) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +1; **Senses** darkvision 60 ft., scent; Perception +9

Aura babble (60 ft, DC 14)

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex, -1 size, +1 deflection)

hp 39 (6d8+12)

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

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 20 ft. (perfect)

Melee incorporeal touch (bite) +4 (1d4 Wis) and 2 incorporeal touches (tentacles) –1 (1d4 Wis)

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

Special Attacks touch of insanity (1d4, crit. +1, DC 14)

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 5, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 17

Feats Alertness, Toughness, Weapon Focus (incorporeal touch [tentacle])

Skills Fly -1, Perception +9, Sense Motive +3, Stealth +3 (+11 in lair); **Racial Modifiers** +8 Stealth in lair

Languages Common

SQ madness

ECOLOGY

Environment any

Organization solitary, pair, or haunt (3-6)

Treasure incidental

SPECIAL ABILITIES

Babble (Su) See allip template.

Madness (Su) See allip template.

Touch of Insanity (Su) See allip template

DREAD BODAK

Bodaks are extraplanar undead created when living beings are touched by great evil. Dread bodaks resemble their extraplanar counterparts, but they pose an even greater threat.

A dread bodak is sometimes created when an intelligent creature turns traitor and kills an ally or murders a friend. In particular, using death effects on a friend seems most likely to create a dread bodak. A dread bodak is consumed with the desire for revenge on everyone it knew in life and anyone who gets in its way. Worse still, it can create more of its vile kind. Its gaze brings foes to the brink of death, and its voice then snuffs out their life force and turns them into dread bodaks.

A dread bodak's body is lithe and muscular, covered in dead skin or scales that often appear gray. Its head is elongated both above and below the brow. Its eyes and nose are sunken to the point of vanishing, and glowing pinpricks of evil light glow from deep within its eye sockets.

CREATING A DREAD BODAK

"Dread Bodak" is an acquired template that can be added to any living creature (referred to hereafter as the base creature) that was killed by a dread bodak or murdered by an ally via a death effect. A dread bodak uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +3.

Type: The creature's type changes to undead and all racial subtypes. Do not recalculate base attack bonuses, saves, or skill points.

Alignment: Any evil.

Armor Class: Natural armor class improves by +8.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread bodak retains all of the defensive abilities of the base creature and gains DR 10/ magic and cold iron, immunity to electricity, fire and acid resistance 20, channel resistance +4, and all of the immunities of the undead type.

Weaknesses: A dread bodak gains the following weakness.

Vulnerability to Sunlight (Ex): Dread bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a dread bodak.

Attacks: The dread bodak gains one slam attack for every arm it has if it has no natural attacks. The damage for the slam attack depends on the base creature's size, as if the base creature was two size categories larger.

Special Attacks: The dread bodak retains all the base creature's special attacks and gains those described here.

Command Bodaks (Su): As a free action, a dread bodak can automatically command all normal bodaks within 30 feet (as the *command undead* spell). Normal bodaks never attack a dread bodak unless compelled.

Create Spawn (Su): Any creature killed by a dread bodak's death wail ability rises as a dread bodak in 1d6 rounds. A dread bodak created in this manner is under the command of its creator (as the *dominate monster* spell) and remains so until either it or the creator is destroyed.

Death Wail (Su): A dread bodak can make a terrible keening sound that draws the souls of the dying to the afterlife. A dying creature within 100 feet of a dread bodak using its death wail dies instantly. The creature need not be able to hear the keening to be affected; a *silence* spell blocks the effect. For each creature slain in this manner, the dread bodak gains 1d8 temporary hit points, a +2 bonus to Strength, and a +1 increase in effective caster level for all spells it can cast and all spell-like abilities it can use. These benefits last for 10 minutes. This is a sonic death effect.

Killing Gaze (Su): Reduced to -1 hp, 30 feet; Fortitude negates. The save DC is Charisma-based. This is a death and gaze effect.

Abilities: Str +2, Dex +4, Int -4 (minimum 1), Wis +2, Cha +6. As an undead creature, a dread bodak has no Constitution score.

Environment: Any land.

Organization: Solitary, pair, or gang (3-4).

Treasure: None.

SAMPLE DREAD BODAK

A gray scaled and emaciated tyrannosaurus, its jaws are elongated and has dark pits for eyes.

DREAD BODAK TYRANNOSAURUS

The keening roar of the towering dread bodak tyrannosaurus can be heard for miles, echoing across arid plains at night. No nocturnal creatures live in its territory, and creatures of daylight flee the area when night falls. Dread bodak tyrannosauruses avoid daylight by retreating into caves during the day. Such caverns are often inhabited by other dread bodaks—victims of the dread bodak tyrannosaurus that it has herded into its cave.

Dread Bodak Tyrannosaurus CR 12 • XP 12,800

NE Gargantuan undead (augmented animal) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +38

DEFENSE

AC 31, touch 9, flat-footed 28 (+3 Dex, -4 size, +22 natural)

hp 153 (18d8+72)

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

Defensive Abilities channel resistance +4; **DR** 10/cold iron and magic; **Immune** electricity, undead traits; **Resist** acid 20, fire 20

Weakness vulnerability to sunlight

OFFENSE

Speed 40 ft.

Melee bite +21 (4d6+24/19-20 plus grab)

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

Special Attacks command bodaks, create spawn, death wail, killing gaze (30 ft, DC 23), swallow whole (2d8+11, AC 21, 15 hp)

STATISTICS

Str 34, **Dex** 17, **Con** —, **Int** 1, **Wis** 17, **Cha** 18

Base Atk +13; **CMB** +29 (+33 grapple); **CMD** 42

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +38; **Racial Modifiers** +8 Perception

SQ powerful bite

ECOLOGY

Environment any land

Organization solitary, pair, or pack (3-6)

Treasure none

SPECIAL ABILITIES

Command Bodaks (Su) See the dread bodak template.

Create Spawn (Su) See the dread bodak template.

Death Wail (Su) See the dread bodak template.

Killing Gaze (Su) See the dread bodak template.

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

CREATING A NORMAL BODAK

You can use this template to create a creature that closely mimics the standard bodak. To do so, simply alter the features of the dread bodak template in the following way.

- Reduce the CR bonus to +2.
- The bodak gains the extraplanar subtype.
- The bodak does not gain any of the template's special attacks or channel resistance.
- Change the damage reduction to 10/cold iron.
- Reduce acid and fire resistance to 10 each.
- The bodak gains the standard bodak's death gaze instead of killing gaze.

Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude negates. The save DC is Charisma-based. A creature slain by a bodak's death gaze rises as a bodak with this template 24 hours later. This is a death and gaze effect.

SAMPLE BODAK

An emaciated giant has a dark pit for its single eye. Its jaw is slack and black bile drips from its lips.

CYCLOPS BODAK

Possessing the ferocity and cunning of a cyclops, a cyclops bodak is even more horrible. Its single eye is now a black pit that drains life from those it gazes at.

CYCLOPS BODAK **CR 7 • XP 3,200**

NE Large undead (augmented humanoid, extraplanar) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +1; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 29, touch 10, flat-footed 28 (+1 Dex, -1 size, +4 armor, +15 natural)

hp 65 (10d8+20)

Fort +9, **Ref** +4, **Will** +5

Defensive Abilities ferocity; **DR** 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weakness vulnerability to sunlight

OFFENSE

Speed 30 ft.

Melee 2 slams +12 (2d6+6)

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

Special Attacks death gaze (30 ft., DC 17)

STATISTICS

Str 23, **Dex** 12, **Con** —, **Int** 6, **Wis** 15, **Cha** 14

Base Atk +7; **CMB** +14 (+16 bull rush); **CMD** 25 (27 vs. bull rush)

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills Intimidate +14, Perception +12, Sense Motive +4; **Racial Modifiers** +8 Perception

Languages Common, Cyclops, Giant

SQ flash of insight

Gear hide armor

ECOLOGY

Environment any land

Organization solitary, pair, or gang (3-4)

Treasure incidental (hide armor)

SPECIAL ABILITIES

Death Gaze (Su) See the bodak template.

Flash of Insight (Su) Once per day as an immediate action, a bodak cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the bodak cyclops only, and cannot be applied to the rolls of others.

Vulnerability to Sunlight (Ex) See the bodak tempate.

DREAD DEVOURER

Devourers are the husks creatures that have been shattered and remade by forces beyond the ends of the multiverse. The natural leaders of these horrid creatures, dread devourers are more vicious and voracious than ordinary devourers. Few know how these dread devourers originated, but some sages speculate that they form as "projections" of creatures from beyond the borders of reality.

Devourers and dread devourers take many forms, but most look mummified and desiccated. Their bodies are hardened to an astonishing degree, and they possess far greater strength and mental acuity than they had in life. The souls they consume are visible in miniature within and about their bodies, railing against their torturous imprisonment.

CREATING A DREAD DEVOURER

"Dread Devourer" is an acquired template that can be added to any living creature (referred to hereafter as the base creature) that has a chest cavity or similar body part. A dread devourer uses all the base creature's statistics and special abilities except as noted here.

CHALLENGE RATING: Same as base creature +3

Alignment: Any evil

Type: The base creature's type changes to undead and gains the evil, extraplanar and appropriate augmented subtypes. Do not recalculate base attack bonuses, saves, or skill points.

Senses: The creature gains blindsense 30 ft. and darkvision +60 ft.

Armor Class: The base creature's natural armor increases by +13.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread devourer retains all of the defensive abilities of the base creature, SR 10 + dread devourer's total HD, channel resistance +4, and all of the immunities granted by the undead type. Additionally it gains the following.

Spell Deflection (Su): If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a trapped soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison, and the creature whose body it belonged to can now be restored to life as normal.

Attacks: The dread devourer gains a number of primary slam attacks equal to the base creature's number of hands/limbs if it has no other natural attacks. The damage for these attacks depends on the base creature's size as if the base creature was one size category larger.

Additionally, the dread devourer gains a single touch attack with which it uses its devour soul ability (see below).

All of a dread devourer's attacks (both natural and manufactured weapons) count as evil-aligned for the purpose of overcoming damage reduction. All natural attacks with the exception of the touch attack granted by this template gain energy drain (1 level). The save DC is Charisma-based.

Special Attacks: The dread devourer retains all the base creature's special attacks and gains those described here.

Command Devourers (Su): As a free action, a dread devourer can automatically command all normal devourers within 30 feet (as the *command undead* spell). Normal devourers never attack a dread devourer unless compelled.

Devour Soul (Su): By making a touch attack as a standard action, a dread devourer can deal 12d6 + 1 point per caster level (caster level = total HD + 4 + 2 per soul trapped within it) points damage as if using a *slay living* spell. A DC Fortitude save reduces this damage to 3d6 + 1 point per caster level points damage. The soul of a creature slain by this attack becomes trapped within the dread devourer's chest. The creature cannot be brought back to life until the dread devourer's destruction (or a spell deflection—see above) releases its soul. A dread devourer can hold a number of souls equal to its HD. A trapped soul provides a dread devourer with 5 essence points for each Hit Die possessed by the soul. A dread devourer must expend essence points when it uses a spell-like ability equal to the spell's level (spell levels for its spell-like abilities are included as a superscript).

At the start of an encounter, a dread devourer usually has one soul and 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed can only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based.

Spell-Like Abilities: The dread devourer can use the following spells at will by spending essence points (caster level = total HD + 4 + 2 per soul trapped within it): *animate dead*[4th], *circle of death*[6th], *confusion*[4th], *control undead*[7th], *create undead*[6th], *deeper darkness*[3rd], *desecrate*[2nd], *dominate monster*[9th], *horrid wilting*[8th], *inflict serious wounds*[3rd], *lesser planar ally*[4th], *plane shift*[7th] (self only, costs five essence points), *ray of enfeeblement*[1st], *true seeing*[6th]. The save DCs are Charisma-based.

Abilities: Str +10, Dex +2, Int +6, Wis +6, Cha +6. As an undead creature, a dread devourer has no Constitution score.

Skills: A dread devourer has a +8 racial bonus on Acrobatics, Perception, and Stealth checks.

Organization: Change to solitary

SAMPLE DREAD DEVOURER

A massive worm reeks with rotten ichor that oozes from its cracked skin. Humanoid faces, forever screaming, move along its body.

DREAD DEVOURER PURPLE WORM

The scope of the horror a dread devourer purple worm evokes can shatter the mind of even the most seasoned adventurer. Though far more intelligent than it was in life, it remains a relatively dim-witted creature. However, it

makes up for this disadvantage with its enormous strength and potent spell-like abilities.

Dread Devourer Purple Worm **CR 15 • XP 51,200**

NE Gargantuan undead (augmented magical beast, evil, extraplanar) (*Pathfinder® Roleplaying Game Bestiary™*)

Init -1; **Senses** blindsense 30 ft., darkvision 120 ft., low-light vision, tremorsense 60 ft.; Perception +29

DEFENSE

AC 40, touch 5, flat-footed 40 (-1 Dex, +35 natural, –4 size)

hp 120 (16d8+32)

Fort +17, **Ref** +9, **Will** +7

Defensive Abilities channel resistance +4, spell deflection; **Immune** undead traits; **SR** 26

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +30 (4d8+17/19-20 plus energy drain and grab) and sting +30 (2d8+17 plus poison and energy drain) or touch +29 (devour soul)

Space 20 ft.; **Reach** 15 ft.

Special Attacks command devourers, devour soul (12d6+22, DC 20), energy drain (1 level, DC 20), poison, swallow whole (4d8+18, AC 27, 20 hp)

Spell-Like Abilities (CL 22nd; concentration +24)

At will—*animate dead*[4th], *circle of death*[6th] (DC 18), *confusion*[4th] (DC 16), *control undead*[7th] (DC 19), *create undead*[6th], *deeper darkness*[3rd], *desecrate*[2nd], *dominate monster*[9th] (DC 21), *horrid wilting*[8th] (DC 20), *inflict serious wounds*[3rd] (DC 15), *lesser planar ally*[4th], *plane shift*[7th] (self only, costs five essence points) (DC 19), *ray of enfeeblement*[1st] (DC 13), *true seeing*[6th].

STATISTICS

Str 45, **Dex** 8, **Con** —, **Int** 7, **Wis** 14, **Cha** 14

Base Atk +16; **CMB** +37 (+39 bull rush, +41 grapple); **CMD** 46 (48 vs. bull rush, can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite), Weapon Focus (sting)

Skills Acrobatics +7, Perception +29, Stealth -5, Swim +25; **Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth

SQ essence points (14), trapped souls (1)

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Command Devourers (Su) See the dread devourer template.

Devour Soul (Su) See the dread devourer template.

Essence Points (Su) See the dread devourer template.

Poison (Ex) Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 3 consecutive saves.

Spell Deflection (Su) See the dread devourer template.

Creating a Normal Devourer

You can use this template to create a creature that closely mimics the standard devourer. To do so, simply alter the features of the dread devourer template in the following way.

- The CR increases +2 instead of +3.
- A devourer does not gain the evil subtype, and its attacks are not evil-aligned.
- Use the standard devourer's spell-like abilities, with the devourer's caster level equal to its total HD + 4.
- A devourer does not gain blindsense, channel resistance, the command devourer ability, or the racial bonus on Acrobatics, Perception, and Stealth checks.
- A devourer can only hold one soul at a time.
- Change treasure to standard.

SAMPLE DEVOURER

Beneath the skin of the slimy, fish-like creature a figure lies trapped and screaming. Its essence bleeding off into its undead prison.

ABOLETH DEVOURER

Aboleth devourers are those aboleth who have tampered in forbidden rituals that went awry. The blowback killed the aboleth, and it reanimated into a horror that seeks to consume the souls of all those it comes across.

ABOLETH DEVOURER **CR 9 • XP 6,400**

LE Huge undead (aquatic, augmented aberration, extraplanar) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +6; **Senses** darkvision 120 ft.; Perception +17

Aura mucus cloud (5 ft., DC 20)

DEFENSE

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

hp 84 (8d8+48)

Fort +8, **Ref** +6, **Will** +14

Defensive Abilities spell deflection; **Immune** undead traits; **SR** 18

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +15 (1d6+10 plus energy drain and slime) or touch +14 (devour soul)

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

Special Attacks devourer soul (12d6+12, DC 20), energy drain (1 level, DC 20), slime (DC 20)

Devourer Spell-Like Abilities (CL 12th; concentration +18)

At will—*animate dead*[4th], *bestow curse*[4th] (DC 19), *confusion*[4th] (DC 19), *control undead*[7th] (DC 22), death knell[2nd] (DC 18), *ghoul touch*[2nd] (DC 18), *inflict serious wounds*[3rd] (DC 19), *lesser planar ally*[4th], *ray of enfeeblement*[1st] (DC 17), *spectral hand*[2nd], *suggestion*[3rd] (DC 19), *true seeing*[6th], *vampiric touch*[3rd]

Aboleth Spell-Like Abilities (CL 16th; concentration +22)

At will—*hypnotic pattern* (DC 18), *illusory wall* (DC 20), *mirage arcana* (DC 21), *persistent image* (DC 21), *programmed image* (DC 22), *project image* (DC 22), *veil* (DC 22)

3/day—*dominate monster* (DC 25)

STATISTICS

Str 30, **Dex** 14, **Con** —, **Int** 21, **Wis** 23, **Cha** 23

Base Atk +6; **CMB** +18; **CMD** 30 (can't be tripped)

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

Skills Bluff +14, Escape Artist +13, Intimidate +17, Knowledge (arcana) +13, Knowledge (religion) +13, Perception +17, Spellcraft +16, Stealth +5, Swim +29

Languages Aboleth, Aklo, Aquan, Undercommon

SQ essence points (14)

ECOLOGY

Environment any aquatic

Organization solitary

Treasure standard

SPECIAL ABILITIES

Devour Soul (Su) See the devourer template.

Essence Points (Su) See the devourer template.

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

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

Spell Deflection (Su) See the devourer template.

DREAD GHAST

The first ghouls were humans who rose as undead because they had indulged in unwholesome pleasures in life. The original ghasts rose as undead for similar reasons, but their sins were of vaster scale. A man who broke a taboo by consuming dead bodies to avoid starvation might rise as a ghoul, but a man who murdered his wife and children, then cooked them up as a delicious meal for himself and his mistress would instead rise as a ghast. Cursed with a terrible stench of death and corruption that serves as a warning to the living, the ghast's greater sins in life grant it greater power in undeath.

The first dread ghasts were villains of still broader scope. Leaders in life, they influenced the actions of scores of others and led them to participate in terrible atrocities. Today, the dread ghast "race" of undead perpetuates itself through the transmission of vile power. A creature killed but not consumed by a dread ghast rises as another dread ghast. Though the new dread ghast is not under its creator's control, it usually succumbs to its progenitor's exhortations to perform the same sorts of evil acts that led to the creation of the "race." But dread ghasts are careful with this power. Since they have no control over the other

dread ghasts they create, they consume the bodies of any victims that seem likely to be more powerful in undeath than themselves.

A dread ghast appears much as it did in life. Its decayed and rotting flesh clings tightly to its bones and its eyes burn with an unholy light. Dread ghasts often have long teeth and wicked claws. Their long, dry tongues loll out of their mouths, making rasping sounds when dragged against their fangs.

CREATING A DREAD GHAST

"Dread Ghast" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). A dread ghast uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Type: The creature's type changes to undead. Do not recalculate base attack bonuses, saves, or skill points.

Alignment: Any evil.

Aura: A dread ghast gains the stench (20-foot radius, Fort save negates, 1d6+4 minutes) and unnatural aura (30-foot radius) universal monster abilities. The DC for the stench ability is Charisma-based.

Armor Class: Natural armor class improves by +4.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread ghast, in addition to normal undead traits and gains channel resistance +4.

Speed: If the base creature has a climb speed and a land speed, increase the climb speed to match the land speed unless it is already higher. If the base creature lacks one of those speeds, the dread ghast gains the missing mode of movement at a speed equal to the other. If the base creature lacks both modes of movement, the dread ghast gains both at a speed equal to one-half the base creature's highest speed.

Attacks: All of the base creature's natural attacks gain paralysis (1d4+1 rounds).

If the base creature possesses at least one mouth but has no natural attack with it, the dread ghoul gains a bite attack with each mouth. The bite attack is primary if the base creature has no natural attacks; otherwise it is secondary. If the base creature possesses at least one arm but has no natural attacks (except slam) with it, the dread ghoul gains a primary claw attack with each such limb. In the case where the base creature has slam attacks with its arms they become claw attacks.

The damage for the gained bite and/or claw attacks depends on the base creature's size. Damage from any bite or claw attacks granted by this template is treated as if the base creature was one size category larger.

Special Attacks: The dread ghast retains all the base creature's special attacks and gains those described here.

Command Ghasts and Ghouls (Su): As a free action, a dread ghast can automatically command all normal ghasts and ghouls within 30 feet (as the *command undead* spell). Normal ghasts and ghouls never attack a dread ghast unless compelled.

Create Spawn (Su): Any creature killed by a dread ghast that lies undisturbed until the next midnight rises as a dread ghast at that time. The new dread ghast is not under the control of its creator. A *protection from evil* or *gentle repose* spell cast on the corpse prevents its conversion.

Abilities: Str +6, Dex +8, Int +6, Wis +8, Cha +6. As an undead creature, a dread ghast has no Constitution score.

Skills: A dread ghast has a +10 racial bonus on Acrobatics checks to jump.

SAMPLE DREAD GHAST

A pallid and gray furred gnoll, it mouth is filled with way too many teeth.

DERMOCK

Dermock is a name spoken in hushed tones in gnoll communities. The ancient undead gnoll hunts for his favorite meal, gnoll-flesh, on the fringes of communities. He is usually never seen; the only clue to his presence is his foul odor of rotting flesh on the wind. Darmock uses horrible maiming traps for his quarry making them easier to kill and devour.

Dermock **CR 6 • XP 2,400**

Male dread ghast gnoll ranger (trapper) 4 (*Pathfinder® Roleplaying Game Bestiary™, Pathfinder® Roleplaying Game: Ultimate Magic™*)

CE Medium undead (gnoll)

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

Aura stench (20 ft., DC 13, 1d6+4 minutes), unnatural aura (30 ft.)

DEFENSE

AC 21, touch 14, flat-footed 17 (+2 armor, +4 Dex, +5 natural)

hp 47 (4d10+2d8+16)

Fort +9, **Ref** +8, **Will** +5

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +10 (2d6+5 plus paralysis) and 2 claws

+10 (1d6+5 plus paralysis) or scimitar +6 (1d6+5/18-20) and scimitar +6 (1d6+2/18-20)

Ranged shortbow +9 (1d6/x3)

Special Attacks command ghasts and ghouls, create spawn, favored enemy (gnolls +2), paralysis (1d4+1 rounds, DC 13)

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 14, **Wis** 19, **Cha** 14

Base Atk +5; **CMB** +10; **CMD** 24

Feats Endurance, Improved Initiative, Improved Natural Attack (bite), Intimidating Prowess, Two-weapon Fighting

Skills Acrobatics +8 (+18 to jump), Craft (traps) +16, Disable Device +9, Intimidate +16, Knowledge (geography) +11, Knowledge (nature) +11, Perception +13, Stealth +13; **Racial Modifiers** +10 Acrobatics to jump

Languages Common, Gnoll, Necril

SQ combat styles (two-weapon combat), favored terrain (desert +2), hunter's bonds (companions), track, trapfinding +2, wild empathy +6

Gear leather armor, arrows (20), scimitar (2), shortbow, *ring of maniacal devices*

SPECIAL ABILITIES

Command Ghasts and Ghouls (Su) See the dread ghast template.

Create Spawn (Su) See the dread ghast template.

CREATING A NORMAL GHAST

You can use this template to create a creature that closely mimics the standard ghast. To do so, simply alter the features of the dread ghast template in the following ways.

- The CR increase is +1 instead of +2.
- The ghast does not gain the command ghasts and ghouls, create spawn, and unnatural aura abilities.
- The ghast gains channel resistance +2 instead of +4
- The ghast gains the ghoul fever ability on its bite attack.
- The ghast's speeds are unchanged.
- Reduce the range of the stench ability to 10 feet.

SAMPLE GHAST

A tide of nauseating slime filled with eyes, vicious mouths and sharp claws.

THE CRAWLING ROT

The Crawling Rot is nightmarish undead shoggoth that wanders the most remote and blasted areas of the world. Even more insane and vicious than its living kin, the Crawling Rot consumes all it comes across, especially other shoggoths when it can, delighting in the rending and absorption of flesh.

THE CRAWLING ROT **CR 20 • XP 307,200**

Unique shoggoth ghast (*Pathfinder® Roleplaying Game Bestiary™*)

CE Gargantuan undead (aquatic)

Init +15; **Senses** all-around vision, darkvision 120 ft., scent, tremorsense 60 ft.; Perception +37

Aura stench (10 ft., DC 25, 1d6+4 minutes)

DEFENSE

AC 43, touch 17, flat-footed 32 (+11 Dex, -4 size, +26 natural)

hp 195 (23d8+92); fast healing 10

Fort +13, **Ref** +18, **Will** +19

Defensive Abilities channel resistance +2; **DR** 10/—; **Immune** blindness, cold, deafness, sonic, ooze traits, undead traits; **Resist** acid 20, electricity 20, fire 20; **SR** 30

OFFENSE

Speed 50 ft., climb 30 ft., swim 50 ft.

Melee bite +30 (6d6+11 plus disease plus paralysis) and 4 claws +35 (4d6+22/19-20 plus paralysis plus grab)

Space 20 ft.; **Reach** 30 ft.

Special Attacks constrict (4d6+22 plus paralysis), disease, engulf (6d6+29 bludgeoning damage plus 8d6 acid damage, AC 23, hp 33), maddening cacophony (DC 25), paralysis (1d4+1 rounds, DC 25), trample (6d8+22 plus paralysis, DC 39)

STATISTICS

Str 54, **Dex** 32, **Con** —, **Int** 11, **Wis** 30, **Cha** 19

Base Atk +17; **CMB** +43 (+47 grapple, +45 sunder); **CMD** 64 (66 vs. sunder, cannot be tripped)

Feats Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Staggering Critical

Skills Climb +30, Perception +37, Stealth +22, Swim +30; **Racial Modifiers** +4 Perception

Languages Aklo

SQ amphibious

ECOLOGY

Environment cold aquatic or underground

Organization unique

Treasure incidental

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever:* Bite—injury; *save* Fort DC 25; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves.

Maddening Cacophony (Su) As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a DC 25 Will save or be confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

DREAD GHOST

Like normal ghosts, dread ghosts are restless spirits that exist on both the Material and the Ethereal Planes. Unlike many other dread undead, dread ghosts have no special power over others of their kind, but some mystery of their creation makes them more powerful than standard ghosts.

The appearance of dread ghosts is as varied as that of standard ghosts. Some exhibit telltale signs of the cause of their death; others simply appear as rotting corpses or skeletons. A rare few appear as they did in life, or as idealized versions of themselves.

CREATING A DREAD GHOST

"Dread Ghost" is an acquired template that can be added to any living creature that has an Intelligence score and a Charisma score of at least 10 (referred to hereafter as the base creature). A dread ghost uses all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: Same as base creature +3.

Type: The creature's type changes to undead and gains the incorporeal subtype. Do not recalculate base attack bonuses, saves, or skill points.

Alignment: Any.

Senses: A dread ghost gains darkvision +60 ft.

Armor Class: A dread ghost gains a deflection bonus equal to its Charisma modifier (minimum +1). It loses the base creature's natural armor bonus, as well as all armor and shield bonuses that are not force effects or *ghost touch* items.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread ghost retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. Dread ghosts gain channel resistance +8, spell resistance equal to 10 + dread ghost's total Hit Dice, the incorporeal ability, and all of the immunities granted by its undead traits.

Dread ghosts also gain the following.

Improved Rejuvenation (Su): In most cases, it's difficult to destroy a dread ghost through simple combat: the "destroyed" spirit restores itself in 1d4 hours. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a dread ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Speed: A dread ghost gains a fly speed equal to double the base creature's highest speed, with perfect maneuverability. If the base creature can already fly, its maneuverability becomes perfect and its fly speed increases to double the base creature's highest speed.

Attacks: A dread ghost loses all of the base creature's attacks. If it could wield weapons in life, it can wield *ghost touch* weapons as a dread ghost.

Special Attacks: A dread ghost retains all the special attacks of the base creature, but any relying on physical contact do not function. In addition, a dread ghost gains

one dread ghost special attack from the list below for every 3 points of CR (minimum 1—the first ability chosen must always be corrupting touch). The save DC against a dread ghost's special attack is Charisma-based unless otherwise noted. Additional dread ghost abilities beyond these (including those for the standard ghost) can be designed at the GM's discretion.

Aligned Attacks (Su): The dread ghost had strong-aligned convictions when it was alive. All the dread ghost's attacks are considered magic and aligned for the purpose of overcoming damage reduction. The alignment matches one component (dread ghost's choice at the time of creation) of its own alignment (chaotic, evil, good, or lawful). The dread ghost gains the appropriate alignment subtype of this choice. In addition, all of its attacks deal +1d6 points of extra damage per 2 HD (max 10d6) to creatures of the opposing alignment. This ability can be taken multiple times, once for each component of the dread ghost's alignment.

Chilling Aura (Su): The dread ghost died either in the cold or was emotionally distant in life. When a dread ghost manifests, it emits a deadly chill in a 20-foot radius around itself, on both the Material and the Ethereal Planes. Each creature within this area takes 3d6 points of cold damage per round. A successful Fortitude save halves the damage. The dread ghost is not affected by its own chilling aura, and it is immune to that of other dread ghosts.

Corrupting Gaze (Su): The dread ghost is disfigured through age or violence and has a gaze attack with a range of 60 feet that causes 4d10 damage and 1d6 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su): All dread ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the dread ghost inflicts a number of d8s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Death Wail (Su): The dread ghost died in psychological torment. Once every 1d4 rounds, the dread ghost can let loose a terrible wail as a full-round action, targeting it against one creature within 100 feet of it. If the target creature can hear the death wail, it must succeed on a Fortitude save or be reduced to –1 hp and is dying. Any other creature within 100 feet that can hear the wail must succeed on a Fortitude save at the same DC or gain 1 negative level. A creature that succeeds on the save cannot be affected by that dread ghost's death wail for 24 hours. The death wail is a sonic death effect.

Draining Touch (Su): The dread ghost died while insane or diseased. It gains a single touch attack that drains 1d2 points from any two different ability scores it selects on a hit. A successful Fortitude save turns the drain into ability damage. On each such successful attack, the ghost heals 5 points of damage to itself. When a dread ghost makes a draining touch attack, it cannot use its standard corrupting touch attack.

Frightful Moan (Su): The dread ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 4d4 rounds. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours. This is a sonic mind-affecting fear effect.

Horrific Appearance (Su): The dread ghost died extremely violently or was mutilated. Any living creature within 60 feet that views a dread ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength, Dexterity, and Constitution damage (roll each separately). A creature that successfully saves against this effect cannot be affected by the same dread ghost's horrific appearance for 24 hours. This is a gaze effect.

Invisibility (Sp): The dread ghost can use *greater invisibility* (as the spell) at will.

Malevolence (Su): The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 15th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Power over Undead (Su): The dread ghost was a leader of renown or died while leading others. The dread ghost can enslave other undead within 30 feet (as the Command Undead feat, using the dread ghost's total HD for the DC). The dread ghost can

use this ability 3 + its Cha modifier (min 0) times per day.

Shattering Presence (Su): The dread ghost died by bludgeoning or in a great fall. As a full-round action the dread ghost can release a bust of pure force that deals 6d6 damage to all nonmagical objects within a 30-foot burst. Any object weighing more than 5 pounds per character level the dread ghost possesses is not affected. A magic item must succeed on a Fortitude save or take the above damage.

Constructs, crystalline, or otherwise fragile creatures within the area take 1d6 points of damage per 3 HD the dread ghost possesses (to a maximum of 6d6). A successful Reflex save halves this damage. The burst of force does not affect undead or living creatures.

Objects destroyed or creatures killed by this effect shatter and burst in a 5-foot-radius burst of shards. Every creature within range of a shattering object must succeed on a DC 20 Reflex save or take 1d6 points of slashing damage. A creature wearing or carrying an object when it shatters takes 2d6 points of slashing damage (no save). This is a force effect.

Telekinesis (Sp): The ghost's death involved great physical trauma. The ghost can use *telekinesis* (as the spell) as a standard action at will (caster level 12th or equal to the ghost's HD, whichever is higher).

Abilities: Cha +8; as an incorporeal undead creature, a dread ghost has no Strength or Constitution score.

Skills: Dread ghosts have a +8 racial bonus on Perception and Stealth skill checks. A dread ghost has Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills in addition to the class skills of the base creature.

SAMPLE DREAD GHOST

A seductive piping accompanies this ghostly form of a human woman covered in ghostly fabric as she floats across the bog.

MISTRESS OF THE MARSH

The Mistress of the Marsh has lived in the marshlands for decades, preying on lost wanderers and the occasional local. She was killed one day after trying to take down a local witch. The witch dispatched the medusa and threw her body into the swamp. Days later, the Mistress of the Marsh returned and now seeks to kill the witch who killed her.

Mistress of the Marsh CR 17 • XP 102,400

Female dread ghost medusa bard 8 (*Pathfinder® Roleplaying Game Bestiary™*)

CE Medium undead (incorporeal)

Init +7; **Senses** all-around vision, darkvision 60 ft.; Perception +32

DEFENSE

AC 21, touch 21, flat-footed 18 (+3 Dex, +8 deflection)

hp 216 (16d8+136)

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

Defensive Abilities channel resistance +8, improved rejuvenation, incorporeal; **Immune** undead traits; **SR** 26

OFFENSE

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

Melee corrupting touch +17 (17d8) or draining touch +17 (1d2 ability drain [2 scores])

Special Attacks bardic performance 32 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion), corrupting touch (DC 26), death wail (DC 26), horrific appearance (DC 26), petrifying gaze (30 ft., DC 22), shattering presence (DC 26)

Bard Spells Known (CL 8th; concentration +16):

3rd (4/day)—*charm monster* (DC 21), *dispel magic, haunting choir* (DC 21)

2nd (6/day)—*calm emotions* (DC 20), *detect thoughts* (DC 20), *enthrall* (DC 20), *haunting mists* (DC 20)

1st (6/day)—*animate rope, charm person* (DC 19), *chord of shards* (DC 19), *flare burst* (DC 19), *hypnotism* (DC 19)

0 (at will)—*dancing lights, daze* (DC 18), *ghost sound* (DC 18), *lullaby* (DC 18), *mage hand, message*

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 14, **Wis** 13, **Cha** 27

Base Atk +14; **CMB** +17; **CMD** 35

Feats Combat Casting, Dazing Spell, Extra Performance, Great Fortitude, Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot

Skills Escape Artist +14, Fly +11, Intimidate +27, Knowledge (local) +25, Perception +32, Perform (sing) +27, Perform (wind instruments) +32, Spellcraft +13, Stealth +30; **Racial Modifiers** +12 Perception, +8 Stealth

Languages Aklo, Common, Sylvan

SQ bardic knowledge +4, lore master 1/day, versatile performance abilities (sing, wind)

Gear *musical staff*

SPECIAL ABILITIES

Corrupting Touch (Su) See the dread ghost template.

Death Wail (Su) See the dread ghost template.

Draining Touch (Su) See the dread ghost template.

Horrific Appearance (Su) See the dread ghost template.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 22 negates.

Shattering Presence (Su) See the dread ghost template.

DREAD GHOUL

Eaters of the dead that hunger for the living, the first ghouls were the undead remains of humans who had, in life, indulged in unwholesome pleasures, such as cannibalism or necrophilia; the original dread ghouls were individuals who had exhorted or compelled others to such acts while alive. Although both types of undead can create more of their kind, dread ghouls maintain their role as leaders of their normal kindred.

Also called ghoul lords, dread ghouls are to ghouls what dread ghasts are to ghasts. Both dread creatures can command normal ghouls, and this situation often creates conflict. Because they cannot command normal ghasts, however, dread ghouls often find themselves on the losing side of such battles.

A dread ghoul looks like a gray, emaciated version of its living form. Its limbs often end in terrible claws caked with grave dirt and the rotting flesh of its last disinterred meal. A dread ghoul's eyes glow dimly with an angry light, and its hunger for flesh is clearly evident on its features.

CREATING A DREAD GHOUL

"Dread Ghoul" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). A dread ghoul uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +1.

Type: The creature's type changes to undead. Do not recalculate base attack bonuses, saves, or skill points.

Alignment: Any evil.

Senses: Dread ghouls gain the scent universal monster ability.

Armor Class: Natural armor class improves by +2.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread ghoul gains channel resistance +4 and immunities from the undead type.

Speed: If the base creature has a climb speed and a land speed, increase the climb speed to match the land speed

unless it is already higher. If the base creature lacks one of those speeds, the dread ghoul gains the missing mode of movement at a speed equal to the other. If the base creature lacks both modes of movement, the dread ghoul gains both at a speed equal to one-half the base creature's highest speed.

Attacks: All of the base creature's natural attacks gain paralysis (1d4+1 rounds). Elves are not immune to a dread ghoul's paralysis ability.

If the base creature possesses at least one mouth but has no natural attack with it, the dread ghoul gains a bite attack with each mouth. The bite attack is primary if the base creature has no natural attacks; otherwise it is secondary. If the base creature possesses at least one arm but has no natural attacks (except slam) with it, the dread ghoul gains a primary claw attack with each such limb. In the case where the base creature has slam attacks with its arms they become claw attacks.

The damage for the attacks gained by the dread ghoul depends on the base creature's size. Damage from any claw attacks granted by this template is treated as if the base creature was one size category larger.

Special Attacks: The dread ghoul retains all the base creature's special attacks and gains those described here.

Command Ghouls (Su): As a free action, a dread ghoul can automatically command all normal ghouls within 30 feet (as the *command undead* spell). Normal ghouls never attack a dread ghoul unless compelled.

Create Spawn (Su): In most cases, dread ghouls feast on the bodies of the fallen. However, any creature killed by a dread ghoul that lies undisturbed until the next midnight rises as a dread ghoul at that time. The new dread ghoul is not under the control of its creator. A *protection from evil* or *gentle repose* spell cast on the corpse prevents this.

Abilities: Str +2, Dex +4, Int +2, Wis +4, Cha +2. As an undead creature, a dread ghoul has no Constitution score.

Skills: A dread ghoul gains a +8 racial bonus on Survival checks.

SAMPLE DREAD GHOUL

A walking horror of dead blue flesh and empty, dark eyes. Gore and filth mat its beard.

GHOUL LORD FROST GIANT

A blight on the frozen lands, a ghoul lord frost giant fills the same role with the dead as a frost giant jarl with living giants. Ever hungry, the giant and its undead minions raid local villages and towns, leaving nothing but blood on the snow.

Ghoul Lord Frost Giant CR 10 • XP 9,600

Male dread ghoul frost giant (*Pathfinder® Roleplaying Game Bestiary™*)

CE Large undead (cold, giant)

Init +1; **Senses** low-light vision, scent; Perception +21

DEFENSE

AC 25, touch 10, flat-footed 24 (+4 armor, +1 Dex, +11 natural, –1 size)

hp 77 (14d8+14)

Fort +10, **Ref** +5, **Will** +8

Defensive Abilities channel resistance +4, rock catching; **Immune** cold, undead traits

Weakness vulnerability to fire

OFFENSE

Speed 40 ft., climb 40 ft.

Melee greataxe +19/+14 (3d6+15/x3), bite +14 (1d8+5 plus paralysis), or 2 claws +19 (1d8+5 plus paralysis)

Ranged rock +10 (1d8+15)

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

Special Attacks command ghouls, create spawn, paralysis (1d4+1 rounds, DC 18, elves not immune), rock throwing (120 ft.)

STATISTICS

Str 31, **Dex** 13, **Con** —, **Int** 12, **Wis** 18, **Cha** 13

Base Atk +10; **CMB** +21 (+23 overrun, sunder); **CMD** 32 (34 vs. overrun, sunder)

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

Skills Climb +16, Craft (weaponsmith) +9, Intimidate +14, Perception +21, Stealth +14 (+18 in snow), Survival +12; **Racial Modifiers** +4 Stealth in snow, +8 Survival

Languages Common, Giant, Necril

Gear chain shirt, greataxe

ECOLOGY

Environment cold mountains

Organization solitary, gang (2-5), or band (self plus 1d6 ghouls)

Treasure standard

SPECIAL ABILITIES

Command Ghouls (Su) See the dread ghoul template.

Create Spawn (Su) See the dread ghoul template.

CREATING A NORMAL GHOUL

You can use this template to create a creature that closely mimics the standard ghoul. To do so, simply alter the features of the dread ghoul template in the following ways.

- The CR is the same as the base creature.
- The ghoul does not gain the command ghouls, create spawn, scent, or a racial bonus on Survival checks.
- The ghoul gains channel resistance +2 instead of +4
- The ghoul gains the ghoul fever ability on any bite attack.
- Elves are immune to a ghoul's paralysis ability.
- The ghoul's speeds are unchanged.

SAMPLE GHOUL

A husk of an arachnid smells of old webs and tombs. Its front two legs end in sharp claws.

GIANT SPIDER GHOUL

Giant spider ghouls inhabit sealed tombs and crypts often cannibalizing each other. Their ability to paralyze in addition to their poison make them particular dangerous.

Giant Spider Ghoul CR 1 • XP 400

NE Medium undead (*Pathfinder® Roleplaying Game Bestiary™*)

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

DEFENSE

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 4 (3d8-9)

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

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +3 (1d6+1 plus disease, paralysis and poison) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks disease, paralysis (1d4+1 rounds, DC 8), poison, web (+7 ranged, DC 8, 3 hp)

STATISTICS

Str 13, **Dex** 21, **Con** —, **Int** —, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** +3; **CMD** 18

Skills Climb +17, Perception +6 (+10 in webs), Stealth +9 (+13 in webs); **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth, +4 Stealth and Perception in webs

ECOLOGY

Environment any

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

Treasure incidental

SPECIAL ABILITIES

Disease (Ex): *Ghoul Fever*: Bite—injury; *save* Fort DC 8; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves.

Poison (Ex): Bite - injury; *save* Fort DC 10; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

DREAD LACEDON

Dread lacedons are corpses animated by the restless spirits of those who drowned or were killed but not devoured by a dread lacedon. They swim through the ocean depths in deadly schools or stalk though swamps seeking other creatures to drown and devour.

With its bloated body discolored by rot, a dread lacedon is horrifying to look upon. Its thick limbs sport sharp claws almost hidden by folds of flesh, and its mouth is a gaping maw filled with sharklike teeth. Heedless of its body's condition, a dread lacedon takes no notice of the seaweed that tangles in its hair or the tiny sea creatures that take up residence in its body. Now and then, the inexorable killing bite of a dread lacedon is accompanied by a crustacean crawling from its mouth or eye socket, coming to partake of the meal before the dread lacedon consumes it all.

CREATING A DREAD LACEDON

"Dread Lacedon" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). A dread lacedon uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Type: The creature's type changes to undead and gains the aquatic subtype. Do not recalculate base attack bonuses, saves, or skill points.

Alignment: Any evil.

Armor Class: The dread lacedon's natural armor bonus improves by +3.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread lacedon, in addition to normal undead traits, gains channel resistance +4.

Speed: If the base creature has both a swim speed and a land speed, the lower of the two increases to match the higher. If it lacks one of those speeds, the dread lacedon gains the missing mode of movement at a speed equal to the other. If the base creature lacks both modes of movement, the dread lacedon gains both at a speed equal to one-half the base creature's highest speed.

Attacks: A dread lacedon gains the grab and paralysis (1d4+1 rounds) universal abilities on all natural attacks.

If the base creature possesses at least one mouth but has no natural attack with it, the dread lacedon gains a bite attack with each mouth. The bite attack is primary if the base creature has no natural attacks; otherwise, it is secondary. If the base creature possesses at least one arm but has no natural attacks with it, the dread lacedon gains a secondary claw attack with each such limb.

The damage gained for the bite and/or claw attacks depends on the base creature's size. Damage from any claw attacks granted by this template is treated as if the base creature was one size category larger.

Special Attacks: The dread lacedon gains the following special attacks. Unless otherwise specified, the save DC is Charisma-based.

Command Lacedons and Ghouls (Su): As a free action, a dread lacedon can automatically command all normal lacedons and ghouls within 30 feet (as the *command undead* spell). Normal lacedons and ghouls never attack a dread lacedon unless compelled.

Create Spawn (Su): In most cases, dread lacedons feast on the bodies of the fallen, or sea creatures such as sharks devour the remains. However, any creature killed by a dread lacedon that lies undisturbed until the next midnight rises as a dread lacedon at that time. The new dread lacedon is under the control of its creator (as though under the effect of a *dominate monster* spell) if the latter is within 30 feet of it at the time it rises. A *protection from evil* or *gentle repose* spell cast on the corpse prevents its conversion.

Spell-Like Abilities: A dread lacedon gains the following spell-like ability. Its caster level is equal to its total HD.

3/day—*control water*

Abilities: Str +4, Dex +4, Int +2, Wis +4, Cha +4. As an undead creature, a dread lacedon has no Constitution score.

Special Qualities: A dread lacedon gains the following special quality.

Nauseating Flesh (Ex): A creature that damages a dread lacedon with a bite attack, or swallows one whole, or otherwise eats the dread lacedon's flesh must succeed on a DC 20 Fortitude save or be nauseated for 1 day. Success drops the duration of the nausea to 1d4 rounds. Nausea can be negated by a *remove disease* or *purify food and drink*.

Environment: Any aquatic or coastline.

SAMPLE DREAD LACEDON

An immense bloated whale corpse, exposed muscles twitch with unlife.

DREAD LACEDON GREAT WHITE WHALE

As if the great white whale wasn't a monster enough, occasionally other dread lacedons and evil seafolk turn one into a living undead fortress. A white whale dread lacedon, unless controlled via magic, strikes at any ship it can sense. Often directing other lacedons to drown and turn any survivors. As a living fortress, various undead live inside the dread lacedon's form. A few individuals control and direct the dread lacedon. This control is always maintained, for the inhabitants within know what a dread fate they will meet if it ever breaks its bonds..

Dread Lacedon Great White Whale **CR 16 • XP 76,800**

NE Colossal undead (aquatic) (*Pathfinder® Roleplaying Game Bestiary 2™*)

Init +0; **Senses** blindsight 120 ft., low-light vision; Perception +15

DEFENSE

AC 33, touch 2, flat-footed 33 (-8 size, +31 natural)

hp 63 (18d8-18)

Fort +12, **Ref** +11, **Will** +10

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed swim 40 ft.

Melee bite +27 (6d6+22/19-20 plus paralysis plus grab) and tail slap +22 (3d6+11 plus paralysis plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks capsize, command lacedons and ghouls, create spawn, paralysis (1d4+1 rounds, DC 18), smashing breach (DC 18)

Spell-Like Abilities (CL 18th; concentration +17)

3/day—*control water*

STATISTICS

Str 54, **Dex** 10, **Con** —, **Int** 4, **Wis** 15, **Cha** 9

Base Atk +13; **CMB** +43 (+45 bull rush, +47 grapple); **CMD** 53 (55 vs. bull rush, can't be tripped)

Feats Critical Focus, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Iron Will, Power Attack, Staggering Critical

Skills Perception +15, Swim +41

SQ nauseating flesh

ECOLOGY

Environment any ocean

Organization solitary or 1 plus 1d10 lacedons

Treasure none

SPECIAL ABILITIES

Command Lacedons and Ghouls (Su) See the dread lacedon template.

Nauseating Flesh (Ex) See the dread lacedon template.

Smashing Breach (Ex) As a full-round action, a great white whale dread lacedon can make a special charge attack against creatures on the surface of the water. At the end of its charge, the whale breaches, then slams down onto the target with incredible force. Any Huge or smaller creatures in the whale's space must make a DC 18 Reflex save or take 4d8+30 points of bludgeoning damage and be forced into the nearest square that is adjacent to the whale. This breach automatically attempts to capsize any boats caught wholly or partially in this area. The save DC is Charisma-based.

CREATING A NORMAL LACEDON

To create a creature that closely mimics the standard lacedon apply the normal ghoul template (see page 88, listed beneath the dread ghoul) then give the base creature the aquatic subtype and a swim speed as a dread lacedon. Additionally change its environment to an appropriate aquatic, swamp one and/or coastline.

SAMPLE LACEDON

This giant creature has skin bloated as if it was long drowned. Rotten plant life hangs from its black nailed claws.

SALT-WATER MERROW LACEDON

Merrow lacedons area a blight on the sea. They often raid sea-side communities, dragging all living creatures they can into the sea either to eat or to convert.

SALT-WATER MERROW LACEDON CR 6 • XP 2,400

NE Huge undead (aquatic, giant) (*Pathfinder® Roleplaying Game Bestiary 2™*)

Init +5; **Senses** low-light vision; Perception +9

DEFENSE

AC 23, touch 13, flat-footed 18 (+5 Dex, -2 size, +10 natural)

hp 31 (7d8-7)

Fort +4, **Ref** +7, **Will** +6

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 40 ft., swim 40 ft.

Melee bite +6 (2d6+4 plus disease plus paralysis) and 2 claws +12 (1d8+8 plus paralysis plus grab)

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

Special Attacks disease, paralysis (1d4+1 rounds, DC 12)

STATISTICS

Str 27, **Dex** 20, **Con** —, **Int** 8, **Wis** 14, **Cha** 9

Base Atk +5; **CMB** +15 (+19 grapple); **CMD** 30

Feats Iron Will, Power Attack, Vital Strike, Weapon Focus (claw)

Skills Perception +9, Stealth +0 (+4 in water), Swim +16; **Racial Modifiers** +4 Stealth in water

Languages Giant

SQ amphibious

ECOLOGY

Environment any coastline

Organization solitary, pair, gang (3–4), or family (5–16)

Treasure standard

SPECIAL ABILITIES

Disease (Su): *Ghoul Fever:* Bite—injury; *save* Fort DC 12; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves.

DREAD LICH

Like normal liches, dread liches are powerful undead spellcasters who used vile magic and dreadful ceremonies to prolong their time in the living world. However, the process of becoming a dread lich is a greater secret than the evil ceremonies required to become a normal lich. Although powerful spellcasters sometimes discover this secret while preparing for lichdom, most dread liches were once normal liches who spent centuries researching arcane lore in search of the secret.

CREATING A DREAD LICH

"Dread Lich" is an acquired template that can be added to any living creature capable of creating the required phylactery, or to any standard lich (referred to hereafter as the base creature). A dread lich uses all the base creature's statistics and special abilities except as noted here.

CHALLENGE RATING: If base creature is a lich +1; otherwise +3.

TYPE: The creature's type changes to undead if it was not already undead, and it gains the evil subtype. Do not recalculate base attack bonuses, saves, or skill points.

ALIGNMENT: Any evil.

SENSES: A dread lich gains darkvision 120 ft.

AURA: A dread lich gains the following aura:

Dread Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that looks upon a dread lich must succeed on a Will save or become panicked. Creatures with 5 HD or more must succeed at a Will save or be frightened for a number of rounds equal to the dread lich's total Hit Dice. A creature that successfully saves cannot be affected again by the same dread lich's aura for 24 hours. This is a mind-affecting *fear* effect. The save DC is Charisma-based.

If the base creature is a lich this ability replaces its fear aura.

ARMOR CLASS: Natural armor class increases by +5.

THE DREAD LICH'S PHYLACTERY

An integral part of becoming a dread lich is creating a magic phylactery in which to store its life force. Unless the phylactery is located and destroyed, the dread lich reforms next to its phylactery 1d4 days after its apparent death. It does not matter how far away the dread lich is from its phylactery, but the two must be on the same plane. If the phylactery is on a different plane, the dread lich reforms 1d4 days after the phylactery is brought to the plane on which the dread lich was destroyed.

Each dread lich must make its own phylactery—a task that requires the Craft Wondrous Item feat. The base creature must be able to cast spells or use spell-like abilities, and its caster level must be at least 15th. The phylactery costs 200,000 gp to create and has a caster level equal to that of its creator at the time of creation.

The most common kind of phylactery is a Tiny mithral box that has hardness 20, 40 hit points, and a break DC of 40. Other types of phylacteries, such as rings, amulets, or similar items, can also exist.

A dread lich can also make another nonliving creature, except another dread lich, as its phylactery via the use of powerful magic such as *wish* or *miracle*.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread lich, in addition to normal undead traits, has DR 15/magic and good, immunity to cold and electricity, and channel resistance +6.

Stable Form (Ex): A dread lich is immune to all polymorph effects except those it casts on itself.

Rejuvenation (Su): When a dread lich is destroyed, its phylactery (which is typically hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the dread lich's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes the lich wakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Speed: A dread lich can fly with perfect maneuverability at a speed equal to the base creature's highest speed. If the base creature already has a fly speed, its maneuverability becomes perfect. If the base creature gains flight, it is a supernatural ability.

Attacks: All of a dread lich's natural attacks are considered magic and evil-aligned for the purpose of overcoming damage reduction.

If the base creature is not a lich, a dread lich gains a touch attack that it can use once per round. A lich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). A lich armed with a weapon uses its weapons normally and can use its touch attack as a secondary natural weapon.

A dread lich's touch attack uses negative energy to deal 1d10 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the dread lich. As negative energy, this damage can be used to heal undead creatures. A dread lich can take a full-round action to infuse itself with this energy, healing damage as if it had used its touch attack against itself.

If the base creature is a lich, its touch attack damage increases as above.

Special Attacks: If the base creature is a normal lich, the dread lich loses all the special attacks it gained from that template and gains the ones below. Otherwise, the dread lich retains all the base creature's special attacks and gains those described here.

Empowered Spells (Ex): All of a dread lich's spells from the necromancy school, spells with the evil descriptor, and spell-like abilities are automatically affected as if by the Empower Spell feat. Such spells do not require higher-level spell slots or increased casting times. The Empower Spell feat cannot be used to further augment these spells.

Cursed Touch (Su): Any living creature a dread lich hits with its touch attack must succeed on a Fortitude save or be paralyzed and cursed by a death curse that slowly wastes them away.

The curse must be removed before any attempt to remove the paralysis can occur. Further, the curse slowly drains away the target's Constitution at the rate of one point of Con drain a day. A creature's Con cannot be restored until the curse is removed. If the creature's Con is reduced to 0, it immediately disintegrates into a pile of ash and bones. Only powerful magic, such as true resurrection, miracle or wish, can bring them back to life.

After the curse is removed, *remove paralysis* can free the victim. If either attempt to remove the curse or the paralysis fails, the creature's Con immediately goes to 0 and it dies as above. Both the paralysis and the curse cannot otherwise be dispelled. Anyone under the effect of the cursed touch seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Creatures immune to paralysis, except for other dread liches, can still be inflicted by the curse of the dread lich's touch. The save DC and the DC to remove the curse are both based on the dread lich's Charisma.

Strong Spellweaving (Ex) A -4 penalty applies to any dispel check made to dispel a spell cast by a dread lich.

Spells: The dread lich can cast spells as it did in life.

Abilities: Str +4, Dex +2, Int +4, Wis +4, Cha +4. As an undead creature, a dread lich has no Constitution score.

Feats: The dread lich gains Combat Casting, Command Undead, Greater Spell Penetration, Spell Focus (necromancy), and Spell Penetration as bonus feats. The dread lich's caster level for the Command Undead feat is either 15 or 2 + its divine caster level, whichever is greater.

Skills: A dread lich receives a +8 racial bonus on Perception, Sense Motive, and Stealth checks, and a +4 insight bonus on Linguistics, Knowledge (all), Spellcraft, and Use Magic Device checks.

SAMPLE DREAD LICH

An impossibly large humanoid, its dry flesh is pulled tight over its bones and two dead blue lights form its eyes.

APPOLOUS

For centuries Appolous was obsessed with the secrets of true immortality. The titan traveled countless worlds and planes learning all he could about the various methods mortals try to achieve immortality. When he discovered lichdom, Appolous realized that this was the path he wished to pursue. In fact, he knew he could improve it. The titan retreated to a small demi-plane to make his transformation. When he was done, the demi-plane was no more, and Appolous emerged as a dread lich.

Appolous **CR 25 • XP 1,638,400**

Male thanatotic titan dread lich (*Pathfinder® Roleplaying Game Bestiary 2™*)

CE Colossal undead (chaotic, evil, extraplanar)

Init +5; **Senses** darkvision 120 ft.; Perception +41

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

DEFENSE

AC 32, touch 3, flat-footed 31 (+1 Dex, +29 natural, -8 size)

hp 333 (23d8+207)

Fort +16, **Ref** +16, **Will** +22

Defensive Abilities channel resistance +6, rejuvenation; **DR** 15/epic, good, lawful, and magic; **Immune** aging, cold, electricity, stable form, undead traits; **SR** 33

OFFENSE

Speed 60 ft., fly 60 ft. (perfect)

Melee 2 claws +36 (2d8+21/19-20) or cursed touch +36 touch (1d10+11 plus curse and paralysis)

Ranged rock +17 (4d6+31)

Space 30 ft.; **Reach** 30 ft.

Special Attacks cursed touch (DC 30), empowered spells, godslayer (DC 30), rock throwing (100 ft.), strong spellweaving, trample (2d8+31, DC 42)

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

Constant—*air walk, mind blank, spell turning, true seeing*

At will—*break enchantment* (DC 23), *divination*, empowered *bestow curse* (DC 23), *greater dispel magic, sending*

3/day—*disintegrate* (DC 25), *greater scrying* (DC 25), *heal, mass suggestion* (DC 24)

1/day—*greater planar ally, imprisonment* (DC 28), *meteor swarm, true resurrection*

STATISTICS

Str 53, **Dex** 12, **Con** —, **Int** 31, **Wis** 24, **Cha** 28

Base Atk +23; **CMB** +52 (+54 bull rush); **CMD** 63 (65 vs. bull rush)

Feats Awesome Blow, Bleeding Critical, Combat Casting[B], Command Undead[B], Critical Focus, Greater Spell Penetration[B], Greater Vital Strike, Improved Bull Rush, Improved Critical (claws), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Spell Focus (necromancy)[B], Spell Penetration[B], Vital Strike

Skills Bluff +35, Craft (alchemy) +36, Diplomacy +32, Disguise +32, Fly +16, Intimidate +32, Knowledge (arcana, history, planes) +40, Knowledge (religion) +37, Perception +41, Perform (oratory) +32, Sense Motive +41, Spellcraft +40, Stealth +19, Use Magic Device +39; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Celestial, Common; telepathy 300 ft.

SPECIAL ABILITIES

Cursed Touch (Su) See the dread lich template.

Dread Fear Aura (Su) See the dread lich template.

Empowered Spells (Ex) See the dread lich template.

Godslayer (Su) When a thanatotic titan damages a creature capable of casting divine spells, that creature must make a DC 30 Will save or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. A thanatotic titan's attacks are treated as epic and evil for the purposes of overcoming damage reduction. The save DC is Charisma-based.

Stable Form (Ex) See the dread lich template.

Strong Spellweaving (Su) See the dread lich template.

DREAD MOHRG

Most of a dread mohrg's flesh and organs have long ago sloughed off its bones or been pecked away by scavengers, but its intestines remain—still moist and bloody despite baking sun and drying wind. The creature's guts squirm and writhe of their own accord, and even snake up through its mouth. Its intestine-tongue is tipped with a sharp and hollow spike made of bone, which the dread mohrg uses to lash out at living creatures.

CREATING A DREAD MOHRG

"Dread Mohrg" is an acquired template that can be added to any evil living creature with a mouth and digestive tract that includes intestines (referred to hereafter as the base creature). A dread mohrg uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Alignment: Any evil.

Type: The creature's type changes to undead and gains the evil subtype. Do not recalculate base attack bonuses, saves, or skill points.

Aura: A dread mohrg gains the unnatural aura (30 ft.) ability.

Armor Class: Natural armor class by +9.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread mohrg, in addition to normal undead traits, gains cold, electricity, and fire resistance 10, as well as channel resistance +4.

Speed: If the base creature has a fly speed because it possesses wings, its maneuverability is reduced by one step (minimum clumsy). A fly speed granted by supernatural means does not change.

Attacks: The dread mohrg retains all the base creature's attacks and its weapon and armor proficiencies. The dread mohrg gains two primary slam attacks if it has no other natural attacks, as well as a primary tongue attack for each head it possesses. The damage for any attacks gained by the application of this template depends on the base creature's size. Treat the tongue attack as a gore attack of a creature one size category larger. Damage from any slam attacks granted by this template is treated as if the base creature was three size categories larger.

Space/Reach: A dread mohrg has a reach 5 feet greater than the base creature's reach with its tongue attack.

Special Attacks: The dread mohrg retains all the base creature's special attacks, gains paralysis (1d4+4 rounds) with each natural attack, and gains the following.

Command Mohrgs and Zombies (Su): As a free action, a dread mohrg can automatically command all normal mohrgs and zombies within 30 feet (as the *command undead* spell). Normal mohrgs and zombies never attack a dread mohrg unless compelled.

Create Spawn (Su) Any living creature of the dread mohrg's size or smaller killed by a dread mohrg rises immediately as an advanced fast zombie (see the *Pathfinder® Roleplaying Game Bestiary™*) under the dread mohrg's control (as the *dominate monster* spell). The sudden bloom of unlife when a dread mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the dread mohrg. Whenever a dread 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.

Abilities: Str +10, Dex +8, Cha +4. As an undead creature, a dread mohrg has no Constitution score.

Feats: A dread mohrg gains Improved Grapple and Multiattack as bonus feats.

Skills: A dread mohrg has a +8 racial bonus on Climb, Perception, Stealth, and Swim checks.

SAMPLE DREAD MOHRG

A multi-headed dragonlike skeleton, its viscera drags along the ground, and it has a barbed tongue for each of its heads.

DREAD MHORG CRYOHYDRA

The dread mohrg cryohydra is a cunning killing machine that seeks to slay all it encounters. It is driven by a hunger that is never satisfied and an anger that never ends.

Dread Mohrg Seven-Headed Cryohydra **CR 10 • XP 9,600**

NE Huge undead (cold, evil) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +20

Aura: unnatural aura (30 ft.)

DEFENSE

AC 30, touch 13, flat-footed 25 (+5 Dex, +17 natural, -2 size)

hp 38 (7d8+7); fast healing 7

Fort +6, **Ref** +12, **Will** +4

Defensive Abilities channel resistance +4; **Immune** cold, undead traits; **Resist** electricity 10, fire 10

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 7 bites +13 (1d8+8 plus paralysis) and 7 tongues +13 (3d6+8 plus paralysis)

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

Special Attacks 7 breath weapons (15-ft. cone, DC 18, 3d6 cold), command mohrgs and zombies, create spawn, paralysis (1d4+4 rounds, DC 14), pounce

STATISTICS

Str 27, **Dex** 20, **Con** –, **Int** 2, **Wis** 11, **Cha** 13

Base Atk +7; **CMB** +17 (+19 grapple); **CMD** 32 (34 vs. grapple, can't be tripped)

Feats Combat Reflexes, Improved Grapple[B], Iron Will, Lightning Reflexes, Multiattack[B], Snatch

Skills Climb +16, Perception +20, Stealth +5, Swim +24; **Racial Modifiers** +8 Climb, +10 Perception, +8 Stealth, +8 Swim

SQ hydra traits, regenerate head

ECOLOGY

Environment cold marshes
Organization solitary or self plus 1d6 advanced fast zombies
Treasure standard

SPECIAL ABILITIES

Command Mohrgs and Zombies (Su) See the dread mohrg template.

Create Spawn (Su) See the dread mohrg template.

Fast Healing (Ex) A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

Hydra Traits (Ex) A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

CREATING A NORMAL MOHRG

You can use this template to create a creature that closely mimics the standard mohrg. To do so, alter the features of the dread mohrg template as follows.

- The CR increase is +1 instead of +2
- The mohrg does not gain the evil subtype.
- The mohrg's tongue makes a melee touch attack that deals no damage and does not have extra reach.
- The mohrg does not gain the command mohrgs and zombies, resistances, channel resistance, the unnatural aura, bonus feats, or racial skill bonuses.
- The mohrg gains the create spawn ability of the standard mohrg but it applies to only to creatures of its original type.
- The mohrg's natural armor is +8.
- The mohrg gains the grab ability with all its natural melee attacks except its tongue attack.

SAMPLE MOHRG

This chitinous, crablike creature clings to the wall, a long filament waves from a thick tongue of rotting viscera.

CAVE FISHER MOHRG

Sometimes when a cave fisher captures and eats a mohrg, the violent spirit of the undead transfers to the vermin, transforming it to a monstrous hybrid of undead and insect. Cave fisher mohrgs are more aggressive than their living kin, using their filament to draw any prey towards their paralyzing tongue and ripping claws.

CAVE FISHER MOHRG **CR 3 • XP 800**

NE Medium undead (*Pathfinder® Roleplaying Game Bestiary™*)
Init +5; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 27, touch 15, flat-footed 22 (+5 Dex, +12 natural)
hp 10 (3d8-3)
Fort +2, **Ref** +6, **Will** +1
Immune undead traits

OFFENSE

Speed 20 ft., climb 20 ft.
Melee 2 claws +10 (1d4+8 plus paralysis plus grab) and tongue +10 (paralysis)
Ranged filament +7 (pull)
Special Attacks create spawn, paralysis (1d4+4 rounds, DC 10), pull (filament, 10 ft.)

STATISTICS

Str 27, **Dex** 20, **Con** —, **Int** —, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +10 (+14 with pull); **CMD** 25 (37 vs. trip)
Skills Climb +16

ECOLOGY

Environment any underground
Organization solitary, pair, or tangle (3-6)
Treasure none

SPECIAL ABILITIES

Create Spawn (Su) Vermin 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. 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.

Filament (Ex) A cave fisher dread mohrg can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time

Pull (Ex) A cave fisher dread mohrg has a +4 racial bonus on CMB checks made using its pull special attack

DREAD MUMMY

Cradled in the scorching sands beneath the relentless sun lie the tombs of kings and pharaohs. But those interred within these structures do not always rest quietly—some rise from their sarcophagi and crypts to walk the land as mummies. A few, known as dread mummies, become kings among the undead. These lords of death learn to command their fellows and visit destruction upon those who dare to stir their wrath.

A dread mummy's flesh atrophies after death, allowing its skin to shrink tightly against its bones. Although not all dread mummies are wrapped in funerary cloth, many are.

CREATING A DREAD MUMMY

"Dread Mummy" is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature). A dread mummy uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +3.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate base attack bonuses, saves, or skill points.

Aura: A dread mummy gains the following aura:

Greater Despair (Su): Any creature within 100 feet of a dread mummy must succeed on a Fortitude save or be paralyzed by fear for 1d4 rounds. Once a creature recovers from the paralyzation effect, it remains staggered for 1 additional round. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and mind-affecting fear effect. The save DC is Charisma-based.

Armor Class: Natural armor class improves by +10.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread mummy, in addition to normal undead traits, has DR 5/—, cold immunity, and channel resistance +4.

Weaknesses: Dread mummies have fire vulnerability.

Attacks: A dread mummy gains a primary slam attack if it has no other natural attacks. The damage for this attack depends on the base creature's size, as if the base creature was two size categories larger.

Special Attacks: All of a dread mummy's natural attacks transmit mummy rot (see Mummy in *Pathfinder® Roleplaying Game Bestiary™*). The dread mummy gains the following. All save DCs are Charisma-based unless otherwise specified.

Breath of Death (Su): Once every 1d4 rounds, a dread mummy can breathe a 30-foot cone of tomb gas, sand, and dust. Each living creature in the area must succeed on a Fortitude save or gain 1d4 negative levels. A creature killed by a dread mummy's breath of death ability rises as a juju zombie (see the *Pathfinder® Roleplaying Game Bestiary 2™*) or dread zombie (page 121) in 1d4 rounds. A zombie created in this manner is under the command of its creator (as *command undead* spell) and remains so until either it or the creator is destroyed.

Create Spawn (Su): Any creature killed by a dread mummy's mummy rot ability turns to dust and blows away on the wind. If the dread mummy that infected the creature with the disease is not destroyed within 1 week, the dust reforms a new dread mummy. A dread mummy created in this manner is under the command of its creator (as the *dominate monster* spell) and remains so until either it or the creator is destroyed.

Spell-Like Abilities: A dread mummy gains the following spell-like abilities. It caster level is equal to its total HD. All saves DCs are Charisma-based.

DIFFERENT MUMMIES

By altering a few aspects of this template, a GM can easily create a dread mummy for a different environment. Make the special abilities of the dread mummy reflective of the new environment. For example, a bog dread mummy's breath of death attack could be a torrent of putrid bog water. Further, switch the dread mummy's spell-like abilities for different ones of the same or lower spell level as appropriate for the environment. For example, a bog dread mummy might be able to use *control water* while a dread mummy created on the frozen peak of a mountain might be able to use *cone of cold*.

At will—*animal messenger*, *calm animals*, *command undead*, *heat metal*, *summon swarm*

3/day—*commune with nature*, *control winds*, *dominate animal*, *insect plague*

1/day—*control weather*, *creeping doom*, *earthquake*, *sunbeam*.

Abilities: Str +14, Dex +4, Int +2, Wis +4, Cha +4. As an undead creature, a dread mummy has no Constitution score.

SAMPLE DREAD MUMMY

Half-bird and half-woman, its body is withered, and flesh is yellow and desiccated.

DREAD MUMMY HARPY

Dry as the deserts they inhabit, dread mummy harpies often lead groups of lesser undead or evil creatures raiding and pillaging trade routes and waylaying travelers.

Dread Mummy Harpy **CR 7 • XP 3,200**

CE Medium undead (*Pathfinder® Roleplaying Game Bestiary™*)

Init +4; **Senses** darkvision 60 ft.; Perception +9

Aura greater despair (100 ft., paralyzed for 1d4 rounds and staggered 1 round, **Will** DC 18 negates)

DEFENSE

AC 26, touch 15, flat-footed 21 (+4 Dex, +1 dodge, +11 natural)

hp 66 (7d8+35)

Fort +9, **Ref** +9, **Will** +8

Defensive Abilities channel resistance +4; **DR** 5/—; **Immune** cold, undead traits

Weakness vulnerability to fire

OFFENSE

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

Melee *+1 heavy mace* +16/+11 (1d8+9) or 2 talons +15 (1d6+8 plus mummy rot)

Special Attacks breath of death (30-ft. cone, Fort DC 18 negates, 1d4 neg. levels, 1/1d4 rounds), captivating song (DC 18), create spawn, mummy rot

Spell-Like Abilities (CL 7th; concentration +12)

At will—*animal messenger, calm animals* (DC 16), *command undead* (DC 17), *heat metal* (DC 17), *summon swarm*

3/day—*commune with nature, control winds* (DC 20), *dominate animal* (DC 18), *insect plague*

1/day—*control weather, creeping doom* (DC 22), *earthquake* (DC 23), *sunbeam* (DC 22)

STATISTICS

Str 26, **Dex** 19, **Con** —, **Int** 9, **Wis** 16, **Cha** 21

Base Atk +7; **CMB** +15; **CMD** 29

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

Skills Bluff +9, Fly +14, Intimidate +9, Perception +9, Perform (sing) +7, Stealth +14

Languages Common

Gear *+1 heavy mace*

SPECIAL ABILITIES

Breath of Death (Su) See the dread mummy template.

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 18 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.

Create Spawn (Su) See the dread mummy template.

Greater Despair (Su) See the dread mummy template.

Mummy Rot (Su)*:* curse and disease—slam; *save* Fort DC 18; onset 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —.

Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

CREATING A NORMAL MUMMY

You can use this template to create a creature that closely mimics the standard mummy. To do so, simply alter the features of the dread mummy template in the following ways.

- The CR increase is +1 instead of +3.
- The mummy gains no special attacks or spell-like abilities of the dread mummy except for mummy rot, damage reduction, and fire vulnerability.
- The mummy gains the despair special ability.
- Instead of the changes given in the dread mummy template, change the base creature's ability scores as follows: Str +14, Int -4 (minimum 1), Wis +4, Cha +4.

SAMPLE MUMMY

A gnoll, its dry skin pulled tight over its bones, reaches out from the darkness. A single word, barely a whisper, crosses its vicious jaws. "Leave!"

THE KEEPER

The Keeper is a guardian of the necropolis of ancient gnoll kings' tombs. He patrols the underground tombs, warning any intruders off… once.

THE KEEPER **CR 9 • XP 6,400**

Male gnoll mummy cleric 8 (*Pathfinder® Roleplaying Game Bestiary™*)

LE Medium undead (gnoll)

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

Aura aura of decay (30 ft.), despair (30 ft., paralyzed for 1d4 rounds, Will DC 12 negates)

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural)

hp 63 (10d8+18)

Fort +10, **Ref** +4**, Will** +9

DR 5/—; **Immune** undead traits

Weakness vulnerability to fire

OFFENSE

Speed 30 ft.

Melee slam +16 (1d8+13 plus mummy rot)

Special Attacks aura of destruction (+4, 8 rounds/day), channel negative energy 4/day (DC 17, 4d6), destructive smite (+4, 6/day), mummy rot (DC 12), wooden fists (+4, 6 rounds/day)

Cleric Spells Prepared (CL 8th; concentration +11):

4th—*giant vermin, inflict critical wounds* (DC 17), *poison*[D] (DC 17)

3rd—*contagion* (DC 16), *glyph of warding* (DC 16), *magic circle against good, prayer, rage*[D]

2nd—*barkskin*[D], *desecrate, hold person* (DC 15), *lesser animate dead, summon monster II*

1st—*comprehend languages, curse water* (DC 14), *decompose corpse* (DC 14), *detect good, inflict light wounds* (DC 14), *true strike*[D]

0 (at will)—*bleed* (DC 13), *detect magic, read magic, resistance*

D Domain spell; **Domains** Plant (Decay[APG]), Destruction

STATISTICS

Str 28, **Dex** 14, **Con** —, **Int** 4, **Wis** 16, **Cha** 12

Base Atk +7; **CMB** +16; **CMD** 28

Feats Combat Casting, Enlarge Spell, Improved Channel, Leadership, Still Spell

Skills Intimidate +3, Knowledge (history) +2, Knowledge (religion) +2, Perception +7

Languages Common, Gnoll

SQ aura

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 12 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su): curse and disease—slam; *save* Fort DC 12; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —.

Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

DREAD POLTERGEIST

A dread poltergeist is created when a creature dies under traumatic circumstances in a place of great importance to it. Often the locations that house dread poltergeists are places where they felt a sense of ownership and security. A simple death, even murder, is rarely enough to cause the victim's spirit to remain as a dread poltergeist—the death must intimately involve the location as well as a torturous death. A gravedigger buried alive in his graveyard might become a poltergeist, as might a ferryman who drowned beneath his dock, or a steward crushed beneath his desk.

Dread poltergeists are mad and erratic beings that often lie dormant for weeks or even months at a time. A dread poltergeist may resurface when some creature reminds it of its former life or defiles the place it is attached to. Naturally invisible and possessed of frightening powers, dread poltergeists usually manage to frighten off and kill trespassers with terrible efficiency.

CREATING A DREAD POLTERGEIST

"Dread Poltergeist" is an acquired template that can be added to any living, intelligent creature with a Charisma score of 3 or higher (referred to hereafter as the base creature). A dread poltergeist uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +3.

Alignment: Usually chaotic evil.

Type: The creature's type changes to undead and gains the incorporeal subtype. Do not recalculate base attack bonuses, saves, or skill points.

Armor Class: The base creature's armor, shield, and natural armor bonuses no longer apply, but the poltergeist gains a deflection bonus to Armor Class equal to its Charisma bonus or +1, whichever is higher. Unlike most incorporeal creatures, poltergeists can use and carry equipment (see Manipulation under Special Attacks)

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A poltergeist gains channel resistance +2, DR 10/good, and natural invisibility as well as the following.

Rejuvenation (Su): When a dread poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms where it was destroyed, fully healed. The only way to permanently destroy a dread poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace (similar to a ghost). The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different poltergeist or group of poltergeists by the GM.

Speed: A dread poltergeist gains a fly speed equal to the base creature's highest speed with perfect maneuverability. It loses all other speeds the base creature possesses.

Attacks: The dread poltergeist retains all the base creature's natural attacks and its weapon and armor proficiencies. However, all its attacks become incorporeal touch attacks, retaining the same primary or secondary status they had for the base creature. The poltergeist gains a primary incorporeal touch attack if it has no other natural attacks. The poltergeist's incorporeal touch attacks are dependent on its size and deal slashing damage unmodified by Strength as a talon attack of one size category larger.

Unlike most incorporeal creatures, a poltergeist can use and carry equipment (see Manipulation) and thus can use weapons appropriate for its size.

Special Attacks: The poltergeist loses all special attacks that require corporeal contact, but it gains those described here.

Frightener (Su): Once per minute as a standard action, a dread poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghostlike humanoid. All creatures within 30 feet when a poltergeist uses this ability must make a Will save to avoid becoming frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the end of its turn as a free action. A creature that successfully saves is immune to this effect of that dread poltergeist for 24 hours but is still subject to the terrifying and killing image abilities. If the dread poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect. The save DC is Charisma-based. The dread poltergeist has a +3 racial bonus to this DC.

Killing Image (Su): Once per day, a dread poltergeist can turn its terrifying image (see page 101) into a

deadly manifestation. This effect is identical to the *phantasmal killer* spell, but it affects all those that can directly see or hear the dread poltergeist. The killing image requires an additional save from the targeted creatures, even if it has made a successful save vs. the dread poltergeist's terrifying image ability. The caster level is equal to the dread poltergeist's total Hit Dice. The save DC is Charisma-based. The dread poltergeist has a +3 racial bonus to this DC.

Manipulation (Su): Although it is incorporeal, a dread poltergeist can use and carry equipment, manipulating the objects as it did in life, so long as the total weight of the items does not exceed 10 pounds per the Hit Die the poltergeist possesses. Thus, a dread poltergeist can wear armor, use weapons, and benefit from magic items worn, just as any corporeal creature can. These items do not encumber the poltergeist, so it does not take any armor check penalties or have an arcane spell failure chance. Its items do not become invisible or incorporeal, and the poltergeist cannot take them along as it passes through objects and creatures.

While manipulating objects, a dread poltergeist can perform all combat maneuvers normally forbidden to incorporeal creatures.

If a dread poltergeist is wearing clothing or armor, an opponent can attempt to grab its garb with a successful combat maneuver attempt. If the opponent succeeds on this check, the dread poltergeist can choose to move with the armor or clothes as though wearing them, or it can remain where it is and lose possession of the items.

Terrifying Image (Su): At will, the poltergeist can produce an effect like that of the *major image* spell, (caster level equals poltergeist's total Hit Dice), except that the poltergeist can make the image extremely frightening. Upon first seeing or hearing such an illusion, a creature must succeed on a Will save or affected as a *fear* spell. Once a creature makes its save vs. a terrifying image it is immune to this effect of that dread poltergeist for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based. The dread poltergeist has a +3 racial bonus to this DC.

Spell-Like Abilities: A dread poltergeist gains the following spell-like abilities. Its caster level is equal to its total Hit Dice. All saves are Charisma-based.

At will—*mage hand*, *telekinesis*

Abilities: Dex +4, Cha +4. If the base creature's Strength is higher than its Dexterity, the poltergeist's Dexterity becomes equal to the base creature's Strength. As an incorporeal creature, a poltergeist lacks a Strength score, and as an undead creature, it has no Constitution score.

CMB/CMD: A dread poltergeist has the CMB and CMD of the base creature when manipulating objects (see above). Replace the base creature's Strength bonus with its Charisma bonus when calculating its CMB and CMD

Feats: A dread poltergeist gains Ability Focus (*telekinesis*) as a bonus feat. Feats that have a Strength score prerequisite that the base creature satisfied, a dread poltergeist also satisfies with its Dexterity.

Special Qualities: The poltergeist retains all the base creature's special qualities that do not require corporeal contact with another creature and gains those described here.

Site Bound (Ex): A dread poltergeist must remain within 300 feet of the site where its living form died. If it is ever beyond this range, it immediately disappears and reappears near the center of its domain a round later.

SAMPLE DREAD POLTERGEIST

The barest semblance of a three armed giant in a hide shirt and wielding two morningstars.

DREAD POLTERGEIST ATHACH

When visible, the athach poltergeist appears as a hulking, misshapen biped with three arms. One arm juts from its chest just below a head filled with tusklike fangs. This particular poltergeist athach died in a mudslide in the lee of the hill that was his home.

Dread Poltergeist Athach CR 15 • XP 51,200

CE Huge undead (giant, incorporeal) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +13; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 25, touch 22, flat-footed 12 (+13 Dex, -2 size, +3 armor, +1 deflection)

hp 63 (14d8)

Fort +9, **Ref** +17, **Will** +7

Defensive Abilities channel resistance +2, incorporeal, natural invisibility, rejuvenation; **DR** 10/good; **Immune** undead traits; **Resist** cold 10

OFFENSE

Speed fly 50 ft. (perfect)

Melee incorporeal bite +21 (2d6) and 2 incorporeal slams +21 (1d8) or 2 *+2 morningstars* +23 (3d6+2)

Ranged rock +21 (2d6)

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

Special Attacks frightener 1/min. (DC 20), killing image 1/day (DC 20), manipulation, rock throwing (140 ft.), terrifying image (DC 20)

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

At will—*mage hand, telekinesis*

STATISTICS

Str —, **Dex** 36, **Con** —, **Int** 7, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +25; **CMD** 36

Feats Ability Focus (telekinesis)[B], Cleave, Improved Iron Will, Iron Will, Lunge, Multiattack, Power Attack, Vital Strike

Skills Climb +22, Fly +17, Perception +12

Languages Giant

SQ site bound

Gear hide shirt, 2 *+2 morningstars*

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Frightener (Su) See the dread poltergeist template.

Killing Image (Su) See the dread poltergeist template.

Manipulation (Su) See the dread poltergeist template.

Site Bound (Ex) See the dread poltergeist template.

Terrifying Image (Su) See the dread poltergeist template.

CREATING A POLTERGEIST

You can use this template to create a creature that closely mimics the standard poltergeist. To do so, simply alter the features of the dread poltergeist template in the following way.

- The CR changes to same as the base creature +2.
- A poltergeist loses its channel resistance and DR, does not gain incorporeal touch attacks and loses all natural attacks of the base creature, and does not have a CMD or CMB. It still retains all weapon proficiencies of the base creature.
- Change the ability score bonuses to Cha +4 only
- A poltergeist loses all the dread poltergeist's special attack and special qualities except for site bound and frightener. Additionally it loses *mage hand* as a spell-like ability.
- A poltergeist's telekinesis spell is limited up to 75 lbs.
- A poltergeist site bound quality is reduced to 120 ft.
- A poltergeist does not gain the bonus feats of a dread poltergeist or racial bonuses to special abilities.

SAMPLE POLTERGEIST

The image a skeletal orc rises up surrounded by floating armor and weapons.

CURSE OF THE BLOOD CLAN

The name of the orc who became the Curse of the Blood Clan has been lost to history. All that is known is that this restless spirit haunts grounds sacred to the Blood Clan preventing all from entering the site.

Curse of the Blood Clan CR 4 • XP 1,200

Male orc poltergeist barbarian 3 (*Pathfinder® Roleplaying Game Bestiary™*)

CE Medium undead (incorporeal, orc)

Init +4; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 14, touch 14, flat-footed 9 (+1 deflection, +4 Dex, +1 dodge, -2 rage)

hp 25 (3d12+6)

Fort +4, **Ref** +5, **Will** +2

Defensive Abilities ferocity, incorporeal, natural invisibility, rejuvenation, trap sense +1, uncanny dodge; **Immune** undead traits

Weakness light sensitivity

OFFENSE

Speed fly 40 ft. (perfect)

Special Attacks frightener (DC 14), rage (13 rounds/day), rage powers (roused anger)

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

At will—*telekinesis* (limited to 75 lbs.)

TACTICS

Base Statistics When not raging the Curse of the Blood Clan's statistics are **AC** 16, touch 16, flat-footed 11, **Will** +0

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 8, **Wis** 8, **Cha** 12

Base Atk +3; **CMB** +3; **CMD** 14

Feats Ability Focus (*telekinesis*)[B], Dodge, Extra Rage

Skills Acrobatics +10, Intimidate +7, Stealth +7 (+27 while moving or +47 while still vs. foes who can't see invisible)

Languages Common, Orc

SQ fast movement, weapon familiarity, site bound, tireless rage

SPECIAL ABILITIES

Frightener (Su) See the dread poltergeist template.

Rejuvenation (Su) See the dread poltergeist template.

Site Bound (Ex) See the dread poltergeist template (limited to 120 ft.)

DREAD SHADOW

Dread shadows exist in the terrible half-life of undead creatures. Like normal shadows, they are sentient pools of darkness and negative energy that drain strength and life from living creatures. As the lords of their kind, however, dread shadows can command lesser shadows and leap from darkness to darkness at will. A dread shadow makes no sound and seeks only to harm the living.

A dread shadow looks like a darker version of the original creature. Its form is composed of shade and darkness.

CREATING A DREAD SHADOW

"Dread Shadow" is an acquired template that can be added to any living, intelligent creature with a Charisma score of 15 or higher (referred to hereafter as the base creature) that was killed by a shadow or dread shadow. A dread shadow uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Alignment: Any evil.

Type: The creature's type changes to undead and gains the incorporeal subtype. Do not recalculate base attack bonuses, saves, or skill points.

Armor Class: The base creature's armor, shield, and natural armor bonuses no longer apply, but the dread shadow gains a deflection bonus to AC of equal to its Charisma bonus (minimum +1).

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread shadow, in addition to normal undead traits, gains channel resistance +3.

Speed: A dread shadow loses all the base creature's speeds and gains a fly speed equal to the base creature's highest speed with perfect maneuverability.

Attacks: A dread shadow loses any attacks with manufactured weapons and its natural attacks become incorporeal touch attacks, retaining the same primary or secondary status they had for the base creature. A dread shadow gains a primary incorporeal touch attack if it has no other natural attacks.

A dread shadow's natural attacks no longer deal normal damage. Instead, each incorporeal touch attack deals Strength damage (see below).

Special Attacks: A dread shadow loses all special attacks that require corporeal contact, but gains those described here. A dread shadow cannot cast spells that require material components unless it has the Eschew Materials feat.

Command Shadows (Su): As a free action, a dread shadow can automatically command all normal shadows within 30 feet (as *command undead*). Normal shadows never attack a dread shadow unless compelled.

Create Spawn (Su): Any creature with a Charisma score of 15 or higher that is killed by a dread shadow rises as a dread shadow in 1d4 rounds. Any other creature slain by a dread shadow instead rises as a normal shadow. A shadow or dread shadow created in this manner is under the command of its creator (as *dominate monster*) and remains so until either it or the creator is destroyed.

Strength Damage (Su): A creature struck by a dread shadow's incorporeal touch attack takes Strength damage depending on its size: Fine-Tiny: 1d4 Str, Small-Large: 1d6 Str, Huge-Colossal: 1d8 Str. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Abilities: Dex +4, Int -4, Wis +2, Cha +4. As an incorporeal creature, a dread shadow lacks a Strength score, and as an undead creature, it has no Constitution score. If the base creature's Intelligence is reduced below 1 by application of its template, it becomes mindless, loses all skill points and feats, and has no Intelligence score.

Skills: A dread shadow gains a +4 Stealth bonus in dim light and a -4 Stealth penalty in bright light.

Special Qualities: The dread shadow retains all the base creature's special qualities that do not require corporeal contact with another creature, and it gains those described here.

Shadow Slip (Su): At will, a dread shadow can use *dimension door* as the spell (caster level 7th) as a move action. It must move from a place of darkness or shadow to another place or darkness or shadow within line of sight. Using this ability does not provoke an attack of opportunity.

SAMPLE DREAD SHADOW

A 15-ft. tall cloud of sentient darkness almost entirely head and beak.

DREAD SHADOW ACHAIERAI

Dread shadow achaierai are horrid, demonic undead that prey upon the living of any plane.

Dread Shadow Achaierai CR 7 • XP 3,200

LE Large undead (evil, extraplanar, incorporeal, lawful) (*Pathfinder® Roleplaying Game Bestiary 2™*)

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex, +1 dodge, -1 size)

hp 66 (7d8+35)

Fort +10, **Ref** +8, **Will** +5

Defensive Abilities channel resistance +3, incorporeal; **Immune** undead traits; **SR** 20

OFFENSE

Speed fly 50 ft. (perfect)

Melee incorporeal bite +9 touch (1d6 Str), 2 incorporeal claws +9 touch (1d6 Str)

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

Special Attacks command shadows, create spawn, Strength damage

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 7, **Wis** 16, **Cha** 20

Base Atk +7; **CMB** +11; **CMD** 27 (31 vs. trip)

Feats Combat Reflexes, Dodge, Mobility, Spring Attack

Skills Fly +9, Intimidate +12, Perception +13, Sense Motive +13, Stealth +9 (+13 in dim light, +5 in bright light); **Racial Modifiers** +4 Stealth in dim light, -4 Stealth in bright light

Languages Infernal

SQ black cloud, shadow slip

SPECIAL ABILITIES

Black Cloud (Su) An dread shadow achaierai can exhale a cloud of choking, toxic smoke three times per day. All creatures within 10 feet of the achaierai immediately take 2d6 points of damage as their flesh melts and rots away. The cloud erodes sanity as well as flesh, and anyone who takes damage from the black cloud must also make a DC 18 Fortitude save or become confused. Every round, the victim may attempt another DC 18 Fortitude save to recover from the confusion; otherwise it persists, lasting indefinitely until the condition is removed or the victim eventually makes her saving throw. The confusion element of a black cloud is a mind-affecting effect. The save DC is Charisma-based. This is a poison effect. Achaierais are immune to this ability.

Command Shadows (Su) See the dread shadow template.

Create Spawn (Su) See the dread shadow template.

Shadow Slip (Su) See the dread shadow template.

Strength Damage (Su) See the dread shadow template.

CREATING A NORMAL SHADOW

You can use this template to create a creature that closely mimics the standard shadow. To do so, simply alter the features of the dread shadow template in the following ways.

- The CR increase is +1 instead of +2
- A shadow does not have a Charisma requirement to apply the template.
- The shadow does not gain the command shadow and shadow slip abilities.
- Reduce the channel resistance to +2.
- The shadow's create spawn ability creates only normal shadows.

SAMPLE SHADOW

The dark shape of a winged humanoid moves from wall to wall.

SHADOW STRIX

Given the association of strix with the night, it not a surprise that more shadows are derived from their race than the other humanoid races.

Shadow Strix CR 1 • XP 400

Male strix shadow rogue 1 (*Pathfinder® Roleplaying Game Advanced Race Guide™*)

NE Medium undead (incorporeal, strix)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

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

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** +1; +2 bonus vs. illusion spells or effects

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +3 (1d6 Str)

Special Attacks create spawn (normal shadows), hatred, sneak attack +1d6, Strength damage

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 6, **Wis** 12, **Cha** 12

Base Atk +0; **CMB** +3; **CMD** 14

Feats Improved Initiative

Skills Escape Artist +7, Fly +15, Intimidate +5, Perception +5 (+7 in dim light or darkness), Sense Motive +5, Stealth +7 (+9 in darkness, +13 in dim light, +3 in bright light); **Racial Modifiers** +2 Perception in dim light or darkness, +2 Stealth in darkness, +4 Stealth in dim light, -4 Stealth in bright light

Languages Strix

SQ nocturnal, suspicious, trapfinding +1

SPECIAL ABILITIES

Create Spawn (Su) See the dread shadow template.

Hatred (Ex) Strix receive a +1 racial bonus on attack rolls against humanoid creatures with the human subtype.

Strength Damage (Su) See the dread shadow template.

CREATING A GREATER SHADOW

To create a greater shadow, make the following modifications to the dread shadow template.

- The CR increase is +5 instead of +2
- The greater shadow does not gain the command shadow and shadow slip abilities.
- A greater shadow does not have a Charisma requirement to apply the template.
- The greater shadow gains 6 racial HD as well as additional feats and skill points due to the increase of racial HD.
- Reduce the channel resistance to +2.
- A greater shadow does Strength damage based on size as follows: Fine-Tiny: 1d6 Str, Small-Large: 1d8 Str, Huge-Colossal: 1d10 Str.
- A greater shadow abilities are modified as follows: Dex +10, Int -4, Wis +2, Cha +4.
- The greater shadow's create spawn ability creates only normal shadows.

SAMPLE GREATER SHADOW

A shadow of a very large rodent where no rodent can be seen.

GREATER SHADOW DIRE RAT

Greater shadows are those undead shadows that have come to be particularly infused with negative energy, such as those that have spent vast lengths of time in areas of the Plane of Shadow awash in negative energy, or those that have drained the lives of thousands of victims. These undead monsters are often found with a small band of normal shadows, which typically treat a greater shadow as a leader to rally behind.

GREATER SHADOW DIRE RAT CR 4 • XP 1,200

NE Small undead (incorporeal) (*Pathfinder® Roleplaying Game Bestiary™*)

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

DEFENSE

AC 20, touch 20, flat-footed 12 (+1 deflection, +8 Dex, +1 size)

hp 24 (7d8-7)

Fort +4, **Ref** +13, **Will** +4

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal bite +14 touch (1d8 Str)

Special Attacks create spawn (normal shadows), Strength damage

STATISTICS

Str —, **Dex** 27, **Con** —, **Int** —, **Wis** 14, **Cha** 9

Base Atk +5; **CMB** +12; **CMD** 23 (27 vs. trip)

Skills Fly +18

SPECIAL ABILITIES

Create Spawn (Su) See the dread shadow template.

Strength Damage (Su) see the dread shadow template.

CREATING A DREAD GREATER SHADOW

To create a dread greater shadow make the following modifications to the dread shadow template.

- The CR increase is +6 instead of +2
- The dread greater shadow's deflection bonus increases to 1-1/2 times the base creature's Charisma modifier (1 minimum)
- The dread greater shadow gains 6 racial HD as well as additional feats and skill points due to the increase of racial HD.
- Change the channel resistance to +4.
- A greater shadow does Strength drain instead of Strength damage base on its size as follows: **Fine-Tiny:** 1d3 Str drain, **Small-Large:** 1d4 Str drain, **Huge-Colossal:** 1d6 Str drain.
- A dread greater shadow can command shadows, greater shadows, and dread shadows.
- A dread greater shadow abilities are modified as follows: Dex +13, Int -4, Wis +2, Cha +6.
- The dread greater shadow's create spawn ability creates only shadows, greater shadows, and dread shadows.

SAMPLE DREAD GREATER SHADOW

A shadow of pieces of many more familiar animals stitched together.

DREAD GREATER SHADOW YAOGUAI

Fury and insanity in the form of a horrible shadow. A dread greater shadow yaoguai is proof that no matter what a mortals can think up, the dark forces of the universe can always make it worse. When a dread greater shadow yaoguai is made, it usually rampages across the land attacking any life it comes across, but especially spellcasters who it has a flicker of memory being the original cause of its existence.

Dread Greater Shadow Yaoguai **CR 13 • XP 25,600**

NE Huge undead (incorporeal) (*Pathfinder® Roleplaying Game Bestiary 4™*)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 17, touch 17, flat-footed 11 (+6 Dex, -2 size, +3 deflection)

hp 91 (14d8+28); fast healing 5

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

Defensive Abilities channel resistance +4, fortification (50%), incorporeal; **DR** 5/—; **Immune** undead traits; **SR** 18

OFFENSE

Speed fly 40 ft. (perfect), shadow slip

Melee incorporeal bite +18 (1d6 Str drain), incorporeal claw +18 (1d6 Str drain), incorporeal tentacle +18 (1d6 Str drain)

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

Special Attacks command shadows, create spawn, Strength drain

STATISTICS

Str —, **Dex** 23, **Con** —, **Int** —, **Wis** 12, **Cha** 15

Base Atk +14; **CMB** +22; **CMD** 35

Skills Fly +10

SQ maker's gift (flight), mindless

SPECIAL ABILITIES

Command Shadows (Su) See the dread shadow template.

Create Spawn (Su) See the dread shadow template.

Maker's Gift (Ex) Each yaoguai gains one additional ability that is based on its specific form

Shadow Slip (Su) See the dread shadow template.

DREAD SKELETON

The similarity of dread skeletons to the mindless creatures so often animated by spellcasters leads many to underestimate them. A dread skeleton looks much like a normal skeleton (or exoskeleton, depending on the nature of the base creature), but it retains many qualities of the base creature that its lesser cousin does not. For example, a dread skeleton remorhaz still blurs the air with the heat from its body, and a dread skeleton troglodyte continues to fill the area around it with a terrible stench. Dread skeletons can speak and make vocal noises as their living forms could.

Most dread skeletons are motivated by hatred of the living and a desire to dominate all they survey. They seek the death of the living and even resent the existence of other thinking undead. Dread skeletons prefer to be the only free-willed creatures in the world, but they suffer the existence of others in order to attain their goal of dominance and to gain more mindless skeleton servants.

CREATING A DREAD SKELETON

"Dread Skeleton" is an acquired template that can be added to any living creature with a skeleton or exoskeleton (referred to hereafter as the base creature). A dread skeleton uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +1.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate base attack bonuses, saves, or skill points.

Aura: A dread skeleton gains the unnatural aura (30 ft.) special ability.

Armor Class: The base creature's natural armor bonus is replaced by a new one based on the dread skeleton's size, as given on the **Table 2-16**.

TABLE 2-16: DREAD SKELETON AC

Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread skeleton, in addition to normal undead traits, has DR 10/bludgeoning, immunity to cold, and channel resistance +2.

Attacks: The dread skeleton retains all the base creature's attacks, using limbs that have bones, teeth, or exoskeletons. Attacks with boneless limbs, such as tentacles, are lost. If the base creature possesses at least one arm but has no natural attacks with it, the dread skeleton gains a claw attack with each such limb. The claws are primary attacks if the base creature has no

USING THE DREAD SKELETON

A dread skeleton makes a great villain for a low-level campaign. While in some ways fulfilling the same role as the skeletal champion template (see *Pathfinder® Roleplaying Game Bestiary™*). A dread skeleton, with its command skeletons ability, can fill different roles in your game. It could be a mastermind of a skeleton army with skeletal champions as its generals. A dread skeleton could also be the servant of a more powerful undead creature.

other natural attacks; otherwise, they are secondary attacks.

If the dread skeleton gains claw attacks from the application of this template, the damage for the attacks depends on the base creature's size.

Special Attacks: The dread skeleton retains all the base creature's special attacks and gains those described here.

Command Skeletons (Su): As a free action, a dread skeleton can automatically command all normal skeletons within 30 feet (as *command undead*). It can attempt to command skeleton warriors, but they get a Will save to resist (caster level equal to dread skeleton's total HD; save DC is Charisma-based). Normal skeletons never attack a dread skeleton unless compelled.

Abilities: Dex +2, Cha +2. As an undead creature, a dread skeleton has no Constitution score.

Feats: A dread skeleton gains Improved Initiative as a bonus feat.

Environment: Change to any.

Treasure: Change to incidental.

SAMPLE DREAD SKELETON

An animated skeleton of a large dog quickly vanishes and reappears nearby.

DREAD SKELETON BLINK DOG

Dread skeleton blink dogs are cunning foes. They use their *blink* and *dimension door* abilities to great effect in combat.

Dread Skeleton Blink Dog CR 3 • XP 800

NE Medium undead (*Pathfinder® Roleplaying Game Bestiary 2™*)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

Aura unnatural aura (30 ft.)

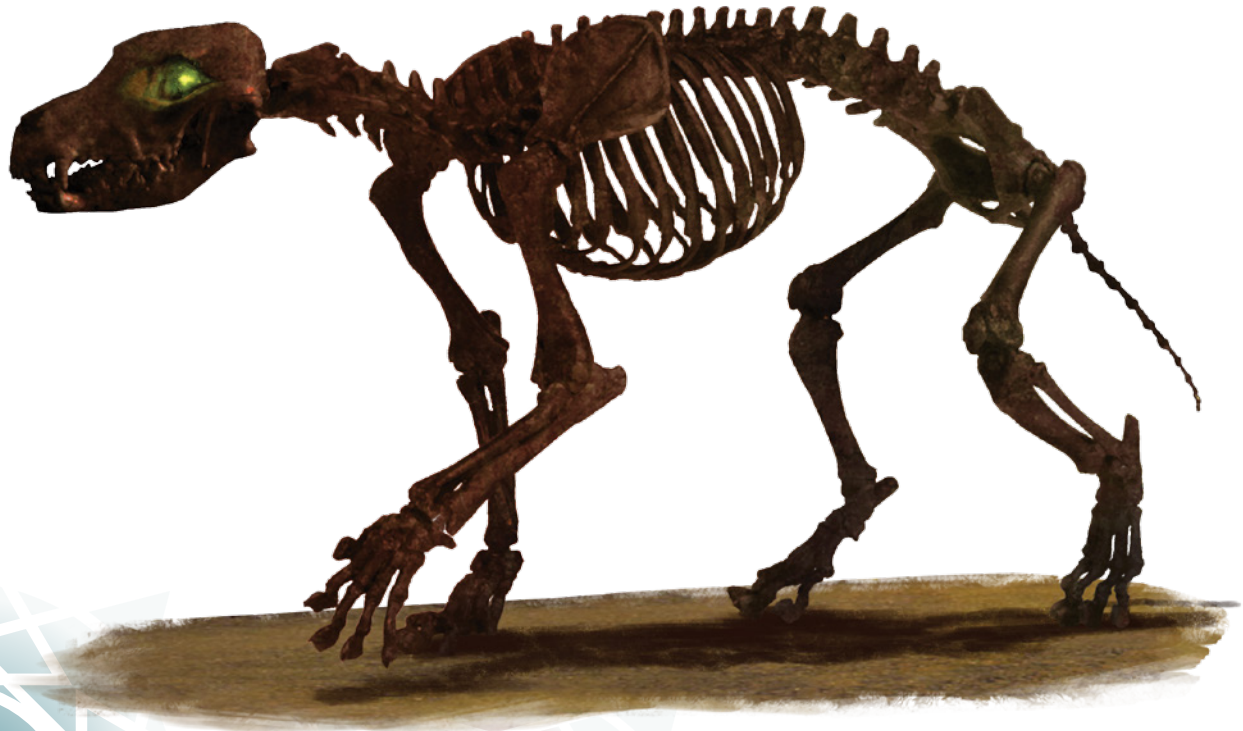
DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 16 (3d8+3)

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

Defensive Abilities channel resistance +2; **DR** 10/bludgeoning; **Immune** cold, undead traits



OFFENSE

Speed 40 ft.
Melee bite +4 (1d6+1) and 2 claws –1 (1d4)
Special Attacks command skeletons (DC 12)
Spell-Like Abilities (CL 7th; concentration +8)
Constant—*blink*
At will—*dimension door* (quickened; self only)

STATISTICS

Str 12, **Dex** 17, **Con** —, **Int** 10, **Wis** 13, **Cha** 13
Base Atk +3; **CMB** +4; **CMD** 17 (21 vs. trip)
Feats Combat Reflexes, Improved Initiative[B], Iron Will
Skills Perception +7, Stealth +8, Survival +2 (+6 scent tracking); **Racial Modifiers** +4 to Survival when tracking by scent
Languages Sylvan

ECOLOGY

Environment any
Organization solitary, pair, or pack (3–14)
Treasure incidental

SPECIAL ABILITIES

Command Skeletons (Su) See the dread skeleton template.

DREAD SPECTRE

Like ghosts, dread spectres are the incorporeal spirits of living beings that continue to act after death. They haunt the places they frequented in life, seeking to grant their loved ones the same tortured existence that they now endure.

A dread spectre appears much as it did in life, except that its face is twisted into a mask of hatred and despair. Spectres are often confused with ghosts.

CREATING A DREAD SPECTRE

"Dread Spectre" is an acquired template that can be added to any living, intelligent creature killed by a spectre or a dread spectre (referred to hereafter as the base creature). A dread spectre uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +3.

Alignment: Any evil.

Type: The creature's type changes to undead and gains the incorporeal subtype if the base creature did not already have it. Do not recalculate base attack bonuses, saves, or skill points.

Senses: A dread spectre gains darkvision +60 ft.

Aura: A dread spectre gains frightful presence (60 ft.) and unnatural aura (30 ft.). The save DCs are Charisma-based.

Armor Class: Being incorporeal, the base creature's armor, shield, and natural armor bonuses no longer apply, but the dread spectre gains a deflection bonus to Armor Class equal to its Charisma bonus (minimum +1). Dread spectres cannot use or carry equipment of any kind.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread spectre, in addition to normal undead traits, gains the incorporeal ability, and channel resistance +4.

Weaknesses: A dread spectre gains the following weakness:

Daylight Vulnerability (Ex): A dread spectre is not powerless in natural daylight and does not flee from it like a normal spectre, but it does take a -4 penalty on all attack rolls, checks, and saves when in natural sunlight (but not within the radius of a *daylight* spell).

Speed: A dread spectre loses all the base creature's speeds and gains a fly speed equal to double the base creature's highest speed, with perfect maneuverability.

Attacks: All of the base creature's attacks become incorporeal touch attacks, retaining the same primary or secondary status they had for the base creature. The dread spectre gains a primary incorporeal touch attack if it has no other natural attacks.

The dread spectre's incorporeal touch attacks deal normal damage as well as energy drain (2 levels). If the dread spectre gains an incorporeal touch attack from the application of this template, its damage is as a slam attack of two size categories larger.

Special Attacks: The dread spectre loses all special attacks that require corporeal contact and gains energy drain (2 levels) on all of its incorporeal touch attack as well as the following.

Command Spectres (Su): As a free action, dread spectre can automatically command all normal spectres within 30 feet (as *command undead*). Normal spectres never attack a dread spectre unless compelled.

Create Spawn (Su) Any creature with a Charisma score of 16 or higher that is killed by a dread spectre rises as a dread spectre in 1d4 rounds. Any other creature slain by a dread spectre instead rises as a normal spectre in 1d4 rounds. A spectre or dread spectre created in this manner is under the command

of its creator (as *dominate monster*) and remains so until either it or the creator is destroyed.

Spellcasting: A dread spectre cannot cast spells that require material components unless it has the Eschew Materials feat.

Abilities: Dex +6, Int +4, Wis +4, Cha +6. As an incorporeal creature, a dread spectre lacks a Strength score, and as an undead creature, it has no Constitution score.

Sample Dread Spectre

A transparent female of incredible beauty that drains all life from the viewer.

Dread Spectre Nymph

A dread spectre nymph's beauty is both ethereal and deadly. Few survive an encounter with one, and those who do rarely find joy in beauty ever again.

A dread spectre nymph possesses a haunting loveliness far more powerful than the beauty it had in life. Its appearance blinds, stuns, and terrifies living creatures, making their visions of its beauty brief indeed

Dread Spectre Nymph **CR 10 • XP 9,600**

CE Medium undead (incorporeal) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +16

Aura blinding beauty (DC 24), frightful presence (60 ft., DC 24), unnatural aura (30 ft.)

DEFENSE

AC 29, touch 29, flat-footed 20 (+10 deflection, +8 Dex, +1 dodge)

hp 116 (8d8+80)

Fort +22, **Ref** +24, **Will** +21

Defensive Abilities channel resistance +4, incorporeal; **DR** 10/cold iron; **Immune** undead traits

Weakness daylight vulnerability

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +12 (1d8 plus energy drain)

Special Attacks command spectres, create spawn, energy drain (2 levels, DC 24)

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

1/day—*dimension door*

Druid Spells Prepared (CL 7th; concentration +12):

4th—*control water, giant vermin*

3rd—*call lightning* (DC 18), *ice spears* (DC 18), *quench*

2nd—*flame blade, fog cloud, hold animal* (DC 17), *unshakable chill* (DC 17)

1st—*detect animals or plants, entangle* (2) (DC 16), *magic fang, obscuring mist, produce flame*

0 (at will)—*detect magic, guidance, know direction, resistance*

STATISTICS

Str —, **Dex** 26, **Con** —, **Int** 20, **Wis** 20, **Cha** 30

Base Atk +4; **CMB** +12; **CMD** 33

Feats Combat Casting, Dodge, Eschew Materials, Spell Penetration

Skills Acrobatics +19, Bluff +21, Diplomacy +21, Escape Artist +19, Fly +27, Knowledge (local) +16, Knowledge (nature) +16, Perception +16, Sense Motive +16, Sleight of Hand +19, Stealth +19, Swim +16

Languages Common, Sylvan

SQ inspiration, stunning glance, unearthly grace, wild empathy +24

SPECIAL ABILITIES

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 24 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Command Spectres (Su) See the dread spectre template.

Create Spawn (Su) See the dread spectre template.

Daylight Vulnerability (Ex) See dread spectre template.

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.

Spells (Su) A nymph casts spells as a 7th-level druid, but cannot swap out prepared spells to cast summon spells.

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.

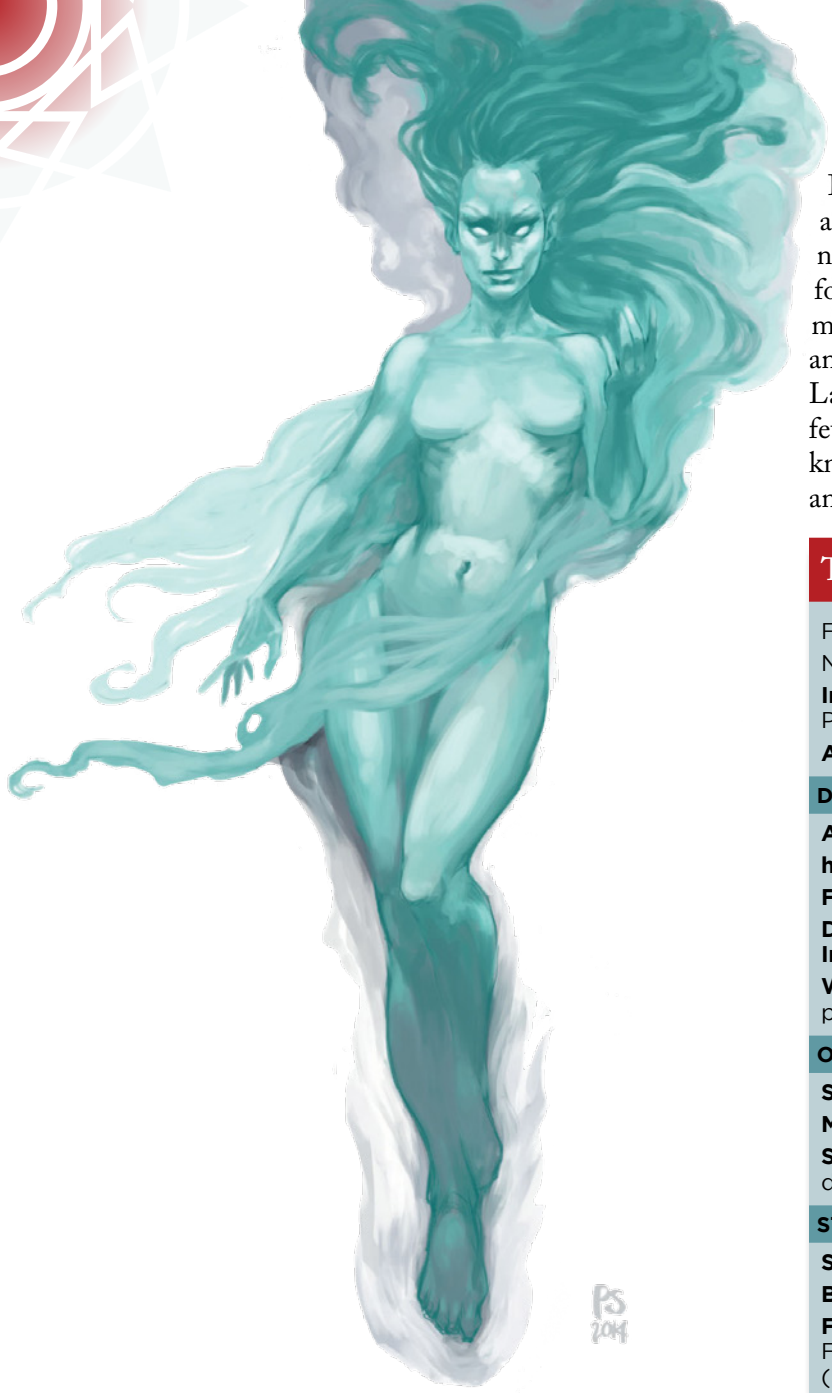
Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

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.

Creating a Normal Spectre

You can use this template to create a creature that closely mimics the standard spectre. To do so, simply alter the features of the dread spectre template in the following ways.

- The CR increase is +2 instead of +3.
- The spectre does not gain the command spectre or frightful presence abilities.



- The spectre's create spawn ability creates only normal spectres.
- Reduce the channel resistance to +2.
- Replace the template's daylight vulnerability weakness with sunlight powerlessness.
- A spectre gains the resurrection vulnerability weakness.
- Change the ability score bonuses to Dex +6, Int +4, Wis +4, Cha +4.

SAMPLE SPECTRE

The ghostly shape of a noble woman drifts between gravestones reading a spectral tome and muttering to herself.

THE WHITE LADY

In life a woman of noble birth who spent her time in academic pursuits, the White Lady was murdered in the night by an assassin hired by a relative for the family fortune. The family member in question soon met with more horrible fate, as the noble woman's spirit returned and drained all life from him. Now known as the White Lady, she wanders her city's graveyards at night. Only a few have tried to interact with her to gain snippets of knowledge, for she knows much about the city, its people, and its secrets. Even fewer have returned alive.

The White Lady **CR 8 • XP 4,800**

Female half-elf spectre aristocrat 4/expert 4
NE Medium undead (elf, human, incorporeal)
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +15
Aura unnatural aura (30 ft.)

DEFENSE

AC 19, touch 19, flat-footed 15 (+5 deflection, +4 Dex)
hp 80 (8d8+44)
Fort +7, **Ref** +6, **Will** +10
Defensive Abilities channel resistance +2, incorporeal; **Immune** magic sleep, undead traits
Weakness resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 60 ft. (perfect)
Melee incorporeal touch +10 (1d8 plus energy drain)
Special Attacks create spawn (normal spectres), energy drain (2 levels, DC 15)

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 16, **Wis** 14, **Cha** 20
Base Atk +6; **CMB** +10; **CMD** 25
Feats Cosmopolitan (Perception, Sense Motive), Fast Learner, Flyby Attack, Persuasive, Skill Focus (Diplomacy)
Skills Bluff +16, Diplomacy +20, Intimidate +18, Fly +12, Knowledge (dungeoneering, history, local, nobility) +14, Perception +15, Sense Motive +10; **Racial Modifiers** +2 Perception
Languages Abyssal, Aklo, Common, Draconic, Elven, Sylvan, Undercommon
SQ elf blood

SPECIAL ABILITIES

Create Spawn (Su) See the dread spectre template.
Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.
Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

DREAD VAMPIRE

Princes of darkness and queens of the night, dread vampires lurk in the dark places of the world, emerging by night to plague the living. Dread vampires possess many of the characteristics of normal vampires, but they lack many traditional vampire weaknesses. For instance, they laugh at garlic and holy symbols, and mirrors reflect their visages normally. Dread vampires have even been known to pluck wooden stakes from their hearts and drive them through the chests of their attackers.

Dread vampires resemble normal vampires and have many of the same abilities. Only when a creature not normally subject to vampirism exhibits a vampire's powers, or when a vampire proves invulnerable to the tactics that vampire hunters usually employ, can a dread vampire be positively identified as such. This knowledge, however, often comes too late.

Wholly evil and powerfully corrupt, dread vampires can master a host of lesser vampires and weak-minded creatures. Each dread vampire has its own goals and personality, but most seek to dominate the world around them and lord their power over living slaves they use as desired.

CREATING A DREAD VAMPIRE

"Dread Vampire" is an acquired template that can be added to any living creature with an Intelligence score of 3 or higher (referred to hereafter as the base creature). A dread vampire uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +3.

Alignment: Any evil.

Type: The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points.

Senses: A dread vampire gains blindsight +20 ft., darkvision 120 ft., and the scent special ability.

Armor Class: Natural armor improves by +8.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread vampire has channel resistance +6; DR 10/good and silver; cold immunity; resistance to acid 10, electricity 10, sonic 10; and fast healing 5, in addition to all of the defensive abilities granted by the undead type. Dread vampire also gain the dread rejuvenation ability.

Dread Rejuvenation (Su) Dread vampire are notoriously hard to destroy. If reduced to 0 hit points in combat, a dread vampire assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 days or be utterly destroyed. (It can normally travel up to 9 miles in 1 hour.) Additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest, the vampire is helpless. It regains 1 hit point after 1 hour, and then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Even if a dread vampire is killed, if its remains are bathed in the blood of a single non-extraplanar good creature with at least a number of HD equal to the dread vampire's, it returns to unlife within 1d4 minutes.

The method to permanently destroy a dread vampire is unique to each vampire, and should be created specifically for each different dread vampire by the GM.

Weaknesses: Unlike their lesser brethren, garlic or mirrors do not affect dread vampires. They ignore holy symbols unless they are presented by someone with strong faith (someone who can cast divine spells, or who is otherwise favored by their deity). Presenting a holy symbol is a standard action against which a dread vampire gets a Will save. The save DC is either Wisdom- or Charisma-based, whichever is better. If it fails, the dread vampire recoils and cannot approach within 5 feet or act against the presenter, and the dread vampire is considered staggered. The dread vampire gets another save each round the symbol is presented to act normally.

Dread vampires cannot enter a private home or dwelling unless invited in by someone with the authority to offer an invitation. If invited in, the dread vampire gains immunity to its normal weaknesses while in that abode for 1 month or until the invitation is revoked. If the dread vampire is in the home when an invitation is revoked, the vampire is immediately expelled and appears 30 feet from the abode's entrance.

Reducing a dread vampire's hit points to 0 or fewer incapacitates it, but doesn't always destroy it due its fast healing ability. However, certain attacks can slay dread vampires, at least temporarily (see dread rejuvenation above). Exposing any dread vampire to direct sunlight staggers it on the first round of exposure, and it takes 5

hit point of damage each round after if it does not escape. While exposed to direct sunlight, the dread vampire does not gain the benefits of fast healing.

Unless the base creature has the aquatic subtype or has as swim speed, each round of immersion in running water inflicts 5 hit points of damage to a dread vampire—a dread vampire reduced to 0 hit points in this manner is destroyed.

Driving a blessed wooden stake through a helpless dread vampire's heart instantly slays it (this is a full-round action); any other wooden stake has no effect on the dread vampire except for the weapon's normal damage. If the blessed stake is removed from the dread vampire, the dread vampire comes back to life, unless the vampire's head is severed, its body and head anointed with holy water, its body sanctified with a *gentle repose* spell, and its corpse buried in land under the effects of a *hallow* spell.

Speed: If the base creature has both a climb speed and a land speed, the lower of the two increases to match the higher. If it lacks one of those speeds, the dread vampire gains the missing mode of movement at a speed equal to the other. If the base creature lacks both modes of movement, the dread vampire gains both at a speed equal to one-half the base creature's highest speed.

The dread vampire also gains a fly speed equal to one-half the base creature's highest speed if it cannot already fly. Its maneuverability class becomes perfect. Flight gained by application of this template is supernatural in nature.

If the base creature has a swim speed, the dread vampire retains it and is not vulnerable to immersion in running water.

Attacks: The dread vampire gains a primary slam attack if it has no other natural attacks. The damage for this slam attack depends on the base creature's size.

Special Attacks: The dread vampire gains energy drain (2 levels) on any single natural attack type the base creature possesses. Saves DCs are Charisma-based unless otherwise specified.

Blood Drain (Ex): A dread vampire can drink blood from a living victim with its fangs by making a successful grapple CMB roll. If it pins the foe, it drains blood, dealing 1d6 points of Constitution damage each round it maintains the pin. The dread vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su): A dread vampire can command the lesser creatures and undead of the world. Three times a day, as a standard action, a dread vampire can summon creature a of the animal, vermin, or undead type. Each creature summoned must have an Intelligence score of 2 or lower. The dread vampire can summon any combination of creatures so long as their total Hit Dice is less than the dread vampire's. Summoned creatures arrive in 2d6 rounds and serve the dread vampire for up to 1 hour.

Create Spawn (Su): Dread vampires can create spawn only if their victims are kept in coffin homes until they rise. A coffin home can be any container capable of accommodating the corpse. This container

is often a coffin because ignorant family members of a dread vampire's victims often bury their lost loved ones in the traditional manner. When a dread vampire wants to make a specific creature its spawn, however, it often places the body in a specifically designed receptacle, such as an iron box. If a dread vampire's or vampire's coffin home is ever destroyed, the vampire cannot reform and is destroyed when it reaches 0 hit points.

Under these conditions, a creature slain by a dread vampire's energy drain attack rises as a standard vampire 24 hours after death. Any creature with an Intelligence score of 10 or higher whose Constitution score reaches 0 from a dread vampire's blood drain attack returns as dread vampire 24 hours after death. A vampire or dread vampire created in this manner is under the command of its creator (as *dominate monster*) and remains so until either it or the creator is destroyed. At any given time, a dread vampire may have enslaved vampires or dread vampires totaling no more than three times its own Hit Dice; spawn created that exceed this limit rise as free-willed vampires or dread vampires. A dread vampire enslaved to its creator may create and enslave spawn of its own; thus, a master dread vampire can indirectly control a large number of lesser vampires. A dread vampire may voluntarily free an enslaved vampire or dread vampire in order to enslave a new one, but once freed, the former spawn cannot be enslaved again.

Dominate (Su): A dread vampire can crush an opponent's will as a standard action. Anyone the dread vampire targets must succeed on a Will or fall instantly under its influence as though by a *dominate monster* spell (caster level equals dread vampire's character level). The ability has a range of 30 feet and is a mind-affecting effect. The save DC is Charisma-based.

Spell-Like Abilities: 3/day—*darkness*, *fog cloud*; 1/day—*deeper darkness*. Caster level equals dread vampire's total Hit Dice. All DCs are Charisma-based.

Special Qualities: The dread vampire retains all the base creature's special qualities and gains those described here.

Change Shape (Su): As a standard action, a dread vampire can assume the shape of any kind of creature it can summon with its children of the night ability as the *polymorph* spell.

While in its alternate form, the dread vampire loses its dominate ability, but it retains all other special attacks and special qualities granted by the template and gains the natural attacks and extraordinary abilities of its new form. The dread vampire can remain in that form until it assumes another or until the next sunrise.

Gaseous Form (Su): As a standard action, a dread vampire can assume *gaseous form* at will (caster level 5th), but can remain gaseous indefinitely and has a fly speed of 40 feet with perfect maneuverability.

Swarm Shape (Su): As a standard action, a dread vampire can assume the form of a swarm of creatures of any animals, vermin, or undead with the swarm subtype allowed by its children of the night ability. This is a polymorph effect.

Uncanny Climber (Su): A dread vampire can climb with its hands (or upper limbs) free and even walk about on the ceiling as if affected by a *spider climb* spell. In addition, it can use the accelerated climb action to cover any distance up to four times its climb speed, with each check allowing it to climb a distance equal to its climb speed. Climbing a distance equal to or less than its climb speed is a move-equivalent action.

Abilities: Str +8, Dex +6, Int +4, Wis +4, Cha +6. As an undead creature, a dread vampire has no Constitution score.

Feats: A dread vampire gains Alertness, Combat Reflexes, Improved Grapple, Improved Initiative, and Lightning Reflexes as bonus feats.

Skills: A dread vampire receives a +10 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Using Vampires and Dread Vampires

Much has been written about vampires in roleplaying games. The dread vampire template provides GMs with a large stock of material to derive vampire variants and can make vampires a new challenge for players.

No matter how you change up the vampire in your game, make sure to keep balance in mind. It is very easy to upset the balance of a vampire with just a few tweaks to the templates. So, if you get rid of a weakness, replace it with another one. If you modify one of the special abilities, make sure it doesn't give too much of an advantage to the players or the vampire. If it does, consider revamping the creature or changing the CR bonus as appropriate.

Here are a few ideas of how to change up your vampires

- The vampire's weaknesses are different from what the templates designate. Instead of garlic, a vampire could be repulsed by some other herb, or even the blood of a particular creature painted around the entrances.
- A stake of blessed wood does not slay the vampire as above. The vampire is vulnerable to a different fairly

common material. Some materials to consider are iron, obsidian, gold, quartz, the wood from a specific tree, or a sharpened blessed bone.

- The vampire is not affected by the sun but is weakened by some other common natural phenomena (phase of the moon, weather, season, etc.).
- Instead of draining blood, the vampire drains another fluid and affects another ability score. No matter which ability score, the victim dies when that score is reduced to 0 and can be revived as a new vampire or vampire spawn. For example, a vampire that drains spinal fluid drains Int instead of Con. When a victim reaches 0 Int, instead of becoming mindless, he or she dies and may be raised as a vampire of the same type.
- There are species of vampires, each one with different abilities and weaknesses. This can keep your party guessing about what kind of vampire they are facing.

SAMPLE DREAD VAMPIRE

This thin, dark-skinned, crone is covered in tattoos and primitive fetishes. Her mouth is filled with many sharp teeth.

CAILLEACH BHEUR

Ever on the move, Cailleach trades both in blood and souls. She trades souls to clients and uses the victims' husks to feed her body and trade to other vampire clients. She particularly delights in terrifying a victim for weeks with her dream haunting before striking, enjoying the taste of fear in the victim's blood.

CAILLEACH BHEUR **CR 12 • XP 19,200**

Unique night hag dread vampire (*Pathfinder® Roleplaying Game Bestiary™*)

NE Medium undead (augmented outsider, evil, extraplanar)

Init +11; **Senses** blindsight 30 ft., darkvision 120 ft., scent; Perception +28

DEFENSE

AC 36, touch 17, flat-footed 29 (+7 Dex, +19 natural)

hp 84 (8d8+48); fast healing 5

Fort +12, **Ref** +11, **Will** +11

Defensive Abilities channel resistance +6, dread rejuvenation; **DR** 10/cold iron or silver, and good and magic; **Immune** charm, cold, fear, fire, undead traits; **Resist** acid 10, electricity 10, sonic 10; **SR** 24

Weaknesses dread vampire weaknesses

OFFENSE

Speed 30 ft., climb 30 ft., fly 30 ft. (perfect)

Melee bite +17 (2d6+9 plus disease) and 2 claws +17 (1d4+9 plus energy drain)

Special Attacks blood drain (1d6 Con), children of the night 3/day, create spawn, dominate (DC 20), dream haunting, energy drain (2 levels, DC 20)

Spell-Like Abilities (CL 8th; concentration +14)

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

At will—*deep slumber* (DC 18), *invisibility, magic missile, ray of enfeeblement* (DC 17)

At will with heartstone—*etherealness, soul bind*

3/day—*darkness, fog cloud*

1/day—*deeper darkness*

STATISTICS

Str 29, **Dex** 25, **Con** —, **Int** 22, **Wis** 20, **Cha** 23

Base Atk +8; **CMB** +17 (+19 grapple); **CMD** 34 (36 vs. grapple)

Feats Alertness[B], Combat Casting, Combat Reflexes[B], Deceitful, Improved Grapple[B], Improved Initiative[B], Lightning Reflexes[B], Mounted Combat, Spell Penetration

Skills Bluff +29, Climb +28, Diplomacy +14, Disguise +19, Intimidate +17, Knowledge (arcana) +14, Knowledge (planes) +17, Perception +28, Ride +18, Sense Motive +28, Spellcraft +17, Stealth +28; **Racial Modifiers** +10 Bluff, +10 Perception, +10 Sense Motive, +10 Stealth

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (animal, vermin, or undead; *polymorph*), change shape (any humanoid; *alter self*), gaseous form (at will), heartstone, swarm shape, uncanny climber

SPECIAL ABILITIES

Blood Drain (Ex) See the dread vampire template.

Children of the Night (Su) See the dread vampire template.

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.

Dominate (Su) See the dread vampire template.

Dread Rejuvenation (Su) See the dread vampire template.

Dread Vampire Weaknesses (Ex) See the dread vampire template.

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.

Gaseous Form (Su) See the dread vampire template.

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 statistics block above). A night hag that loses this charm can no longer use etherealness or soul bind until it finds a replacement gemstone.

DREAD WIGHT

Dread wights are the animated remains of creatures that were terribly violent and hateful in life. They exist only to continue their reign of terror against others, causing fear, pain, sorrow, and death whenever they can.

A dread wight has the features it did in life, but it is emaciated and wizened. Its face is constantly twisted into a rictus grin of cruelty, and intense hatred of the living burns in its eyes. Its weak-looking form disguises an unnatural strength and speed that makes its life-draining powers stunningly deadly.

CREATING A DREAD WIGHT

"Dread Wight" is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature). A dread wight uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Type: The creature's type changes to undead. Do not recalculate base attack bonuses, saves, or skill points.

Alignment: Always evil.

Senses: A dread wight gains blindsense +60 ft.

Armor Class: Natural armor class improves by +4.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread wight has channel resistance +4 and the immunities granted by its undead traits.

Attacks: A dread wight gains a primary slam attack if it does not already have a natural attack. The damage for this slam attack is dependent on the size of the base creature.

Special Attacks: The dread wight gains energy drain (1 level) on all of its natural attacks. The save DC is Charisma-based.

Command Wights (Su): As a free action, a dread wight can automatically command all normal wights within 30 feet (as *command undead*). Normal wights never attack a dread wight unless compelled.

Special Qualities: The dread wight retains all the base creature's special qualities and gains those described here.

Create Spawn (Su): Any creature killed by a dread wight's energy drain ability rises as a dread wight in 1d4 rounds. A dread wight created in this manner is under the command of its creator (as *dominate monster*) and remains so until either it or the creator is destroyed.

Abilities: Str +2, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a dread wight has no Constitution score.

Skills: A dread wight has a +8 racial modifier on Stealth checks.

SAMPLE DREAD WIGHT

A statue of some demonic beast, its eyes softly glow with unearthly light.

DREAD WIGHT GARGOYLE

Dread wight gargoyles lie in wait for prey in large cemeteries or pretend to be statues decorating tombs and temples that attract pilgrims—despite the danger of encountering clerics in such places. They are more than happy to vent their rage on any living creature, priest or not, that comes within range.

Dread Wight Gargoyle CR 6 • XP 2,400

CE Medium undead (earth) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +8; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +9

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 22 (5d8)

Fort +1, **Ref** +8, **Will** +5

Defensive Abilities channel resistance +4; **DR** 10/magic; **Immune** undead traits

OFFENSE

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

Melee bite +8 (1d4+3 plus energy drain), 2 claws +8 (1d6+3 plus energy drain) and gore +8 (1d4+3 plus energy drain)

Special Attacks command wights, energy drain (1 level, DC 12)

STATISTICS

Str 17, **Dex** 18, **Con** —, **Int** 8, **Wis** 13, **Cha** 11

Base Atk +5; **CMB** +8; **CMD** 22

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +15, Perception +9, Stealth +22 (+28 in stony areas); **Racial Modifiers** +10 Stealth, +6 Stealth in stony areas

Languages Common, Terran

SQ create spawn, freeze

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Command Wights (Su) See the dread wight template.

Create Spawn (Su) see the dread wight template.

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue

CREATING A NORMAL WIGHT

You can use this template to create a creature that closely mimics the standard wight. To do so, simply alter the features of the dread wight template in the following ways.

- The CR increase changes to +1 instead of +2.
- The wight does not gain the blindsense, command wights, or channel resistance abilities.
- The wight's create spawn ability creates only normal wights.
- A wight gains resurrection vulnerability.
- Replace the template's ability score adjustments with the following: +2 Str, +2 Dex, +2 Wis, +4 Cha.

SAMPLE WIGHT

A tiny humanoid flying on insect wings, its eyes glowing points of light.

PIXIE WIGHT

Fey filled with rage and hate, pixie wights prefer to kill other fey using a combination of their special arrows and energy drain to great effect. Against larger foes, pixie wights try to use their spell-like abilities to gain advantage before coming in for the kill.

Pixie Wight CR 5 • XP 1,600

NE Small undead (*Pathfinder® Roleplaying Game Bestiary™*)

Init +6; **Senses** low-light vision; Perception +10

DEFENSE

AC 23, touch 18, flat-footed 16 (+6 Dex, +1 dodge, +5 natural, +1 size)

hp 38 (4d8+20) **Fort** +6, **Ref** +10, **Will** +7

Defensive Abilities invisibility; **DR** 10/cold iron; **Immune** undead traits; **SR** 15

Weaknesses resurrection vulnerability

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee shortsword +9 (1d4-1/19-20) or slam +9 (1d3-1 plus energy drain)

Ranged longbow +9 (1d6-1/x3)

Special Attacks create spawn (normal wights), energy drain (1 level, DC 17), special arrows

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

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

1/day—*dancing lights, detect thoughts* (DC 17), *dispel magic, entangle* (DC 16), *lesser confusion* (DC 16), *permanent image* (visual and auditory elements only) (DC 21), *shield*

STATISTICS

Str 9, **Dex** 23, **Con** —, **Int** 16, **Wis** 17, **Cha** 20

Base Atk +2; **CMB** +0; **CMD** 17

Feats Dodge, Weapon Finesse

Skills Acrobatics +13 (+9 jump), Bluff +12, Escape Artist +13, Fly +19, Knowledge (nature) +10, Perception +10, Sense Motive +10, Stealth +25, Use Magic Device +12; **Racial Modifiers** +8 Stealth

Languages Common, Sylvan

Gear longbow, shortsword

ECOLOGY

Environment any forest

Organization solitary, gang (2-4), band (6-11), or tribe (20-80)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) See the dread wight template.

Invisibility (Su) A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

DREAD WRAITH SOVEREIGN

Ancient and evil beyond measure, dread wraith sovereigns dwell in the hearts of lost cities, abandoned graveyards, and other places where living things do not willingly live. In such a cursed stronghold, a dread wraith sovereign often holds court over a host of undead, both those it created and those that bowed to its rule.

The spectral figure of a dread wraith sovereign looks much like it did in life, but its form and features are constantly shrouded in darkness. A dread wraith sovereign can be distinguished from a normal wraith or a dread wraith by the gloom accompanying it and the unnatural chill that fills the air wherever it passes.

CREATING A DREAD WRAITH SOVEREIGN

"Dread Wraith Sovereign" is an acquired template that can be added to any living creature with 10 or more Hit Dice killed by a dread wraith sovereign (referred to hereafter as the base creature). A dread wraith sovereign uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +4.

Type The creature's type changes to undead and gains the evil and incorporeal subtypes. Do not recalculate base attack bonuses, saves, or skill points.

Alignment: Any evil.

Senses: A dread wraith sovereign gains lifesense (60 ft.).

Aura: A dread wraith sovereign gains unnatural aura (100 ft.) and the following:

Unnatural Chill (Su): The area around a dread wraith sovereign is noticeably colder than the ambient temperature. Each creature within 30 feet of a dread wraith sovereign takes 2d6 points of cold damage and must succeed on a Fortitude or be paralyzed. The damage and the saving throw are repeated each round that the creature remains within range. A creature that takes cold damage or is paralyzed from the unnatural chill is automatically shaken for 1 minute. Incorporeal creatures are immune to this effect. The shaken condition is a mind-affecting fear effect. The save DC is Charisma-based.

Armor Class: The base creature's armor, shield, and natural armor bonuses no longer apply, but the dread wraith sovereign gains a deflection bonus to Armor Class equal to its Charisma bonus (minimum +1). Dread wraith sovereigns cannot use or carry equipment of any kind.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A dread wraith sovereign, in addition to normal undead traits, gains immunity to cold, channel resistance +4, and SR 12 + the dread wraith total Hit Dice.

Weaknesses: A dread wraith sovereign gains the following weakness.

Daylight Vulnerability (Ex): A dread wraith sovereign is not powerless in natural daylight and does not flee from it like a normal wraith does, but it does take a –4 penalty on all attack rolls, checks, and saves when in natural sunlight (but not within the radius of a *daylight* spell).

Speed: A dread wraith sovereign loses all the base creature's speeds and gains a fly speed equal to double the base creature's highest speed, with perfect maneuverability.

Attacks: All of a dread wraith sovereign attacks become incorporeal touch attacks, retaining the same primary or secondary status they had for the base creature. The dread wraith sovereign gains a primary incorporeal touch attack if it has no other natural attacks.

The dread wraith sovereign's incorporeal touch attacks deal negative energy damage and Constitution drain (see below). If the dread wraith sovereign gained an incorporeal touch attack from the application of this template, its damage is as a slam attack of three size categories larger.

Special Attacks: The dread wraith sovereign loses all special attacks that require corporeal contact but gains those described here.

Command Wraiths (Su): As a free action, a dread wraith sovereign can automatically command all normal wraiths and dread wraiths within 30 feet (as *command undead*). Normal wraiths and dread wraiths never attack a dread wraith sovereign unless compelled.

Constitution Drain (Su): A dread wraith sovereign's incorporeal touch attack deals 1d8 points of Constitution drain unless the creature struck succeeds on a Fortitude save. The save DC is Charisma-based.

Create Spawn (Su): Any creature slain by a dread wraith sovereign's Constitution drain or incorporeal touch attack rises as a dread wraith in 1d4 rounds. A

dread wraith created in this manner is under the command of its creator (as *dominate monster*) and remains so until either it or the creator is destroyed. When a dread wraith sovereign is killed, its dread wraith spawn that had 10 or more Hit Dice in life becomes dread wraith sovereigns (created by applying the template to the original base creature as it was in life).

Penetrating Touch (Su): Any damage dealt by the dread wraith sovereign's natural attacks ignores damage reduction.

Spells: A dread wraith sovereign cast spells as it did in life, but cannot cast spells requiring material components unless it has the Eschew Materials feat.

Abilities: Dex +20, Int +6, Wis +8, Cha +14. As an incorporeal creature, a dread wraith sovereign lacks a Strength score, and as an undead creature, it has no Constitution score.

Feats: A dread wraith sovereign gains Alertness and Improved Initiative as bonus feats.

Environment: Change to any.

SAMPLE DREAD WRAITH SOVEREIGN

A humanoid over six feet tall made of shadows and darkness, a shadow trumpet held in its hands.

DREAD WRAITH SOVEREIGN TRUMPET ARCHON

When a trumpet archon falls to the touch of a dread wraith sovereign, gods and angels weep. Dread wraith sovereign trumpet archons are heinous undead beings composed in equal parts of sacrilege, cruelty, and hate. They desire nothing more than to see good temples defiled and the servants of good brought low. Dread wraith sovereign trumpet archons take special delight in killing and transforming other celestial beings into wraiths or other undead creatures.

Dread Wraith Sovereign Trumpet Archon **CR 18 • XP 153,600**

LE Medium undead (archon, extraplanar, evil, good, incorporeal, lawful) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +17; **Senses** darkvision 60 ft., lifesense 60 ft., low-light vision; Perception +30

Aura aura of menace (20 ft., DC 29), unnatural aura (100 ft.), unnatural chill (30-ft., 2d6 cold and paralysis, DC 27)

DEFENSE

AC 33, touch 33, flat-footed 20 (+10 deflection, +13 Dex)

hp 203 (14d10+140)

Fort +19, **Ref** +19, **Will** +18

Defensive Abilities channel resistance +4, incorporeal; **DR** 10/evil; **Immune** electricity, petrification, undead traits; **SR** 26

Weakness daylight vulnerability

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +27 (2d6 plus 1d8 Con drain)

Special Attacks command wraiths, Con drain (1d8, DC 27), create spawn, penetrating touch, trumpet (DC 27)

Spell-Like Abilities (CL 14th; concentration +24)

Constant—*magic circle against evil*

At will—*aid, continual flame, detect evil, greater teleport* (self plus 50 lbs. of objects only), *message*

Cleric Spells Prepared (CL 14th; concentration +23):

7th—*blasphemy* (DC 26), *mass inflict serious wounds* (2, DC 26)

6th—*banishment* (DC 25), *create undead, harm* (2, DC 25)

5th—*dispel good* (DC 24), *mass inflict light wounds* (2, DC 24), *plane shift* (DC 24), *unhallow* (DC 24)

4th—*dismissal* (DC 23), *inflict critical wounds* (3, DC 23), *poison* (DC 23), *spell immunity*

3rd—*blindness/deafness* (DC 22), *contagion* (DC 22), *dispel magic, inflict serious wounds* (DC 22), *invisibility purge, magic vestment*

2nd—*desecrate, eagle's splendor, inflict moderate wounds* (3, DC 21), *owl's wisdom*

1st—*bane* (DC 20), *inflict light wounds* (3, DC 20), *protection from good, sanctuary* (DC 20), *shield of faith*

0 (at will)—*bleed* (DC 19), *detect magic, detect poison, spark* (DC 19)

STATISTICS

Str —, **Dex** 36, **Con** —, **Int** 22, **Wis** 28, **Cha** 30

Base Atk +14; **CMB** +27; **CMD** 47

Feats Acrobatic, Alertness[B], Combat Casting, Combat Reflexes, Eschew Materials, Flyby Attack, Improved Initiative[B], Lightning Reflexes, Persuasive

Skills Acrobatics +15, Bluff +27, Diplomacy +31, Escape Artist +27, Fly +42, Intimidate +28, Knowledge (arcana) +20, Knowledge (planes, religion) +23, Perception +30, Sense Motive +30, Spellcraft +20, Stealth +30

Languages Celestial, Common, Draconic, Infernal; truespeech

ECOLOGY

Environment any

Organization solitary, pair, or squad (3-5)

Treasure standard

SPECIAL ABILITIES

Command Wraiths (Su) See the dread wraith sovereign template.

Create Spawn (Su) See the dread wraith sovereign template.

Penetrating Touch (Su) See the dread wraith sovereign template.

Trumpet (Su) All creatures except archons within 100 feet of the trumpet's blast must succeed on a DC 27 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based.

CREATING A DREAD WRAITH

To create a creature similar to the dread wraith, simply alter the features of the dread wraith sovereign template as follows.

- There is no minimum HD required to gain the wraith template.
- The CR adjustment is +3 instead of +4.
- The dread wraith does not gain the evil subtype, command wraiths, unnatural chill, cold immunity, daylight vulnerability, spell resistance, penetrating touch, or bonus feats.
- Reduce the dread wraith's channel resistance to +2.
- The damage for the natural attack that the template grants is as a slam attack of two size categories larger.
- Increase size category by one size.
- Reduce the unnatural aura to a range of 30 feet.
- The dread wraith gains the sunlight powerlessness ability.
- The create spawn ability creates only wraiths.
- Replace the template's ability adjustments with the following: Dex +8, Int +8, Wis +8, Cha +14.

SAMPLE DREAD WRAITH

An ursine form of shadows, deep yellow light emits from its open mouth.

DREAD WRAITH DIRE BEAR

A dread wraith dire bear slays any living thing it can find in its territory. Such places become rapidly populated the wraiths of all kinds of animals and plants.

DREAD WRAITH DIRE BEAR CR 10 • XP 9,600

NE Huge undead (incorporeal) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +9; **Senses** lifesense 60 ft., low-light vision, scent; Perception +24

Aura unnatural aura (30 ft.)

DEFENSE

AC 20, touch 20, flat-footed 15 (+7 deflection, +5 Dex, -2 size)

hp 115 (10d8+70)

Fort +14, **Ref** +12, **Will** +10

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal bite +10 touch (2d6 plus 1d8 **Con** drain) and 2 incorporeal claws +10 touch (1d8 plus 1d8 **Con** drain)

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

Special Attacks create spawn (wraiths)

STATISTICS

Str —, **Dex** 21, **Con** —, **Int** 10, **Wis** 20, **Cha** 24

Base Atk +7; **CMB** +14; **CMD** 31 (35 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Fly +17, Perception +24, Swim +17; **Racial Modifiers** +4 Swim

ECOLOGY

Environment any

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Create Spawn (Su) See the dread wraith sovereign template.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

CREATING A WRAITH

To create a creature similar to the standard wraith, simply alter the features of the dread wraith sovereign template as follows.

- There is no minimum HD required to gain the wraith template.
- The CR adjustment is +1 instead of +4.
- The wraith does not gain the evil subtype, command wraiths, unnatural chill, cold immunity, daylight vulnerability, spell resistance, penetrating touch or bonus feats.
- Reduce the wraith's channel resistance to +2.
- The damage for the natural attack that the template grants is as a slam attack of one size category larger.
- Reduce the amount of Constitution drain to 1d6.
- Reduce the unnatural aura to a range of 30 feet.
- The wraith gains the sunlight powerlessness ability.
- The create spawn ability creates only wraiths.
- Replace the template's ability adjustments with the following: Dex +6, Int +4, Wis +4, Cha +10.

SAMPLE WRAITH

A charging quadruped made of darkness with a great horn on its snout.

RHINOCEROS WRAITH

Even more foul tempered than its living kin, rhinoceros wraiths immediately charge any living creature they sense.

RHINOCEROS WRAITH **CR 5 • XP 1,600**

NE Large undead (incorporeal) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +3; **Senses** lifesense 60 ft., low-light vision, scent; Perception +14

Aura unnatural aura (30 ft.)

DEFENSE

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

hp 32 (5d8+10)

Fort +8, **Ref** +7, **Will** +4

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal gore +5 touch (2d6 plus 1d6 **Con** drain)

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

Special Attacks create spawn (wraiths)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 6, **Wis** 17, **Cha** 15

Base Atk +3; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Endurance, Great Fortitude, Skill Focus (Perception)

Skills Fly +9, Perception +14

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Create Spawn (Su) See dread wraith sovereign template.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

DREAD ZOMBIE

Though they resemble the mindless undead that fill out the ranks of armies commanded by evil necromancers and the clerics of dark gods, dread zombies (sometimes known as zombie lords) are fit to command such troops themselves. Dread zombies are created when the magic used to animate a zombie or other corporeal undead goes awry, or when a dread mummy breathes death on a living creature. Sometimes when the ceremony to create a lich fails, the would-be lich instead becomes a dread zombie, attaining eternal unlife at an unexpected cost—the loss of some of the intelligence it had in life. These undead recognize and mourn their lost mental acuity, and this knowledge translates into a sick hunger for living brains.

A dread zombie looks like the walking corpse of a living creature. Maggots writhe beneath its papery skin and worms crawl through its muscles. Its eyes, however, are not the foggy, fluid-filled orbs of a normal zombie—they shine with a life-like and evil intelligence.

CREATING A DREAD ZOMBIE

"Dread zombie" is an acquired template that can be added to any corporeal living creature (referred to hereafter as the base creature). A dread zombie uses all the base creature's statistics and special abilities except as noted here.

CHALLENGE RATING: Same as base creature +1.

Type: The creature's type changes to undead. Do not recalculate base attack bonuses, saves, or skill points.

Alignment: Always neutral evil.

Aura: A dread zombie gains the unnatural aura (30 ft.)

Armor Class: The base creature's natural armor bonus increases according to its size, as given on the **Table 2-17**.

TABLE 2-17: DREAD ZOMBIE AC BONUS

Size	Natural AC Increase
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Hit Dice: Change all of the base creature's racial HD to d8s, and then add 2 racial Hit Dice to this total. Creatures without any racial HD gain 2 HD.

Defensive Abilities: A dread zombie gains channel resistance +2 in addition to the usual undead traits.

Speed: The dread zombie retains the base creature's speeds. If the base creature has a fly speed based on the possession of wings, its maneuverability is reduced by one step (minimum clumsy). Dread zombies cannot run.

Attacks: The dread zombie gains a primary slam attack if it has no other natural attacks. If the base creature possesses at least one mouth but has no natural attack with it, the dread zombie gains a secondary bite attack with each mouth.

All natural attacks gained by a dread zombie are size based. The damage for a gained slam attack is as if it was one size category larger. For a gained bite attack the damage is as one size category smaller.

Special Attacks: The dread zombie retains all the base creature's special attacks and gains those described here.

Brain Consumption (Ex): When the dread zombie makes a successful grapple check to deal damage with its bite attack against a pinned or helpless living foe, the latter must succeed on a Fortitude save or die as the dread zombie consumes its brain. Creatures immune to critical hits and those with multiple heads are not killed by this attack. The save DC is Strength-based and uses the dread zombie's total HD.

Command Zombies (Su): As a free action, a dread zombie can automatically command all normal zombies within 30 feet (as *command undead*). Normal zombies never attack a dread zombie unless compelled.

Abilities: Str +4, Dex –2 (min. 1), Int –4, Cha –4 (min. 1). As undead, it has no Constitution score. If the base creature's Intelligence is reduced to zero or below by the application of this template it loses its Intelligence score and becomes mindless.

Feats: A dread zombie gains Toughness as a bonus feat.

SAMPLE DREAD ZOMBIE

A bald-headed humanoid covered in rotting skin the color of mud; its flesh hangs loosely from its bones. Its eyes betray a cunning intelligence.

VEZANDARLIR

Before his death, Vezandarlir was a bitter hermit who was sought out by locals for fortune-telling and other divinatory services. Every so often he would use his oracle abilities to make sure what a supplicant's fate held was dire. After he died, Vezandarlir's spirit was too bitter and stubborn to move on. He rose a fortnight later from his grave, his abilities still intact, but now possessing a hunger for the brains of the living.

VEZANDARLIR **CR 6 • XP 2,400**

Unique male dread zombie aasimar oracle 6 (*Pathfinder® Roleplaying Game: Advanced Race Guide™, Pathfinder® Roleplaying Game Bestiary™, Pathfinder® Roleplaying Game Ultimate Magic™*)

NE Medium undead (augmented outsider, native)

Init -1; **Senses** clouded vision, darkvision 60 ft.; Perception +11

Aura unnatural aura (30 ft.)

DEFENSE

AC 13, touch 9, flat-footed 13 (+2 armor, -1 Dex, +2 natural)

hp 63 (8d8+27)

Fort +4, **Ref** +4, **Will** +10

Defensive Abilities channel resistance +2; **Immune** undead traits; **Resist** acid 5, cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee bite +4 (1d4+1) and *+1 kukri* +10/+5 (1d4+4/18-20) or slam +9 (1d6+3)

Special Attacks brain consumption (DC 19), command zombies, revelations (clobbering strike, touch of acid 5/day 1d6+3 acid)

Aasimar Spell-Like Abilities (CL 8th; concentration +10)

1/day—*daylight*

Oracle Spells Known (CL 6th; concentration +8):

3rd (3/day)—*contagion* (DC 15), *inflict serious wounds* (DC 15), *meld into stone*

2nd (6/day)—*darkness, hold person* (DC 14), *inflict moderate wounds* (DC 14), *stone call*

1st (7/day)—*bane* (DC 13), *doom* (DC 13), *inflict light wounds* (DC 13), *magic stone, murderous command, protection from good*

0 (at will)—*bleed* (DC 12), *detect magic, detect poison, guidance, read magic, resistance, spark* (DC 12)

STATISTICS

Str 16, **Dex** 9, **Con** —, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +6; **CMB** +9; **CMD** 18

Feats Ability Focus (brain consumption), Combat Casting, Iron Will, Stealthy, Toughness[B]

Skills Diplomacy +4, Escape Artist +1, Intimidate +13, Perception +11, Stealth +12; **Racial Modifiers** +2 Diplomacy, +2 Perception

Languages Celestial, Common

SQ curse (clouded vision), mystery (stone)

Gear leather armor, *+1 kukri*

SPECIAL ABILITIES

Brain Consumption (Ex) See the dread zombie template.

Command Zombies (Su) See the dread zombie template.

DREAM CREATURE

Dream creatures are beings that dream in their waking moments and bring sleep to creatures that would otherwise be awake. They have the power to weave dreams into the world about them and to travel out of their bodies when sleeping.

Only a creature in a comatose slumber can become a dream creature. A grave injury, complete loss of reason, or an intellect damaged by a monster or poison might be the cause of the coma, but the comatose creature always moves in its sleep during the transformation to a dream creature. When it awakens, its consciousness lies somewhere between slumberous thought and reality.

Dream creatures often appear distracted, and daydreaming is common. When they use their power to merge the waking and dreaming worlds, however, their minds gain a crystal clarity and focus that is reflected on their countenance. Guided by the strange and mutable thought patterns of dreamers, dream creatures are chaotic by nature, but other than their powers and distracted demeanors, they have little in common with each other.

CREATING A DREAM CREATURE

"Dream" is an acquired template that can be added to any creature that sleeps and whose Charisma, Intelligence, and Wisdom scores are each at least 3 (referred to hereafter as the base creature). A dream creature uses all the base creature's statistics and special abilities except as noted here.

CHALLENGE RATING: Same as base creature +1.

TYPE: The base creature gains the chaotic subtype.

Alignment: Any chaotic.

Senses: The base creature gains low-light vision.

Defensive Abilities: A dream creature gains DR 5/cold iron and is immune to figment, glamer, and pattern spells.

Weaknesses: A dream creature gains the following weakness:

Sleep Vulnerability (Ex): A dream creature takes a -2 penalty on saves against sleep effects. Furthermore, it counts as a creature with 2 fewer Hit Dice than it actually possesses for the purpose of determining the number and HD of creatures a *sleep* spell can affect. If the base creature is immune to sleep effects, it loses that ability.

Special Attacks: The dream creature retains all the base creature's special attacks and gains those described here.

Dream Spellcasting (Su): A dream creature's effective caster level for figment, glamer, and pattern spells increases by +2 over that of the base creature. This ability is cumulative, e.g., a dream creature casting a spell that is both a figment and glamer casts it at a +4 caster level.

Lulling Gaze (Su): Any creature within 20 feet must succeed on a Will save or take a –5 penalty on Perception checks and a –2 penalty on Will saves against sleep effects for as long as it remains within range. A new save is required each round until the creature either fails or is no longer within range. A dream creature can suppress or resume this ability as a free action. This is a gaze effect. The save DC is Charisma-based.

Sleep Song (Su): As a full-round action, a dream creature can sing a lullaby that puts nearby creatures to sleep. Any creature within 100 feet of the dream creature that can hear its song must succeed on a Will save (DC equals the dream creature's Perform [sing] check result), or fall asleep as though affected by a *sleep* spell for a number of rounds equal to the dream creature's total Hit Dice. A creature that successfully saves cannot be affected by the same dream creature's sleep song again for 24 hours. Dream creatures are immune to their own and other dream creatures' sleep songs. Sleep song is a sonic, mind-affecting sleep effect.

Waking Dreams (Su): At will as a standard action, a dream creature can cause the area within 100 feet of its position to become hazy and dreamlike at will. This effect penetrates solid objects and even crosses the boundary with the Ethereal Plane. Distances and speeds in the affected area become hard to judge. Bright areas seem dark, and dark areas appear to have some hazy illumination. Colors blend into one another in strange and unpredictable ways, and creatures seem to take on the features of objects or other creatures. Every creature in the affected area takes a –4 penalty on all attack rolls, checks, and saves as long as it remains in the area. A creature outside the area taking any action that would affect creatures within or on the other side of the area also takes a –4 penalty on any associated roll or check. Waking dreams is an illusion (figment) effect with no save, but creatures that are immune to illusion effects are immune to this effect. *True seeing* and similar effects allow a creature to act in the affected area without taking the penalty. Dream creatures are immune to the penalties caused by their own waking dreams and those of other dream creatures.

Abilities: Wis +2, Cha +4.

Skills: Perform (sing) is a class skill for a dream creature.

Special Qualities: A dream creature retains all the special abilities of the base creature and gains those described here.

Dream Travel (Su): Once per day, a dream creature can go to sleep and travel about in the realm of dreams. This ability works like the *ethereal jaunt* spell, except that the dream creature leaves its material body behind. It can remain in dream form so long as its body sleeps, and the dream creature travels through the realm of dreams instead of the Ethereal Plane.

At any point in time, the dream creature may go to sleep with the intent of traveling in dreams. When it does so, a dream version of it like the ethereal form resulting from an *ethereal jaunt* spell rises from its sleeping body. This version of the dream creature can then travel about the dream realm, roaming material areas like an ethereal creature, and act as it wills. If its sleeping body takes damage, is subjected to a harmful spell or effect, or is awakened by a loud noise or vigorous motion, the dream form vanishes, and the dream creature awakens with the knowledge of what its dream-self experienced. The same result occurs if the dream form leaves the dream realm (by its own will or by force), or "dies" (either from damage or from some magical effect). Beneficial spell effects cast on the body of the sleeping dream creature benefit its dream form as well, but negative effects that affect the dream form do not affect the sleeping body of the dream creature, nor do they affect the dream creature after it has awakened. If the dream form would become material through some action or effect, it vanishes, and the sleeping dream creature awakens.

SAMPLE DREAM CREATURE

The form of this feline-headed, human-sized humanoid wavers and ripple like in a dream.

BAHADUR ALBORZ

Bahadur Alborz always had unusual tastes, even for a rakshasa. The realm of the mind and dreams is his hunting ground. The sanity of mortals is his prey. He particularly enjoys destroying the minds of others through the terrors of their dreams.

BAHADUR ALBORZ **CR 11 • XP 12,800**

Male dream rakshasa

CE Medium outsider (chaotic, native, shapechanger) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 25, touch 16, flat-footed 19 (+5 Dex, +9 natural, +1 dodge)

hp 115 (10d10+60)

Fort +9, **Ref** +12, **Will** +9; -2 vs. sleep effects

DR 15/good and piercing, 5/cold iron; **Immune** figments, glamers, patterns; **SR** 25

Weaknesses vulnerability to sleep

OFFENSE

Speed 40 ft.

Melee *+2 keen kukri* +17/+12 (1d4+5/15-20), bite +15 (1d6+3), claw +15 (1d4+3)

Special Attacks detect thoughts (DC 20), dream spellcasting, lulling gaze (20 ft., DC 20), sleep song, waking dreams

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (5/day)—*displacement, major image* (DC 18)

2nd (7/day)—*invisibility, mirror image, misdirection*

1st (8/day)—*color spray* (DC 16), *dazzling blade* (DC 16), *magic missile, silent image* (DC 16), *vanish*

0 (at will)—*acid splash, detect magic, flare* (DC 15), *ghost sound* (DC 15), *light, mage hand, message*

STATISTICS

Str 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 15, **Cha** 21

Base Atk +10; **CMB** +13; **CMD** 29

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

Skills Bluff +22, Diplomacy +18, Disguise +26, Perception +15, Perform (Enter Choice) +18, Sense Motive +15, Stealth +18; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid, *alter self*), dream travel 1/day

Gear *+2 keen kukri*

SPECIAL ABILITIES

Detect Thoughts (Su) A dream 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. The save DC is Charisma-based.

Dream Spellcasting (Su) See the dream creature template.

Dream Travel (Su) See the dream creature template.

Lulling Gaze (Su) See the dream creature template.

Sleep Song (Su) See the dream creature template.

Waking Dreams (Su) See the dream creature template.

DRIDER

Driders are usually associated with the drow, but there is no reason they have to be. Whether their origin is a curse of a god, an alchemical process, or the result of some other mad magical process, driders are horrors that combine the lower-half of a spider and the torso of another creature. Infused with the predatory instincts of a spider, they desire to inflict as much pain and suffering as possible. They also have spellcasting capabilities.

CREATING A DRIDER

"Drider" is an acquired template that can be added to any living corporeal humanoid, monstrous humanoid, giant, or creature with a generally humanoid form (referred to hereafter as the base creature). A drider uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature + 2

Alignment: Any evil.

Size: The base creature's size increases by one step.

Type: The base creature's type changes to aberration with the appropriate augmented subtype. Do not recalculate base attack bonus, saves, or skill points.

VARIANT DRIDERS

The classic drider of half drow elf and spider is all well and good, but with this template, a GM can make for some interesting combinations. Here are some ideas.

- Instead of half-spider, have the drider be half centipede or other vermin. Change the drider's poison to that of the vermin as well as exchanging its abilities (web, bonus to CMD vs. trip, *etc.*) with those of the chosen vermin. You may need to adjust the CR if the new poison is particularly virulent.
- Make the drider vary with different spider species. Change the drider's poison to that of the spider it is patterned after. If the spider is a hunting spider, replace the web ability with a +8 racial modifier to Acrobatics. You may need to adjust the CR if the new poison is particularly virulent.
- The drider is a unique and dangerous oracle in the center of its web. Change its alignment to neutral, add mythic ranks, and give the drider oracle levels. Adjust CR for the added levels and the mythic ranks.

Armor Class: The base creature's natural armor class increases by +5 plus an additional natural armor class bonus due to its size change.

Hit Dice: Change all of the base creature's racial HD to d8s.

Speed: The drider gains a climb speed equal to one-half the base creature's land speed. If the base creature has no land speed, the drider gains a land speed equal to the base creature's highest speed and a climb speed equal to one-half that. If the base creature already has a climb speed, it either retains that or it replaces it with a climb speed equal to one-half the base creature's land speed, whichever is faster.

Attacks: If the base creature does not have a bite attack, the drider gains one with which it delivers its poison. If it does have a bite attack, then the bite delivers the drider's poison and keeps the base creature's damage value. The damage on a bite attack gained by application of this template is based on the base creature's original size. This attack is primary if the base creature has no other natural attacks; otherwise, it is secondary.

If the base creature has natural attacks that rely on its lower body parts, such as a tail attack or a rake attack, the drider retains those attacks, which originate from perverted extra limbs extending from the back of its abdomen.

Space/Reach: The drider's space and reach are normal for its new size and uses the "long" entry for driders that are Large size or greater.

Special Attacks: A drider gains the web universal ability and the following.

Poison (Ex): Bite—injury; *save* Fortitude; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Spell-Like Abilities: A drider gains the following spell-like abilities. Its caster level is equal to its total Hit Dice. The DCs are Charisma-based.

Constant—*detect chaos* (if not chaotic), *detect good, detect law* (if not lawful), *detect magic*

At will—*dancing lights, darkness, faerie fire*

1/day—*clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion*

Spells: A drider casts spells as a 6th-level cleric, sorcerer, or wizard, or as one of a class level equal to the drider's total HD -3, whichever is higher. It does not gain any other class abilities. If the base creature can already cast spells

as a racial ability (not from any class), it can cast spells from one of the above classes in addition to spells it already knows but does not gain any of its class abilities.

Abilities: Dex +6, Con +2, Int +4, Wis +6, Cha +6

CMD: A drider gains a bonus on its CMD vs. trip as for an eight-legged creature.

Skills: A drider has a +4 racial bonus to Stealth.

Special Qualities: A drider gains the following.

Undersized Weapons (Ex): A drider uses manufactured weapons as if it was one size category smaller.

Environment: As base creature plus underground.

SAMPLE DRIDER

A frightening combination of the lower half of a great spider and the whalelike head of a gray render.

GRAY RENDER DRIDER

Gray render driders present grave threats to drow communities and to any creatures that come near them. Their powerful bodies and immense size make them deadly melee combatants, and their spells and mobility allow them to kill from afar with ease.

Gray render driders display a perverted version of the attachment a gray render often feels for a particular creature or group of creatures. Upon becoming attached to a creature, the gray render drider protects it from harm but also attempts to destroy everything its beloved creature holds dear. Eventually, such creatures become little more than the gray render drider's slaves.

Gray Render Drider **CR 10 • XP 9,600**

CE Huge aberration (augmented magical beast) (*Pathfinder® Roleplaying Game Bestiary 2™*)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 31, touch 12, flat-footed 27 (+4 Dex, +19 natural, -2 size)

hp 100 (8d8+64)

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

OFFENSE

Speed 30 ft., climb 15 ft.

Melee bite +13 (3d6+7 plus poison) and 2 claws +14 (2d6+7 plus grab)

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

Special Attacks poison, rend (2 claws, 2d6+10), web (+10 ranged, DC 22, 8 hp)

Drider Spell-Like Abilities (CL 8th; concentration +10)

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

At will—*dancing lights, darkness, faerie fire*

1/day—*clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion* (DC 15)

Cleric Spells Prepared (CL 6th; concentration +11):

3rd—*contagion* (DC 18), *cure serious wounds* (2)

2nd—*bull's strength, cure moderate wounds* (2), *hold person* (DC 17)

1st—*cause fear* (2, DC 16), *cure light wounds* (2), *shield of faith*

0 (at will)—*detect magic, light, read magic, resistance*

STATISTICS

Str 25, **Dex** 19, **Con** 26, **Int** 7, **Wis** 20, **Cha** 14

Base Atk +8; **CMB** +17 (+19 bull rush, +21 grapple); **CMD** 31 (33 vs. bull rush, 43 vs. trip)

Feats Awesome Blow, Improved Bull Rush, Power Attack, Weapon Focus (claw)

Skills Climb +15, Perception +16, Stealth +0, Survival +9; **Racial Modifiers** +4 Perception, +4 Stealth

SQ double damage against objects, undersized weapons

Languages Giant

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

Double Damage Against Objects (Ex) If this creature makes a full attack against an object or structure, it deals double damage.

Poison (Ex) Bite—Injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

DROWBLOOD

A drowblood, also called half-drow, is the results of a sexual or magical union between a dark elf and another creature. The blood of the dark elf fuses with that of the other creature, adding to its abilities rather than weakening both bloodlines, as can occur in other such unions.

Extremely adventurous drow sometimes take the shape of another creature to seek out sexual encounters, and spellcasters occasionally splice drow with other creatures, in hopes of creating better slaves. The most common method of creating a drowblood, however, is through an act of sexual violence. Thus, the birth of a drowblood is rarely a happy occasion, despite the augmented abilities the resulting creature usually displays.

Drowblood run the gamut of personalities, but most are wrathful creatures that hate the poisonous blood in their veins and the world that reviles them. A rare few revel in their close relation to drow, using the power of their birthright to achieve their aims. Some unfortunate drowblood admire the dark elves and try to emulate them in manner and dress—even going so far as to live on the outskirts of drow settlements, in some cases. Though they do their best to win the approval and acceptance of full-blooded drow, they are almost universally met with ridicule and murderous violence.

A drowblood displays most of the features of its nondrow parent race, but its hair is a shockingly bright white, and its skin is the telltale jet-black shade of a dark elf. Its eyes are bright gems of ruby crimson, and its ears come to at least a subtle point. Drowblood elves are extremely rare, since both races routinely kill such abominations, but those that do survive look just like dark elves and can often infiltrate drow society undetected.

CREATING A DROWBLOOD

"Drowblood" is an inherited template that can be added to any living, intelligent, corporeal, nondrow creature (referred to hereafter as the base creature). A drowblood uses all the base creature's abilities and statistics in addition to those noted here.

Challenge Rating: Same as the base creature +1.

Type: The creature gains the elf subtype if the base creature does not already have it.

Senses: A drowblood gains darkvision 60 ft. If the base creature already has darkvision, its range increases by +20 ft. (maximum 120 ft.).

Saving Throws: A drowblood receives a +1 racial bonus on Will saves against spells and spell-like abilities.

Defensive Abilities: A half drow is immune to sleep and has spell resistance equal to either the base creature's spell resistance (if any) or 9 + base creature's total Hit Dice, whichever is higher.

Spell-Like Abilities: A drowblood creature gains the following spell-like abilities. Its caster level is equal to its total character level. All saves are Charisma-based.

1/day—*dancing lights*, *darkness*, *faerie fire*.

Abilities: Dex +2, Con –2 (minimum 1), Int +2.

Skills: A drowblood gains a +2 racial bonus on Perception checks.

Special Qualities: A drowblood gains the following.

Drow Blood (Ex): Drowblood creatures are considered to be members of the base creature's race and the drow and elf races for the purpose of racially specific special abilities and effects.

SAMPLE DROWBLOOD

Stocky, dwarflike and blackskined humanoid with white hair and blood red eyes.

DROWBLOOD DERRO

A drowblood derro combines the madness common to the derro race with a drow's paranoia, to produce a twitchy and deadly bundle of nerves. Drowblood derros are stealthy as drow, even more psychotic than the usual derro, and unpredictable in battle. When they are not slaughtered outright by either derros or drow, they are sometimes used as disposable spies or assassins.

DROWBLOOD DERRO **CR 4 • XP 1,200**

CE Small humanoid (derro, elf) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +7; **Senses** darkvision 80 ft., low-light vision; Perception +2

DEFENSE

AC 18, touch 14, flat-footed 15 (+2 armor, +3 Dex, +1 size, +2 natural)

hp 22 (3d8+9)

Fort +4, **Ref** +4, **Will** +6 (+1 vs. spells and spell-like abilities)

Immune magic sleep; **SR** 14

Weakness vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee aklys +6 (1d6) or short sword +5 (1d4)

Ranged aklys +5 (1d6) or repeating light crossbow +6 (1d6/19-20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd; concentration +6)

At will—*darkness, ghost sound* (DC 13)

1/day—*dancing lights, darkness, daze* (DC 13), *faerie fire, sound burst* (DC 15)

STATISTICS

Str 11, **Dex** 17, **Con** 16, **Int** 12, **Wis** 5, **Cha** 16

Base Atk +2; **CMB** +1; **CMD** 14

Feats Improved Initiative, Weapon Finesse

Skills Perception +2, Stealth +10, Survival +3; **Racial Modifiers** +2 Perception

Languages Aklo, Undercommon

SQ drow blood, madness, poison use

ECOLOGY

Environment any underground

Organization solitary, team (2-4)

Treasure NPC **Gear** (leather armor, short sword or aklys, repeating light crossbow with 10 poisoned bolts, other treasure)

SPECIAL ABILITIES

Drow Blood (Ex) See the drowblood template.

Madness (Ex) Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex) Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times

Medium Spider Venom—injury; save Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

Vulnerability to Sunlight (Ex) A derro takes 1 point of **Con** damage after every hour it is exposed to sunlight.

DUNESAGE

Every grain of sand is a moment in time, a piece of history. Dunesages are creatures of elemental power and wisdom whose bodies have been transformed into living breathing earth. Their commingled existence with the soil of the world has allowed dunesages to tap into the collective memory of the planet and use that memory to unlock hidden lore, ancient secret, and obfuscated patterns.

Though not elemental creatures, dunesages possess connection to the Plane of Elemental Earth. They can pass through the ground as easily as a fish swims through water. Dunesages are typically reclusive beings who explore the waste sandy wastes of their homes looking for new lore and forgotten treasures. They can be invaluable sources of information to respectful adventurers.

CREATING A DUNESAGE

"Dunesage" is an acquired template that can be applied to any corporeal creature with an Int score of 10 or more. A dunesage uses all the base creature's statistics and special abilities except as noted here.

CHALLENGE RATING: As base creature +1

TYPE: A dunesage gains the earth subtype if it already did not have it.

INITIATIVE: Dunesages add their Intelligence modifier to their initiative as a competence bonus.

SENSES: The dunesage gains tremorsense +60 ft.

Armor Class: The dunesage's natural armor bonus is increased by +3.

Speed: The dunesage gains a burrow speed equal to its base movement rate and the earth glide universal ability.

Defensive Abilities: Dunesages gain acid resistance 5 and DR 5/--.

Spell-Like Abilities: A dunesage has a cumulative number of spell-like abilities depending on its total hit dice (see **Table 2-18**). Caster level equals the creature's total HD (or the caster level of the base creature's spell-like abilities, whichever is higher).

TABLE 2-18: DUNESAGE SPELL-LIKE ABILITIES

Total HD	Spell-Like Abilities
1–4	Constant—*endure elements* 1/day—*augury*
5–8	3/day—*stone call* 1/day—*share memory*
9–-2	1/day—*divination, shifting sands*
13–16	1/day—*legend lore, move earth*
17+	1/day—*foresight, scouring winds*

Special Qualities: A dunesage gains the following.

Change Shape (Su): A dunesage can take the shape of an earth elemental the same size of the dunesage's normal form. This ability functions as the *elemental body* class of spells as appropriate for the size of elemental that the dunesage can become. For dunesages larger than Huge size, use the statistics for the Huge Earth Elemental and increase its size as required. This is a polymorph effect.

Abilities: –2 Dex, +2 Con, +4 Int, +2 Cha

Skills: Dunesages gain any two additional Intelligence-based skills as class skills.

Languages: Dunesages gain the ability to speak Terran.

Environment: Any desert

SAMPLE DUNESAGE

Rising up from the sand, a muscular humanoid of solidified sand and teeth and claws of obsidian.

DUNESAGE GHOUL

A humanoid who dies of dunesage ghoul fever rises as a dunesage ghoul at the next midnight. A humanoid who becomes a dunesage ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other dunesage ghouls, but it hungers for the flesh

of the living and ancient lore and behaves like a normal dunesage ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a dunesage ghast.

Dunesage ghouls are oracles of the deep desert regions where no living creature can survive for long. They are often in service of more powerful evil creatures such as mummies or outsiders that favor the desert.

Dunesage Ghoul **CR 2 • XP 600**

CE Medium undead (earth) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 15 (2d8+6)

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

Defensive Abilities channel resistance +2; **DR** 5/—; **Immune** undead traits; **Resist** acid 5,

OFFENSE

Speed 30 ft., burrow 30 ft.; earth glide

Melee bite +2 (1d6+1 plus disease and paralysis) and 2 claws +2 (1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

Spell-Like Abilities (CL 2nd; concentration +5)

Constant—*endure elements*

1/day—*augury*

STATISTICS

Str 13, **Dex** 13, **Con** —, **Int** 17, **Wis** 14, **Cha** 16

Base Atk +1; **CMB** +2; **CMD** 13

Feats Weapon Finesse

Skills Acrobatics +3, Climb +6, Knowledge (geography) +8, Knowledge (history) +8, Perception +7, Stealth +6, Swim +3; **Racial Modifiers** Knowledge (geography) and Knowledge (history) are class skills.

Languages Aklo, Common, Gnoll, Terran

SQ change shape (Medium earth elemental; *elemental body II*)

ECOLOGY

Environment any desert

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Dunesage Ghoul Fever:* Bite—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

DUST CREATURE

Though native to both the Elemental Plane of Earth and the Elemental Plane of Air, dust creatures sometimes migrate to the Material Plane and take up residence there. Though this tendency to move about indicates a somewhat adventurous nature, dust creatures exhibit little of the curiosity about other beings that most highly mobile creatures have. In fact, they tend to be brusque and aloof with creatures not from the Plane of Earth or Air.

Dust creatures come in as many colors as sand. The typical specimen has a body of multiple hues, covered in whorls of sand that mimic the blowing dust they can summon and control.

CREATING A DUST CREATURE

"Dust" is an inherited template that can be added to any living corporeal creature that does not have the fire or water subtypes (referred to hereafter as the base creature). A dust creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +1.

Type: The creature's type changes to outsider and gains the air, earth, elemental, and extraplanar subtypes.

Hit Dice: Change all of the base creature's racial HD to d10s.

Saving Throws: Recalculate the dust creature's saves based on its Hit Dice and new type. Reflex and Fortitude are the good saves for a dust creature.

Defensive Abilities: The dust creature gains all the immunities from the elemental subtype as well as the following.

Air Mastery (Ex): Airborne creatures takes a –1 penalty on attack and damage rolls against a dust creature.

Special Attacks: The dust creature retains all the base creature's special attacks and gains the following.

Dust Blast (Su): Once every 1d4 rounds, as a standard action, a dust creature can emit an abrasive jet of dust-filled wind that damages objects and other creatures. This wind takes the form of a 5-foot-wide, 20-foot-long line that causes 1d4 points of slashing damage per 2 Hit Dice (minimum 1d4, maximum 20d4). Any creature caught within the area may attempt a Reflex save for half damage. The save DC is Constitution-based.

Exude Dust (Su): At will as a free action, a dust creature can exude a cloud of dust that surrounds its body in a 10-foot spread. This cloud functions like an *obscuring mist* spell, except all dust creatures can see through it normally. Any other creature caught within in the cloud must succeed on a Fortitude save or be blinded by the stinging dust. Creatures that close their eyes or have them covered before the dust could affect them gain a +10 circumstance bonus on the save roll. A creature that enters the dust cloud with its eyes closed or covered need not make a save against blindness unless it opens its eyes while within the dust cloud. A creature blinded by a dust creature's cloud of dust regains its sight 1d4 rounds after its last exposure to a dust cloud with its eyes open. Blinding exposure of even a single eye blinds all eyes supernaturally. This is a blinding effect. The save DC is Constitution-based.

Abilities: Str –4 (minimum 1), Dex +2, Con +2, Cha –2 (minimum 1).

BAB: Recalculate the dust creature's BAB based on its new type.

CMB/CMD: Recalculate based on new BAB and ability scores.

Skills: The base creature loses all skill ranks but retains all racial skill bonus. Recalculate the number of skill ranks the dust creature gets based on its new type.

A dust creature gains a +4 racial bonus on Stealth checks.

Special Qualities: A dust creature retains all the special abilities of the base creature and gains those described here.

Air Breather (Ex): A dust creature can breathe air, even if the base creature breathed only water.

Airborne (Su): At will, a dust creature can walk on air as though with an *air walk* spell. In addition, it always falls as if affected by a *feather fall* spell. When falling, the dust creature can be moved on the wind as noted in the description of the *air walk* spell.

Languages: If the dust creature can speak, it gains the ability to speak Auran and Terran in addition to any other languages the base creature knows.

Environment: Same as base creature plus Elemental Planes of Air and Earth.

SAMPLE DUST CREATURE

Gaunt giant composed of compacted dun-colored sand and dust.

DUST STONE GIANT

Dust stone giants often migrate to desert areas of the Material Plane. They prefer to live in seclusion, but a few have been known to interact peacefully with other stone giants.

Dust Stone Giant **CR 9 • XP 6,400**

N Large outsider (air, earth, elemental, extraplanar, giant) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 23, touch 12, flat-footed 20 (+3 Dex, -1 size, +11 natural)

hp 114 (12d10+60)

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

Defensive Abilities improved rock catching; **Immune** elemental traits

OFFENSE

Speed 40 ft.; airborne

Melee greatclub +17/+12/+7 (2d8+9) or 2 slams +17 (1d8+6)

Ranged rock +15 (2d8+9)

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

Special Attacks air mastery, dust blast (20-ft. line, 6d4 slashing, Reflex DC 21 half, 1/1d4 rounds), exude dust (DC 21), rock throwing (180 ft.)

STATISTICS

Str 23, **Dex** 17, **Con** 21, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +12; **CMB** +19; **CMD** 32

Feats Iron Will, Martial Weapon Proficiency (greatclub), Point-Blank Shot, Power Attack, Precise Shot, Quick Draw

Skills Climb +18, Escape Artist +15, Intimidate +14, Perception +16, Stealth +18 (+26 in rocky terrain), Survival +13; **Racial Modifiers** +4 Stealth (+8 in rocky terrain)

Languages Auran, Common, Giant, Terran

SQ air breather, airborne

ECOLOGY

Environment Plane of Air, Earth or temperate mountains
Organization solitary, gang (2–5), band (4–8), hunting party (9–12 plus 1 elder), or tribe (13–30 plus 35% noncombatants, 1–3 elders, and 4–6 dust dire bears)
Treasure standard (greatclub, other treasure)

SPECIAL ABILITIES

Air Breather (Ex) See the dust creature template.
Air Mastery (Ex) See the dust creature template.
Airborne (Su) See the dust creature template.
Dust Blast (Su) See the dust creature template.
Exude Dust (Su) See the dust creature template.

ELDRITCH

Beings from the deepest reaches of space and realms beyond the known planes, eldritch creatures are things that should not be. Horrific and lethal, eldritch creatures travel to the worlds of the Material Plane with purposes only known to them. They can sometimes be created or called via forbidden magic or rituals, but always at a terrible cost.

Each eldritch creature is unique in form and abilities. Their shape only vaguely hints at the creature they are patterned after. In every case, however, an eldritch is a horrific monster of flesh, bone, mucus, and fluids—one that should not exist.

CREATING AN ELDRITCH CREATURE

"Eldritch" is an inherited or acquired template that can be added to any living creature (referred to hereafter as the base creature). An eldritch creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: An eldritch's CR adjustment depends on what abilities it has (see Special Abilities).

Alignment: Any non-good.

Type: The base creature's type changes depending whether the eldritch creature comes from the deeper reaches of space or outside the known planes. If it is from space, the base creature's type changes to aberration. Otherwise, the creature's type changes to outsider, and it gains the extraplanar subtype.

Hit Dice: Change all of the base creature's racial HD to d8s if the new type is an aberration; d10s if the new type is an outsider.

Attacks: If the base creature has no natural attacks, it gains two tentacle or claw attacks. The damage for these attacks is as a creature one size category higher.

Skills: The base creature loses all skill ranks except those gained as racial bonuses. Recalculate the creature's total skill points as a creature of its new type, reassigning ranks as appropriate. Treat those skills that the base creature had ranks in before as class skills.

Special Abilities: An eldritch gains a number of special attacks and qualities depending on its Hit Dice. For each two Hit Dice an eldritch has, it gains one eldritch point (EP) with which it can buy abilities (minimum 1). Each ability costs or adds to the creature's EP total and adds or subtracts from the eldritch's CR adjustment (round up). Unless otherwise specified, once an eldritch creature gains an ability it cannot change it.

Ability Damage (Su) (-2 EP, +1/2 CR): One of the eldritch's natural attack deals 1d2 points of ability damage. Which ability score the attack damages is chosen upon this ability's selection and cannot be changed. This ability can be taken multiple times, with it either applying the damage to another natural attack, increasing the die of the damage by 1 or affecting a different ability score.

Ability Drain (Su) (-3 EP, +1/2 CR): As ability damage above, but deals ability drain.

Ability Score Increase (-1 EP, +1/4 CR): Increase one ability score by +2. This can be taken multiple times.

Ability Score Decrease (+1 EP, -1/4 CR): Decrease one ability score by -2. An ability score decreased to 0 or lower has no score. This can be taken multiple times.

Abnormal Reach (-1 EP, +1/4 CR): Increase the reach of one of the eldritch's natural attacks by 5 ft. This ability may be taken multiple times.

Additional Attack (-1 EP, +1/2 CR): The eldritch gains a natural attack of the type it doesn't already have. Damage for the attack is appropriate for its size. This ability can be taken multiple times.

Additional Movement (-1 EP, +1/2 CR): The eldritch gains an additional mode of movement equal to its base speed or 10 feet (whichever is higher). If it gains a fly speed, that speed has clumsy maneuverability. This ability can be taken multiple times, but each time a different mode of movement needs to be taken.

Additional Natural Attack (-1 EP, +1/4 CR): The number of one of the eldritch's natural attacks increases by one. This is accompanied by an appropriate change in the creature's anatomy. This ability can be taken multiple times.

Amorphous Body (Ex) (-1 EP, +1/2 CR): An eldritch's internal anatomy constantly shifts and changes. The eldritch is immune to precision damage such as from sneak attacks and critical hits.

Armor Class (deflection) (Su) (-2 EP, +1/2 CR): The eldritch gains a deflection bonus to its AC equal to its Charisma modifier (minimum 1).

Armor Class (natural) (Ex) (-1 EP, +1/4 CR): Gains +3 natural armor bonus. This can be taken multiple times.

Bleed (Ex) (-1 EP, +1/2 CR): The eldritch gains the bleed ability for all natural attacks for 1d4 damage. This ability can be taken multiple times; each time it increases the number or type of dice the bleed damage does by 1.

Blood Drain (Ex) (-2 EP, +1/2 CR): One of the eldritch's attacks drains blood for 1d2 Con damage. This ability can be taken multiple times; each time increases the Constitution damage either increasing the number of dice or the kind of die by 1 or gives the blood drain ability at 1d2 Con to another attack.

Bonus Feat (-2 EP, +1/2 CR): Gain a feat as a racial bonus feat. This ability can be taken multiple times, but no more than one plus 1/3 the eldritch's total Hit Dice.

Constrict (Ex) (-1 EP, +1/2 CR): The eldritch gains a constrict attack with an appropriate limb. The damage done is equal to the creature's slam attack or as a slam attack as one size category larger.

Damage Reduction (Ex) (-1 EP, +1/4 CR): The eldritch gains DR 5 with a specific bypass. This ability can be taken multiple times but no more than four times for any particular bypass; each time the DR increases by 5. Multiple DRs of the same amount default to "or" when stringing them together. To string two DRs of the same amount together with an "and" increase the CR by 1/4. If a DR with no bypass (DR x/—) is added, increase the cost to -2 EP, +1/2 CR.

Devour Soul (Su) (-2 EP, +1 CR): The eldritch sucks away part of a target's soul with one of its natural attacks. The eldritch gains energy drain (1 level). This ability can be taken up to three times; each time the number of levels drained increases by 1. The DC to regain drained levels is Charisma-based.

Disease (Ex or Su) (-1 EP, +1/4 CR): One of the eldritch's attacks transmits a disease, either on injury or contact. The disease affects one ability score chosen at the time of selection. This ability can be taken multiple times, upon which it gains another disease applied to a different attack or augments an existing disease by one of the following effects:

- Disease applies to another attack.
- Increase damage of chosen ability score as if it was a natural attack.
- Disease affects another ability score. Damage for this ability score starts as 1d4 but can be increased by further applications of this ability.
- Increase the number of saves required by 1 (maximum 3).
- Saving throw for disease has a +1 racial bonus. This bonus cannot exceed the eldritch's total Hit Dice.
- Eldritch Rot—injury or contact; *save* Fortitude; *onset* immediate; *frequency* 1/day; *effect* 1d4 of chosen ability score; *cure* 1 save. The save DC is Constitution-based.

Dual Essence (-2 EP, +1 CR): The eldritch retains the defenses, spell-like abilities, special attacks, and special qualities of its former type, as well as its new type. It counts as both its original and current type for the purposes of spell effects.

USING THE ELDRITCH TEMPLATE

The eldritch template allows a GM to create unique cosmic horrors, but it can be tricky to apply while keeping a creature balanced. Due to the variability of available abilities, gauge the final creature's CR against other creatures of similar CR. If the eldritch is too weak or powerful, adjust the CR as appropriate.

If you wish to add your own abilities to an eldritch, use the above as a guide for the EP cost and the CR adjustment. No ability should cost more than 2 EP, and a CR adjustment should be plus or minus 1/8, 1/4, 1/2, or 1. For a good list of possible abilities that can be added, see the *Pathfinder® Roleplaying Game: Advanced Race Guide™*.

Energy Resistance (-1 EP, +1/4 CR): The eldritch gains energy resistance 5 to one kind of energy (acid, cold, electricity, fire, or sonic). This ability can be taken multiple times. Each time add a new energy type or increase a current damage resistance by 5 (maximum 30).

Fast Healing (-1 EP, +1/4 CR): The eldritch gains fast healing 1. This ability cannot be taken along with regeneration. This ability can be taken multiple times, each time the fast healing increases by 1.

Healing Bypass (+1 EP, -1/2 CR): A specific type of attack, *e.g.* fire, good, *etc.*, bypasses an eldritch's fast healing or regeneration. This ability can be taken multiple times, each time it applies a new kind of bypass as an "or."

Incorporeal (Su) (-2 EP, +1 CR): The eldritch gains the incorporeal subtype and all the abilities associated with being incorporeal.

Larger Weapons (Ex) (-1 EP, +1/4 CR): The eldritch creature can use manufactured weapons of one size category larger that its size. This ability does not grant proficiency with the weapon.

Light Blindness (Ex) (+1 EP, -1/4 CR): Abrupt exposure to bright light blinds an eldritch for 1 round. On subsequent rounds, the eldritch is dazzled as long as it remains in the affected area.

Light Sensitivity (Ex) (+1 EP, -1/4 CR): The eldritch is dazzled as long as it remains in an area of bright light.

Maddening Presence (Su) (-2 EP, +1 CR): The very presence of the eldritch confuses and causes insanity. All those within 30 feet of the eldritch go permanently insane (as the *insanity* spell). A successful Will save reduces this to a confusion effect (as the *confusion* spell) that lasts 1d6 rounds. A creature that succeeds on the save is immune to the maddening presence effect from this eldritch creature for one day. This is a mind-affecting effect. The save DC is Charisma-based.

Maneuverability Adjustment (Ex) (see text): If the eldritch has a fly speed, increase or decrease its maneuverability by one step. Increasing the creature's maneuverability costs 1 EP and increases the CR by 1/4. Decreasing the creature's maneuverability adds 1 EP to the creature's total and decreases its CR by 1/4. This ability can be taken multiple times.

No Breath (Ex) (-1 EP, +1/2 CR): The eldritch does not breathe and is immune to any effect that requires breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

Poison (Ex or Su) (-1 EP, +1/2 CR): One of the eldritch's attacks inflicts the poison Eldritch Essence on either injury or contact. The poison affects one ability score, chosen at the time of selection. If the score the poison damages is a physical score (STR, DEX, or CON), the save is a Fortitude save and is Constitution-based. For mental score damage (INT, WIS, CHA), the save is a Will save and is Charisma-based. This ability can be taken multiple times; each time, one of the following effects can be applied:

- Increase the amount of damage the poison does as a natural attack (see Improved Natural Attack feat for progression)
- Increase the number of saves required (maximum 3)
- Increase the frequency by 1 round (maximum 6)
- Add a second ability score that takes 1 point damage.
- Add a +1 natural bonus to the DC
- Same poison is delivered by a second natural attack.
- *Eldritch Essence*—injury or contact; *save* Fortitude or Will; *frequency* 1/round for 2 rounds; *effect* 1 of chosen ability score; *cure* 1 consecutive save.

Racial Skill (-1 EP, +1/8 CR): The selected skill is a racial skill for the eldritch. Double the CR cost to apply to a skill group. This ability can be taken multiple times; each time it applies to a different skill or skill group.

Regeneration (Ex or Su) (-2 EP, +1/4 CR): The eldritch gains regeneration 2. This ability cannot be taken along with fast healing. This ability can be applied multiple times; each time regeneration increases by 2.

Resistance (Ex or Su) (-1 EP, +1/4 CR): The eldritch gains a racial bonus to saves vs. a specific type of attack, *e.g.* poison, disease, spell effect, *etc.* The bonus is equal to one-third the eldritch's total Hit Dice (minimum +1). This ability can be taken multiple times. Each time it is taken, increase the bonus by 1/3 of the eldritch's Hit Dice, or gain resistance to another specific attack type.

Sense (Ex or Su) (-1 EP, +1/8 CR): The eldritch gains darkvision +60, low-light vision, blindsense +30 ft., or blindsight +60 ft. This ability can be taken multiple times.

Skill Bonus (-1 EP, +1/8 CR): Gain +2 racial bonus to one specific skill. For skill groups, such as Knowledge, this applies to one specific skill from the group, *e.g.* Knowledge (arcana). Double the CR cost to apply a +2 bonus to an entire skill group. This ability can be taken multiple times by either adding to the bonus or applying a bonus to a new skill or skill group.

Smaller Weapons (Ex) (-1 EP, +1/4 CR): The eldritch creature can use manufactured weapons of one size category smaller that its size. This ability does not grant proficiency with the weapon.

Spell Resistance (Su) (-2 EP, +1/2 CR): The eldritch gains spell resistance equal to 11 + the eldritch's total Hit Dice.

Spell-Like Abilities (Sp) (variable, variable): The eldritch can use a number of spells as spell-like abilities. The caster level is equal to the eldritch's total Hit Dice. The EP and CR depend on a number of factors, as follows:

- EP for spell-like abilities is equal to 1/3 of the sum of the levels of all spell-like abilities. Spell-like abilities are automatically 1/day.
- Decrease an individual spell's level for the purpose of calculating EP by 1/2 for downgrading the times per day to per week, per week to per month, or per month to per year.
- Increase an individual spell's level for the purpose of calculating EP by 1/2 for increasing the number of times a day a spell can be used.
- Increase an individual spell's level for the purpose of calculating EP by 1 to increase the casting time to At Will from times per day, or Constant from At Will.
- The CR adjustment for an eldritch's spell like abilities is 1/4 the total EP spent on these abilities (minimum +0).
- The above modifiers to a spell's level are only for the calculation of the EP cost and do not affect the actual spell level when cast.

Spellcasting (Sp or Su) (-4 EP, +2 CR): The eldritch can cast spells as a cleric, druid, oracle, sorcerer, witch, or wizard of a level equal to its racial Hit Dice (20 max). The eldritch must have a high enough ability score appropriate to the class to cast spells of the appropriate level.

Starflight (Ex or Su) (-1 EP, +1/2 CR): The eldritch can survive in the void of outer space and does not need to breathe when in the void. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond should take 3d20 years (or more, at the GM's discretion).

Stench (Ex) (-1 EP, +1/2 CR): The eldritch gains the stench ability. The duration for this ability is 10 rounds and the save DC is Constitution-based.

Subtype (-2 EP, +1/2 CR): The eldritch gains an elemental (air, fire, etc.) or alignment (chaotic, evil, etc.) subtype it does not already have. It cannot gain an elemental subtype that conflicts with one it already has, e.g. fire and cold. Nor can it gain an alignment subtype that is in conflict with its alignment.

Swap Movement (-1 EP, special): Swap one of your modes of movement with one you do not have. If the eldritch gains flight, its maneuverability is average. If the eldritch gains fly, the CR adjustment is +1/4; otherwise, it is +1/8.

Trample (Ex) (-2 EP, +1/2 CR): The eldritch gains the trample special attack. The damage done is equal to the eldritch's slam damage plus 1-1/2 its Str bonus. If the eldritch does not have a slam attack, the trample does damage as a slam attack appropriate for its size plus 1-1/2 its Str bonus. The save DC is Strength-based.

Variable Natural Attack (Ex) (-1 EP, +1/2 CR): One of the eldritch's natural attacks changes to a different type each round. The damage the attack *does* doesn't change, just the kind of the attack, *e.g.* claw, slam, bite, etc.

Vulnerable to Sunlight (Ex) (+2 EP, -1/2 CR): The eldritch takes 1 point of Con damage each round it is exposed to sunlight.

Vulnerability to Energy (Ex) (+1 EP, -1/4 CR): The eldritch gains vulnerability to one energy type (acid, cold, electricity, fire, or sonic). This ability can be applied multiple times.

Whistle (Ex or Su) (-1 EP, +1/2 CR): At will, the eldritch can whistle a hypnotic tune. All those within 30 feet of the eldritch must make a Will save or be fascinated. This is a sonic, mind-affecting effect. The save DC is Charisma-based if supernatural, or Constitution-based if extraordinary.

SAMPLE ELDRITCH

A blot of the night sky drifts down from above. It pipes and whistles a maddening but hypnotic melody as it falls.

CONSUMING VOID

A consuming void comes from the darkest reaches of space. Every so often, one drifts down onto a planet, where it then proceeds to gorge itself on anything it can find.

CONSUMING VOID **CR 10 • XP 9,600**

Eldritch black pudding (*Pathfinder® Roleplaying Game Bestiary™*)
N Huge aberration
Init –5; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception –5
Aura maddening presence (30 ft., DC 10)

DEFENSE

AC 3, touch 3, flat-footed 3 (–5 Dex, –2 size)
hp 85 (10d8+40)
Fort +9, **Ref** –2, **Will** +2
Defensive Abilities split (slashing or piercing; 10 hp); **Immune** ooze traits; **SR** 21
Weaknesses light sensitivity

OFFENSE

Speed 20 ft., fly 20 ft. (average)
Melee slam +8 (2d6+4 plus 2d6 acid plus grab)
Space 15 ft.; **Reach** 10 ft.
Special Attacks acid (2d6), constrict (2d6+4 plus 2d6 acid), corrosion, whistle (30 ft., DC 19)

STATISTICS

Str 16, **Dex** 1, **Con** 18, **Int** —, **Wis** 1, **Cha** 1
Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 17 (can't be tripped)
Skills Fly -9
SQ no breath, starflight, suction

ECOLOGY

Environment any (Dark Tapestry)
Organization solitary
Treasure none

SPECIAL ABILITIES

Maddening Presence (Su) See the eldritch template.
Starflight (Ex) See the eldritch template.
Whistle (Ex) See eldritch template.

ELECTRIC CREATURE

Fleeting creatures of electrical energy, electric creatures are creatures of lightning and static. They are found throughout the elemental planes wherever there are electrical storms or events accompanied by great amounts of lighting. Occasionally, they find their way to the Material Planes via strong electrical activity, such as thunderstorms, dust storms, or through the breath of the largest of blue dragons.

Electric creatures appear to be the base form made of lightning and electrified matter.

CREATING AN ELECTRIC CREATURE

"Electric creature" is an inherited template that can be applied to any living creature that does not have the water or aquatic subtypes (referred to hereafter as the base creature). An electric creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Type: The electric creature's type changes to outsider, and it gains the elemental, extraplanar, and incorporeal subtypes. If your game uses an electricity subtype the base creature gains it. If the base creature has the water subtype, it loses it. Recalculate base attack bonuses, saves, or skill points.

Armor Class: The base creature's armor, shield, and natural armor bonuses no longer apply, but an electric creature gains a deflection bonus to Armor Class equal to its Charisma bonus or +1, whichever is higher. Electric creatures cannot use or carry equipment of any kind.

Hit Dice: Change all of the base creature's racial HD to d10s.

Defensive Abilities: An electric creature gains immunity to electricity.

Weaknesses: An electric creature gains the following weakness.

Water Vulnerability (Ex): For every gallon of water an electric creature is exposed to, it takes 1d8 damage. If it is submerged in water, the damage increases to 1d10 per round it is submerged, but also does 1d6 electricity damage to all within a radius equal to the electric creature's space.

Speed: An electric creature loses all its modes of movement except land and fly speed. An electric creature gains or increases its fly speed to the base creature's highest speed with perfect maneuverability.

Attacks: All of the base creature's natural attacks become incorporeal touch attacks. The electric creature gains a primary incorporeal touch attack if it has no other natural attacks. Each of an electric creature's incorporeal touch attacks that was converted from an attack that dealt hit point damage now deals electricity damage instead. If the attack additionally dealt damage of an energy type (such as acid, cold, fire, or sonic), that damage is also converted to electricity damage. If the electric creature gains an incorporeal touch attack from the application of this template, its damage is based on size as a slam attack as if the creature one size category larger.

Special Attacks: An electric creature loses all special attacks that require corporeal contact except those that deal hit point damage. Such attacks now deal electric damage in the same amounts. The electric creature also gains the following.

Chain Lightning Strike (Su): Once per day, an electric creature can make a chain lightning attack against any creatures within 100 feet of the electric creature. This ability is otherwise identical to the *chain lightning* spell, but there is no upper limit to the damage it can do. The caster level is equal to the electric creature's total Hit Dice. The save DC is Constitution-based.

Electric Burst (Su): Three times per day, an electric creature can release a burst of electricity centered on itself. The burst has a range of 20 feet and does half the damage as its lightning strike ability (see below). The save DC is Constitution-based.

Electric Spellcasting (Su): An electric creature casts all spells and spell-like abilities with the electric descriptor at one caster level higher. An electric creature can add the electric descriptor to any damaging spell. Such spells are not cast at increased caster level and half of the damage dealt is electric damage. It cannot cast spells or use spell-like abilities with the water descriptor.

Electric Strikes (Ex): If a target is wearing metal armor, the threat range for all attacks is doubled.

Lighting Strike (Su): Once per day plus one additional time per day per every 5 racial Hit Dice the electric creature has, an electric creature can direct a lightning bolt against any foe within 100 ft. The ability is otherwise identical to the *lightning bolt* spell but has no upper limit to the damage it can do. The electric creature's caster level is equal to its total racial Hit Dice. The save DC is Constitution-based.

Spell-Like Abilities: An electric creature keeps all its spell like abilities, but those abilities that deal acid, cold, fire, or sonic damage now deal electricity damage.

Spellcasting: An electric creature cannot cast spells that require material components unless it has the Eschew Materials feat.

Abilities: Dex +4; as an incorporeal creature, the electric creature has no Strength score.

Special Qualities: The electric creature retains all the base creature's special qualities that do not require corporeal contact with another creature and gains the no breath universal ability. An electric creature gains the following.

Electric Body (Ex): Anyone striking an electric creature with natural or non-metallic manufactured melee weapons takes 1d6 electricity damage. If an opponent strikes an electric creature with a metallic melee weapon or object, the damage increases to 1d8.

Electric Leap (Su): When using its lightning strike or chain lighting strike abilities, an electric creature can travel along its lightning bolt as a swift action. The electric creature reappears in any open 5-foot square next to any single creature struck by the bolt. If nobody is hit, the electric creature reappears at the location where the lightning strike ends. If there is no 5-foot square near the creature struck, the lightning creature appears at the closest 5-foot square that is available.

Environment: any nonaquatic

Treasure: incidental

SAMPLE ELECTRIC CREATURE

Lighting, in the shape of a large insect, crawls forward. The air crackles in time with its movements.

ELECTRIC SOLDIER ANT

Vermin of the elemental planes, electric ants form colonies both in the earth and the clouds of thunderstorms. Just as mindless as their material kin, electric ants scavenge large areas for conducting materials to bring back to the colony.

Electric Soldier Ant **CR 4 • XP 1,200**

N Medium outsider (elemental, extraplanar, incorporeal) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +2; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)

hp 21 (2d10+9)

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

Defensive Abilities incorporeal; **Immune** electricity, elemental traits

Weaknesses water vulnerability

OFFENSE

Speed 50 ft., fly 50 ft. (perfect)

Melee incorporeal bite +4 touch (1d6 electricity), incorporeal sting +4 touch (1d4 electricity)

Special Attacks chain lightning strike 1/day (2d6 electricity, 100 ft., DC 14), electric burst 3/day (1d6 electricity, 20 ft., DC 14), electric strikes, lightning strike 1/day (2d6 electricity, 100 ft., DC 14)

STATISTICS

Str —, **Dex** 14, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 15 (23 vs. trip)

Feats Toughness[B]

Skills Fly +10, Perception +5, Survival +5; **Racial Modifiers** +4 Perception, +4 Survival

SQ electric body, electric leap, no breath

SPECIAL ABILITIES

Chain Lightning Strike (Su) See the electric creature template.

Electric Body (Ex) See the electric creature template.

Electric Burst (Su) See the electric creature template.

Electric Leap (Su) See the electric creature template.

Electric Strikes (Ex) See the electric creature template.

Lightning Strike (Su) See the electric creature template.

Water Vulnerability (Ex) See the electric creature template.

ELEMENT-INFUSED

Nature gods and the lords of the elements sometimes grant their champions special powers, infusing them with the essence of one of the four elemental planes. The powers in control of the elements grant this gift only rarely, since its strength can remain in a bloodline for many generations. In fact, element-infused creatures occasionally become races unto themselves. Some sages argue deep dwarves owe their origins to earth-infused dwarves, and aquatic elves owe theirs to water-infused elves.

Element-infused creatures of different elemental types have little in common, but those infused with the same element often share certain features. A water-infused creature generally has webbed appendages and blue skin, hair, or scales; and a fire-infused creature may have red or orange skin, hair, or scales. An air-infused creature usually looks much like an albino version of its kind, and an earth-infused creature's dark body is typically pebbled and rough.

CREATING AN ELEMENT-INFUSED CREATURE

"Element-Infused" is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature). An element-infused creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +1

Type: An element-infused creature gains the subtype of the element that infuses it (air, earth, fire, or water). Do not recalculate base attack bonuses, saves, or skill points.

Senses: An element-infused creature gains a new sense depending on the type of element infusing it.

- **Air:** blindsight +30 ft.
- **Earth:** tremorsense +30 ft.
- **Fire:** low-light vision.
- **Water:** tremorsense +30 ft.

Defensive Abilities: If the base creature has an ability that is bypassed by the same element as the element infusing the base creature, such as regeneration, it loses that mode of bypass for the ability. Additionally, it gains the following:

Elemental Body (Ex): Element-infused creatures' bodies gain some of the qualities of elementals. Each time an element-infused creature is exposed to a bleed, precision damage, poison, paralysis, sleep, or stunning effect, it has a 25% chance to avoid it.

Weaknesses: An element-infused creature loses any weakness dependent on its chosen element.

Speed: An element-infused creature retains the base creature's speeds and gains a new speed according to the element that infuses it. If the base creature already possessed the mode of movement that the element would grant, the element-infused creature retains the higher speed.

- **Air:** An air-infused creature gains a fly speed (perfect maneuverability) equal to its highest speed. If the base creature already has a fly speed, it increases to match the base creature's highest speed, with perfect maneuverability. If the base creature gains a fly speed from the application of this template, the flight is supernatural in origin.
- **Earth:** An earth-infused creature gains a burrow speed equal to its highest speed. It can burrow through rock at half speed.
- **Fire:** A fire-infused creature's base speed increases by +10 ft.
- **Water:** A water-infused creature gains a swim speed equal to its highest speed if the base creature does not already have one.

Special Attacks: An element-infused creature retains all the base creature's special attacks and gains those described here.

- **Air:** *Air Mastery (Ex)* Air-infused creatures take a -1 penalty on attack and damage rolls against an air elemental.

  Wind Blast (Su): Once every 1d4 rounds, an air-infused creature can breathe a 60-foot cone of wind that mimics a terrible windstorm. Every creature within this area that is not flying must succeed on an Acrobatics or Strength check vs. the wind blast's DC or fall prone. A flying creature that fails is instead blown away from the air-infused creature, moving a distance equal to 5 feet per point by which it failed the check. If the creature encounters a large object (such as a wall) during this movement, it takes 1d6 points of damage per 5 feet the object prevented it from moving. The save DC is Constitution-based.
- **Earth:** *Barrage (Su):* Once every 1d4 rounds, an earth-infused creature can release a storm of rock in a 30-foot-radius spread. Those within range take 1d6 bludgeoning damage per 2 Hit Dice the earth-infused creature possesses. A successful Reflex save halves this damage. The save DC is Constitution-based.

  Earth Mastery (Ex): An earth-infused creature gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the earth-infused creature takes a -4 penalty on attack and damage rolls. These modifiers apply to overrun and bull rush maneuvers as well.
- **Fire:** *Fire Breath (Su):* A fire-infused creature can breathe a 30-foot cone of fire once every 1d4 rounds. Every creature in the area takes 1d6 points of fire damage per 2 Hit Dice the fire-infused creature possesses (20d6 max). A successful Reflex save halves this fire damage. The save DC is Constitution-based.

  Heat (Su): Each of a fire-infused creature's natural attacks and melee attacks with metallic weapons deal an extra +1d6 points of fire damage.
- **Water:** *Waterball (Su):* While water is within its reach, a water-infused creature can pick up a cohesive ball of water and throw it at a distant target as a ranged attack. If the water-infused creature can make multiple ranged attacks during a round, it can devote as many of them as it wishes to waterball attacks, so long as it has a ready source of water within reach. Waterballs can be thrown underwater or through a border between air and water with no penalties to range or on the attack roll.

  A waterball is considered a thrown weapon with a range increment of 20 feet. It deals nonlethal damage as a slam attack based on the water-infused creature's size. As with other thrown weapons, the water-infused creature's full Strength bonus applies to the damage roll.

A waterball can be used to snuff out a nonmagical fire instead of attacking a creature as per the *quench* spell. To use it in this way, the water-infused creature must succeed on a ranged touch attack against the source of the fire. Waterballs do not retain their cohesiveness when not grasped or thrown by a water-infused creature.

At the GM's discretion, other liquids can be thrown in a similar matter, but the water-infused creature must touch the liquid and take any damage it deals if not immune to its particular dangers.

Water Mastery (Ex): A water-infused creature gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the water-infused creature is touching the ground, it takes a -4 penalty on attack and damage rolls. These modifiers CMB and CMD as well.

Abilities: Modify from the base creature as follows (minimum 1 for all scores).

- **Air:** –4 Str, +4 Dex, –2 Con, –2 Int, +2 Wis, +2 Cha.
- **Earth:** +4 Str, –2 Dex, +2 Con, –2 Int, +2 Wis, –4 Cha.
- **Fire:** –2 Str, +2 Dex, –2 Con, +4 Int, –4 Wis, +2 Cha.
- **Water:** +2 Str, –2 Dex, +4 Con, –4 Int, +2 Wis, –2 Cha.

Feats: An element-infused creature gains a bonus feat based on the element that infuses it.

- **Air:** Lightning Reflexes.
- **Earth:** Iron Will.
- **Fire:** Quick Draw.
- **Water:** Great Fortitude.

Special Qualities: An element-infused creature retains all the base creature's special qualities and gains those described here.

Elemental Quality: The exact elemental qualities bestowed depend on the element that infuses the base creature, as follows.

- **Air:** *Gaseous Form (Sp):* The air-infused creature can use *gaseous form*, as the spell (caster level equals air-infused creature's character level), on itself once per day.
- **Earth:** *Earth's Armor (Ex):* The element-infused creature's natural armor bonus improves by +2 over that of the base creature.
- **Fire:** *Fire Healing (Ex):* A fire-infused creature regains 1 hit point for each full round that it remains in contact with a fire at least one size category smaller than itself. When struck by a magical fire effect, the fire-infused creature heals 1 point of damage per 10 points of damage that the fire effect would otherwise deal.

  Firewalk (Su): A fire-infused creature can climb an object on fire as though it had a climb speed equal to its highest speed. Furthermore, it can fly at its highest speed with perfect maneuverability so long as it remains in contact with fire, and it can walk on flames at its highest speed, as though walking on air via the *air walk* spell.
- **Water:** *Water Breathing (Sp):* Once per day, a water-infused creature can use *water breathing*, as the spell (caster level equals water-infused creature's character level).

SAMPLE ELEMENT-INFUSED CREATURE

A bright orange-and-yellow-skinned troll, its hair has the colors of fire.

FIRE-INFUSED TROLL

Although more intelligent than normal trolls, fire-infused trolls often act on instinct and without much thought. They prey on any living creatures they can find.

FIRE-INFUSED TROLL **CR 6 • XP 2,400**

CE Large humanoid (fire, giant) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)

hp 57 (6d8+30); fire healing, regeneration 5 (acid)

Fort +10, **Ref** +5, **Will** +1

Defensive Abilities elemental body; **Immune** fire

Weakness vulnerability to cold

OFFENSE

Speed 40 ft., firewalk 40 ft.

Melee bite +7 (1d8+4+1d6 fire), 2 claws +7 (1d6+4+1d6 fire)

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

Special Attacks fire breath (30-ft. cone, 3d6 fire, Reflex DC 18 half, 1/1d4 rounds), heat (1d6), rend (2 claws, 1d6+6+1d6 fire)

STATISTICS

Str 19, **Dex** 16, **Con** 21, **Int** 10, **Wis** 5, **Cha** 8

Base Atk +4; **CMB** +9; **CMD** 22

Feats Intimidating Prowess, Iron Will, Quick Draw[B], Skill Focus (Perception)

Skills Intimidate +12, Perception +9

SQ firewalk

Languages Giant

ECOLOGY

Environment warm mountains

Organization solitary or gang (2-4)

Treasure standard

SPECIAL ABILITIES

Elemental Body (Ex) See the element-infused template.

Fire Breath (Su) See the element-infused template.

Fire Healing (Ex) See the element-infused template.

Firewalk (Su) See the element-infused template.

EYE KING

Some sages speculate that eye kings originated on some heretofore undiscovered plane where magic holds sway over the laws of nature, while others believe they are the result of foul magical experimentation and crossbreeding. Regardless of their origins, these powerful creatures seem to come in as many forms as normal creatures do.

Abominable-looking to all but the most forgiving, an eye king is a bloated blob of flesh crowned by numerous baleful eyes. A single, huge, central eye and an enormous mouth make up most of its face, and vestigial limbs dangle beneath its floating form, grotesquely writhing and grasping despite their atrophied state.

Each of an eye king's eyes can produce a magical effect that mimics a spell. The eyestalks that top its head gaze in every direction, projecting spell effects as thin rays of light, while its central eye emanates a supernatural field with strange effects.

CREATING AN EYE KING

"Eye King" is an inherited template that can be added to any living creature that is not blind. An eye king uses all the base creature's statistics and special abilities except as noted here.

CHALLENGE RATING: Adjust according to the base creature's total Hit Dice, as given on **TABLE 2-19**.

TABLE 2-19: EYE KING CR

HD	CR
5 or less	+1
6-11	+2
12-17	+3
18 or greater	+4

TYPE: Base creatures with the animal, fey, humanoid, monstrous humanoid, or vermin type change to an aberration with the appropriate subtype. Base creatures with another type do not change type. Do not recalculate base attack bonuses, saves, or skill points.

DEFENSIVE ABILITIES: An eye king gains all-around vision.

SPEED: If the base creature can fly, the eye king retains the base creature's fly speed, maneuverability, and the manner by which it flew. Otherwise, it gains a fly speed as an extraordinary ability due to its buoyancy equal to

one-half the base creature's highest speed (to a minimum of 5 feet), with perfect maneuverability. If the base creature has a swim speed, the eye king can swim at the same speed as it can fly. The eye king retains all the base creature's other modes of movement, but each speed is reduced to one-quarter of its original value (minimum 5 feet).

Attacks: Except for bite or wing attacks, the eye king deals damage with its natural attacks as though it were two size categories smaller. If the base creature possesses at least one mouth but has no natural attack with it, the eye king gains a secondary bite attack with each mouth. The damage from this bite attack is based on the creature's size as if it was one size category larger.

An eye king also gains a primary ray attack with each of its eyestalks (see Special Attacks). It can aim only one-third of its eyestalks in any one 90-degree arc (up, forward, backward, left, right, or down); the other eyestalks must aim in different directions.

Reach: Except for any wing attacks the base creature might have, each attack of a Small or larger eye king has a reach of 5 feet. Each attack of a Tiny or smaller eye king has a reach of 0 feet.

Special Attacks: An eye king gains the following.

Central Eye Beam (Su): When an eye king's central eye is open, it constantly produces a magical emanation in a 100-foot cone. The emanation must be a spell that a sorcerer or cleric of a level equal to the eye king's racial Hit Dice (minimum 1st level) could cast. Only spells that note they are emanations may be used for the central eye beam. The spell effect duplicated by this cone is selected when the creature is created and cannot thereafter be changed. The save DC for the central eye beam's effect (if applicable) is Charisma-based.

Eyes or Eyestalks (Ex): An eye king has a roughly spherical body with a single central eye on the front of its body. It has a number of eyes or eyestalks equal to the base creature's racial Hit Dice (minimum 1, maximum 20) that protrude from the top of its head.

Eye Rays (Su): Each of the eye king's eye stalks produces a single spell-like effect as a ray at will once per round as a free action. Each ray has a range of 100 feet. The caster level for an eye king's eye rays is equal to its total racial Hit Dice. All save DCs are Charisma-based.

An eye king's eye rays can be any spell that a sorcerer or cleric of a level equal to the eye king's total Hit Dice may cast. If the eye king has sorcerer or cleric class levels, those stack with its Hit Dice for purposes of which spells it can select. For a particular spell, an eye king must have spells of all lower levels (minimum 1st level) already selected unless it has the Powerful Eye Ray feat (see **Appendix A**). Once a spell is chosen for a particular eye at the eye king's creation, it cannot be changed. For example, before an eye king can assign a 3rd-level spell to one of its eyes, it must already have assigned a 1st- and 2nd-level spell.

No two of an eye king's eye rays can produce the same spell. All eye ray spells affect a single target, no matter what the original spell's target, area, or effect is.

Spellcasting: An eye king cannot cast spells granted by class levels unless it has the Eye Caster feat (see **Appendix A**).

Abilities: Cha +4.

Feats: An eye king can choose a single eye ray as the target for any metamagic feats it has. Applying a same metamagic feat to multiple eye rays requires multiple instances of the feat.

Skills: An eye king gains Fly as a class skill.

Special Qualities: An eye king gains the following.

Naturally Buoyant (Ex): No matter its mode of flight, an eye king is naturally buoyant and acts as though it is under a constant *feather fall* effect.

Sample Eye-King

A bloated, spherical arachnid-like abomination with eight vestigial legs, huge fangs, a large central black eye, and six small eye stalks crown its top.

Eye-King Phase Spider

Eye king phase spiders are strange creatures that fly about on the Material and Ethereal Planes seeking prey.

Eye-King Phase Spider **CR 7 • XP 3,200**

N Large magical beast (*Pathfinder® Roleplaying Game Bestiary™*)

Init +7; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)

hp 51 (6d10+18)

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

Defensive Abilities *ethereal jaunt*

OFFENSE

Speed 10 ft., climb 5 ft., fly 20 ft. (perfect)

Melee bite +10 (2d6+7 plus poison)

Ranged 6 eye rays +8 (spell effect)

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

Special Attacks central eye beam (*deathwatch*, 100-ft. cone), ethereal ambush, poison

Eye Rays (touch +8, CL 6th)

At will—*death knell* (DC 14), *dispel magic* (targeted), *doom* (DC 13), *inflict serious wounds* (3d8+6, DC 13), *shocking grasp* (5d6 electricity), *touch of idiocy*

STATISTICS

Str 20, **Dex** 17, **Con** 16, **Int** 7, **Wis** 13, **Cha** 14

Base Atk +6; **CMB** +12; **CMD** 25 (33 vs. trip)

Feats Ability Focus (poison), Improved Initiative, Skill Focus (Stealth)

Skills Climb +18, Fly +9, Perception +6, Stealth +7

SQ naturally buoyant

Languages Aklo

ECOLOGY

Environment warm hills

Organization solitary, pair, or cluster (3-6)

Treasure none

SPECIAL ABILITIES

Central Eye Beam (Su) See the eye king template.

Ethereal Ambush (Ex) A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Eye Rays (Su) See the eye king template.

Naturally Buoyant (Ex) See the eye king template.

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 8 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.

Feral Dragon

Seemingly all scales, wings, fangs, and claws, feral dragons exist as pale reflections of true dragons. Some are cousins of true dragons, in the same way that apes are cousins to humankind. Others are degenerate descendants of dragons as they existed in an older age. Rapacious and voracious, feral dragons are fearsome carnivores that hunt beasts and sentient creatures alike. They love bright, shiny objects and often devastate caravans and entire settlements to steal even small amounts of treasure.

Feral dragons come in all the same species as true dragons. Though they are fully as perceptive as true dragons, they lack the intelligence and spellcasting ability of their more advanced cousins.

Creating a Feral Dragon

"Feral Dragon" is an inherited template that can be added to any true dragon (referred to hereafter as the base creature). A feral dragon uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: A feral dragon's challenge rating equals its racial Hit Dice divided by 2 or the base creature's CR –4, whichever is greater.

Alignment: Usually neutral, but feral dragons often grow closer to the base creature's alignment as they age and gain Intelligence.

Armor Class: Natural armor class is equal to the base creature's –2 (minimum +0).

Defensive Abilities: The feral dragon loses the base creature's damage reduction and spell resistance.

Special Attacks: The feral dragon loses all the base creature's supernatural attacks except its breath weapon.

Spell-Like Abilities: A feral dragon loses all the base creature's spell-like abilities.

Spells: A feral dragon loses the innate ability to cast spells. It can still cast spells from classes.

Abilities: Str +4, Dex –4 (minimum 1), Con +4, Int –15 (minimum 1), Wis –4 (minimum 1).

Feats: A feral dragon has the same number of feats as the base creature does, and these should be chosen with an eye toward those that are most useful to the creature with its diminished abilities.

Skills: Recalculate the feral dragon's skill points for its racial Hit Dice. A feral dragon has the same class skills as the base creature.

Special Qualities: A feral dragon loses all supernatural and spell-like special qualities.

Treasure: Reduce by one step.

SAMPLE FERAL DRAGON

An immense dragon with scales the color of blood and eyes that lack the intelligence typical of dragons.

VERY OLD FERAL RED DRAGON

Feral red dragons are greedy but dimwitted. They possess amazing powers of perception but often lack the wit to put what they learn to good use. Though they are canny fighters, they lack any sense of subtlety, exploding into violence whenever the whim takes them.

Very Old Feral Red Dragon CR 14 • XP 38,400

CE Gargantuan dragon (fire) (Pathfinder® Roleplaying Game Bestiary™)

Init +1; **Senses** dragon senses, smoke vision; Perception +28

Aura fire, frightful presence (270 ft., DC 25)

DEFENSE

AC 31, touch 3, flat-footed 31 (-3 Dex, +28 natural, –4 size)

hp 356 (23d12+207)

Fort +22, **Ref** +10, **Will** +17

Immune fire, paralysis, sleep

Weakness vulnerability to cold

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +34 (4d6+22/19-20), 2 claws +34 (2d8+15), tail slap +32 (2d8+22) and 2 wings +32 (2d6+7)

Space 20 ft.; **Reach** 15 ft.

Special Attacks breath weapon (60-ft. cone, 18d10 fire, Reflex DC 30 half, 1/1d4 rounds), crush (4d6+22, DC 30), tail sweep (2d6+22, DC 30)

STATISTICS

Str 40, **Dex** 4, **Con** 28, **Int** 3, **Wis** 14, **Cha** 18

Base Atk +23; **CMB** +42; **CMD** 49 (53 vs. trip)

Feats Cleave, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Stunning Assault, Vital Strike

Skills Fly –17, Intimidate +30, Perception +28

Languages Draconic

ECOLOGY

Environment warm mountains

Organization solitary

Treasure double

FIRE CREATURE

Creatures of ghostly flame and heat, fire creatures live to consume and burn. While not necessarily evil, their ability to light everything around them on fire tends to give folks have a dim view fire creatures. Fire creatures are found on the Elemental Plane of Fire, in and around lava pools, and inside the hottest of forges. A fire creature appears as the base creature made of flame and shimmering heat.

CREATING A FIRE CREATURE

"Fire" is an inherited template that can be applied to any creature (referred to hereafter as the base creature). A fire creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Type: The fire creature's type changes to outsider and it gains the elemental, extraplanar, fire, and incorporeal subtypes. If the base creature has the cold or water subtypes, it loses them. Recalculate base attack bonuses, saves, or skill points.

Aura: A fire creature gains the following.

Heat Aura (Su): A fire creature emits supernatural heat in a 10-foot radius around it. All those within the area of effect take 1d6 fire damage plus an additional 1d6 fire damage for every 5 racial HD the base creature has. This stacks with any other fire damage the creature does. A fire creature cannot suppress this ability.

Hit Dice: Change all of the base creature's racial HD to d10s.

Saving Throws: Fortitude and Reflex are good saves for a fire creature.

Defensive Abilities: A fire creature gains immunity to fire.

Weaknesses: A fire creature gains cold vulnerability.

Speed: The fire creature gains the following:

Molten Swim (Ex): If the base creature has a swim speed, it can move through molten materials at its swim speed, but it can no longer move through water.

Attacks: All of the base creature's natural attacks become incorporeal touch attacks. The fire creature gains a primary incorporeal touch attack if it has no other natural attacks. Each of a fire creature's incorporeal touch attacks that was converted from an attack that dealt hit point damage now deals fire damage instead. If the attack additionally dealt damage of an energy type (such as acid, cold, electricity, or sonic), that damage is converted to fire damage. If the fire creature gains an incorporeal touch attack from the application of this template, its damage is based on size as a slam attack as if the creature one size category larger.

Special Attacks: A fire creature loses all special attacks that require corporeal contact except those that deal hit point damage. Such attacks now deal fire damage in the same amounts. A fire creature gains the following.

Burn (Ex): Each of a fire creature's incorporeal touch attacks gains the burn ability. The burn ability deals 1d6 fire damage plus 1d6 for every 3 HD the base creature has. The save DC is Constitution-based.

Fire Spellcasting (Su): A fire creature casts all spells and spell-like abilities with the fire descriptor at one caster level higher. A fire creature can add the fire descriptor to any damaging spell. Such spells are not cast at increased caster level and half of the damage dealt is fire damage. A fire creature cannot cast spells or use spell-like abilities with the cold descriptor.

Fire Bolt (Ex): A fire creature can lob a bolt of fire as a ranged touch attack every round as an attack action. The bolt has a 100-foot range and does fire damage as a slam attack of a creature one size category higher.

Melt (Ex): As a touch attack, a fire creature can attempt to melt any material. When touched, the material takes three times the fire creature's hit dice in fire damage. If the total amount of fire damage exceeds the material's total hit points it melts or bursts into flames. The material gets a save to avoid the fire damage. The save DC is Constitution-based.

Abilities: Dex +2, Cha +2. As an incorporeal creature, the fire creature has no Strength score.

Special Qualities: A fire creature gains the following.

Fire Body (Ex): A fire creature's body burns all its touches or that touches it. Anyone striking a fire creature with natural or manufactured melee weapons takes 1d6 fire damage and catches on fire.

Fire Leap (Su): A fire creature can leap between nonmagical open flames of at least one size smaller that it. This ability works like *dimension door* but the fires must be within 200 ft. of each other as well as within line of sight. A fire creature cannot leap into or out of creatures that have the fire subtype or otherwise exude or are made of flames.

Environment: Any (Plane of Fire).

Treasure: Incidental.

SAMPLE FIRE CREATURE

A large insect of fire rises from the flames and spits out bolts of flame at anything that moves.

FIRE ANKHEG

Fire ankehgs are insectlike creatures of heat and fire. They burrow through the fires of the Plane of Fire and the Material Plane melting and igniting what they can, feeding on what remains.

FIRE ANKHEG **CR 5 • XP 1,600**

N Large outsider (elemental, extraplanar, fire, incorporeal) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +8

Aura heat (10 ft., 1d6 fire)

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex, +1 deflection, -1 size)

hp 28 (3d10+12)

Fort +6, **Ref** +4, **Will** +2

Defensive Abilities incorporeal; **Immune** elemental traits, fire

Weakness vulnerability to cold

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee incorporeal bite +4 touch (2d6 fire plus burn plus 1d4 fire)

Ranged fire bolt +4 (1d8 fire)

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

Special Attacks burn (2d6 fire, DC 14), fire bolt, melt (DC 14), spit fire (30 ft. line, 4d4 fire, DC 14, 1/6 hours)

STATISTICS

Str —, **Dex** 12, **Con** 17, **Int** 1, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 16 (cannot be tripped or grappled)

Feats Skill Focus (Perception), Toughness

Skills Climb +6, Perception +8

SQ fire body, fire leap

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or nest (3-6)

Treasure incidental

SPECIAL ABILITIES

Burn (Ex) See the fire creature template.

Fire Body (Ex) See the fire creature template.

Fire Bolt (Ex) See the fire creature template.

Fire Leap (Su) See the fire creature template.

Melt (Ex) See the fire creature template.

Spit Fire (Ex) Once every 6 hours, a fire ankheg can spit a 30-foot line of fire. Creatures struck by this fire take 4d4 points of fire damage (Reflex DC 14 halves). Once used its touch attack no longer deals additional 1d4 fire.

FLESH PLANT

Whether created by magic, summoned from another plane, or spawned by an evolutionary process gone terribly awry, flesh plants are mobile mounds of flesh that take the familiar forms of plants.

A flesh plant is horrible to see. Its skin-covered bones resemble twigs, and its ropy intestines climb like vines through its body. Veined flaps of skin stiffened by cartilage look like a hideous cross between ears and leaves.

Like plants drawing water, flesh plants feed by sucking blood from the ground or from the corpses of creatures they have killed. A toxin that prevents blood from clotting allows flesh plants to cause bleeding wounds that can cripple prey. A single strike is often sufficient, and a flesh plant can "hunt" by surprising a creature with a single attack and then tracking the victim's blood and scent trail to the spot where it collapsed or died.

CREATING A FLESH PLANT

"Flesh" is an inherited or acquired template that can be added to any plant (referred to hereafter as the base plant). A flesh plant uses all the base plant's statistics and special abilities except as noted here.

Challenge Rating: Same as the base plant +1.

Alignment: Usually neutral.

Type: The plant's type changes to aberration with the augmented plant subtype. It loses all abilities granted by the plant type. Do not recalculate base attack bonuses, saves, or skill points.

Senses: A flesh plant gains the scent special ability, darkvision 60 feet, and tremorsense +20 feet.

Armor Class: A flesh plant's body is made of muscle, soft organs, and cartilage, instead of vegetable matter. The base plant's natural armor bonus is replaced by a new one based on its size, as given on **Table 2-20**.

TABLE 2-20: FLESH PLANT NATURAL ARMOR

Size	Natural Armor
Medium or smaller	0
Large	2
Huge	5
Gargantuan	9
Colossal	14

Defensive Abilities: A flesh plant gains fast healing 2, plus 2 more for every 10 racial HD.

Any plant-based weaknesses (*e.g.*, vulnerability to fire, need for sunshine) are lost.

Speed: Each of the flesh plant's speeds increases by +10 feet over the corresponding speeds of the base plant. If the base plant lacks a land speed, the flesh plant gains a land speed of 10 feet.

Attacks: A flesh plant's natural attacks gain the bleed (1d4 hp) universal ability due to a toxin weeping from its flesh. Creatures immune to poison are immune to a flesh plant's bleed ability.

Abilities: Str +4, Dex +4, Con +4. If the base plant lacks an Intelligence score, the flesh plant gains an Intelligence score of 1.

Feats: If the flesh plant gains an Intelligence score, it gains the standard number of feats for its total Hit Dice.

Skills: If the base plant has a bonus on Stealth checks based on its resemblance to natural plants or the ability to camouflage itself with color in a natural environment, the flesh plant loses that bonus.

The standard class skills for an aberration are class skills for a flesh plant.

Organization: Solitary.

SAMPLE FLESH PLANT

A bolt of flesh in the shape of its tree, red blood vessels pulse beneath its barklike skin.

FLESH TREANT

Flesh treants are too large to hide successfully from prey, so they employ group hunting techniques. Using animated trees to flush prey toward them, flesh treants spread out in a line to strike at forest creatures as they flee by. Any creatures not killed outright by their crushing limbs are tracked through the woods by the trail of blood left behind.

When a flesh treant has fed well, blood travels visibly up through its body, reddening the trunk and pulsing up through the lowest limbs and "leaves" to its top. At a great distance, a well-fed flesh treant might even be mistaken for a tree whose leaves are changing to autumn colors, but even a casual inspection reveals its hideous nature.

Flesh Treant CR 9 • XP 6,400

N Huge aberration (augmented plant) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +1; **Senses** darkvision 60 ft., scent, tremorsense 20 ft.; Perception +14

DEFENSE

AC 14, touch 9, flat-footed 13 (+1 Dex, -2 size, +5 natural)

hp 138 (12d8+84); fast healing 4

Fort +15, **Ref** +5, **Will** +9

DR 10/slashing

Weakness vulnerability to fire

OFFENSE

Speed 40 ft.

Melee 2 slams +19 (2d6+11/19-20 plus bleed)

Ranged rock +19 (2d6+16)

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

Special Attacks bleed (1d4), double damage against objects, rock throwing (180 ft.), trample (2d6+16 plus bleed, DC 27)

STATISTICS

Str 33, **Dex** 12, **Con** 25, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +9; **CMB** +22 (+24 sunder); **CMD** 33 (35 vs. sunder)

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

Skills Intimidate +16, Knowledge (nature) +16, Perception +14, Sense Motive +11

Languages Common, Sylvan, Treant; treespeech

SQ animate trees

ECOLOGY

Environment any forest

Organization solitary

Treasure standard

SPECIAL ABILITIES

Animate Trees (Sp) A flesh 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 flesh 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 flesh treant or animated tree that makes a full attack against an object or structure deals double damage.

Treespeech (Ex) A flesh 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.

FORCE CREATURE

Force is an eldritch power that sages have likened to raw magic—energy without native form or substance. Spellcasters who understand its nature harness this raw material and weave it into shapes that can be used as weapons, defenses, or tools. But despite the limitless potential of force energy, few spells and magic items make use of it. This unusual lack might be due in part to the influence of force creatures.

Force creatures are elemental-like beings composed of animate magic force. They look like semi-translucent, glowing, blue versions of their common cousins. Sages speculate that they originate from some realm of magical force, but if so, no planar explorer has yet discovered the place and returned to tell of it.

CREATING A FORCE CREATURE

"Force Creature" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A force creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Type: The creature's type changes to aberration. Do not recalculate base attack bonuses, saves, or skill points.

Aura: The base creature gains the following aura.

Force Aura (Ex): The force creature is surrounded at all times by a force aura that emits a dull, blue light about as bright as a candle. Any opponent that hits the force creature with a natural weapon or unarmed attack takes 1d6 points of force damage from this aura. The force creature also does this damage on any successful combat maneuver that requires physical contact with a foe. When a force creature is struck, the aura momentarily flares brighter at the point of impact.

Armor Class: The base creature's natural armor bonus no longer applies, but the force creature gains a deflection bonus to Armor Class equal to the base creature's natural armor bonus plus the force creature's Charisma modifier (minimum +0).

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A force creature gains the following:

Force Body (Ex): A force creature takes half damage from all attacks and effects that deal hit point damage.

Weaknesses: A force creature gains the following weakness:

Force Vulnerability (Ex): Disintegration and force effects automatically bypass spell resistance and all damage resistance including that from the force creature's force body ability.

Attacks: The force creature gains a primary slam attack if it has no other natural attacks. The damage for this slam attack is based on the creature's size as if it was one size category larger.

All of a force creature's natural attacks deal force damage (like that of a *magic missile*) rather than bludgeoning, piercing, or slashing damage. Thus, the force creature can hit incorporeal creatures as if they were *ghost touch* weapons.

Special Attacks: The force creature retains all the base creature's special attacks and gains those described here.

Draw Force (Su): At will, as a standard action, a force creature can draw all magical effects with the force descriptor within 30 feet of it into itself. Drawing force works just like a targeted dispel using *dispel magic,* where the caster level of the force creature is equal to its total Hit Dice. If the force creature succeeds on its rolls vs. the force effect's DC (11 + caster level of the force effect), it is dispelled and heals it for 1d8 hit points times the amount the draw force roll is over the DC. Any hit points healed above the force creature's maximum hit points are temporary hit points. A force creature cannot have more temporary hit points than 50% of its maximum hit points, but the temporary hit points last until they are used.

Force Strength (Ex): A force creature gains a +4 bonus on CMB checks made to overrun, bull rush, sunder, or on Strength checks to break items. Additionally it gains a +4 bonus its CMD vs. overrun, bull rush, push, and trip attempts.

Skills: A force creature gains a +20 racial bonus on Acrobatics checks to jump. Since it continuously emits a dull blue light, however, it takes a –5 circumstance penalty on Stealth checks when attempting to hide in conditions other than bright light. This penalty can be diminished or negated if the force creature's body is covered with a material that blocks light.

Special Qualities: A force creature gains the no breath universal ability.

SAMPLE FORCE CREATURE

A clear cube of softly glowing blue gel advances towards you.

FORCE GELATINOUS CUBE

Force gelatinous cubes are drawn to places where *cubes of force* have been used or where *forcecage* spells have been cast. Some sages believe that such magic creates force gelatinous cubes, or that the energy of such a spell gone awry might coalesce a force gelatinous cube. The force gelatinous cube's apparent desire to engulf and encase creatures seems to support this idea, but its resemblance to a normal gelatinous cube suggests a different origin.

FORCE GELATINOUS CUBE **CR 4 • XP 1,200**

N Large aberration (*Pathfinder® Roleplaying Game Bestiary™*)

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

Aura force (1d6)

DEFENSE

AC 4, touch 4, flat-footed 4 (—5 Dex, —1 size)

hp 50 (4d8+32)

Fort +9, **Ref** —4, **Will** —4

Defensive Abilities force body; **Immune** electricity, ooze traits

Weakness force vulnerability

OFFENSE

Speed 15 ft.

Melee force slam +2 (1d6 plus 1d6 acid and paralysis)

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

Special Attacks draw force, engulf (DC 12, 1d6 acid and paralysis), force strength, paralysis (3d6 rounds, DC 20)

STATISTICS

Str 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4 (+8 bull rush, overrun, sunder); **CMD** 9 (13 vs. bull rush, overrun, push; can't be tripped)

SQ no breath, transparent

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Draw Force (Su) See the force creature template.

Force Aura (Ex) See the force creature template.

Force Body (Ex) See the force creature template.

Force Strength (Ex) See the force creature template.

Force Vulnerability (Ex) See the force creature template.

Transparent (Ex) Due to its lack of coloration, a force gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless force gelatinous cube. Any creature that fails to notice a force gelatinous cube and walks into it is automatically engulfed.

FORTUNE-BLESSED

Whether blessed by the gods or simply born lucky, some creatures seem to live charmed lives. These are the fortune-blessed, able to beat the odds time and time again.

Fortune-blessed creatures look like normal specimens of their kinds, but many exhibit an attitude of near-foolish overconfidence. Fortune-blessed creatures tend to be risk-takers, and they frequently act without thinking. More often than not, however, this same impulsive nature gets them out of whatever trouble it gets them into.

CREATING A FORTUNE-BLESSED CREATURE

"Fortune-Blessed" is an acquired or inherited template that can be added to any creature (referred to hereafter as the

base creature). A fortune-blessed creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Type: If the base creature is an outsider it gains the chaotic subtype.

Armor Class: A fortune-blessed creature gains a +2 luck bonus to Armor Class.

Special Attacks: A fortune-blessed creature retains all the base creature's special attacks and gains those described here.

Augmented Criticals (Su): The critical threat range of each of a fortune-blessed creature's attacks doubles. This doubling follows the standard rules for doubling critical ranges and does not stack with other doubling effects, such as *keen edge* or the Improved Critical feat.

Lucky Strike (Su): As a swift action, once per minute, a fortune-blessed creature can apply a *true strike* effect to a single attack.

Skills: A fortune-blessed creature gains a +2 luck bonus on all skills. This bonus stacks with the luck bonus it gains on opposed checks (see favored).

Special Qualities: A fortune-blessed creature retains all the base creature's special qualities and gains those described here.

Favored (Ex): A fortune-blessed creature gains a +2 luck bonus on all saves and opposed checks, and a +1 luck bonus on all attack rolls.

Turn of Fate (Su): Once per day, a fortune-blessed creature can reroll any failed roll it has just made. It must accept the results of the second roll.

SAMPLE FORTUNE-BLESSED CREATURE

A charismatic gnome in leather, armed with a shortsword, shuffles cards with one hand.

TUMWATER QUALAX

Tumwater Qualax is a con-man and gambler. He exhibits an annoying overconfidence that other gamblers can't help but despise. He loves to use his luck and his talent with sleight of hand to win any bet and pull any con, whatever the odds. If caught, he usually turns the confrontation into a fight, trusting his luck and his skill with a blade to see him through. His silver tongue and his skill with locks and chains has kept him out of prison thus far.

Tumwater Qualax **CR 6 • XP 2,400**

Male fortune-blessed gnome rogue 6
CN Small humanoid (gnome)
Init +3; **Senses** low-light vision; Perception +14

DEFENSE

AC 19, touch 16, flat-footed 16 (+3 armor, +3 Dex, +2 luck, +1 size)
hp 36 (6d8+6)
Fort +5, **Ref** +20**, Will** +3; +2 vs. illusions
Defensive Abilities defensive training (+4 dodge bonus to **AC** vs. giants), evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 20 ft.
Melee *+1 shortsword* +5 (1d4/17-20)
Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, augmented criticals, lucky strike 1/battle, sneak attack +3d6
Gnome Spell-Like Abilities (CL 6th; concentration +8)
1/day—*dancing lights, ghost sound* (DC 13), *prestidigitation* (DC 12), *speak with animals*

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 9, **Wis** 9, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 17

Feats Alertness, Deceitful, Persuasive

Skills Appraise +10, Bluff +15, Diplomacy +12, Disguise +15, Escape Artist +14, Intimidate +6, Perception +14 (+17 to locate traps), Profession (gambler) +12, Sense Motive +9, Sleight of Hand +14; **Racial Modifiers** +2 Perception, +2 Profession (gambler)

Languages Common, Gnome, Sylvan

SQ trapfinding +3, turn of fate 1/day, rogue talents (charmer, coax information, convincing lie)

Combat Gear *dust of appearance, dust of darkness* (3), *dust of disappearance, escape dust* (4); **Other Gear** *+1 glamered leather armor, +1 shortsword, bag of concealment I,* cheating gambler's kit, *dust of illusion, dust of tracelessness* (4)

SPECIAL ABILITIES

Augmented Criticals (Su) See the fortune-blessed template.

Lucky Strike (Su) See the fortune-blessed template.

Turn of Fate (Su) See the fortune-blessed template.

FORTUNE-SPURNED

The occasional ill fortune of most creatures is attributable to a combination of happenstance, superstition, and self-fulfilling prophecy. For fortune-spurned creatures, however, the truth is much simpler—Lady Luck would happily dance on their graves.

A fortune-spurned creature looks like a normal specimen of its kind, but it often displays a morose and pessimistic attitude—especially if it is intelligent enough to realize that the forces of probability have turned against it. Considering that their bad luck often rubs off on others, the fortune-spurned usually wisely (if selfishly) keep their nature a secret.

CREATING A FORTUNE-SPURNED CREATURE

"Fortune-Spurned" is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature). A fortune-spurned creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Type: The base creature gains the chaotic subtype.

Aura: A fortune-spurned creature gains the following:

Aura of Misfortune (Su): Every creature within 10 feet of the fortune-spurned creature gains the diminished criticals and unlucky strike special qualities of the fortune-spurned template as long as they remain within range of each other. Furthermore, the affected creature takes a –4 penalty on all checks and saving throws.

Special Attacks: A fortune-spurned creature retains all the base creature's special attacks and gains the following:

Calamitous Mishap (Su): As a swift action, once per minute, the fortune-spurned creature can cause some calamity to befall itself and another creature within 5 feet of it. The mishap selected must be a possible result of normal circumstances, but it can be the worst possible result. For instance, lightning could strike both the fortune-spurned creature and its foe on a cloudy day, or it could strike a tree, causing a heavy limb to fall on both targets, but lightning could not strike out of a clear sky. In some cases, the fortune-spurned creature might be unable to cause any calamity given its surroundings. A calamity cannot affect more than the fortune-spurned creature and a single adjacent creature of its choice.

Nearly any natural misfortune may be chosen, but it must be one that is as dangerous to the fortune-spurned creature as it is to the other creature. Both targets must be affected equally; that is, both must make the same saving throw and suffer the same result. Thus, if the fortune-spurned creature is wearing a *ring of feather falling*, it can't choose to have the floor of the ruined keep it's fighting in give way unless its opponent is equally immune to falling damage.

Skills: A fortune-spurned creature takes a –2 penalty on all skill checks. This penalty stacks with the one it takes on opposed checks.

Special Qualities: The fortune-spurned creature retains all the base creature's special abilities and gains those described here.

Cursed (Ex): A fortune-spurned creature takes a –2 luck penalty on all opposed checks and saves, and a –1 luck penalty on all attack rolls.

Diminished Criticals (Su): A fortune-spurned creature must roll twice to confirm a critical hit.

Twist of Fate (Su): The first time in any given day that a fortune-spurned creature rolls a natural 20 on a saving throw, it fails the save.

Unlucky Strike (Su): When a fortune-spurned creature attacks with a weapon and rolls a natural 1, it provokes an attack of opportunity for its target, even if that creature would not otherwise

be entitled to make one. If the fortune-spurned creature is wielding a manufactured weapon, it drops it and needs to take a standard action to pick the weapon back up. This provokes another free attack of opportunity from its target.

SAMPLE FORTUNE-SPURNED CREATURE

A fine-looking horse stands before you. Its coat gleams and it has a bearing of confidence.

FORTUNE-SPURNED HORSE

This fortune-spurned light horse seeks the care and comfort of a rider and understands nothing about its terrible luck. When threatened, it reacts by instinctively causing a calamitous mishap to befall itself and its foe, frequently bringing its owner along for the ride.

FORTUNE-SPURNED HORSE **CR 2 • XP 600**

N Large animal (chaotic) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +2; **Senses** low-light vision, scent; Perception +4

Aura misfortune (10-ft.)

DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, –1 size)

hp 15 (2d8+6)

Fort +4, **Ref** +3, **Will** –1

OFFENSE

Speed 50 ft.

Melee 2 hooves –3 (1d4+1)

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

Special Attacks calamitous mishap

STATISTICS

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Endurance, Run[B]

Skills Perception +4

SQ cursed, diminished criticals, twist of fate, unlucky strike

SPECIAL ABILITIES

Aura of Misfortune (Su) See the fortune-spurned template.

Calamitous Mishap (Su) See the fortune-spurned template.

Cursed (Ex) See the fortune-spurned template.

Diminished Criticals (Su) See the fortune-spurned template.

Twist of Fate (Su) See the fortune-spurned template.

Unlucky Strike (Su) See the fortune-spurned template.

GENIE-BOUND

A genie-bound is a creature who sold himself into the service of a powerful genie in exchange for a granted wish or another service. If the genie fulfills all the victim's requests, the genie-bound creature must then serve the genie as a slave for a year and a day per desire fulfilled.

Djinn treat their slaves fairly well. Each genie-bound creature is a partner to them, a creature with whom they struck a fair bargain. A djinn usually sends its genie-bound creatures on errands or quests that are simply beneath the djinn's dignity.

Efreet, on the other hand, treat their genie-bound creatures poorly and often demand that they perform dangerous tasks. An efreeti does what it wills with them for the duration of their bondage.

Jann put their slaves in whatever role is needed for them by the individual janni or for the jann caravan at the time. A jann-bound creature often finds itself in many roles during his servitude: valet, groom, worker, warrior, concubine, and more.

How marids treat the genie-bound depends on the individual marid's mercurial nature. Some treat their slaves with great care, much like pampered pets, while others treat them no better than toys for abuse. Sometimes individual marids take a great liking to their bound servants, even falling in love with them. For these individuals the marid's attention is both a blessing and curse. If they return the marid's affection, their servitude is easy; if not, they find a marid's feelings are not to be trifled with.

Shaitan often use their bound slaves as workers in their mines, or, for the talented individuals, as gem and jewelry crafters. Whatever their role, it is something that directly affects the shaitan's wealth and status. Shaitans treat their bound charges as well as they perform for the genie. Those who are lazy or fail to meet the shaitan's expectations find themselves working in the worst part of the mines, or even entombed in the earth for the duration of their servitude.

When the genie-bound creature's period of service ends, it loses this template and all the changes it imposed. If the genie is killed before the term of servitude expires, the genie-bound creature's period of servitude is transferred to any genie of the same kind who claims the genie-bound within 24 hours. If claimed, the genie-bound's period of service increases by an additional year and a day. If the genie-bound is not claimed at the end of 24 hours, it is set free and its period of servitude is over. A genie can free its bound servant early if it wishes, but such freedom must be of the genie's free will and not coerced by most magical or any physical means. The use of any coercion (other than a *wish* or *miracle*) has the same result as the premature death of the genie.

CREATING A GENIE-BOUND CREATURE

"Genie-Bound" is an acquired template that can be added to any nongenie who has made a bargain with a genie in exchange for one or more wishes or other requests (referred to hereafter as the base creature). A genie-bound creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Janni-bound—as base creature +2; all others—as base creature +3.

Type: A genie-bound creature gains the native subtype when on the plane of origin of the genie it is bound to.

Senses: A genie-bound creature gains darkvision +60 feet.

Armor Class: A genie-bound creature gains an Armor Class bonus depending on the type of genie he is bound to.

- **Djinni:** A djinni-bound creature gains a +4 deflection bonus to Armor Class.
- **Efreeti:** Same as the base creature.
- **Janni:** Same as the base creature.
- **Marid:** Same as the base creature.
- **Shaitan:** Natural armor class increases by +4 as their skin hardens like stone.

Defensive Abilities: The genie-bound creature gains energy resistance depending on the type of genie he is bound to.

- **Djinni:** acid 20.
- **Efreeti:** fire 20.
- **Janni:** fire 5.
- **Marid:** cold 20.
- **Shaitan:** electricity 20.

Additionally a genie-bound creature (except for the janni-bound) gains the following:

Genie Grace (Su): A genie-bound creature is immune to the planar effects of the genie's home plane, but is still susceptible to damage from non-planar sources. For example, an effreeti-bound creature is immune to the damaging effects from the Plane of Fire but still takes damage from fire from other sources, such as *fireball*.

The genie can revoke this benefit at will.

Spell-Like Abilities: A genie-bound creature gains the following.

Genie Magic (Sp): A genie can allow its genie-bound creature to use its spell-like abilities, but not spells from classes or magic items, as though it werze a genie of the appropriate kind. The genie-bound creature can use these spells in any manner it chooses. However, as a free action, the genie can revoke or reinstate its ability to cast them, prematurely end their durations, or spoil their effects (by changing the wine created with *create wine* to vinegar, for example). The exact spell-like abilities bestowed depend on the kind of genie with which the genie-bound creature made its bargain. The genie-bound's caster level is equal to its total Hit Dice. All the save DCs are Charisma-based.

- **Djinni:** At will—*invisibility* (self only); 1/day—*create food and water*, create wine (as *create water* but wine instead), *gaseous form*, *major creation*, *persistent image*, *wind walk*.
- **Efreeti:** Constant—*detect magic;* At will—*produce flame, pyrotechnics, scorching ray* (1 ray only); 3/day—*invisibility*, *wall of fire*; 1/day—*enlarge person, gaseous form, permanent image, polymorph* (self only), *reduce person*.

- **Janni:** 3/day—*invisibility* (self only), *speak with animals*; 1/day—*create food and water*.
- **Marid:** Constant—*detect evil*, *detect good*, *detect magic*, *water walk*; At will—*create water*, *invisibility*, *purify food and drink* (liquids only), *quench*; 5/day—*control water*, *gaseous form*, *obscuring mist*, *water breathing*; 3/day—*see invisibility*; 1/day—*persistent image*
- **Shaitan:** At will—*meld into stone*, *soften earth and stone*, *stone shape*, *veil* (self only); 3/day—*glitterdust*, *stoneskin*, *rusting grasp*, *stone tell*, *wall of stone*; 1/day—*transmute mud to rock*, *transmute rock to mud*

Abilities: The genie-bound creature gains 6 points to add to its ability scores as it chooses.

Special Qualities: A genie-bound creature retains all the base creature's special qualities and gains the following.

Genie Boon (Su): A genie-bound creature is bestowed a boon as long as it's in servitude to its genie master. The genie can remove this boon at will. The exact boon depends on the kind of genie with which the genie-bound creature made its bargain.

- **Djinni:** A creature bound to a djinni gains a +4 morale bonus on all attack, damage, CMB, and CMD rolls.
- **Efreeti:** An efreeti-bound creature gains extra hit points equal to the creature's Charisma bonus (minimum 0) for each Hit Die the creature possesses.
- **Janni:** A janni-bound creature is immune to the damaging effects of desert environments, including dehydration and heat exposure. Magical effects of this nature still affect the janni-bound creature.
- **Marid:** A marid-bound creature gains water breathing as a supernatural ability and a +4 circumstance bonus on Swim checks.
- **Shaitan:** A shaitan-bound creature gains a +4 morale bonus on all attack, damage, CMB and CMD rolls.

Genie-Bond (Su): The genie is in constant telepathic communication with the bound creature, imparting its thoughts and desires regardless of language or distance, even if its servitor is on another plane. The genie is constantly aware of its servant's actions (but not its thoughts) and its condition (as though via a *status* spell). The servant has no special awareness of the genie but can communicate with it telepathically.

Because of this bond, the genie can use *plane shift* at will to move to any location on the Inner or Astral planes that its servitor occupies. Further, a genie-bound creature can use *plane shift* at will, but only to and from a location specified by its genie master.

A genie that is displeased with its genie-bound creature can use a standard action to deal 1d6 points of damage to it or 1d4 points of damage to any one of its ability scores. The genie can also heal a like amount of damage (regardless of its source or type) at will as a standard action.

While bound, a genie-bound creature does not suffer from normal aging, but still can be affected by aging magic. If released from the genie's servitude, the base creature starts to age as normal as if no time has passed.

Genie-Empowered (Su): Three times per day a genie-bound creature can choose to gain a +10 bonus on any one skill check, gain a +5 bonus on a single saving throw it is required to make, or double its speed for a round. The genie-bound creature may choose to gain the bonus on its saving throw even on another creature's turn.

Sample Genie-Bound

The man before you is dressed in robes and armor. He's twitchy and has a look of desperation.

Salah al'Zia

Salah Al'Zia had heard many tales of genies as a child and considered himself well-versed in their ways. Thus, when he found a bronze bottle of the type purported to contain genies, he thought carefully about what his *wishes* would be and how he would phrase them before releasing its contents.

The red-skinned efreeti that appeared before him seemed to recognize Salah's superior intellect and granted his *wishes* without any attempt at deception. Salah expected that the genie would then leave, happy to be free of its prison, but all the fairy tales he'd heard were proven false when the efreeti offered him more *wishes.* The efreeti explained the conditions of this offer, and heady with dreams of more granted *wishes,* Salah made the worst mistake of his life—he made three more *wishes.*

Now Salah serves his efreeti master with a growing sense of panic. His missions on behalf of the genie have already gotten Salah killed twice, and his master used *wishes* both times to bring him back from the dead -- and then added another year and a day to his servitude each time. Seeing no end to his slavery, Salah is desperate for another *wish* to free him from slavery and carefully investigates every

hint of *wish*-granting items or reports of spellcasters who can cast the spell. He'd even be willing to consider binding himself to a different master just to get out from the efreeti's thumb.

Salah Al'Zia **CR 12 • XP 19,200**

Male efreet-bound human assassin 5/rogue 5
NE Medium humanoid (human)
Init +4; **Senses** darkvision 60 ft., *detect magic*; Perception +16

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)
hp 83 (10d8+35)
Fort +5, **Ref** +11, **Will** +2; +2 vs. poison
Defensive Abilities evasion, improved uncanny dodge, trap sense +1; **Immune** genie grace; **Resist** fire 20

OFFENSE

Speed 30 ft.
Melee *+1 rapier* +12/+7 (1d6+6/18-20)
Ranged masterwork composite shortbow +11/+6 (1d6+5/x3)
Special Attacks death attack (DC 18), sneak attack +6d6, true death (DC 20)
Spell-Like Abilities (CL 10th; concentration +11)
Constant—*detect magic*
At will—*plane shift* (to master's location only), *produce flame, pyrotechnics* (DC 13), *scorching ray* (1 ray)
3/day—*invisibility, wall of fire*
1/day—*enlarge person* (DC 12), *gaseous form, permanent image* (DC 17), *polymorph* (self only), *reduce person* (DC 12)

STATISTICS

Str 20, **Dex** 18, **Con** 14, **Int** 16, **Wis** 8, **Cha** 13
Base Atk +6; **CMB** +11; **CMD** 25
Feats Alertness, Combat Expertise, Combat Reflexes, Deadly Aim, Point-Blank Shot, Precise Shot, Weapon Finesse
Skills Acrobatics +17, Bluff +14, Climb +18, Disable Device +19, Disguise +14, Escape Artist +17, Intimidate +14, Perception +16 (+18 to locate traps), Sense Motive +16, Stealth +17
Languages Common, Dwarven, Elven, Halfling

SQ efreeti boon, genie-empowered 3/day, genie-bond, hidden weapons, poison use, rogue talents (distracting attack, finesse rogue), trapfinding +2
Combat Gear *gloves of arrow snaring*; **Other Gear** *+2 studded leather, +1 rapier*, arrows (20), masterwork composite shortbow

SPECIAL ABILITIES

Death Attack (Ex) Salah can kill or paralyze for 1d6+5 rounds with a prepared sneak attack.
Efreet Boon (Su) Salah gains 10 bonus hit points.
Genie-Empowered (Su) See the genie-bound template.
Genie Grace (Su) Salah is immune to damaging effects from the Plane of Fire.
Genie-Bond (Su) See the genie-bound template.

GIANTBLOOD

Most true giants view their ability to procreate with other races and other kinds of giants as a curse upon their kind. A few kinds of giants, however, view the ability to breed with other races as a gift.

No matter how an individual giant feels about mating with other races, the fact remains that they are physically capable of procreating with nearly any creature of naturally humanoid form. Such a union produces a child with most of the traits of its nongiant parent, or of the mother if both parents are giants. Giant parentage often results in increased size and strength, and it bestows the giants' famous knack for throwing boulders. The giant size of a giantblood dilutes in just one generation, however; the children of nongiant/giantblood pairs display no trace of giant heritage except perhaps strangely colored hair, skin, or eyes. Similarly, the children of a giant and a half-giant show few signs of the nongiant grandparent's blood.

In addition to their strength and size, a giantblood often exhibits other physical traces of their giant parent's heritage.

CREATING A GIANTBLOOD

"Giantblood" is an inherited template that can be added to any living, corporeal creature of at least Small size and naturally humanoid shape that does not have the oni subtype (referred to hereafter as the base creature). Creatures that do not reproduce in the same manner as giants cannot receive this template. Furthermore, mating between giants of the same kind does not produce giantblood offspring.

A giantblood uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +1

Size: If the base creature's size category is smaller than that of the giant parent, the giantblood gains one size category (maximum Colossal). A giantblood that changes size does not gain the normal bonuses associated with an increase in size. Instead, it gains the bonuses/penalties outlined in this template.

Type: If the base creature is a humanoid it gains the giant subtype.

Speed: If the base creature gains a size category, each of its speeds increases by +10 feet over that of the base creature. If the base creature increases size and can fly its maneuverability decreases one step.

Armor Class: The base creature's natural armor bonus improves as given on **Table 2-21** and gains a size penalty depending on the giantblood's final size.

TABLE 2-21: GIANTBLOOD TRAITS

Final Size	Natural AC Bonus	Space/ Reach Bonus	Rock Throwing Range Inc.
Medium	+1	+0 ft.	60 ft.
Large	+3	+ 5 ft.	120 ft.
Huge	+4	+5 ft.	140 ft.
Gargantuan	+5	+5 ft.	180 ft.
Colossal	+6	+10 ft.	220 ft.

Defensive Abilities: The giantblood gains rock catching if its giant parent has it.

Attacks: The bonuses on a giantblood's attack and damage rolls changes based on its new base attack bonus, Strength modifier, and its new size modifier. If the base creature has any natural attacks the damage increases by one step.

Space/Reach: Same as the base creature unless the giantblood gained a size category. In that case, the giantblood's space and reach increases by the bonus given on **Table 2-21**. Reach bonuses from specific attacks do not increase.

Special Attacks: A giantblood gains rock throwing with a range increment given on **Table 2-21**. If the base creature already has the rock throwing ability it uses either the base creature's range or the one granted by this template, whichever is greater.

Abilities: The giantblood's abilities change based on its final size, as shown on **Table 2-22**, even if the giantblood's size did not change. Abilities reduced by the application of this template have a minimum of 1.

TABLE 2-22: GIANTBLOOD ABILITY MODIFIERS

Final Size	Str	Dex	Con
Medium	+6	-2	+2
Large	+10	-2	+4
Huge	+10	-2	+4
Gargantuan	+14	-4	+6
Colossal	+14	-4	+6

Skills: If the base creature increased in size, replace the base creature's size modifier on Fly and Stealth checks with the appropriate one for its new size.

Special Qualities: The giantblood retains all the base creature's special qualities and gains additional qualities based on its giant parent.

Ash Giant—An ash-blood creature gains immunity to disease

Athach—*Extra Arm (Ex):* An athach-blood has an extra arm growing out of its torso. It gains a claw attack with this extra arm with damage dependent on its size. If the base creature has no natural attacks this claw attack is primary, otherwise it is secondary.

Cave Giant—A cave-blood gains the ferocity universal monster ability.

Cliff Giant—A cliff-blood gains acid resistance 10.

Cloud Giant—A cloud-blood gains the scent universal monster ability.

Cyclops—*Flash of Insight (Su)*: Once per day, as an immediate action, a cyclops-blood can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops-blood only, and cannot be applied to the rolls of others.

GIANTBLOOD AND THE ONI

Oni are sprits who take residence in mortals to experience the pleasures of the flesh. Since the giantblood template is due to the results of physical copulation, an oni such as the fire yai does not necessarily pass on its qualities to its offspring.

However, if you wish to apply this template where a parent is an oni, use the special quality due to the giant in which the oni resides. For example, a fire yai-blood would gain fire resistance 10 from the fire giant part of its heritage.

Cyclops, Great—*Flash of Brutality (Su)*: Once per day, as a swift action, a great cyclops-blood can gain a burst of savage inspiration. When it does, it doubles the threat range of all weapons, attack bonus on all natural and rock attacks it makes until the start of its next turn.

Desert Giant—*Sandwalking (Ex)*: A desert-blood travels at full speed across sand, rocky ground, or dust, and leaves no trail behind unless it chooses to.

Ettin—*Second Head (Ex):* An ettin-blood has a second head. Because of its second head, the ettin-blood gains a +2 racial bonus on all Perception checks. If the base creature has a bite attack, the second head grants the ettin-blood a second bite attack with the same attack modifier and base damage. The ettin-blood also gains Multiattack as a bonus feat.

Fire Giant—A fire-blood gains fire resistance 10.

Frost Giant—A frost-blood gains cold resistance 10.

Hill Giant—*Hill's Strength (Su):* Whenever the hill-blood is in contact with solid ground (not the deck of a ship or a house's floor above a basement), it gains a +2 enhancement bonus to Strength.

Jungle Giant—A jungle-blood is immune to disease.

Marsh Giant—*One with the Bog (Ex):* A marsh-blood gains a +4 racial bonus to Stealth. This bonus increases to +8 in swamps.

Merrow—*Natural Swimmer (Ex):* A merrow-blood, both fresh and saltwater, gain a +8 bonus to Swim and Swim is a class skill.

Ocean Giant—*Salt in the Veins (Ex):* An ocean-blood gain a +8 bonus to Swim, +10 to their swim speed, and Swim is a class skill.

Ogre—An ogre-blood gains darkvision +60 ft.

River Giant—*Call of the River (Ex):* A river-blood gains a +4 bonus on Swim and Profession (sailor) is a class skill for them.

Rune Giant—*Commanding Presence (Ex):* A rune-blood gains +4 on all Charisma-based skill checks vs. a creature with the giant subtype or the giantblood template except for rune giants and other rune-blood.

Slag Giant—*Natural Craftsman (Ex)*: All Craft skills are class skills for a slag-blood.

Stone Giant—*Stony Soul (Ex):* A stone-blood's natural armor bonus improves by +2.

Storm Giant—A storm-blood gains electricity resistance 10.

Taiga Giant—*Wisdom of the Spirits (Su):* A taiga-blood gains a +4 bonus on saves vs. enchantments and illusion spells.

Troll—A troll-blood gains regeneration 2 (fire or acid).

Wood Giant—*One with the Forest (Ex):* A wood-blood gains a +4 racial bonus to Stealth. This bonus increases to +8 in forests.

Other—A giant-blood from any other giant gains a +2 competence bonus on Perception checks and a +2 bonus on Fortitude saves.

For giants of similar types their giantblood offspring all share the same boon as given above. For example, a giantblood with any kind of troll parent gains fast healing 2.

SAMPLE GIANTBLOOD

This large white-furred ape has four arms and two heads filled with yellow teeth.

ETTINBLOOD GIRALLON

An ettinblood girallon is a 12-foot-tall, broad-chested, two-headed, four-armed ape with thick white fur. Though it appears stoop-shouldered and somewhat ogrelike, it walks upright, not on two legs and two arms like a normal girallon. Because of its great weight, it climbs only the strongest trees.

Ettinblood Girallon **CR 7 • XP 3,200**

N Large magical beast (*Pathfinder® Roleplaying Game Bestiary™*)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, -1 size, +9 natural)

hp 87 (7d10+49)

Fort +11, **Ref** +7, **Will** +5

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 2 bites +15 (1d6+9), 4 claws +15 (1d4+9)

Ranged rock +9 (2d4+13)

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

Special Attacks rend (2 claws, 1d4+13), rock throwing (120 ft.)

STATISTICS

Str 29, **Dex** 15, **Con** 22, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +17; **CMD** 29

Feats Improved Initiative, Iron Will, Multiattack[B], Skill Focus (Perception), Toughness

Skills Climb +17, Perception +13, Stealth +4; **Racial Modifiers** +2 Perception

SQ second head

ECOLOGY

Environment warm forests

Organization solitary or company (5-8)

Treasure none

SPECIAL ABILITIES

Second Head (Ex) See the giantblood template.

GIGANTEAN

As titans are to halflings, so gigantean creatures are to normal specimens of their kinds. The world trembles beneath the steps of these huge and terrible creatures as they move.

Giganteans are aberrant, super-sized versions of normal creatures. The massive creatures sometimes have sympathy for their smaller cousins, but there can also be as much enmity between them as there is between dwarves and giants.

The origins of giganteans are varied. They can be produced by very powerful magic, or a seminal event (such as the impact of a strange meteor) could cause an entire population to grow into giganteans. And once a tribe of giganteans comes into existence, it could potentially grow (in numbers and size) for generations, protected or trapped by some natural or magical barrier.

CREATING A GIGANTEAN

"Gigantean" is an inherited or acquired template that can be added to any creature (referred to hereafter as the base creature). A gigantean uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Increase the base creature's CR by +1 for every 4 HD added, except for creatures of the dragon, outsider, magical beast, and monstrous humanoid

TABLE 2-23: GIGANTEAN MODIFIERS

Old Size	New Size	Natural AC Bonus	Racial HD Multiplier	Str	Dex	Con
Fine	Medium	+0	×6	+10	-8	+2
Diminutive	Large	+2	×6	+18	-8	+6
Tiny	Huge	+5	×6	+24	-8	+10
Small	Gargantuan	+9	×6	+28	-6	+14
Medium	Colossal	+14	×6	+32	-4	+16
Large	Colossal	+12	×4	+24	-2	+12
Huge	Colossal	+9	×4	+16	+0	+8
Gargantuan	Colossal	+5	×2	+8	+0	+4
Colossal	Colossal	+0	×2	+0	+0	+0

type. For dragons and outsiders, increase the CR by +1 per 2 additional HD. For magical beasts and monstrous humanoids, increase the CR by +1 per 3 additional HD. Then compare the gigantean to creatures with Challenge Ratings up to 3 higher to determine whether the CR you have assigned is reasonable.

Size: A gigantean creature's size increases by up to four categories over that of the base creature as indicated on **Table 2-23** (maximum Colossal; see the **Table 2-25** for new dimensions). Creatures of different size categories that increase to the same size category because of the table's upper limit retain their proportions to one another within their new size category. Thus, a gigantean human is smaller than a gigantean ogre, and a gigantean Colossal creature is larger than the normal Colossal version.

Senses: The range of all senses increases by the value of the base creature's value multiplied by the number of size categories gained.

Armor Class: The base creature's size modifier to AC is replaced by one based on the gigantean's new size. In addition, its natural armor bonus increases over that of the base creature by the amount indicated in **Table 2-23**.

Hit Dice: The gigantean creature gains racial Hit Dice depending on the number of size categories it gained. Multiply the base creature's racial HD by the racial HD multiplier in **Table 2-23** for its new total racial HD.

Hit Dice gained from character classes are not multiplied, though they still count normally toward the creature's character level. If all a creature's HD are from class levels, the creature has 1 racial HD for the purpose of the multiplication. If the base creature is Fine to Medium size and has 2 or fewer racial HD, ignore the multipliers—its gigantean version simply has 15 HD.

Bonus hit points for certain creature types are sometimes based on size (such as for constructs). In this case, use the normal bonus hit points for the creature's new size.

Saving Throws: The gigantean's base save bonuses increase with its additional racial Hit Dice. Replace the portion of each of the base creature's save bonuses derived from racial HD with a new one based on its type, its new racial HD, and new ability scores.

Speed: Each of the gigantean's speeds increases with its size. Multiply each of the base creature's speeds by the number of size categories the gigantean version gained.

Attacks: The gigantean retains all the base creature's attacks and its weapon and armor proficiencies. Its bonus on attack rolls changes based on its new base attack bonus, its new Strength modifier, and its new size modifier.

Scale up the base damage once for each size category of difference between the base creature and the gigantean (see **Table 2-24**). Ability score damage, drain and energy damage also scale up in the same manner, but negative levels bestowed via attacks do not increase.

TABLE 2-24: GIGANTEAN DAMAGE

Old Damage	New Damage	Old Damage	New Damage
1	1d2	1d10	2d8
1d2	1d3	2d6	3d6
1d3	1d4	2d8	3d8
1d4	1d6	4d6	6d6
1d6	1d8	4d8	6d8
1d8	2d6		

Space/Reach: The gigantean has a space and reach appropriate to its new size, as described in **Table 2-25**. If the base creature had greater than normal reach for its size, add 5 feet to the reach indicated on the table.

Special Attacks: Except for spells and spell-like abilities, the ranges, areas, and damage of the base creature's

USING THE GIGANTEAN TEMPLATE

The gigantean template can create a wealth of interesting monsters, especially when applied to small creatures with few HD. It can also make for creatures with very high Challenge Ratings, so before applying the template, check to see whether the resulting creature will be of a CR you can use. If the creature gains fewer HD than called for, it will have a lower CR, and the reverse is also true. If you want to add more or fewer additional Hit Dice when you apply this template to a monster, there's no reason you can't do so. If you decide to grant fewer additional HD, be sure that the ability modifications don't make the creature too dangerous for its decreased CR.

If you apply the gigantean template and the resulting creature is not deadly enough, consider adding a breath weapon as a dragon of the same size, SR equal to 10 +CR,. or even spell turning as a constant spell, turning 1d4+4 levels of spell each turn. Each of these increases the final CR by +1.

special attacks change. To find the new range and area, add the value of the base creature's value multiplied by the number of size categories gained. If the special attack deals hit point damage, its base damage increases as described on **Table 2-24**. In addition, changes in ability scores may change special attack DCs.

A gigantean gains the trample special ability. To determine the base trample damage of a creature that does not have a slam attack, use the slam (See **Natural Attacks** in **Appendix B**) for a creature of the gigantean's size.

Abilities: The gigantean's ability scores change based on its size change, as given on **Table 2-23**. If the base creature has the undead or construct type ignore the bonuses to Constitution.

Base Attack Bonus: The gigantean's base attack bonus increases with its additional Hit Dice. Replace the portion of the base creature's base attack bonus derived from racial HD with a new one based on its type and its new racial HD.

CMB/CMD: The gigantean's CMB and CMD change based on its new size as well as its new Strength and Dexterity.

Feats: The gigantean retains the base creature's bonus feats, but it loses all other feats the base creature had. Recalculate the number of feat slots the gigantean has based on its character level (racial and class HD) and assign feats as desired, giving preference to the feats that the base creature possessed. The gigantean must still meet any prerequisites for feats chosen to fill vacant feat slots.

Skills: Ignore the base creature's skill modifiers. Recalculate skill points for the gigantean's racial Hit Dice according to its type then purchase its skills afresh, treating the base creature's skills as class skills. The gigantean retains any skill points gained from class levels and any racial skill bonuses the base creature has. New size modifiers and new ability scores all modify skills.

Special Qualities: If the base creature is Gargantuan or Colossal, the gigantean gains the massive special quality.

Massive (Ex) Because giganteans are so massive, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to a gigantean's movement, though areas of forest or settlements are considered difficult terrain to a gigantean. A Huge or smaller creature can move through any square occupied by a gigantean, or vice-

TABLE 2-25: GIGANTEAN SIZES

Old Size	New Size	New Size Range	New Space/Reach (Tall)	New Space/Reach (Long)
Fine	Medium	4 ft.-8 ft.	5 ft./5 ft.	5 ft./5 ft.
Diminutive	Large	8 ft. -16 ft.	10 ft./10 ft.	10 ft./10 ft.
Tiny	Huge	16 ft.-32 ft.	15 ft./15 ft.	15 ft./10 ft.
Small	Gargantuan	32 ft.-64 ft.	20 ft./20 ft.	20 ft./15 ft.
Medium	Colossal	64 ft. +	30 ft./30 ft.	30 ft./20 ft.
Large	Colossal	64 ft. +	30 ft./30 ft.	30 ft./20 ft.
Huge	Colossal	64 ft. +	30 ft./30 ft.	30 ft./20 ft.
Gargantuan	Colossal	64 ft. +	30 ft./30 ft.	30 ft./20 ft.
Colossal	Colossal	64 ft. +	30 ft./30 ft.	30 ft./20 ft.

versa. A gigantean can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes. A gigantean gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb a gigantean—this generally requires a successful DC 30 check, and unlike the normal rules about gigantean and attacks of opportunity, a Small or larger creature that climbs on a gigantean's body provokes an attack of opportunity from the monster.

SAMPLE GIGANTEAN

A 100-ft. tall mass of flesh, its form is ever shifting. Multiple claws reach out from its form and rake the air.

THE PROTEAN PLAGUE

The Protean Plague is the essence of chaos made sentient. It is a destroyer of cities, counties and countries. Composed of the raw stuff that the multiverse was made from, it has no goal other than to return all to a primeval state of chaos.

THE PROTEAN PLAGUE **CR 29 • XP 6,553,600**

Unique gigantean chaos beast (*Pathfinder® Roleplaying Game Bestiary 2™*)

CN Colossal outsider (chaotic, extraplanar)

Init +4; **Senses** darkvision 300 ft.; Perception +58

DEFENSE

AC 23, touch 2, flat-footed 23 (-8 size, +21 natural)

hp 945 (54d10+648)

Fort +42, **Ref** +29, **Will** +19

Defensive Abilities amorphous, resistant to transformation; **SR** 18

OFFENSE

Speed 80 ft.

Melee 4 claws +65 (4d6+19 plus corporeal instability)

Space 30 ft.; **Reach** 30 ft.

Special Attacks corporeal instability (DC 48), rend (2 claws; 4d6+28 plus corporeal instability), trample (DC 56, 3d6+28 plus corporeal instability)

STATISTICS

Str 48, **Dex** 10, **Con** 32, **Int** 10, **Wis** 12, **Cha** 10

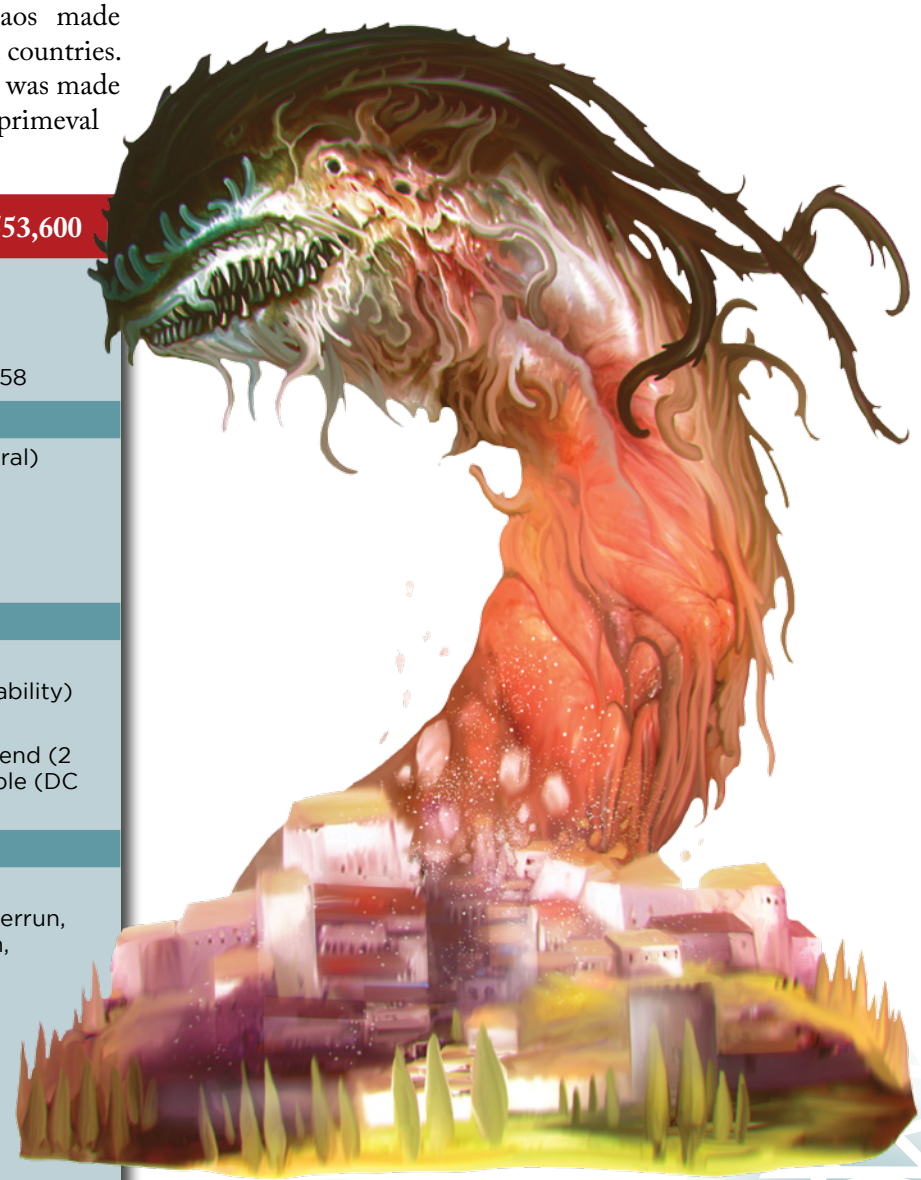
Base Atk +54; **CMB** +81 (+85 bull rush, drag, overrun, sunder); **CMD** 91 (93 vs. bull rush, drag, overrun, sunder; can't be tripped)

Feats Awesome Blow, Bull Rush Strike, Charge Through, Cleave, Cleaving Finish, Deadly Finish, Eldritch Claws, Great Cleave, Great Fortitude, Greater Bull Rush, Greater Drag, Greater Overrun, Greater Sunder, Improved Bull Rush, Improved Drag, Improved Initiative, Improved Overrun, Improved Sunder, Intimidating Prowess,

SATURDAY MATINEE: GIGANTEAN VS. KAIJU

While they have a lot in common, giganteans are not the same as kaiju. Giganteans do not gain the kaiju subtype even though they may gain some of a kaiju's abilities. A kaiju can dwarf even the largest of giganteans. However, giganteans can fill a role in your campaign for species similar to a kaiju, or even an immature form of kaiju. If you wish to turn a Colossal-sized gigantean into a full-blooded kaiju give it the kaiju subtype.

For more on kaiju, refer to the kaiju entry and subtype in the *Pathfinder® Roleplaying Game: Bestiary 4™*.



Multiattack, Power Attack, Quick Drag, Rending Claws, Snatch, Stunning Assault, Sundering Strike, Toughness

Skills Acrobatics +57 (+61 jump), Climb +76, Escape Artist +57, Intimidate +19, Perception +58, Stealth +41, Swim +76; **Racial Modifiers** +4 Acrobatics when jumping

ECOLOGY

Environment Any chaotic-aligned plane

Organization unique

Treasure none

SPECIAL ABILITIES

Corporeal Instability (Su) Claw—contact (curse); *save* **Fort** DC 48; *effect* amorphous body and 1 Wisdom drain per round (see below); *cure* 3 consecutive saves. The save DC is Con-based.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self, beast shape, elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Resistant to Transformation (Ex) Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

GREEN WARDEN

Emperors of the wood and lords of all growing things, green wardens are the royalty of intelligent plants. They inherit their powers, each growing from the seed of a previous green warden that has died.

Green wardens have the power to shape living plants and cause dead wood to grow. They often live in great trees that they have transformed into woodland palaces. The landscape surrounding such dwellings is carefully tended and arranged to present a harmonious natural beauty.

Green wardens guard their domains from the ravages of civilization and the dangers of the natural world. Their territories are often wonderlands that preserve all of nature's bounty in areas untouched by fire or frost. Although such wild areas are beautiful and blessed with plentiful game, most creatures avoid them, since only intelligent plants and fey can expect a friendly reception from a green warden. Despite their dangerous reputations, however, their in-depth understanding of the natural world and their detailed knowledge of their lands make green wardens valuable resources for those brave enough to parley with them.

CREATING A GREEN WARDEN

"Green warden" is an inherited template that can be applied to any plant with an Intelligence score of at least 6 and a Charisma score of at least 3 (hereafter referred to as the base creature). A green warden uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Senses: A green warden gains the scent universal ability and tremorsense +100 ft.

Armor Class: Natural armor bonus improves by +2.

Defensive Abilities: A green warden gains DR 10/slashing, fire resistance 10, and regeneration 5 (fire or cold).

Speed: The green warden's land speed increases by +10 feet over that of the base creature. If the base creature has no land speed, the green warden gains a land speed of 15 feet.

Special Attacks: The green warden retains all the base creature's special attacks and gains the following.

Renew Deadwood (Su): Once every 1d4 rounds, a green warden can produce an effect like that of a *warp wood* spell (caster level equals green warden's racial Hit Dice), except it affects only dead wood. Any wooden objects affected by this ability turn into living plants that root themselves when they come into contact with the ground. A green warden cannot "unwarp" wood or return it to its normal shape with this ability.

Spell-Like Abilities: A green warden gains the following spell-like abilities. The caster level equals the green warden's racial HD. The save DCs are Charisma-based.

At will—*calm animals, create water, pass without trace, purify food and drink, tree shape, tree stride*

1/day—*animate plants, barkskin, commune with nature, endure elements, goodberry, liveoak, plant growth, quench, transmute metal to wood, wood shape* (living wood only)

Abilities: Str +4, Dex +2, Con +2, Wis +4, Cha +6.

Feats: A green warden gains Leadership as a bonus feat if it does not already have it. It often has plants, fey creatures, or even magical beasts as followers.

Skills: A green warden gains a +10 racial bonus on Knowledge (nature), Perception, and Survival checks. Knowledge (nature) and Knowledge (geography) are always a class skill for green wardens and can be used untrained.

Special Qualities: The green warden retains all the base creature's special abilities and gains those described here.

Favored Terrain (Ex): The environment a green warden inhabits is considered favored terrain (as the Ranger ability) for that green warden. If the green warden has ranger levels, this stacks with similar favored terrains chosen by this ability. A green warden must reside in its particular territory for more than half of the year to gain and maintain this ability.

Natural Druid (Su): If a green warden has druid levels, its effective level is one higher for gaining druid spells and other abilities.

Trackless Step (Ex): A green warden leaves no trail in natural surroundings and cannot be tracked. It may, however, choose to leave a trail if it desires.

SAMPLE GREEN WARDEN

A mass of moss, swamp flora and mud, it reeks of earth and rotting meat.

PEREMALFAIT

Peremalfait are guardians and protectors of the swamps. These intelligent carnivorous plants protect the land from fires and intruders. If someone damages their swamp, a peremalfait is relentless in pursuing the offender until they are dragged back to the swamp and drowned in it.

Peremalfait **CR 7 • XP 3,200**

Green warden shambling mound (*Pathfinder© Roleplaying Game Bestiary™*)

N Large plant

Init +1; **Senses** low-light vision, scent, tremorsense 100 ft.; Perception +23 (+25 in swamps)

DEFENSE

AC 22, touch 8, flat-footed 21 (+1 Dex, -1 size, +12 natural)

hp 76 (9d8+36); regeneration 5 (fire or cold)

Fort +10, **Ref** +6, **Will** +7

DR 10/slashing; **Immune** electricity, plant traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 slams +13 (2d6+7 plus grab)

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

Special Attacks constrict (2d6+7)

Spell-Like Abilities (CL 9th; concentration +11)

At will—*calm animals* (DC 13), *create water, pass without trace, purify food and drink* (DC 12), *tree shape, tree stride*

1/day—*animate plants, barkskin, commune with nature, endure elements, goodberry, liveoak, plant growth, quench, transmute metal to wood, wood shape* (living wood only, DC 14)

STATISTICS

Str 25, **Dex** 12, **Con** 19, **Int** 7, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 25

Feats Cleave, Iron Will, Leadership[B], Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Knowledge (geography) –2, Knowledge (nature) +12, Perception +23 (+25 in swamps), Stealth +8 (+16 in forests, +18 in swamps), Survival +12 (+14 in swamps), Swim +15; **Racial Modifiers** +10 Knowledge (nature), +14 Perception, +4 Stealth, +8 Stealth in forests, +10 Stealth in swamps, +10 Survival

Languages Common, Sylvan (can't speak)

SQ electric fortitude, favored terrain (swamp +2), natural druid, renew deadwood (1/1d4 rounds), trackless step

ECOLOGY

Environment temperate marshes

Organization solitary

Treasure standard

SPECIAL ABILITIES

Natural Druid (Su) See the green warden template.

Renew Deadwood (Su) See the green warden template.

Trackless Step (Ex) See the green warden template.

VARIANT: THE GREEN BLIGHTER

Some green wardens are warped into the corrupters or destroyers of the natural world. These creatures, the "green blighter" or just "blight," seek to destroy and corrupt all plant life in the area, spreading rot, disease and decay where they can. To make a green blighter adjust the green warden template as follows.

Alignment: Any evil

Aura: A green blighter gains the unnatural aura (30 ft.) ability.

Special Attacks: Replace Renew Deadwood with the following.

Blighting Spells (Su): Any of a green blighter's spells or spell-like abilities that affect living plants can now only affect dead, diseased or rotting plants. Further, spells that heal, such as *goodberry*, now cause damage for the same amount. Additionally, any water or food a green blighter creates is mildly poisonous. Any creature imbibing it is nauseated for 1d6 rounds (Fortitude save vs. the spell's DC reduces this to 1 round). Further, any created water kills normal plants that are watered with it in 24 hours (Creatures with the plant type are not killed, but nauseated as above).

Deadwood (Su): Once every 1d4 rounds, a green blighter can produce an effect like that of a *warp wood* spell (caster level equals green warden's racial Hit Dice), except it affects only living wood. Any living wooden objects affected by this ability turn into deadwood. A green warden cannot "unwarp" wood or return it to its normal shape with this ability. Creatures with the plant type take 1d4 damage times the green blighter's total HD from this effect (maximum 20d4). A Fortitude save negates the effect. The save DC is Charisma-based.

Spell-Like Abilities: Change the green warden's spell-like abilities to the following.

At will—*create water, pass without trace, putrefy food and drink, tree shape, tree stride*

1/day—*barkskin, commune with nature, endure elements, goodberry, liveoak, plant growth, quench, transmute metal to wood, undead plants* (see **Appendix A**), *wood shape*.

SAMPLE GREEN BLIGHTER

A lone walking toadstool the size of a Halfling wherever it walks plant life decays and rots.

SPOREBLIGHT

Sporeblights are specialized gardeners in myceloid colonies. They are spreaders of fungus and rot. Wherever they gain a foothold they destroy all plant life and convert what they can to fungus so they can feed and spread their colonies further.

SPOREBLIGHT **CR 5 • XP 1,600**

Green blighter myceloid (*Pathfinder® Roleplaying Game Bestiary 3™*)

NE Medium plant

Init +5 (+7 underground); **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 100 ft.; Perception +18

Aura unnatural aura (30 ft.)

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 42 (5d8+20); regeneration 5 (fire or cold)

Fort +8, **Ref** +2, **Will** +6

DR 10/slashing; **Immune** plant traits; **Resist** cold 10, fire 10, sonic 10

Weakness vulnerability to electricity

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d6+5 plus disease)

Special Attacks blighting spells, deadwood (DC 14, 1/1d4 rounds), disease, spore cloud

Spell-Like Abilities (CL 5th; concentration +7)

At will—*create water, pass without trace, putrefy food and drink* (DC 12), *tree shape, tree stride*

1/day—*barkskin, commune with nature, endure elements, goodberry, liveoak, plant growth, quench, spore domination, transmute metal to wood, undead plants, wood shape* (DC 14)

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 9, **Wis** 16, **Cha** 15

Base Atk +3; **CMB** +8; **CMD** 19

Feats Improved Initiative, Iron Will, Leadership[B], Skill Focus (Stealth)

Skills Knowledge (nature) +9, Perception +18 (+20 underground), Sense Motive +7, Stealth +10 (+12 underground), Survival +17 (+19 underground); **Racial Modifiers** +10 Perception, +4 Sense Motive, +14 Survival

Languages Undercommon; telepathy 60 ft.

SQ favored terrain (underground +2), natural druid, trackless step

ECOLOGY

Environment any underground

Organization solitary, pair, band (3-24), or colony (25-250)

Treasure standard

SPECIAL ABILITIES

Blighting Spells (Su) see green blighter template.

Deadwood (Su) see green blighter template.

Disease (Su) *Purple Pox:* Claw—Injury or Spore Cloud—Inhaled; *save* Fort DC 16; *onset* 1 min; *frequency* 1/day; *effect* 1d2 Wis and Con; *saves* 2 consecutive saves

Natural Druid (Su) see green blighter template.

HERALDS OF THE APOCALYPSE

The Four Heralds of the Apocalypse are unique entities destined to spread death, famine, war, and pestilence at the end of all things. Often a Herald will send a piece of its essence into the mortal planes to possess a creature, making him its Herald.

While other aspects of their appearance can chance between sightings, the mounts and arms of each Herald are constant.

CREATING A HERALD OF THE APOCALYPSE

The Herald of the Apocalypse template is four acquired templates that can be added to four creatures of any type that have Intelligence, Wisdom, and Charisma scores that are each greater than 5, and that aren't possessed by a Herald's essence (referred to hereafter as the base creatures).

The Four Heralds (Death, Famine, Pestilence, and War) use all the base creatures' statistics and special abilities except as noted here.

All of the Four Heralds have the following in common:

Challenge Rating: Same as the base creature +2. Consider granting a special XP reward for defeating the Four Heralds of the Apocalypse in all the forms they take.

Alignment: Always neutral evil.

Type: The base creature gains the evil subtype.

Aura: A Herald of the Apocalypse gains fear aura 100 feet, modified as follows:

Apocalyptic Fear (Su): Any living creature within 100 feet of a Herald must succeed on a Will save or suffer cumulative fear effects. A creature that fails a save against one Herald's fear is shaken for 1 hour. A creature that fails its save against a second Herald's fear effect while still shaken by the first is frightened for 10 rounds. A creature that fails its save against a third Herald's fear effect while still frightened by the second is panicked for 1d6 rounds. A creature that fails a save against the fourth Herald's fear effect while still panicked by the third dies instantly. The durations of these effects overlap. A creature that succeeds on a save against any of these fear effects is immune to that Herald's fear for 1 hour or, if already shaken, until the duration of the shaken effect ends. A Herald's fear is a mind-affecting fear affect. The save is Charisma-based.

Armor Class: All Heralds of the Apocalypse gain a +4 profane bonus to Armor Class.

Defensive Abilities: All Heralds of the Apocalypse gain DR 10/good, resistance 10 to acid, cold, fire, electricity and sonic, SR 12 + the Herald's CR or base creature's spell resistance (whichever is higher). They are immune energy drain, ability damage and drain, spells and effects of the Illusion school and mind-affecting effects.

Additionally, all Heralds gain the following:

Herald Protection (Su): Sometimes the Four Heralds of the Apocalypse work in concert. They are immune to each other's special attacks and to the special attacks of the possessed base creatures (such as breath weapons, poison, gaze attacks, or energy drain).

Weaknesses: A Herald of the Apocalypse gains the following weaknesses:

Channel Energy Vulnerability (Ex): A Herald takes +50% damage from channeled positive energy. If a Herald is destroyed by channeled positive energy, it is free to possess a new host.

Turn and Command Vulnerability (Ex): As entities that presage the end of the world, the Four Heralds

USING THE FOUR HERALDS

If you're interested in using the Four Heralds of the Apocalypse in your game, you probably have a good idea of what you want them to do. If you need some inspiration, however, consider the following possible campaign uses.

- The Four Heralds could be mythic creatures. Give the Heralds the mythic subtype, mythic ranks equal to half their CR after the Herald template is applied, and the appropriate number of mythic feats and abilities. See *Pathfinder® Roleplaying Game: Mythic Adventures™* for more on making a mythic version of a monster.
- Maybe the Four Heralds are not associated with the Four Horsemen that rule daemon kind (see the Daemon section in the *Pathfinder® Roleplaying Game Bestiary 2™*), and are instead simply entities that destroy all they come across.
- The Four Heralds of the Apocalypse traditionally herald the end of the world. If they are ever allowed to rampage for a certain amount of time, they bring forth the Four Horsemen, who will shatter the world.
- The Four Heralds must reach a destination or find an item (or several items) to bring about the End Times.
- The appearance of the Four Heralds is a sign of a coming apocalypse. They must be stopped before they can wreak havoc on the land, but before they are expelled, the PCs must somehow extract information from them about the coming destruction so that it can be prevented.
- The Four Heralds were created by a particular location or item and will continue to be reborn until the item that summons them is destroyed or the location is defiled.
- The Four Heralds are mutual enemies. Optionally, instead of possessing a creature near another Herald, they can each possess a host creature wherever they find themselves. Each Herald is in the process of gathering an army about itself to fight the Last Battle against its three rivals.
- Via possession by the Four Heralds, the PCs have a chance to play powerful evil creatures. NPC enemies try to kill them while old allies try to stop their depredations and expel the Heralds without using deadly force.

of the Apocalypse are as hated by most deities as they are by mortals. Thus, each of the Heralds can be turned or commanded via the Turn Undead and Command Undead feats as though it were an undead creature with HD equal to its character level. Destruction frees a Herald to possess a new host.

Special Attacks: A Herald of the Apocalypse retains all the base creature's special attacks and gains those described here.

Herald's Weapon (Su): When riding their phantom mount (see below), each Herald is automatically equipped with a special minor artifact weapon that reflects their nature. If the weapon ever leaves the Herald's hands it disappears, and it can only be wielded by the Herald when mounted.

Possess Creature (Su): Once per hour, as a full round action, a Herald without a possessed host can try to possess any creature within 500 feet of an existing Herald. No line of effect is necessary between the Herald and the intended target, and the target need not be visible or otherwise discernable to the Herald. The target creature must succeed on a DC 20 Will save or immediately gain the appropriate version of the Four Heralds of the Apocalypse template. Success renders the creature immune to possession by any Herald for 1 hour.

Once the creature is possessed and the template has been applied, the possessing Herald's essence cannot be expelled by any magic. Killing or destroying the host creature expels the essence, but it can immediately try to possess a new creature within 500 feet of another possessed Herald. A Herald whose host is incapacitated or rendered immobile, paralyzed, or unconscious may also attempt to possess a creature within 500 feet of any other possessed Herald. In this case, the creature that the departing essence leaves is immune to possession for 1 hour.

When all the Heralds are without hosts at the same time, the Heralds's essences return whence they came. They do not return until they are sent to bring about another apocalypse.

Skills: A Herald of the Apocalypse gains a +10 racial bonus on Ride checks and Ride is always a class skill for it.

Special Qualities: A Herald of the Apocalypse retains all the base creature's special qualities and gains those described here.

Hive Mind (Su): While possessing hosts, the Four Heralds of the Apocalypse are in constant mental communication with each other regardless of distance or the language abilities of the base creatures. If one is aware of a particular danger, they all are; if one is not flat-footed, none of them are; no Herald is considered flanked unless all of them are. Herald essences without hosts do not participate in the hive mind.

Phantom Mount (Sp): At will, as a standard action, a Herald can summon a saddled phantom mount one size category larger than itself that looks as described in the individual Herald entries. This mount appears below the Herald, lifting its rider into a mounted position, and it can even carry a Herald not normally able to ride a mount. The phantom mount remains until dismissed or dispelled, or until the Herald dismounts or is unhorsed.

The phantom mount has no real physical form and can carry only the Herald that summoned it, although the Herald itself might be able to carry another creature while riding. The mount has a fly speed equal to 10 feet per character level of the Herald, with perfect maneuverability. A Herald cannot use a phantom mount for cover (though its body could be used to provide concealment), or use the Trample feat, or bull rush a foe while mounted on a phantom mount. Attacks and creatures pass through the phantom mount, but *dispel magic* (caster level equals Herald's character level) can dispel it. In addition, a Herald mounted on its phantom mount gains a special weapon attack according to its specific nature, as detailed below.

Organization: Unique.

The following are features of each individual Herald.

Herald of Death

The Herald of Death bears a scythe, spreading death far and wide. Its phantom mount appears as the rotting corpse of a horse that hangs limply beneath Death, never moving.

Immunities: A Herald of Death in immune to all death effects.

Special Attacks: A Herald of Death gains the following.

Death Scythe (Su): As a standard action while riding its phantom mount, the Herald of Death can summon to its hands a grave-dirt-covered *+1 keen adamantine scythe* sized for the base creature. In addition to taking normal damage from the weapon, any foe struck by the scythe must succeed on a Fortitude save or be reduced to -1 hp immediately and gains the dying condition. The scythe vanishes if the Herald of Death lets go of it for any reason and cannot be summoned when the Herald is not riding its phantom mount. Death scythe is a death effect. The save DC is Charisma-based.

Finger of Death (Su): As a standard action, once every 1d4 rounds, the Herald of Death can target any creature within 500 feet by pointing at it. The target must succeed on a Fortitude save or die instantly. If the creature fails the save, any other creature touching it within 1 hour of its death must also succeed on a save at the same DC or die. Finger of death is a death effect. The save DC is Charisma-based.

Abilities: Int +4, Wis +4, and Cha +4.

Feats: A Herald of Death gains the following as bonus feats if it does not already have them: Cleave, Great Cleave, Martial Weapon Proficiency (scythe), Power Attack, Weapon Focus (scythe).

Sample Herald of Death

A nine-foot-tall old woman with black skin and dead-looking eyes swings a rusty pitted scythe at you.

Annis Hag of Death

Once a malevolent being who took wicked glee in the destruction of others, this Herald of Death exhibits no passion—just a dispassionate desire to see all the world become a tomb.

Annis Hag of Death **CR 8 • XP 4,800**

CE Large monstrous humanoid (evil) (*Pathfinder® Roleplaying Game Bestiary 3™*)

Init +1; **Senses** darkvision 60 ft.; Perception +15

Aura apocalyptic fear (100-ft., DC 15)

DEFENSE

AC 24, touch 14, flat-footed 23 (+1 Dex, +10 natural, +4 profane, –1 size)

hp 66 (7d10+28)

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

Defense herald protection; **DR** 10/good, 5/bludgeoning, herald protection; **Immune** ability damage and drain, death effects, energy drain, illusions, mind-affecting effects; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 20

Weakness channel energy vulnerability, turn and command vulnerability

OFFENSE

Speed 40 ft.

Melee bite +13 (1d6+7) and 2 claws +13 (1d6+7 plus grab) or *death scythe* +15/+10 (2d6+11 plus death/19-20/x3)

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

Special Attacks death scythe (DC 15), finger of death (DC 15, 1/1d4 rounds), possess creature, rend (2 claws, 2d6+10)

Spell-Like Abilities (CL 7th; concentration +9)

3/day—*alter self, fog cloud*

STATISTICS

Str 24, **Dex** 12, **Con** 18, **Int** 16, **Wis** 16, **Cha** 14

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 26

Feats Alertness, Blind-Fight, Cleave[B], Great Cleave[B], Great Fortitude, Intimidating Prowess, Martial Weapon Proficiency (scythe)[B], Power Attack[B], Weapon Focus (scythe)[B]

Skills Bluff +9, Diplomacy +9, Intimidate +19, Perception +15, Ride +11, Sense Motive +12, Stealth +7, Survival +13; **Racial Modifiers** +10 Ride

Languages Abyssal, Common, Giant, Infernal

SQ hive mind, phantom mount

SPECIAL ABILITIES

Apocalyptic Fear (Su) See the herald of the apocalypse template.

Channel Energy Vulnerability (Ex) See the herald of the apocalypse template.

Death Scythe (Su) See the herald of the apocalypse template.

Finger of Death (Su) See the herald of the apocalypse template.

Herald Protection (Su) See the herald of the apocalypse template.

Hive Mind (Su) See the herald of the apocalypse template.

Phantom Mount (Sp) See the herald of the apocalypse template.

Possess Creature (Su) See the herald of the apocalypse template.

Turn and Command Vulnerability (Ex) See the herald of the apocalypse template.

HERALD OF FAMINE

The Herald of Famine wields black scales and charges forward to sap the sustenance from the land. Its phantom mount appears as an emaciated black unicorn with sunken eyes and a brittle-looking horn.

Aura: A Herald of Famine gains the following additional aura.

Aura of Desolation (Su): Normal plants within 500 feet of the Herald of Famine wilt, losing all fruit and seeds. Large or hardy plants such as trees lie dormant until renewed by water and sunlight; smaller plants die immediately. A plant creature or magic plant must succeed on a Fortitude save each round that it remains within the aura or take 2d6 points of damage. Creatures of the animal or vermin type are automatically sickened while within the Herald's aura of desolation and for at least 24 hours after leaving it. Each day thereafter that it is outside of the aura, an affected animal or vermin receives a Fortitude save to end the effect. The save DCs are Charisma-based.

Immunities: A Herald of Famine gains the following immunities.

Immune to Dehydration (Ex) A Herald of Famine is immune to the effects of dehydration and never takes damage from the effects of dehydration.

Immune to Starvation (Ex) A Herald of Famine is immune to the effects of starvation and never takes damage from the effects of starvation.

Special Attacks: A Herald of Famine gains the following:

Scales of Want (Su): As a standard action while riding its phantom mount, the Herald of Famine can summon a set of black scales, which it can wield as a *+1 countering adamantine heavy flail* sized for the base creature. In addition to taking normal damage from the weapon, any creature struck by the scales must succeed on a Constitution check (DC 10 + the Herald of Famine's Cha modifier). On a failure the creature takes 4d6 points of nonlethal damage and becomes fatigued. Neither the nonlethal damage nor the fatigued condition can be removed by rest, magic, fast healing, or regeneration until the creature eats a day's worth of meals. Another failed Constitution check against a second blow deals the same amount of nonlethal damage but does not extend the duration of the fatigue or make the target exhausted. The scales vanish if the Herald lets go of them for any reason and cannot be summoned when it's not riding its phantom mount.

Abilities: Dex +6 and Con +4.

Feats: A Herald of Famine gains the following as bonus feats if it does not already have them: Combat Expertise, Improved Disarm, Improved Trip, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail).

SAMPLE HERALD OF FAMINE

An emaciated spider-human hybrid made of ice. It wields a set of black scales like a flail.

ICY ARANEA OF FAMINE

The essence of the Herald of Famine knows this form isn't as physically formidable as some other creatures it might possess, but it makes the best use it can of its host's abilities, exuding ice and using webs to slow foes, relying on its cold aura to damage enemies.

Icy Aranea of Famine **CR 7 • XP 3,200**

N Medium outsider (cold, elemental, evil, extraplanar, shapechanger, water) (*Pathfinder® Roleplaying Game: Bestiary 2™*)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +10

Aura apocalyptic fear (100-ft., DC 15), desolation (500-ft., DC 15), cold (2d6 cold, 10-ft., DC 18)

DEFENSE

AC 22, touch 19, flat-footed 17 (+5 Dex, +3 natural, +4 profane)

hp 57 (5d10+30)

Fort +10, **Ref** +9, **Will** +4

Defense herald protection; **DR** 10/good; **Immune** ability damage and drain, dehydration, elemental immunities, energy drain, starvation, cold; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 19

Weakness channel energy vulnerability, turn and command vulnerability, vulnerability to fire

OFFENSE

Speed 50 ft., **climb** 30 ft.

Melee bite +10 (1d6 plus 1d6 cold, poison, and paralysis), *scales of want* +7 (1d10+1 plus 1d6 cold, 4d6 nonlethal, paralysis, and fatigue)

Special Attacks exude ice, ice mastery, icy touch (1d6 cold plus paralysis, DC 18), poison, possess creature, scales of want (DC 16), web (+10 ranged, DC 18, 5 hp)

Sorcerer Spells Known (CL 5th; concentration +8):

2nd (5/day)—*false life, summon swarm*

1st (7/day)—*chill touch* (DC 14), *disguise self, icicle dagger, magic missile*

0 (at will)—*breeze, detect magic, drench* (DC 13), *ghost sound* (DC 13), *mage hand, ray of frost*

STATISTICS

Str 10, **Dex** 20, **Con** 22, **Int** 14, **Wis** 12, **Cha** 16

Base Atk +5; **CMB** +5 (+7 disarm, trip); **CMD** 20 (22 vs. disarm, trip)

Feats Combat Expertise [B], Eschew Materials [B], Improved Disarm [B], Improved Initiative, Improved Trip [B], Iron Will, Martial Weapon Proficiency (light flail) [B], Weapon Finesse, Weapon Focus (light flail) [B]

Skills Acrobatics +17 (+25 to jump), Climb +14, Escape Artist +10, Knowledge (arcana) +7, Perception +10, Stealth +9; **Racial Modifiers** +7 Acrobatics (+8 to jump), +2 Perception, +10 Ride

Languages Abyssal, Aquan, Auran, Common, Sylvan

SQ change shape (humanoid; *alter self*), hive mind, icewalking, icy body, phantom mount

SPECIAL ABILITIES

Apocalyptic Fear (Su) See the herald of the apocalypse template.

Aura of Desolation (Su) See the herald of the apocalypse template.

Channel Energy Vulnerability (Ex) See the herald of the apocalypse template.

Cold Aura (Ex) Aura does 2d6 cold damage per round to those within 10 feet.

Exude Ice (Su) As a full round action exude 20-foot-diameter spread of ice.

Herald Protection (Su) See the herald of the apocalypse template.

Hive Mind (Su) See the herald of the apocalypse template.

Ice Mastery (Ex) Gain +1 morale bonus on attack and damage if foe is touching ice.

Icewalking (Ex) Climb and move on icy surfaces without penalty; no Acrobatics checks to run or charge on ice.

Icy Body (Ex) Touching creature deals 1d6 cold damage.

Icy Touch (Ex) Natural and metallic weapons deal 1d6 cold plus paralysis (1d4 rounds).

Phantom Mount (Sp) See the herald of the apocalypse template.

Poison (Ex) Bite—Injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 1 save.

Possess Creature (Su) See the herald of the apocalypse template.

Scales of Want (Su) See the herald of the apocalypse template.

Turn and Command Vulnerability (Ex) See the herald of the apocalypse template.

HERALD OF PESTILENCE

The Herald of Pestilence takes lives or gives disease with an arrow from a white bow. Its phantom mount appears as a bloated white pegasus covered in black boils and surrounded by a cloud of fat black flies.

Aura: A Herald of Pestilence gains the following additional aura.

Air of Contagion (Ex): An invisible cloud of contagion surrounds the Herald of Pestilence at all times. Any breathing creature that begins its turn within 30 feet of the Herald must succeed on two Fortitude saves, one against cackle fever and one against mindfire (see the *Pathfinder® Roleplaying Game Core Rulebook™*). The save DCs are Constitution-based.

Immunities: A Herald of Pestilence is immune to all diseases.

Attacks: A Herald of Pestilence gains a melee touch attack that does no damage, but inflicts the black rot (see below).

Special Attacks: A Herald of Pestilence gains the following.

Pestilence (Ex): Any creature struck by the Herald's natural attacks or simply touched by the Herald of Pestilence must succeed on a Fortitude save or contract the black rot.

Black Rot—type contact; *save* Fortitude save; *onset* 1d4 rounds; *frequency* 1/day; *effect* 1d6 Con, 1d6 Dex, and nauseated; *cure* 3 consecutive saves. The save DC is Constitution-based.

Black rot causes black boils to form all over the victim's body, and he suffers from chills, hot flashes, and nausea. The disease is transmitted by contact so a creature that has contracted the black rot can transmit it to others by touch. It is so virulent that black rot can infect those immune to disease (except other Heralds), albeit with a +10 bonus on the save.

Fell Bow (Su): As a standard action while riding its phantom mount, the Herald of Pestilence can summon to its hands a ghostly white *+1 longbow* sized for the base creature, which it can use to fire an endless supply of white arrows. In addition to taking normal damage from the weapon, any foe struck by an arrow must succeed on a Fortitude save against the Herald's pestilence special attack or contract black rot. The bow vanishes if the Herald of Pestilence lets go of it for any reason and cannot be summoned when the Herald is not riding its phantom mount.

Abilities: Dex +4 and Con +6.

Feats: A Herald of Pestilence gains the following as bonus feats if it does not already have them: Martial Weapon Proficiency (longbow), Mounted Archery, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

SAMPLE HERALD OF PESTILENCE

A spindly humanoid with pure white skin pocked with sores and boils draws its white bow of bone.

ICE MEPHIT OF PESTILENCE

The ice mephit Herald of Pestilence avoids engaging in melee combat. It remains mounted to retain the use of its fell bow and uses its breath weapon on any enemies that come too close.

Ice Mephit of Pestilence CR 5 • XP 1,600

N Small outsider (cold, evil) (*Pathfinder® Roleplaying Game: Bestiary™*)

Init +8; **Senses** darkvision 60 ft.; Perception +6

Aura air of contagion (30 ft., DC 15), apocalyptic fear (100 ft., DC 13)

DEFENSE

AC 23, touch 20, flat-footed 18 (+4 Dex, +1 dodge, +3 natural, +4 profane, +1 size)

hp 28 (3d10+12); fast healing 2 (below freezing)

Fort +5, **Ref** +7, **Will** +3

Defense herald protection; **DR** 10/good, 5/magic; **Immune** cold, disease, illusions, mind-affecting effects; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 17

Weakness channel energy vulnerability, turn and command vulnerability, vulnerability to fire

OFFENSE

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

Melee 2 claws +5 (1d3+1 plus pestilence)

Ranged *fell bow* +10 (1d6+1/x3 plus pestilence)

Special Attacks breath weapon (15-ft. cone, 1d4 cold, Reflex DC 16 half), fell bow, pestilence (DC 15), possess creature

Spell-Like Abilities (CL 6th; concentration +8)

1/hour—*magic missile*

1/day—*chill metal*, summon (level 2, 1d4 ice mephitis, 25%)

STATISTICS

Str 13, **Dex** 19, **Con** 18, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 18

Feats Dodge, Improved Initiative, Martial Weapon Proficiency (longbow)[B], Mounted Archery[B], Point-Blank Shot[B], Precise Shot[B], Rapid Shot[B], Weapon Focus (longbow)[B]

Skills Bluff +8, Fly +12, Perception +6, Stealth +14; **Racial Modifiers** +10 Ride

Languages Auran, Common

SQ hive mind, phantom mount

SPECIAL ABILITIES

Apocalyptic Fear (Su) See the herald of the apocalypse template.

Breath of Contagion (Ex) See the herald of the apocalypse template.

Channel Energy Vulnerability (Ex) See the herald of the apocalypse template.

Fell Bow (Su) See the herald of the apocalypse template.

Herald Protection (Su) See the herald of the apocalypse template

Hive Mind (Su) See the herald of the apocalypse template.

Pestilence (Ex) See the herald of the apocalypse template.

Phantom Mount (Sp) See the herald of the apocalypse template.

Possess Creature (Su) See the herald of the apocalypse template.

Turn and Command Vulnerability (Ex) See the herald of the apocalypse template.

HERALD OF WAR

The Herald of War cleaves peaceful lands with a crimson sword, leaving blood-soaked battlegrounds in its wake. Its phantom mount appears as a fierce nightmare with a crimson mane and tail and flaming hooves.

Defensive Abilities: A Herald of War gains fast healing 2 + 1 for every 4 racial Hit Dice the base creature has. This stacks with any other fast healing the base creature has.

Special Attacks: A Herald of War gains the following

Battle Gaze (Su): Any creature within 10 feet of the Herald of War that meets its gaze must make a Will save. A creature that fails this save is filled with lust for battle and must attack the creature nearest to it (other than the Herald of War) to the best of its ability for 1d4 rounds. Any creature that fails the save need not make another save against the gaze until the duration of its battle lust ends. Battle gaze is a gaze and mind-affecting effect. The save DC is Charisma-based.

Fell Sword (Su): As a free action while riding its phantom mount, the Herald of War can summon a blood-red *+1 ominous adamantine greatsword* sized for the base creature. In addition to taking damage from the weapon, any creature struck by the greatsword must succeed on a Will save or be affected as though by the *dominate monster* spell (caster level equals the Herald's character level). The Herald of War can dominate a number of creatures equal to twice its total HD at one time. It generally commands such thralls to act as an honor guard against other foes. The sword vanishes if the Herald lets go of it for any reason and cannot be summoned when it's not riding its phantom mount. The save DC is Charisma-based.

Abilities: Str +6 and Con +6.

Feats: A Herald of War gains any three combat feats that the Herald satisfied the prerequisites for and the following as bonus feats if it does not already have them: Martial Weapon Proficiency (greatsword), Ride-By Attack, Weapon Focus (greatsword).

SAMPLE HERALD OF WAR

An ogre-sized wolfman with pure white fur splattered with blood advances menacingly towards you. Its bloodstained greatsword looks like it can fell trees.

BIPEDAL WINTER WOLF OF WAR

The bipedal winter wolf Herald of War rides into battle as a sower of chaos, laying about with its massive greatsword, hoping to turn foes against one another and dominate those unwilling to fight their friends.

BIPEDAL WINTER WOLF OF WAR CR 7 • XP 3,200

NE Large magical beast (cold, evil) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

Aura apocalyptic fear (100-ft., DC 13)

DEFENSE

AC 21, touch 14, flat-footed 20 (+1 Dex, +7 natural, +4 profane, –1 size)

hp 75 (6d10+42); fast healing 3

Fort +12, **Ref** +6, **Will** +3

Defense herald protection; **DR** 10/good; **Immune** ability damage and drain, cold, energy drain, illusions, mind-affecting effects; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 19

Weakness channel energy vulnerability, turn and command vulnerability, vulnerability to fire

OFFENSE

Speed 40 ft.

Melee bite +13 (1d8+12), fell sword +15/+10 (3d6+13/19-20 plus dominate)

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

Special Attacks battle gaze (10-ft., DC 13), breath weapon (15-ft. cone, 6d6 cold, Reflex DC 20 half, every 1d4 rounds), fell sword (DC 13), possess creature

STATISTICS

Str 26, **Dex** 13, **Con** 24, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +15; **CMD** 26

Feats Cleave[B], Great Cleave[B], Improved Initiative, Martial Weapon Proficiency (greatsword)[B], Power Attack[B], Ride-by Attack[B], Run, Skill Focus (Perception), Weapon Focus (greatsword)[B]

Skills Perception +11, Stealth +4 (+10 in snow), Survival +5; **Racial Modifiers** +2 Perception, +10 Ride, +2 Stealth (+6 in snow), +2 Survival

Languages Common, Giant

SQ hive mind, phantom mount

SPECIAL ABILITIES

Apocalyptic Fear (Su) See the herald of the apocalypse template.

Battle Gaze (Su) See the herald of the apocalypse template.

Channel Energy Vulnerability (Ex) See the herald of the apocalypse template.

Fell Sword (Su) See the herald of the apocalypse template.

Herald Protection (Su) See the herald of the apocalypse template.

Hive Mind (Su) See the herald of the apocalypse template.

Phantom Mount (Sp) See the herald of the apocalypse template.

Possess Creature (Su) See the herald of the apocalypse template.

Turn and Command Vulnerability (Ex) See the herald of the apocalypse template.

HOLY CREATURE

Holy creatures are mortal beings empowered by good gods to act on their behalf in the mortal world. Such a gift is also a great responsibility, and as such, no god bestows it lightly. Only a deity's most devout and capable worshipers garner enough of their god's favor to gain the mantle of a holy creature, and even then, they take it on only when the need is greatest. Holy creatures bear this responsibility with due reverence and are always on their guard against corruption and failure since the power of holiness is easier lost than gained.

A holy creature appears much as it did before it gained its god's favor, but its newfound confidence and unflagging hope tend to straighten its back and lengthen its stride.

CREATING A HOLY CREATURE

"Holy" is an acquired template that can be added to any creature of good alignment (referred to hereafter as the base creature). Should the holy creature's alignment ever change from good, it loses this template. A holy creature uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Alignment: Any good.

Type: A holy creature gains the good subtype.

Senses: A holy creature gains darkvision +60 ft.

Aura: A holy creature gains the following.

Grace (Su): Every nongood creature within 30 ft. of a holy creature automatically takes a –1 penalty on all attack rolls, checks, and saves. Grace is a mind-affecting effect.

Defensive Abilities: A holy creature gains DR 5/good and the following:

Negative Energy Resistance (Su): When a holy creature is struck by an attack using negative energy, *e.g.* energy drain, ability damage or drain, or hit point damage such as that from an *inflict* spell, the holy creature may make a level check (1d20 + total HD) against a DC equal to 11 + the attacking creature's total Hit Dice. If the level check succeeds, the negative energy attack is canceled out in a bright flash. If the negative energy attack was dealt by a melee or melee touch attack, the creature that delivered it takes 2d6 points of damage.

Protection from Evil (Su): A holy creature gains a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks by evil creatures. Furthermore, it is immune to any attempt by an evil creature to possess, charm, or influence it.

Speed: Each of a holy creature's speeds increases by 10 ft.

Special Attacks: A holy creature retains all the base creature's special attacks and gains those described here.

Holy Spellcasting (Su): A holy creature's effective caster level for spells and spell-like abilities with from the healing subschool and those with the good or light descriptor increases by +1 over that of the base creature. This benefit stacks with itself, so the holy creature's effective caster level for a spell with both good and light descriptors is higher by +2 than that of the base creature.

Sacredness (Su): Each of a holy creature's melee attacks with a natural or manufactured weapon deals +1d6 points of holy damage against creatures of evil alignment. All of its natural and manufactured weapons are treated as good-aligned for overcoming damage reduction.

Abilities: Str +2, Dex +2, Con +4, Wis +4, Cha +4.

Skills: A holy creature gains a +4 sacred bonus on Perception and Sense Motive checks.

Special Abilities: A holy creature retains all the base creature's special qualities and gains those described here.

Holy Body (Su): A holy creature gains double the normal amount of healing from positive energy. Thus, if a *cure light wounds spell* would normally restore 7 hit points, the holy creature would instead regain 14 hit points.

SAMPLE HOLY CREATURE

This elf-like woman emanates a palpable aura of kindness and virtue.

AHALAE

Gifted with an aura of wholesomeness that sets her apart as virtuous even among the paragons of virtue, Ahalae performs the most important missions for the deities of good. Those suffering under the yoke of evil earn her aid, but no one who preys on others can escape her wrath.

Ahalae CR 14 • XP 38,400

Female holy ghaele azata (*Pathfinder® Roleplaying Game Bestiary™*)

CG Medium outsider (azata, chaotic, extraplanar, good)

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +26

Aura grace (30-ft.), holy aura (20-ft., DC 21)

DEFENSE

AC 29, touch 17, flat-footed 26 (+2 Dex, +12 natural, +4 deflection, +1 dodge)

hp 162 (13d10+91)

Fort +19, **Ref** +12, **Will** +18; +2 resistance vs. evil

Defensive Abilities negative energy resistance, protection from evil; **DR** 10/cold iron and evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 25

OFFENSE

Speed 60 ft., fly 160 ft. (perfect)

Melee *+2 glorious greatsword* +23/+18/+13 (2d6+14/19-20 plus 1d6 holy vs. evil)

Special Attacks gaze, holy spellcasting, light ray (2d12, 300-ft.), sacredness

Spell-Like Abilities (CL 13th; concentration +16)

Constant—*detect evil, holy aura* (DC 19), *see invisibility*

At will—*aid, charm monster* (DC 16), *continual flame, cure light wounds, dancing lights, detect thoughts* (DC 15), *disguise self, dispel magic, greater invisibility* (self only), *greater teleport* (self plus 50 lbs. of objects only), *hold monster* (DC 17), *major image* (DC 16)

3/day—*globe of invulnerability*

1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*

Cleric Spells Prepared (CL 13th; concentration +19):

7th—*holy word* (DC 23)

6th—*banishment* (DC 22), *heal* (2)

5th—*flame strike* (DC 21), *hallow* (DC 21), *raise dead, true seeing*

4th—*death ward, dismissal* (2, DC 20), *divine power, restoration*

3rd—*cure serious wounds* (3), *searing light* (2)

2nd—*aid, align weapon, bear's endurance, cure moderate wounds, lesser restoration* (2)

1st—*bless, command* (DC 17), *cure light wounds, divine favor, obscuring mist, shield of faith*

0 (at will)—*detect magic, purify food and drink* (DC 16), *stabilize, virtue*

STATISTICS

Str 27, **Dex** 14, **Con** 24, **Int** 16, **Wis** 23, **Cha** 21

Base Atk +13; **CMB** +21 (+23 disarm, trip); **CMD** 38 (40 vs. disarm, trip)

Feats Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes

Skills Diplomacy +21, Escape Artist +18, Fly +26, Handle Animal +19, Knowledge (nature) +16, Knowledge (planes) +19, Perception +26, Sense Motive +26, Stealth +18

Languages Celestial, Draconic, Infernal; truespeech

SQ holy body, light form

Gear *+2 glorious greatsword*

SPECIAL ABILITIES

Gaze (Su) In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Will DC 19 negates, shaken for 2d10 rounds on a successful save). Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mind-affecting fear effect. The save DCs are Charisma-based.

Grace (Su) See the holy creature template.

Holy Body (Su) See the holy creature template.

Holy Spellcasting (Su) See the holy creature template.

Light Form (Su) A ghaele can shift between its solid body and one made of light as a standard action. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality—it can make light ray attacks or use spell-like abilities in this form, but can't make physical attacks or cast spells. This ability otherwise functions similarly to a bralani's wind form ability.

Light Ray (Ex) A ghaele's light rays have a range of 300 feet. This attack bypasses all damage reduction.

Negative Energy Protection (Su) See the holy creature template.

Protection from Evil (Su) See the holy creature template.

Sacredness (Su) See the holy creature template.

ICY CREATURE

Icy creatures are elemental beings of deadly cold, but unlike cold creatures they are physical beings. Ice replaces muscle and bone in their bodies, and frost forms where normal creatures would have hair or feathers. Icy creatures exude a deathly chill that freezes small creatures solid in an instant and wards away more powerful beings. Icy creatures are masters of ice and never slip or lose purchase on an icy surface.

Icy creatures often mirror the forms and powers of other beings, particularly those native to the Elemental Planes of Air and Water and any cold climes. They often settle in the same areas as the creatures they mimic, eventually driving the original creatures out of their normal habitats. Those creatures that do not leave are eradicated or enslaved, but never befriended, since icy creatures view them as lesser reflections of themselves.

CREATING AN ICY CREATURE

"Icy" is an inherited template that can be added to any living corporeal creature that does not have the fire subtype (hereafter to referred to as the base creature). An icy creature uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Type: The creature's type changes to outsider and gains the cold, elemental, extraplanar, and water subtypes if the base creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points.

Aura: An icy creature gains the following aura:

Cold (Ex): An icy creature emits an aura of cold that can wound nearby creatures. Any creature within 10 feet of it takes 2d6 points of cold damage per round that it remains within range. A successful Fortitude save halves the damage for that round. An icy creature can suppress or resume the use of this ability as a free action. The save is Constitution-based.

Hit Dice: Change all of the base creature's racial HD to d10s.

Special Attacks: The icy creature retains all the base creature's special attacks and gains those described here.

Exude Ice (Su): At will as a full-round action, an icy creature can exude a circle of slippery ice in a 20-foot-diameter spread centered on its body. This ice remains in the affected area, melting away as normal for the ambient temperature. Creatures walking on the ice must spend 2 squares of movement to enter any square covered by it. The DC for any Acrobatics check made in the area increases by +5.

Ice Mastery (Ex): An icy creature gains a +1 morale bonus on attack and damage rolls if its foe is touching ice.

Icy Touch (Ex): An icy creature is chilling to the touch. Each of the icy creature's natural melee attacks (including successful grapple checks made during its turn) and attacks with metallic melee weapons deals +1d6 points of cold damage. Any creature damaged by the icy creature's icy touch must succeed on a Fortitude save or be paralyzed for 1d4 rounds. The save is Constitution-based.

Abilities: Dex -2 (minimum 1), Con +4.

Skills: An icy creature gains a +5 racial bonus on Acrobatics checks.

Languages: If the icy creature can speak, it gains the ability to speak Aquan and Auran in addition to any other languages the base creature knows.

Special Qualities: The icy creature retains all the base creature's special qualities and gains those described here.

Icewalking (Ex) As the *spider climb* spell, but the surfaces climbed must be icy. The creature can move across icy surfaces without penalty and doesn't need to make Acrobatics checks to run or charge on ice.

Icy Body (Ex): An icy creature is chilling to the touch. Any creature that makes a natural or unarmed attack against it takes 1d6 points of cold damage. Creatures grappling an icy creature also take this damage in addition to the damage from its cold aura.

SAMPLE ICY CREATURE

A cloud of frost and icy air swirls around an inner creature with claws, wings, and a demonic face.

ICY BELKER

Native to the Elemental Plane of Air, icy belkers are composed primarily of a cold fog that can enter the lungs and freeze creatures from within. Those that travel the Material Plane despise creatures that use fire and always seek to kill them.

Icy Belker — CR 7 • XP 3,200

NE Large outsider (air, cold, elemental, evil, extraplanar, water) (*Pathfinder® Roleplaying Game Bestiary 2™*)

Init +4; **Senses** darkvision 60 ft.; Perception +11

Aura cold (2d6 cold, 10-ft., DC 19)

DEFENSE

AC 19, touch 13, flat-footed 15 (+4 Dex, -1 size, +6 natural)

hp 84 (8d10+40)

Fort +11, **Ref** +10, **Will** +2

DR 5/—; **Immune** cold, elemental traits

Weakness vulnerability to fire

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee bite +11 (1d6+2 plus 1d6 cold and paralysis), 2 claws +11 (1d6+2 plus 1d6 cold and paralysis), 2 wings +9 (1d6+1 plus 1d6 cold and paralysis)

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

Special Attacks exude ice, ice mastery, icy touch (1d6 cold plus paralysis, DC 19), smoke claws (DC 19)

STATISTICS

Str 14, **Dex** 19, **Con** 21, **Int** 6, **Wis** 11, **Cha** 10

Base Atk +8; **CMB** +11; **CMD** 25 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse

Skills Acrobatics +20, Fly +21, Perception +11, Stealth +15; **Racial Modifiers** +5 Acrobatics, +4 Stealth

Languages Aquan, Auran

SQ icewalking, icy body, smoke form

ECOLOGY

Environment any (Plane of Air, or cold land)

Organization solitary, pair, or clutch (3-4)

Treasure incidental

SPECIAL ABILITIES

Cold Aura (Ex) See the icy creature template.

Exude Ice (Su) See the icy creature template.

Ice Mastery (Ex) See the icy creature template.

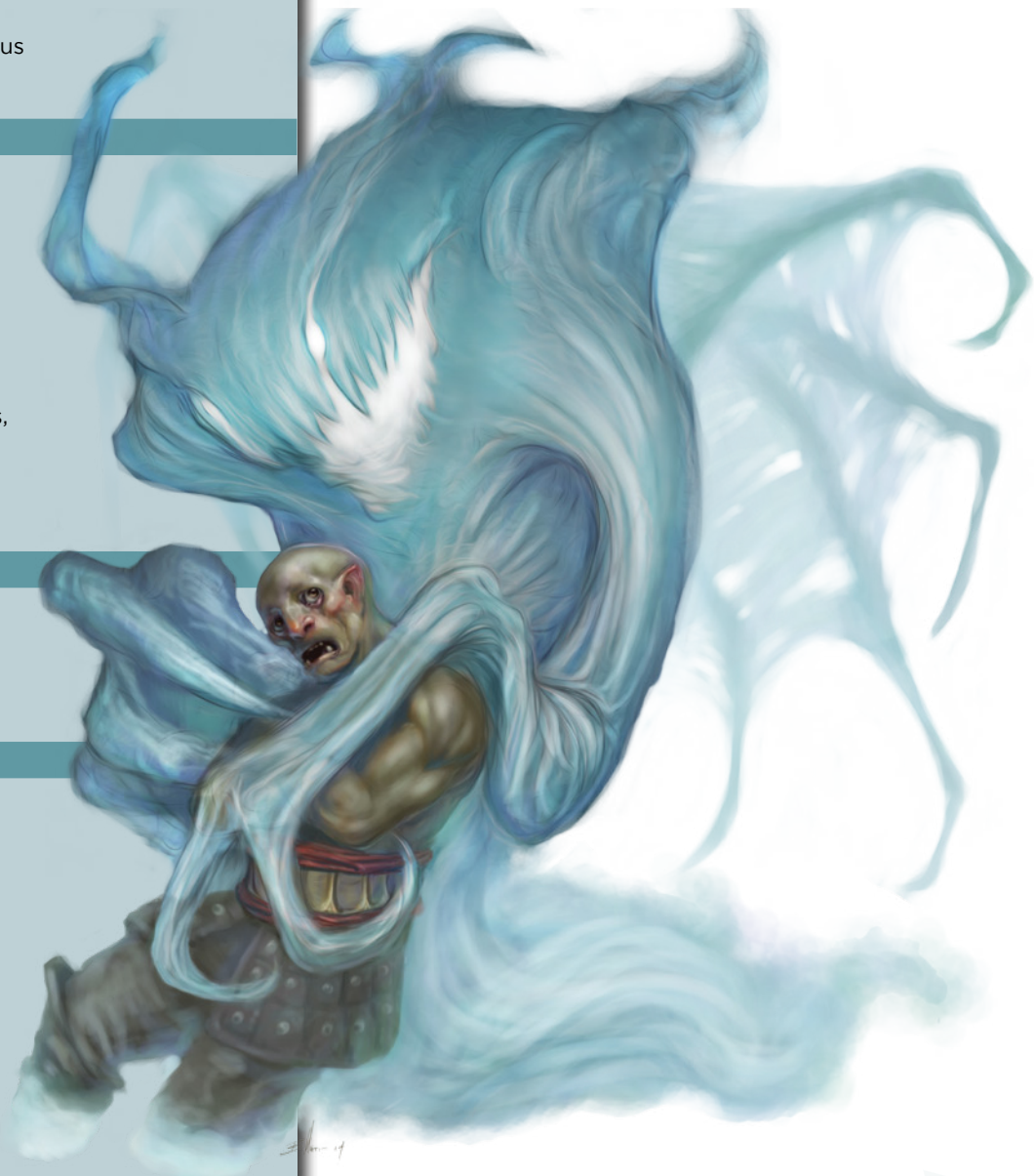
Icewalking (Ex) See the icy creature template.

Icy Body (Ex) See the icy creature template.

Icy Touch (Ex) See the icy creature template.

Smoke Claws (Ex) A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

Smoke Form (Su) A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a *gaseous form* spell, except that it retains its natural fly speed of 50 feet (perfect).



ID OOZE

Every adventurer worthy of the moniker knows that oozes are unthinking blobs of protoplasm. If spotted early, these dangerous creatures can be avoided quite easily. A few oozes can think, albeit in an alien way. These "id oozes," as adventurers have come to call them, seem to be aberrant spawn of typical oozes rather than a race in their own right.

Id oozes are ruled by impulse; although they are intelligent, their understanding of the world is guided by instinct rather than reasoning. Consequences and thoughts of the future are as alien to them as their thought processes are to most other creatures. Consequently, many id oozes behave as rashly as any unintelligent ooze, attacking any targets they notice. The difference between id oozes and normal oozes becomes apparent only when an id ooze chooses to attack.

CREATING AN ID OOZE

"Id" is an inherited template that can be added to any ooze (referred to hereafter as the base creature). An id ooze uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Always chaotic neutral

Armor Class: An id ooze can use a shield. If it has just one natural attack, using a shield prevents it from making attacks at all.

Immunities: The base creature loses the mindless quality if it has it and any immunity to mind affecting effects.

Attacks: An id ooze retains all the base creature's attacks, but not its weapon and armor proficiencies. In lieu of making natural attacks it can wield a weapon appropriate for its size. The id ooze can use a pseudopod to wield or manipulate any object that can be held in one hand. If the base creature has more than one natural attack, the id ooze can use two pseudopods to wield objects, functioning like a creature using a weapon with two hands. It does not, however, gain proficiency with these items unless it takes the appropriate feats. Wielding objects with two pseudopods prevents it from using any of its natural attacks.

The id ooze deals damage normally with its natural attacks and any weapons it wields. If it wields a weapon, shield, or any other object, and it normally deals energy damage with its touch or a slam attack (such as acid damage), the object takes the indicated energy damage once per round at the end of the id ooze's turn. Certain materials, however, take no damage from acid and other types of energy.

Abilities: Dex +6, Con +6, Wis +6, Cha +6. If the base creature has no Intelligence score or one less than 10, its Intelligence becomes 10. If the base creature has an Intelligence score 10 or greater it gains Int +4.

Feats: An id ooze has a number of feats appropriate for a creature of its HD. If it often uses a shield or wields a weapon, it must take feats that give it proficiency with those items or take nonproficiency penalties.

Skills: Because it is intelligent, the id ooze gains skills. An id ooze's class skills are Perception and Stealth. If the base creature has a climb speed, Climb is also a class skill, and if it has a swim speed, Swim is also a class skill.

Languages: Id oozes cannot speak but can understand languages if its Intelligence allows it.

Special Qualities: The base creature loses the mindless quality if it has it.

Treasure: Same as the base creature plus any gear.

SAMPLE ID OOZE

A tower shield scuttles along the ground like a beetle. A disgusting mass of pseudopods can barely be glimpsed beneath the leading edge .

ID OCHRE JELLY

Much like some mollusks and crabs seek shelter in empty shells, an id ochre jelly seeks shield or pieces of armor to protect itself. Since the id ochre jelly can't attack while wielding its shield, it employs the shield for cover in rounds that it does not wish to attack and drops it when it wants to attack with a slam. If a thrown weapon is used against it or it manages to disarm a foe, the id ooze might pick up the weapon—not to attack with, but to split itself.

Id Ochre Jelly **CR 6 • XP 2,400**

CN Large ooze (*Pathfinder© Roleplaying Game Bestiary™*)
Init -2; **Senses** blindsight 60 ft.; Perception +7

DEFENSE

AC 11, touch 7, flat-footed 11 (-2 Dex, +4 shield, -1 size)
hp 81 (6d8+54)
Fort +11, **Ref** +2, **Will** +0

Defensive Abilities split (slashing, piercing, electricity; 10 hp); **Immune** electricity, ooze traits, slashing and piercing damage

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +6 (–6 with shield) (2d6+3 plus 1d4 acid and grab)

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

Special Attacks constrict (2d4+3 plus 1d4 acid)

STATISTICS

Str 14, **Dex** 7, **Con** 28, **Int** 10, **Wis** 7, **Cha** 7

Base Atk +4; **CMB** +7 (+11 grapple) (+5, +9 grapple with shield); **CMD** 15 (can't be tripped)

Feats Improved Natural Attack (slam), Lightning Reflexes, Weapon Focus (slam)

Skills Climb +10 (+0 with shield), Perception +7, Stealth +3 (–7 with shield)

Gear tower shield

ECOLOGY

Environment temperate underground or marshes

Organization solitary

Treasure tower shield

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

INSTRUMENT OF THE GODS

Instruments of the gods are the champions selected by divine beings to carry out their will. The appearance of an instrument of the gods is normally the result of direct intervention by a deity, qualifying as a miracle. Their actions are recorded in holy books, and their battles can change landscapes. In many cases an instrument of the god can only be brought into action when some specific prophecy or world-shattering even comes to pass.

Instruments of the gods are marked with a halo of otherworldly fire (which may also wreathe weapons or symbols of the instrument), but often have all elemental forces in their arsenal.

The instrument of the gods template is designed to be a very simple template that creates a powerful mythic foe using the mythic rules from *Mythic Adventures*, without requiring a great deal of recalculating

CREATING AN INSTRUMENT OF THE GODS

"Instrument of the Gods" is an inherited template that can be added to any creature with a CR of 12 or greater (hereafter referred to as the base creature). An instrument of the gods uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +6

Mythic Tier: An instrument of the gods has a mythic tier equal to half the base creature's CR (maximum tier 10). It gains all of the cumulative abilities of its tier as specified on the table Base Mythic Abilities in *Pathfinder© Roleplaying Game Mythic Adventures™* but does not choose a mythic path.

Type: An instrument of the gods gains the mythic subtype (see *Pathfinder© Roleplaying Game Mythic Adventures™*) but does not gain the various abilities of the subtype except as specified below.

Senses: An instrument of the gods gains blindsight to a range of +10 feet per CR of the base creature.

Bonus Hit Points: An instrument of the gods gains bonus hit points equal to its Hit Die for each mythic tier it has.

Defensive Abilities: An instrument of the gods gains DR 20/epic, and is immune to ability damage, bleed, disease, energy drain, mind-affecting effects, paralysis, permanent wounds, petrification, poison, and polymorph. It gains SR equal to its final CR +10. If it already had SR at least this good, instead it's SR increases by 4. Additionally, an instrument of the gods gains the following:

Divine Regeneration (Ex) An instrument of the gods gains regeneration equal to the base creature's

CR plus 20. No form of attack can suppress this regeneration—it regenerates even if disintegrated or slain by a death effect. If the instrument of the gods fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is inflicted upon its remains. It can be banished or otherwise transported as a means to save a region, but the method to truly kill it has yet to be discovered. If the base creature already has regeneration or fast healing, this replaces it.

Weaknesses: An instrument of the gods loses all its weaknesses.

Special Attacks: An instrument of the gods retains all its special attacks, and gains the following:

Improved Mythic Surge (Su): Rather than use mythic power to use its surge ability, the instrument of the gods can use its surge once per round as a free action. (See *Pathfinder© Roleplaying Game Mythic Adventures™* for details on the surge ability)

Ur Energy (Ex): Any attack, spell, or effect an instrument of the gods uses that deals energy damage (acid, cold, fire, electricity, or sonic) is actually a primordial ur-energy of pure damage. No resistance or immunity applies to it unless it is from a source with a higher mythic tier, but if a creature has a weakness regarding any energy type, that weakness applies to the ur energy attack.

SAMPLE INSTRUMENT OF THE GODS

An enormous metal figure strides forward, its limbs and weapons driven by the spinning and clanging of gears, its head and arms wreathed in rainbow-hued fire.

THE INEXORABLE

The Inexorable was once the most powerful thing in existence outside of the gods themselves. It was the first machine created by the universe to keep everything in balance, and may have been the first of the inevitables. But in time, it came to the conclusion that the only way to retain balance was to destroy everything, and turned into a powerful force for darkness. The gods locked it away in an astral prison and agreed nothing beyond the divine should ever be so powerful again.

The Inexorable **CR 29 • XP 6,553,600**

Unique Clockwork Thanatotic Titan Instrument of the Gods (see the *Pathfinder© Roleplaying Game Bestiary 2™*)

CE Colossal construct (clockwork, mythic)

Init +16; **Senses** blindsight 290 ft., darkvision 180 ft., low-light vision, *true seeing*; Perception +31

DEFENSE

AC 53, touch 6, flat-footed 49 (+12 armor, +2 Dex, +35 natural, –8 size, +1 dodge)

hp 306 (23d10+180); divine regeneration 43

Fort +9, **Ref** +11, **Will** +13; +8 resistance vs. mind-affecting

Defensive Abilities hard to kill, mythic saving throws, unstoppable; **DR** 20/epic; 25/adamantine; **Immune** construct traits, bleed, energy drain, permanent wounds, polymorph; **Resist** acid 10, cold 10, fire 10, sonic 10; **SR** 39

OFFENSE

Speed 60 ft. (40 ft. in armor)

Melee *+3 unholy battleaxe* +40/+35/+30/+25 (6d6+25/19–20/x4), claw +32 (2d8+11) or 2 claws +37 (2d8+22)

Ranged rock +18 (4d6+33)

Space 30 ft.; **Reach** 30 ft.

Special Attacks godslayer, improved mythic surge, mythic power (surge 1d12 1/round), rock throwing (100 ft.), trample (2d8+33, DC 43), ur energy.

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*air walk, mind blank, spell turning, true seeing*

At will—*bestow curse* (DC 21), *break enchantment, divination, greater dispel magic, sending*

3/day—*disintegrate* (DC 23), *greater scrying* (DC 24), *heal*, *mass suggestion* (DC 23)

1/day—*greater planar ally, imprisonment* (DC 26), *meteor swarm* (DC 26), *true resurrection*

STATISTICS

Str 54, **Dex** 14, **Con** —, **Int** 21, **Wis** 18, **Cha** 18

Base Atk +23; **CMB** +53 (+55 bull rush); **CMD** 68 (70 vs. bull rush)

Feats Awesome Blow, Bleeding Critical[M], Critical Focus[M], Dodge, Great Fortitude, Greater Vital Strike, Improved Bull Rush[M], Improved Critical (battleaxe)[M], Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike[M]

Skills Bluff +27, Craft (clockwork) +36, Disable Device +2, Knowledge (religion) +28, Sense Motive +27, Spellcraft +31, Stealth –1, Use Magic Device +30; **Racial Skill Modifiers** +5 Craft (clockwork), +5 Disable Device, -5 to Stealth.

Languages Abyssal, Celestial, Common; telepathy 300 ft.

SQ amazing initiative, change shape (any humanoid, *alter self*), created mind, creator bond, difficult to create, force of will, immortal, legendary hero, recuperation, swift reactions, winding

ECOLOGY

Environment Any

Organization unique

Treasure standard *(+3 full plate, +3 unholy battleaxe*, other treasure)

SPECIAL ABILITIES

Created Mind (Ex) See the clockwork template.

Creator Bond (Ex) See the clockwork template.

Divine Regeneration (Ex) See the instrument of the gods template

Godslayer (Su): When the Inexorable damages a creature capable of casting divine spells, that creature must make a DC 28 Will save or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. The Inexorable's attacks are treated as epic and evil for the purposes of overcoming damage reduction. The save DC is Charisma-based.

Improved Mythic Surge (Su) See the instrument of the gods template.

Ur Energy (Ex) See the instrument of the gods template.

INVEIGLER

The inveigler uses lies as weapons and weaves armor from falsehood. A manipulator and a cheat, the inveigler is so consumed with hiding the truth and controlling others' ideas of what the truth is that its words and thoughts gain supernatural power.

Inveiglers look like perfectly ordinary specimens of their kinds. Most are likeable and have many friends, but inveiglers are consummate liars, and the lies they tell have the power to command the minds of others. Many inveiglers use their powers to assume roles of authority, but just as many are content to function as the power behind the throne.

Creatures that already rely on falsehood to make their way through life are much more likely to become inveiglers than those that do not. Some inveiglers say they are the chosen messengers of a god of deceit, others claim to have made bargains with demons for their souls, and still others tell anyone who can pry an answer from them that they were born inveiglers. If anything can be said about an inveigler, it is that no story it tells can be totally true.

CREATING AN INVEIGLER

"Inveigler" is an acquired template that can be added to any nongood creature with Intelligence and Charisma scores of 8 or higher (referred to hereafter as the base creature). An inveigler uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Any non-good.

Special Attacks: The inveigler retains all the base creature's special attacks and gains those described here.

Charming Falsehood (Su): Once per day, an inveigler can tell a lie so convincing that it enchants a single creature that hears it. The inveigler need not be able to see the target of its lie or have line of effect to it, but if the target cannot hear the lie, this use of the ability is wasted. The lie must be one that would cause the target to view the inveigler as a trusted friend or that would make it likely to follow the inveigler's orders, but it can be as outlandish as the inveigler wishes. If the target hears the lie, it must attempt a Sense Motive check opposed by the inveigler's Bluff check. A creature that fails this check by less than 5 is affected as though by the *charm monster* spell (caster level equals inveigler's character level). Failure by 5 or more means the inveigler has dominated the target as though using the *dominate monster* spell (caster level equals inveigler's character level). Charming falsehood is a sonic, mind-affecting charm effect.

Abilities: Int +4, Cha +6.

Feats: The inveigler gains Improved Feint and Persuasive as bonus feats.

Skills: The base creature gains a +8 competence bonus on Bluff and Diplomacy checks and a +4 competence bonus on Sleight of Hand checks.

Special Qualities: The inveigler retains all the base creature's special qualities and gains those described here.

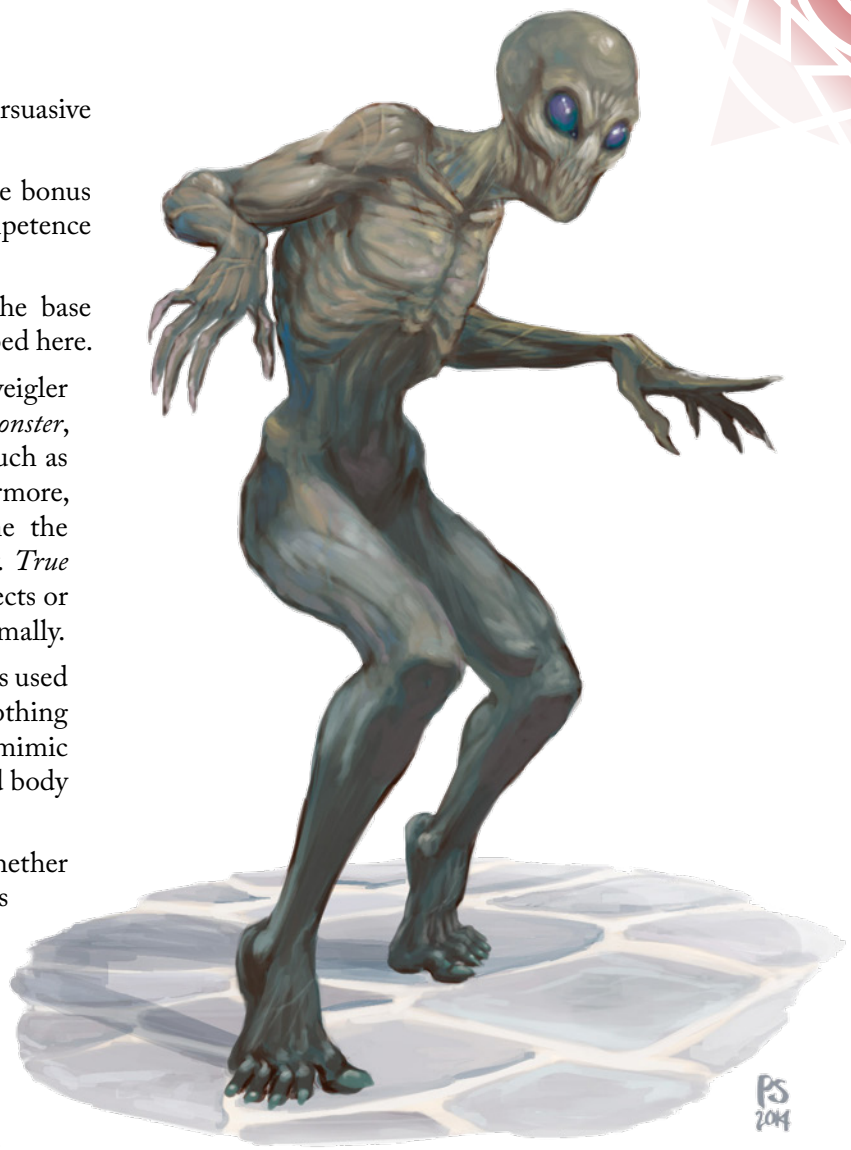
Hidden Enchantment (Su): When the inveigler uses any effect or spell that mimics *charm monster*, *dominate monster*, or any similar effect, spells such as *detect magic* cannot detect the effect. Furthermore, any Sense Motive check made to determine the influence over the target takes a –15 penalty. *True seeing* and other magic that reveals magical effects or determines the truth of the situation work normally.

Taken to the Grave (Su): When *speak with dead* is used on the corpse or head of an inveigler, it tells nothing but lies. Only a *wish* or *miracle* spell used to mimic *speak with dead* can pry the truth from the dead body of an inveigler.

Truth Be Told (Su): Magic used to determine whether an inveigler is telling the truth reveals its lies only if the inveigler would wish its words to be construed as a lie. This ability affects even spells such as *detect lie, zone of truth,* and more powerful spells such as *wish* or *miracle*. Other creatures that are asked about the truth of what an inveigler says can represent the truth normally, so spells such as commune can allow characters to discover the truth, provided the creatures interviewed are privy to that truth.

Undetectable Nature (Su): Magical effects used to determine an inveigler's alignment or true form automatically reveal it to be the same as that of the creature doing the detecting. If the inveigler is aware of the attempt, it can cause the magic to reveal any alignment it chooses. This ability also protects the inveigler from spells that detect only certain alignment components, such as *detect evil*. It defeats even *true seeing*, but a *wish* or *miracle* spell used to learn about the inveigler (even by mimicking a lesser spell) reveals the truth..

Undetectable Thoughts (Su): Whenever a creature attempts to detect the inveigler's thoughts (with a *detect thoughts* spell, for example), the inveigler is immediately aware of the attempt and can cause the effect to reveal any thoughts it chooses. A *wish* or *miracle* spell used to mimic *detect thoughts* or a similar effect reveals the inveigler's true thoughts.



SAMPLE INVEIGLER

This grayish humanoid is dressed in rich finery and has an alluring charisma.

IX

Ix has always enjoyed the art of mimicry and subversion. He typically sows discord and mistrust with his lies and talents for impersonation. When the inevitable happens—the group he is targeting falls apart—he is there to pick up the pieces and take over, at least until he gets bored and moves on to his next project.

Ix **CR 6 • XP 2,400**

Male doppelganger inveigler rogue 3 (*Pathfinder© Roleplaying Game Bestiary™*)

CN Medium monstrous humanoid (shapechanger)

Init +1; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 17, touch 13, flat-footed 15 (+1 Dex, +4 natural, +1 deflection, +1 dodge)

hp 45 (4d10+3d8+10)

Fort +6, **Ref** +9, **Will** +8

Defensive Abilities evasion, trap sense +1; **Immune** charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d8+4) or masterwork rapier +11/+6 (1d6+4/18-20)

Special Attacks charming falsehood 1/day, sneak attack +2d6

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

At will—*detect thoughts* (DC 16)

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 17, **Wis** 14, **Cha** 19

Base Atk +6; **CMB** +10; **CMD** 23

Feats Catch Off-Guard, Deceitful, Dodge, Great Fortitude, Improved Feint[B], Persuasive[B]

Skills Acrobatics +6, Bluff +28, Diplomacy +24, Disable Device +10, Disguise +20, Intimidate +6, Knowledge (local) +13, Perception +12, Sense Motive +12, Sleight of Hand +15, Stealth +11; **Racial Modifiers** +4 Bluff (+4 while using change shape), +4 Disguise (+20 while using change shape)

Languages Common

SQ change shape (*alter self*), hidden enchantment, mimicry, perfect copy, rouge talents (charmer), taken to the grave, trapfinding +1, truth be told, undetectable alignment, undetectable thoughts

Gear masterwork rapier, masterwork thieves' tools, *cloak of resistance +1, glove of storing, ring of protection +1*

SPECIAL ABILITIES

Charming Falsehood (Su) See the inveigler template.

Hidden Enchantment (Su) See the inveigler template.

Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Taken to the Grave (Su) See the inveigler template.

Truth Be Told (Su) See the inveigler template.

Undetectable Alignment (Su) See the inveigler template.

Undetectable Thoughts (Su) See the inveigler template.

JOTUNBLOOD GIANT

Born mightier and larger than usual for their kind, jotunblood giants tower over their fellows both in height and power. Often called king-giants by the smaller races, jotunblood giants almost invariably live up to that name, acting as leaders of the other giants they live with. Few giant tribes can boast more than one jotunblood giant, and these creatures rarely beget more. Typically, a jotunblood giant is born when a giant tribe lacks strong leadership. The birth of a second jotunblood giant to a tribe that already has one is usually seen as a sign from the giant gods that the tribe has grown too large and must split, with the two halves going their separate ways. Reluctance to do so has led to bloody civil wars and long-held grudges.

CREATING A JOTUNBLOOD GIANT

"Jotunblood" is an inherited template that can be added to any creature with the giant subtype (referred to hereafter as the base creature). A jotunblood giant uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +4.

Size: The jotunblood giant's size increases by one category over that of the base creature.

Senses: A jotunblood giant gains the scent universal ability.

Armor Class: The base creature's size modifier to AC is replaced by one based on the jotunblood giant's new size. In addition, its natural armor bonus increases over that of the base creature by the amount indicated on **Table 2-26**.

TABLE 2-26: JOTUNBLOOD AC BONUS

Jotunblood Size	Natural AC Bonus
Large	+6
Huge	+7
Gargantuan	+8
Colossal	+9

Hit Dice: The jotunblood giant gains 10 racial HD.

Defensive Abilities: The jotunblood giant gains rock catching if the base creature does not already have it and spell resistance equal to 8 + the jotunblood giant's total HD.

Speed: Each of the jotunblood giant's speeds increases by 10 ft.

Attacks: The jotunblood giant retains all the base creature's attacks and its weapon and armor proficiencies. Its bonus on attack rolls changes based on its new base attack bonus, its new Strength modifier, and its new size modifier. The base damage for each of the jotunblood giant's natural weapons increases by one step due to its increase in size.

Special Attacks: A jotunblood giant retains all of the base creature's special attacks as well as the ones described here.

Improved Rock Throwing (Ex): A jotunblood giant has a +1 racial bonus on attack rolls made to throw rocks. This ability stacks with the bonuses from the Rock Throwing ability. A creature can hurl rocks up to two categories smaller than its size.

A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The jotunblood giant can throw rocks to five range increments. If the base creature has a better rock throwing ability, use its values instead. Damage from a thrown rock is generally three times the creature's base slam damage plus 1-1/2 times its Strength bonus. The jotunblood giant gains this special attack even if the base creature did not have it.

The range increment for improved rock throwing varies with size as follows: Large—120 ft., Huge—150 ft., Gargantuan—200 ft., Colossal—250 ft.

Jotunblood Attack: The exact jotunblood attack gained depends on the kind of giant, as follows.

- **Ash Giant**—*Breath Weapon (Su):* A jotunblood ash giant can breathe a 40-ft.-long cone of foulness and disease once every 1d4 rounds. Each creature caught in the cone must make a Reflex save or be exposed to the ash giant's disease (see *Pathfinder® Roleplaying Game: Bestiary 3™*). Those exposed must still make the disease's Fortitude save to avoid getting the disease. This is a disease effect. The save DC for the Reflex save is Constitution-based.
- **Athach**—A jotunblood athach's poison becomes much more virulent, dealing 1d8 Str damage.
- **Cave Giant**—*Charging Gore (Ex):* During a bull rush, a jotenblood cave giant can choose to impale foes on its tusks instead of pushing them back. On a successful bull rush the targeted creature takes 6d6 + 1-1/2 times the giant's Strength modifier as piercing damage. If the foe is at least two size categories smaller than the giant, it is hurled as a free action as if it was a rock. The flung foe deals the giant's damage for flung rocks to both anyone hit (on a successful attack) and itself (regardless).
- **Cliff Giant**—*Earth Shaking Blow (Ex):* As a standard action, a jotunblood cliff giant can pound the ground causing an effect identical to the earthquake spell in a 40-ft.-radius spread.
- **Cloud Giant**—*Breath Weapon (Su):* A jotunblood cloud giant can breathe a 40-foot-long cone of thunderous noise once every 1d4 rounds. Each creature caught in the cone takes 10d6 points of sonic damage. A successful Reflex save halves the damage. The DC is Constitution-based.
- **Cyclops**—*Eye Blast (Su):* Every 1d4 rounds, a jotunblood cyclops can release a 60 ft.-long line of energy as a touch attack. Those struck by the beam take 10d6 force damage. A Reflex save halves this damage. The save DC is Charisma-based and has a +4 racial bonus.
- **Desert Giant**—*Sandstorm Breath (Su):* Once every 1d4 rounds, a jotunblood desert giant can release a 40-ft. long cone of blasting sand and winds. The blast of sand does 10d6 slashing damage (a successful Reflex save halves this damage) and blinds all those in range for 1d6 rounds who fail a Fortitude save. Both the Fortitude and Reflex saves are Constitution-based.
- **Ettin**—*Extra Attacks (Ex):* A jotunblood ettin has four heads and four arms. Since it has twice as many arms and enough heads to control them all, it can attack with all four arms at no penalty.
- **Fire Giant**—*Breath Weapon (Su):* Once every 1d4 rounds, a jotunblood fire giant can breathe a 40-foot cone of fire that does 10d6 fire damage. A successful Reflex save halves the damage. The save DC is Constitution-based.
- **Frost Giant**—*Breath Weapon (Su):* Once every 1d4 rounds, a jotunblood cold giant can breathe a 40-foot cone of cold that does 10d6 cold damage. A successful Reflex save halves the damage. The save DC is Constitution-based.
- **Hill Giant**—*Earth-Shaking Bellow (Su):* Once every 1d4 rounds, a jotunblood hill giant can let loose an earth-shaking yell that functions like an *earthquake* spell, except that the area is a 40-foot cone directed away from the jotunblood hill giant.
- **Jungle Giant**—*Animate Jungle (Su):* Once per day, a jotunblood jungle giant can cause all foliage in a 60 ft. radius to come alive and attack foes. Each round, the animated plants perform a grapple attempt against each foe in the area

using the giant's CMB. Each round a successful grapple is maintained, foes take 1d8+10 damage. The CMD for the animated plants is also equal to the giant's. The animated foliage remains active for a number of rounds equal to the jotunblood giant's total Hit Dice.

- **Marsh Giant**—*Entomb (Ex):* As a full round action, a jotunblood marsh giant smashes a foe of Large size or smaller into the marshy or muddy ground, entombing them. This requires a successful grapple combat maneuver check. Entombed creatures immediately begin to suffocate unless they have the ability to survive without air. An entombed creature can attempt to free itself by performing a Strength check vs. a DC of 25. On a success, the creature crawls out of the ground but remains prone until its next turn. Others can free an entombed creature by spending 1d4+1 rounds, using full round actions, to dig the creature free. This ability only works in marshy or muddy terrain.
- **Merrow**—*Drowning Touch (Su):* With any successful natural attack, the target's lungs fill with water and the foe starts to drown (see *Pathfinder® Roleplaying Game Core Rulebook™*). A successful initial Fortitude save negates this effect; otherwise, 2 consecutive Fortitude saves are needed to stop drowning. A target that makes either set of saves is immune to that jotunblood merrow's drowning touch for 24 hours. The save DC is Constitution-based.
- **Ocean Giant**—*Crushing Depths (Su):* With a touch attack, a jotunblood ocean giant imparts the great pressures of the depths of the ocean onto the target, dealing 5d6 bludgeoning damage plus 10d6 non-lethal damage. A Fortitude save negates the bludgeoning damage but not the non-lethal damage. The save DC is Charisma-based.
- **Ogre**—*Stunning Blow (Ex):* Once every 1d4 rounds, a jotunblood ogre can imbue its melee attacks with stunning force. A creature damaged by such an attack must succeed on a Fortitude save or be stunned for 1d2 rounds. The save DC is Strength-based.
- **River Giant**—*Power of the River (Su):* Once per day as a full round action, a jotunblood river giant can summon forth its total Hit Dice worth of a combination of river animals, magical beasts, and vermin. The summoned creatures arrive on the giant's next turn and act in consort as directed by the giant. The summoned creatures remain under the giant's control for 12 hours or until the giant releases them. Summoned creatures never attack the giant who summoned them, but can take action against other jotunblood and standard river giants.
- **Rune Giant**—*Thrown Runes (Su):* Once every 1d4 rounds, a jotunblood rune giant can tear off and throw one of the runes on its body, dealing 1d6 points of damage to itself. The rune can be thrown up to 120 ft. and explodes on impact, dealing 10d6 points of force or energy damage of the giant's choosing (acid, cold, electricity, fire, or sonic) to all within a 30 ft. radius (Reflex save for half damage). The thrown rune immediately reappears on the giant, but the damage done to the giant is not healed. The save DC is Dexterity-based.
- **Slag Giant**—*Breath Weapon (Su):* Once every 1d4 rounds, a jotunblood slag giant can breathe a 40-ft. cone of partially molten metal, dealing 10d6 points of fire and slashing damage. A creature immune to only fire or slashing damage takes 5d6 damage. A Reflex save halves the damage taken. The save DC is Constitution-based.
- **Stone Giant**—*Stone Calling (Su):* A jotunblood stone giant can cause any rock within 1,000 feet to fly at a foe simply by calling to it. The rock must be unattended and of a size that the jotunblood stone giant could normally lift and throw. Resolve the attack as though the jotunblood stone giant was standing where the rock is and throwing it at the foe, adding the jotunblood stone giant's Strength bonus to damage as normal. The jotunblood stone giant can even use this ability to hurl rocks at creatures it cannot see, including foes that have total cover from its position. However, it must guess where such foes are, and even if it guesses correctly, it has a 50% miss chance.
- **Storm Giant**—*Breath Weapon (Su):* Once every 1d4 rounds, a jotunblood storm giant can breathe a 40-foot cone of lightning doing 10d6 points of electricity damage. A successful Reflex save halves the damage. The save DC is Constitution-based.
- **Taiga Giant**—*Rage (Ex):* A jotunblood taiga giant can rage (as the barbarian ability) for a number of rounds per day equal to its racial Hit Dice. If the giant has a class or feat that grants the rage ability, these additional rounds stack with those abilities.

- **Troll**—*Great Rend (Ex):* When a jotunblood troll hits with both claw attacks, it rips its foe apart and automatically deals double the base creature's rend damage plus 1-1/2 times its Strength bonus. This ability replaces the troll's rend ability.
- **Wood Giant**—*Will of the Wood (Ex):* Once per day as a full round action, a jotunblood wood giant can cause creatures in a 200 ft. radius of animal or plant type that have an Intelligence of 2 or less to grow two size categories larger. These animals and plants act as the giant directs for up to the next sunrise or sunset, whichever is sooner. The affected creatures never turn against the giant who caused them to grow, but they can act against other jotunblood or standard wood giants. The total Hit Dice of creatures affected is equal to the giant's racial Hit Dice or its caster level, whichever is greater.
- **Other**—*Trample (Ex):* The jotunblood giant can trample foes up to one size category smaller than itself. If the giant has a slam attack, the trample deals the giant's slam damage plus 1-1/2 times the jotunblood giant's Strength modifier. If the giant does not have a slam attack, the trample deals damage as follows: Large 1d6, Huge: 2d6, Gargantuan: 2d8, Colossal: 4d6. The save DC is Strength-based.

Abilities: The jotunblood giant's abilities change based on its size, as shown in **Table 2-27**.

TABLE: 2-27: JOTUNBLOOD ABILITIES

Jotunblood Size	Str	Dex	Con	Fly	Stealth
Large	+8	-2	+2	-2	-4
Huge	+8	-2	+4	-4	-8
Gargantuan	+8	+0	+4	-6	-12
Colossal	+8	+0	+4	-8	-16

Skills: A jotunblood giant gains additional skill points equal to its additional racial hit dice. New racial bonuses, new size modifiers, and new ability scores all modify skills. In addition, the size change also changes the jotunblood giant's size modifier on Fly and Stealth skills.

Feats: A jotunblood giant retains the base creature's bonus feats, but it loses all other feats that the base creature had. Recalculate the number of feat slots the jotunblood giant has based on its total Hit Dice and assign feats as desired, giving preference to the feats that the base creature possessed. The jotunblood giant must still meet any prerequisites for feats chosen to fill vacant feat slots.

Special Qualities: If the base creature's size is Colossal, it gains the massive special ability (see Gigantean template on page 160 or the Kaiju subtype in *Pathfinder© Roleplaying Game Bestiary 4™*). The jotunblood giant retains all the base creature's special qualities and gains an ability depending on the kind of giant.

- **Ash Giant**—A jotunblood ash giant gains immunity to all magic except force effects and remove disease (which makes them nauseated on a failed Fortitude save).
- **Athach**—A jotunblood athach gains darkvision +120 ft.
- **Cave Giant**—A jotunblood cave giant gains frightful presence (120 ft.). Cave giants are immune to another jotunblood cave giant's frightful presence.
- **Cliff Giant**—*Swift Climber (Ex):* A jotunblood cliff giant gains a climb speed of double its base speed, gains Climb as a class skill, and can perform accelerated climbing at full speed with a -5 penalty.
- **Cloud Giant**—A jotunblood cloud giant gains immunity to sonic damage.
- **Cyclops**—*Battle Insight (Su):* A jotunblood cyclops gains an insight bonus to its AC equal to its Wisdom modifier (minimum +0).
- **Desert Giant**—*Sand Swimming (Ex):* A jotunblood desert giant can move through the sand as if swimming through water at a speed equal to its base speed.
- **Ettin**—*Shift Sleeping (Ex):* A jotunblood ettin's heads sleep in shifts. Since at least two heads are awake at any time, the jotunblood ettin can never be taken unaware as it sleeps. Two of a jotunblood ettin's heads can sleep while the other two are awake and working; thus, it can regain hit points and heal ability damage as though it had bed rest even while remaining active. Sleeping heads do not control their arms, however, and heads cannot sleep during combat. Further, jotunblood ettins are immune to sleep effects.
- **Fire Giant**—A jotunblood fire giant burns with internal fire, which gives it cold resistance 20.
- **Frost Giant**—A jotunblood frost giant has a core of ice, which gives it fire resistance 20.
- **Hill Giant**—*Meld into Earth (Su):* At will, a jotunblood hill giant can meld into the earth (but

USING THE JOTUNBLOOD GIANT

If you want to apply the jotunblood template to a giant that is similar to but not the same as one listed above consider using that similar giant's jotunblood's abilities instead of the "Other" category. Further, directly related species of the same giant type (for example, all the different trolls) gain the same abilities for the base species of giant.

not solid stone) as though using the *meld into stone* spell, except that it can remain in the earth for as long as it wishes. In addition to the effects of the spell listed in the *meld into stone* description, a *move earth* spell cast on the melded jotunblood hill giant's location causes it to be expelled from the earth and take 5d6 points of damage in the process. While melded with earth, a jotunblood hill giant heals 1 hit point of damage per round, as if it had fast healing 1.

- **Jungle Giant**—*Trackless Step (Ex):* A jotunblood jungle giant leaves no trail in jungle environments and cannot be tracked. It may choose to leave a trail if so desired.
- **Marsh Giant**—A jotunblood marsh giant is immune to disease.
- **Merrow**—*Tireless Swimmer (Ex):* A jotunblood merrow does not take nonlethal damage from swimming for extended periods of time and cannot become nauseated, exhausted, or fatigued while in freshwater (for a jotunblood freshwater merrow) or saltwater (for a jotunblood saltwater merrow).
- *Ocean Giant*—A jotunblood ocean giant is immune to cold.
- **Ogre**—A jotunblood ogre gains darkvision +120 ft.
- **River Giant**—*Unerring Direction (Ex):* While on a river (either directly or on a boat) a jotunblood river giant can never become lost and is immune to effects that try to misdirect the giant (including most illusion and compulsion effects).
- **Rune Giant**—*Jotunblood Charisma (Su):* A jotunblood rune giant gains a +8 racial bonus on the save DC of charm and compulsion effects used against creatures with the giant subtype. Against giants the jotunblood rune giant's mind-affecting, charm and compulsion effects bypass all immunities to those effects. This replaces a rune giant's command ability.
- **Slag Giant**—*Legendary Crafter (Su):* Jotunblood slag giants can craft any non-magical or masterwork item in half the usual time and half the usual cost. Further, it can craft any magic item as if it had the appropriate item creation feat. All Craft skills are class skills for a jotunblood slag giant. This ability satisfies any abilities that require an item creation feat as a prerequisite.
- **Stone Giant**—A jotunblood stone giant has damage reduction 10/adamantine.
- **Storm Giant**—A jotunblood storm giant has sonic resistance 20.
- **Taiga Giant**—*Borial Friendship (Su):* A jotunblood taiga giant gains a +4 bonus on all checks to befriend and influence creatures that are from cold, mountainous, or forested environments. Further, all such creatures have a starting attitude one step friendlier than normal in all interactions.
- **Troll**—*Statue Form (Su):* As a free action once per round, a jotunblood troll may turn itself to stone as though with the statue spell, gaining a hardness of 8. It can remain in this form as long as it wishes. As with the spell, it can return to normal as a free action, act, and then become a statue again as a free action.
- **Wood Giant**—*Speak with Plants (Sp):* A jotunblood wood giant gains *speak with plants* as a constant spell-like ability.
- **Other**—The jotunblood giant gains fast healing 5.

SAMPLE JOTUNBLOOD GIANT

This 20-foot tall hunched, reeking giant radiates almost palpable anger and stupidity.

JOTENBLOOD HILL GIANT

Jotunblood hill giants are the undisputed rulers of hill giant tribes. Although they lack the intelligence and charisma that normally mark hill giant leaders, they maintain their positions by means of their great strength and supernatural powers. A tribe of hill giants led by a jotunblood hill giant is often more aggressive and bold in its raiding efforts than other tribes, and sometimes the tribe attempts to subjugate other creatures and seize land for its leader.

Jotenblood Hill Giant CR 11 • XP 12,800

CE Huge humanoid (giant) (*Pathfinder® Roleplaying Game Bestiary™*)

Init -2; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 26, touch 6, flat-footed 26 (+4 armor, -2 Dex, -2 size, +16 natural)

hp 210 (20d8+120)

Fort +18, **Ref** +4, **Will** +6

Defensive Abilities rock catching; **SR** 28

OFFENSE

Speed 50 ft. (35 ft. in armor)

Melee greatclub +25/+20/+15 (3d8+16) or 2 slams +24 (2d6+11)

Ranged rock +13 (6d6+16)

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

Special Attacks earth shaking bellow (1/1d4 rounds), improved rock throwing, rock throwing (150 ft.)

STATISTICS

Str 33, **Dex** 6, **Con** 23, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +15; **CMB** +28 (+30 bull rush, overrun, sunder); **CMD** 36 (38 vs. bull rush, overrun, sunder)

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +14, Intimidate +20, Perception +14, Sense Motive +2

Languages Giant

SQ meld into earth

Gear hide armor, greatclub

ECOLOGY

Environment temperate hills

Organization solitary, gang (2–5), band (6–8), raiding party (9–12 plus 1d4 dire wolves), or tribe (13–30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th–6th level, 11–16 dire wolves, 1–4 ogres, and 13–20 orc slaves)

Treasure standard (hide armor, greatclub, other treasure)

SPECIAL ABILITIES

Earth Shaking Blow (Su) See the jotunblood giant template.

Improved Rock Throwing (Ex) See the jotunblood giant template.

Meld into Earth (Su) See the jotunblood giant template.

LAWBOUND

Seeking order in all things, the lawbound are driven to impose law on the universe. Whether by seeking positions of power or by directly imposing their will upon the world, lawbound creatures are obsessed with conquering chaos in the world as they see it. Lawbound creatures tend to follow predicable patterns of behavior to the level of obsessive-compulsiveness. They appear just as the base creature, but always perfectly groomed and well kept.

CREATING A LAWBOUND

"Lawbound" is an acquired template that can be added to any lawful creature or creature with the lawful subtype (referred to hereafter as the base creature). A lawbound uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Always lawful neutral. If the lawbound's alignment changes from lawful it loses this template.

Type: The base creature gains the lawful subtype.

Senses: A lawbound gains the following:

See Law (Su): At will, a lawbound can identify any lawful creatures, spells, and magic items that it can see as though it were using the *detect law* spell (caster level

equals lawbound's character level) and had studied the specific creatures and objects for 3 rounds.

Aura: A lawbound gains the following aura:

Aura of Order (Su): Every non-lawful creature within 10 feet of a lawbound takes a –5 penalty on all ability checks, skill checks, and level checks. Further, it automatically misses its attack rolls and fails its saving throws on a natural roll of 5 or below.

Defensive Abilities: A lawbound gains DR 5/chaotic. This increases by 5 for every 5 Hit Dice the base creature has.

Special Attacks: A lawbound retains all the base creature's special attacks and gains those described here.

Law's Shift (Su): Once per day, a lawbound can force a creature's alignment to shift to one step towards lawful by touching it. The target creature may attempt a Will save to negate this effect. If it succeeds on the save, it is immune to the lawbound's law's shift ability for one day. If not, the alignment change is permanent, and the target may suffer penalties for the change in alignment. The save DC is Charisma-based.

Lawful Strike (Su): Any melee attack a lawbound makes with natural or manufactured weapons deals an extra +1d6 points of damage to creatures of chaotic alignment or creatures with the chaotic subtype. A lawbound's attacks are considered lawful-aligned for purposes of overcoming damage reduction.

Spell-Like Abilities: A lawbound gains the following spell-like abilities. Its caster level is equal to the lawbound's total Hit Dice.

Constant—*protection from chaos*

3/day—charm person, dominate person (only 1 person at a time)

1/day—charm monster, dominate monster (only 1 creature at a time)

Abilities: A lawbound creature has one of two sets of ability score adjustments, one favoring the physical, the other the mental. It may have +2 Str, +2 Dex, and +2 Con, along with –2 Int, –2 Wis, and –2 Cha (minimum 1 for any ability score). Alternatively, it may have –2 Str, –2 Dex, and –2 Con (minimum 1 for any ability score), along with +2 Int, +2 Wis, and +2 Cha. This decision is made when the lawbound creature template is first applied, and cannot be changed.

Special Qualities: A lawbound gains the following:

Chaos's Failure (Su): If a spell with the chaotic descriptor is cast within 60 feet of a lawbound, the caster must succeed on a caster level check or the spell fails and is wasted. The DC is Charisma-based.

SAMPLE LAWBOUND

Muscular and perfectly groomed, this androgynous emerald skinned winged humanoid scans the area looking for any hint of disorder to vanquish.

IMLIMANEGEL

Imlimanegel was always more concerned with order over good and the containment of the forces of entropy. In the millennia of his existence this has moved him away from good and towards the rigidity of his current alignment. Imlimanegel actively seeks chaotic creatures to vanquish. Once in battle he is without mercy and pursues his opponent relentlessly.

IMLIMANEGEL **CR 17 • XP 102,400**

Lawbound planetar (*Pathfinder® Roleplaying Game Bestiary™*)
LN Large outsider (angel, extraplanar, good, lawful)
Init +9; **Senses** darkvision 60 ft., *detect evil, detect snares and pits*, low-light vision, see law 60 ft.; Perception +26
Aura aura of order (10 ft.), protective aura (20 ft.)

DEFENSE

AC 37, touch 18, flat-footed 32 (+5 Dex, -1 size, +19 natural, +4 deflection)
hp 246 (17d10+153); regeneration 10 (evil weapons and effects)
Fort +24, **Ref** +16, **Will** +21; +4 vs. poison
DR 20/chaotic, 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 27

OFFENSE

Speed 30 ft., fly 90 ft. (good)
Melee *+3 axiomatic greatsword* +28/+23/+18/+13 (3d6+16/19-20+3d6 vs. chaotic) or slam +25 (2d8+13 plus 1d6 vs. chaotic)
Space 10 ft.; **Reach** 10 ft.
Special Attacks law's shift (1/day, DC 24), lawful strike
Spell-Like Abilities (CL 16th; concentration +22)
Constant—*detect evil, detect snares and pits, discern lies* (DC 19), *protection from chaos, true seeing*
At will—*continual flame, dispel magic, holy smite* (DC 20), *invisibility* (self only), *lesser restoration, remove curse, remove disease, remove fear, speak with dead* (DC 19)
3/day—*blade barrier* (DC 20), *charm person* (DC 17), *dominate person* (1 at a time, DC 21), *flame strike* (DC 20), *power word stun, raise dead, waves of fatigue*
1/day—*charm monster* (DC 20), *dominate monster* (1 at a time, DC 25), *earthquake* (DC 23), *greater restoration, mass charm monster* (DC 22), *waves of exhaustion*
Cleric Spells Prepared (CL 16th; concentration +22):
8th—*earthquake* (DC 24), *fire storm* (DC 24)
7th—*dictum* (2), *repulsion* (DC 23)
6th—*banishment* (DC 22), *greater dispel magic (2), summon monster VI*
5th—*break enchantment* (DC 21), *dispel chaos* (2, DC 21), *plane shift* (DC 21) *wall of stone* (DC 21)

4th—*dismissal* (DC 20), *forceful strike* (2, DC 20), *order's wrath* (2, DC 20)

3rd—*cure serious wounds* (2), *daylight, invisibility purge, summon monster III, wind wall*

2nd—*align weapon, bear's endurance* (2), *cure moderate wounds* (2), *eagle's splendor*

1st—*command* (DC 17), *cure light wounds* (3), *protection from chaos* (2)

0 (at will)—*detect magic, purify food and drink* (DC 16), *stabilize, virtue*

STATISTICS

Str 29, **Dex** 21, **Con** 26, **Int** 20, **Wis** 23, **Cha** 22

Base Atk +17; **CMB** +27 (+29 sunder); **CMD** 46 (48 vs. sunder)

Feats Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +25, Bluff +26, Fly +27, Heal +22, Intimidate +26, Knowledge (history) +22, Knowledge (planes, religion) +25, Perception +26, Sense Motive +25, Stealth +21

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*alter self*), chaos's failure (DC 24)

Gear *+3 axiomatic greatsword*

SPECIAL ABILITIES

Aura of Order (Su) See the lawbound template.

Chaos's Failure (Su) See the lawbound template.

Law's Shift (Su) See the lawbound template.

Lawful Strike (Su) See the lawbound template.

See Law (Su) See the lawbound template.

LIFESPARK CONSTRUCT

Everyone knowledgeable in the creation and use of constructs knows that such creatures obey the commands of their creators. Constructs without instructions are no more than mindless hulks, following their last commands to the best of their feeble ability or awaiting commands until their parts begin to decay.

Thus, it comes as a shock to most when an object still moves after the duration of the spell that gave it the semblance of life ends. Even more shocking is the rare instance when a created construct goes rogue. Few understand why such events occur, since most creators who discover that their constructs have a free will destroy them immediately. Some constructs, however, imbued with an intelligence and will of their own by some spark of life, escape or overcome their creators to pursue whatever ends suit their developing minds and souls.

CREATING A LIFESPARK CONSTRUCT

"Lifespark" is an acquired or inherited template that can be added to any nonintelligent construct (referred to hereafter as the base creature). At the GM's option, intelligent constructs that go berserk might instead gain the lifespark template. A lifespark construct uses all the base creature's statistics and special abilities except as noted below.

Type: Type is unchanged, but some features of the construct type no longer apply, as noted below.

Weaknesses: The lifespark construct gains the following weakness.

Healing Immunity (Ex): A lifespark construct cannot be affected by spells with the healing descriptor unless the spell specifically states it can affect constructs.

Abilities: Replace the base creature's Intelligence, Wisdom, and Charisma scores with new ones as if you were creating a new character. Determine each one by your preferred ability score generation method. If you use the point buy method, use half the allocated points before you buy the new ability scores. All the creature's other ability scores remain the same.

Feats: The lifespark construct retains the base creature's bonus feats, but it loses all other feats that the base creature had except racial bonus feats. Recalculate the number of feat slots the lifespark construct has based on its character level (racial plus class HD) and assign feats as desired, giving preference to the feats that the base creature originally possessed. The lifespark construct must still meet any prerequisites for feats chosen to fill vacant feat slots.

Skills: Because of its recently awakened intelligence, a lifespark construct gains a number of skill points equal to (2 + Int modifier, minimum 1) per HD. A lifespark construct typically devotes skill points to whatever Craft skill is appropriate for repairing damage it sustains (see the base creature's description for details), and other skills favored by its creator.

Languages: A lifespark construct can speak even without a mouth. It can automatically speak the language of its creator and chooses its bonus languages from among those its creator knows.

Special Qualities: The lifespark construct retains all the base creature's special qualities and gains those described here.

Open Mind (Ex): Unlike normal constructs, the lifespark construct is not immune to mind-affecting effects. In fact, perhaps because of its past need for commands, its mind is especially vulnerable to magical compulsion. A lifespark construct takes a –2 penalty on saving throws against mind-affecting effects. Golems are still immune to magic as described in their entries.

Spirit Within (Ex): Though the lifespark construct is not a living creature, a "spirit" still resides within it. Unlike most constructs, the lifespark construct is not immune to all necromantic effects. Certain spells that rely on the existence of a creature's soul (not "life force")—namely *astral projection*, *clone*, *magic jar*, and *soul bind*—can affect lifespark constructs. No other necromantic effects affect lifespark constructs, and they are still immune to death effects. Though they cannot be raised or resurrected, lifespark constructs can be reincarnated as described by the *reincarnate* spell. Lifespark golems are still immune to magic as described in their entries.

Accelerated Repair (Ex): As a full round action, a lifespark construct can heal damage to itself by jerry-rigging itself. The lifespark construct attempts an appropriate Craft skill check vs. a DC of 10 less than the DC to create the construct (minimum 10). With a successful roll, the lifespark construct heals itself of 1d4 hit points of damage per number rolled above the DC. Accelerated repair provokes attacks of opportunity. If it wishes, a lifespark construct can make a standard effort to repair itself (see Repairing Constructs in *Pathfinder© Roleplaying Game Ultimate Magic™*), but without the standard repair cost. This repair takes 1 day of constant work.

SAMPLE LIFESPARK CONSTRUCT

Sentience flickers in the eyes of this towering iron man. Massive tattoos have been forged into its iron body.

HURN THE IRONFORGED

Freed of the commands of its master, Hurn is busy pursuing goals of its own. It realizes that it's more powerful than most other creatures and knows its own vulnerabilities.

Hurn the Ironforged CR 19 • XP 204,800

Lifespark iron golem sorcerer 7 (*Pathfinder© Roleplaying Game Bestiary™*)

N Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 29, touch 9, flat-footed 29 (-1 size, +20 natural)

hp 160 (18d10+7d6+37)

Fort +8, **Ref** +10, **Will** +11; -2 vs. mind-affecting effects

DR 15/adamantine; **Immune** construct traits, immunity to magic

Weakness healing immunity

OFFENSE

Speed 20 ft.

Melee 2 slams +31 (2d10+16/19-20)

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

Special Attacks bloodline arcana (destined), breath weapon, powerful blows

Sorcerer Spells Known (CL 7th; concentration +10):

3rd (5/day)—*dispel magic*, *fireball* (DC 17), *protection from energy*

2nd (7/day)—*blur*, *flaming sphere* (DC 16), *glitterdust* (DC 15), *web* (DC 15)

1st (7/day)—*alarm*, *burning hands* (DC 15), *cause fear* (DC 14), *charm person* (DC 14), *grease* (DC 14), *unseen servant*

0 (at will)—*daze* (DC 13), *flare* (DC 14), *ghost sound* (DC 13), *light*, *mending*, *open/close* (DC 13), *ray of frost*

Bloodline destined

STATISTICS

Str 33, **Dex** 10, **Con** —, **Int** 12, **Wis** 10, **Cha** 16

Base Atk +21; **CMB** +33; **CMD** 43

Feats Cleave, Combat Casting, Craft Magic Arms & Armor, Craft Wand, Craft Wondrous Item, Empower Spell, Eschew Materials, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Power Attack, Silent Spell, Skill Focus (Craft [armor]), Sorcerous Bloodstrike, Spell Focus (evocation)

Skills Appraise +9, Bluff +13, Craft (armor) +14, Escape Artist +7, Intimidate +13, Knowledge (arcana) +11, Knowledge (engineering) +8, Perception +7, Sense Motive +7, Spellcraft +11, Use Magic Device +13

Languages Common

SQ accelerated repair, bloodlines (destined), fated +2, open mind, spirit within, touch of destiny (+3, 6/day)

SPECIAL ABILITIES

Accelerated Repair (Ex) See the lifespark construct template.

Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.

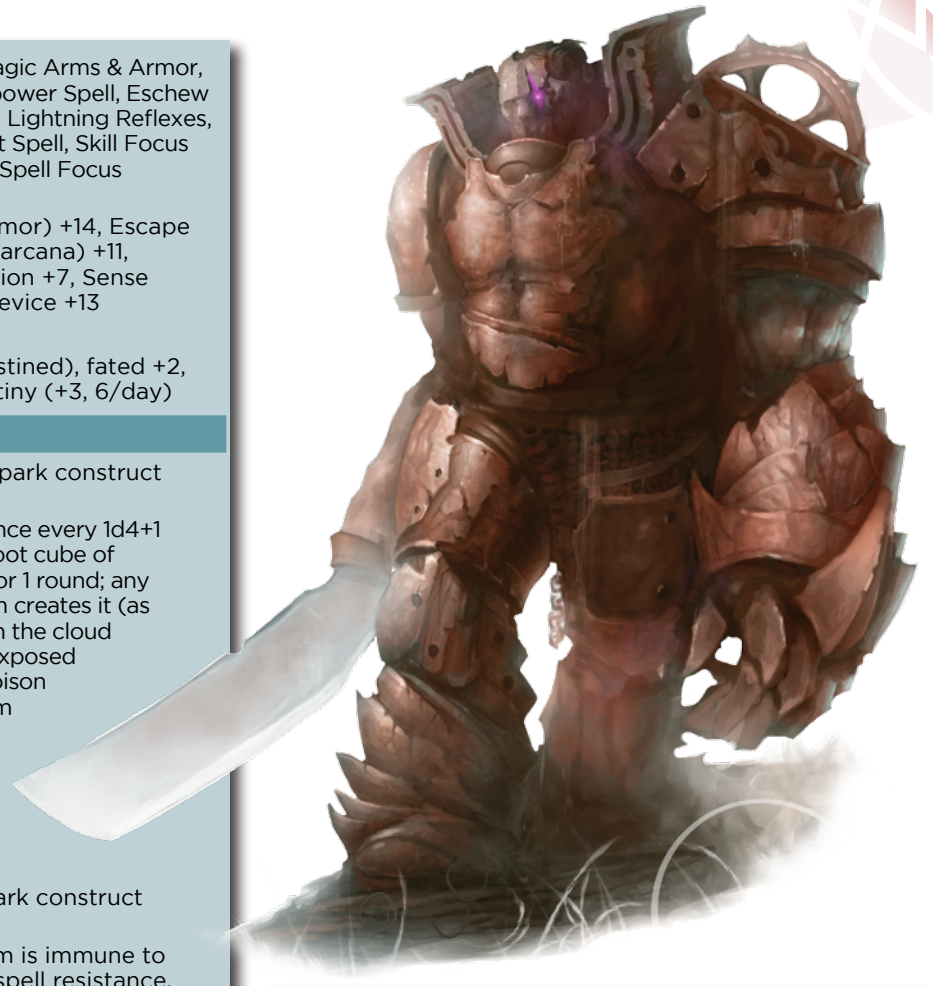
Breath weapon—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves.

Healing Immunity (Ex) See the lifespark construct template.

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with nosaving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects. An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.



Open Mind (Ex) See the lifespark construct template.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Spirit Within (Ex) See the lifespark construct template.

LIMBJACK

A limbjack is a living creature that has had one or more limbs replaced with golem-like construct limbs. The first limbjacks were created to restore maimed soldiers, but soon it was found they could also make the soldiers stronger, hardier, and more effective killers. The experiments expanded and were applied to mounts, guard animals, and even assassins.

CREATING A LIMBJACK

"Limbjack" is an acquired template that can be added to any living, corporeal creature except those with the ooze type (referred to hereafter as the base creature). For the purposes of this template, an arm is defined as a limb that can potentially wield a weapon (even if the base creature does not use weapons) or is not used for movement. A leg is defined as all limbs that are used for movement or cannot potentially wield a weapon. A limbjack uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1. If the base creature has more than two arms, adjust the CR an additional +1 for every 2 arms replaced. If all of the base creature's limbs are replaced adjust the CR an additional +1.

AUGMENTED OR LIMBJACK

Both the limbjack and augmented templates offer a way to introduce cyborg-like creatures into your game. The difference between the two is a matter of degree. The augmented template offers a great number of options for a GM, but can be tricky to apply. A limbjack, on the other hand, is an easier template to apply, but it is limited to replacement of limbs only.

Armor Class: The limbjack gains a shield bonus to AC equal to 1 + 1/arm replaced + 2 if all legs are replaced. For example, a limbjack behir with all its leg's replaced would have a +3 shield bonus to AC (+1 +2 for all legs)

Defensive Abilities: A limbjack retains all of the base creature's defensive abilities and gains the following.

Limb Defense (Ex) Against damage directed specifically at a limbjack's replaced limb (for example, attempts to sunder a limb, or attacks from foes that deal damage to the limbjack touching or attacking it), the limbjack gains DR 20/adamantine, and resist acid, cold, and fire 30.

Against spells that specifically target a replaced limb (such as *stay the hand*[APG]), the limbjack gains SR equal to 15 + it's CR

Weaknesses: The base creature gains the following weakness:

Metal Body (Ex): Though only some of a limbjack is replaced with metal, it's enough to make it vulnerable to effects that target metals. It counts as a ferrous creature for the purposes of *rusting grasp* and other spells that have special effects on metal.

Speed: If a limbjack creature replaces all its legs, its base land speed is doubled and gains the following.

Tireless (Ex): The limbjack does not have a limit to how long it can run, nor does it risk fatigue or exhaustion from forced marching.

Attacks: For each replaced arm that does not have a natural attack associated with it, a limbjack gains either a slam or claw attack that deals damage appropriate as if it was one size category larger. If the limbjack has no other attacks these natural attacks are primary, otherwise they are secondary. If the base creature already has a natural attack associated with a replaced limb (arm or leg), it keeps the primary/secondary status as the base creature and the damage from that attack increases by one step.

Special Attacks: A limbjack gains the following.

Abilities: Str +2 for each arm replaced, +2 if all legs are replaced; Con +2 if all arms or all legs are replaced.

These bonuses stack with each other. For example, human with both arms replaced it would have Str +4, Con +2. If it had all arms and legs replaced the bonuses would be Str +6, Con +4

Special Qualities: A limbjack gains the following special quality.

Upgradable Limbs (Ex) Any of the natural attacks associated with a replaced limb can be upgraded to be masterwork, made of different materials, or made into a magic weapon. The cost for this is the same as for a longsword of the same size as the limbjack creature.

CREATING A LIMBJACK

Creating limbjack prosthetics and bonding them to living creatures is a process similar to creating a golem.

CONSTRUCTION

CL 9th; **Price** 1,200 gp × recipient's HD × number of limbs replaced

Requirements Craft Construct, *greater polymorph*, *limited wish*, *regenerate*, creator must be caster level 9th; **Skill** Heal DC 25; **Cost** 600 gp × recipient's HD × number of limbs replaced

SAMPLE LIMBJACK

A growling, fanged humanoid lunches forward, its clawed metallic arms reaching out.

LIMBJACK GNOLL

In the deep deserts, master golemsmiths build constructs of granite, gold, and lapis lazuli in ancient pyramid temples. To prevent their work from being interrupted, the golemsmiths press gangs of gnolls and other creatures to serve and guard them, altering these slave warriors as the golemsmiths see fit. Limbjack gnolls are used as shock troops, and fight ferociously for they have been promised the return of the fleshy limbs if they are faithful servants.

Limbjack Gnoll **CR 2 • XP 600**

CE Medium humanoid (gnoll) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 16, touch 10, flat-footed 16 (+2 armor, +1 natural, +3 shield)

hp 13 (2d8+4)

Fort +5, **Ref** +0, **Will** +0

Defensive Abilities limb defense (17)

Weaknesses metal body

OFFENSE

Speed 30 ft.

Melee 2 claws +5 (1d6+6)

Ranged spear +1 (1d8+4/x3)

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** 8, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +5; **CMD** 15

Feats Power Attack

Skills Perception +2

Languages Gnoll

SQ upgradeable limbs

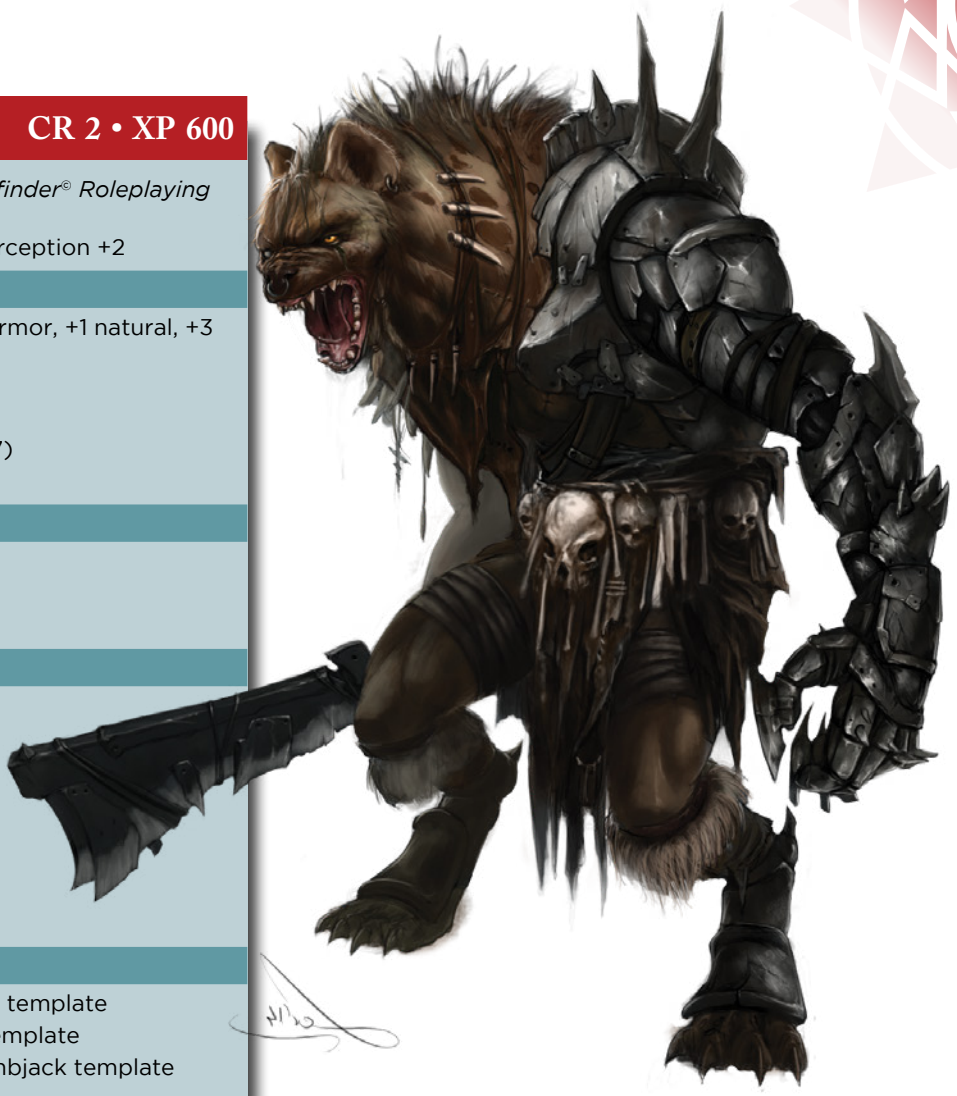
Gear leather armor, spear

SPECIAL ABILITIES

Limb Defense (Ex) see the limbjack template

Metal Body (Ex) see the limbjack template

Upgradeable Limbs (Ex) see the limbjack template



MAGMA CREATURE

Magma creatures are produced by the fusion of elemental earth and fire. These elemental beings are at home both on the Plane of Earth and the Plane of Fire, but a few exist on the Material Plane, roaming the incredibly hot realms beneath the crust of the world. Magma creatures sometimes pour out of volcanoes during an eruption, increasing the devastation of such events tenfold.

The typical magma creature resembles a normal being and has a similar temperament. However, its alien mind and blisteringly hot body make communication with it nearly impossible.

CREATING A MAGMA CREATURE

"Magma" is an inherited template that can be added to any living, corporeal creature that does not have the air, aquatic, cold or water subtypes (referred to hereafter as the base creature). A magma creature uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Type: The creature's type changes to outsider and gains the earth, elemental, extraplanar, and fire subtypes as well. Do not recalculate base attack bonuses, saves, or skill points.

Aura A magma creature gains the following aura.

Fiery Aura (Ex): Any creature within 10 feet takes 2d6 points of fire damage per round that it remains within range. A successful Fortitude save halves the damage for that round. A magma creature can suppress or resume the use of this ability as a free action. The save DC is Constitution-based.

Armor Class: The magma creature's natural armor bonus improves by +2 over that of the base creature.

Hit Dice: Change all of the base creature's racial HD to d10s.

Speed: A magma creature gains a burrow speed equal to its highest speed as well as the following.

Magma Movement (Ex): A magma creature can swim through magma and lava at a speed equal to its burrow speed, as though it were moving through water with a swim speed. This ability does not grant the magma creature a swim speed in water.

Special Attacks: All of the magma creature's natural attacks gain the burn (2d6) and grab universal abilities. The magma creature also gains the engulf (2d6 bludgeoning and 4d6 fire) special attack against creatures one size category lower than it or smaller.

A magma creature also gains the following:

Earth Mastery (Ex): A magma creature gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers whether the elemental is initiating or resisting these kinds of attacks.

Abilities: Str +4, Dex -6 (minimum 1), Con +4.

Languages: If the magma creature can speak, it gains the ability to speak Ignan and Terran in addition to any other languages the base creature knows.

Environment: same as base creature and underground

SAMPLE MAGMA CREATURE

This peculiar dwarf has hair comprised of fire, a beard of flames, and a body of cracked and cooling magma.

MAGMA AZER

Like standard azers, magma azers are dwarflike beings native to the Elemental Plane of Fire. The two kinds of creatures get along famously, and matings between them are not uncommon. Normal azers value magma azers for their ability to move through earth and magma, while magma azers value the goods created by the less nomadic azer culture.

Magma Azer **CR 3 • XP 800**

LN Medium outsider (earth, elemental, extraplanar, fire) (*Pathfinder® Roleplaying Game Bestiary 2™*)

Init -2; **Senses** darkvision 60 ft.; Perception +6

Aura fiery aura (10-ft., 2d6 fire, DC 15)

DEFENSE

AC 12, touch 8, flat-footed 12 (–2 Dex, +4 natural)

hp 19 (2d10+8)

Fort +7, **Ref** -2, **Will** +4

Immune elemental traits, fire; **SR** 13

Weakness vulnerability to cold

OFFENSE

Speed 30 ft., burrow 30 ft., swim (magma) 30 ft.

Melee warhammer +5 (1d8+3/x3+1d6 fire)

Special Attacks burn (2d6, DC 15), earth mastery, engulf (Small, 2d6 bludgeoning and 4d6 fire, DC 14), heat (1d6 fire)

STATISTICS

Str 17, **Dex** 6, **Con** 19, **Int** 12, **Wis** 12, **Cha** 9

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 13 (13 vs. bull rush, overrun)

Feats Power Attack

Skills Acrobatics +0, Appraise +6, Climb +5, Craft (any two) +6, Knowledge (nobility) +6, Perception +6

Languages Common, Ignan, Terran

Gear warhammer

ECOLOGY

Environment any land (Plane of Fire)

Organization solitary, pair, team (3–6), squad (11–20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level), or clan (30–100 plus 50% noncombatants plus 1 sergeant of 3rd level per 20 adults, 5 lieutenants of 5th level, and 3 captains of 7th level)

Treasure standard (masterwork warhammer)

SPECIAL ABILITIES

Earth Mastery (Ex) see magma creature template.

Magma Movement (Ex) see magma creature template.

MANIMAL

Somewhere between human and animal lies the manimal. Some say that these creatures are the abominable results of sorcerous crossbreeding between humans and animals. Others speak of bizarre druidic rites that can give animals human forms.

A manimal is an animal-like creature with a humanoid shape and intellect. A manimal has two legs to walk upon and two arms with hands that can manipulate tools. Manimals are often mistaken for lycanthropes—more powerful creatures whose origins are lost to time.

CREATING A MANIMAL

"Manimal" is an inherited or acquired template that can be added to any animal (referred to hereafter as the base creature). A manimal uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature plus +1.

Type: The creature's type changes to monstrous humanoid. Recalculate all base attack bonuses, saves, and skill points for new type.

Hit Dice: Change all racial HD to d10s.

Attacks: The manimal retains all the base creature's attacks except those that depended on limbs that have turned to legs. The manimal has the weapon and armor proficiencies of creatures of the monstrous humanoid type.

Space/Reach: The manimal has a space and reach appropriate for its size. If the base creature's space and reach was "long," it changes to "tall." If the base creature had greater than normal reach for its size, add 5 feet to the reach.

Special Attacks: A manimal retains all of the base creature's special attacks except rake.

Abilities: Int +8, Cha +4.

Special Qualities: The manimal retains all the base creature's special qualities and gains those described here.

Amphibious (Ex): If the base creature has the aquatic subtype but does not have the amphibious special quality, the manimal gains it. An amphibious creature can breathe both air and water equally easily.

USING MANIMALS

Manimals can provide an interesting way to introduce anthropomorphic creatures into your games without the unbalancing effect that lycanthropes can have. Some might consider anthropomorphic creatures and characters silly, but lycanthropes are no less so. Anthropomorphic creatures can be funny, but they can also be terrifying, depending upon how they are played and presented.

Before you try out the manimal template, consider how you want it to work in your game. Once you know what purpose your manimals will serve, you can find a way to introduce them that suits their function in your game. Here are a few ideas.

- The template might be applied to animals because of a spell or alchemist discovery (see the *create manimal* spell and *manimal elixir* in **Appendix A**).
- A magic item could transform all the animals that live nearby or that touch it into manimals.
- A manimal race might be one of your game world's normal races, just like gnolls or lizardfolk.
- A single crazed spellcaster or alchemist might be responsible for all the manimals in your world, creating an area much like H.G. Well's classic *The Island of Dr. Moreau*.
- A distant island or a different plane could be home to a host of different manimal races.
- A disrupted *reincarnate* or *awaken* spell might cause the creation of a manimal.
- Also, there is no reason that a manimal needs to be the same size as the animal it originated from. Medium-sized manimal dinosaurs, Large frog manimals, and Tiny pixie-like manimals are all possibilities. Just follow the guidelines in the *Pathfinder© Roleplaying Game Bestiary™* on changing size after the manimal template is applied. You should also consider increasing or reducing the manimal's racial HD and CR if the size change is more than 2 steps away from the base creature's size.

Animal Blood (Ex): A manimal counts both as an animal, monstrous humanoid, and a humanoid for the purpose of spells, abilities, and effects that specifically affect creatures of specific types. It is allowed a Will save to resist spells and effects that specifically affect animals, even if the effect does not normally allow a Will save. The DC for such a save equals 10 + the spell's level + caster's appropriate ability modifier. If the effect is not a spell, the DC is equal to 10 + 1/2 manimal's HD + manimal's Charisma modifier. Success renders the manimal immune to that particular effect for 24 hours. *Awaken* has no effect on a manimal.

SAMPLE MANIMAL

This massive bipedal horned reptilian creature is clad in shining armor and hefts a sizable greatclub.

OSAK TONLORTIAORMA

The Osak Tonlortiaorma is short-tempered and aggressive. He claims a large territory on which he has established a plantation to grow food. Osak is a bully. He uses his great size and strength to force other creatures to work on the plantation.

OSAK TONLORTIAORMA **CR 10 • XP 9,600**

Male manimal triceratops fighter 2 (*Pathfinder® Roleplaying Game Bestiary™*)

CN Huge monstrous humanoid

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +28

DEFENSE

AC 29, touch 7, flat-footed 29 (+8 armor, -1 Dex, -2 size, +14 natural)

hp 140 (16d10+66)

Fort +13, **Ref** +8, **Will** +10 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee *+2 greatclub* +24/+19/+14/+9 (3d8+14) or gore +23 (2d10+12/19-20)

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

Special Attacks powerful charge (gore, 4d10+16), trample (1d8+12, DC 26)

STATISTICS

Str 26, **Dex** 9, **Con** 19, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +16; **CMB** +26 (+30 bull rush); **CMD** 35 (37 vs. bull rush, 39 vs. trip)

Feats Alertness, Awesome Blow, Great Fortitude, Greater Bull Rush, Improved Bull Rush, Improved Critical (gore), Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)

Skills Handle Animal +11, Intimidate +17, Perception +28, Sense Motive +15, Survival +18

SQ animal blood

Gear *agile half-plate*, *+2 greatclub*

SPECIAL ABILITIES

Animal Blood (Ex) see the manimal template.

METAL-CLAD CREATURE

Metal-clad creatures are bonded to metal either by birth or through magic. Shining metal shells coat their forms, armoring them against attacks but also burdening them with unwieldy weight.

A metal-clad creature can be born of metal-clad parents, and indeed whole races of metal-clad creatures can exist. Conversely, a magical ritual or a spell can cover a creature in metal, and sometimes the gods curse greedy individuals by covering them in the precious metals they most covet.

CREATING A METAL-CLAD CREATURE

"Metal-clad" is an acquired or inherited template that can be added to any corporeal creature that does not already have the metal-clad template (referred to hereafter as the base creature).

A metal-clad creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: The CR increases as based on the metal as listed in **Table 2-28**.

Defensive Abilities: All metal-clad creatures gain a type of fortification (as the fortification armor special ability) and some kind of energy resistance. The exact metallic quality bestowed depends on the kind of metal that covers the metal-clad creature's body, as given on **Table 2-28**. Additionally, the following metal types gain extra defenses as follows:

Adamantine—*Damage Reduction (Ex)* An adamantine-clad creature gains DR 10/adamantine. *Immune to Precision Damage (Ex)* An adamantine-clad creature is immune to all precision damage including sneak attacks and critical hits.

Lead—*Divination Immunity (Ex):* A lead-clad creature is immune to divination spells and effects cast to derive information about it. *Detect magic*, *detect poison*, *detect thoughts*, and *detect alignment* spells fail to reveal any information about the lead-clad creature or the objects it carries. Furthermore, a lead-clad creature is invisible and inaudible to *scrying*, *arcane eyes*, and *clairaudience/clairvoyance*. Lead-clad creatures and their equipment cannot be located by *discern location*, nor can *locate object* find objects they carry.

Silver—*Mirrored Finish (Su):* A silver-clad creature reflects gaze attacks and is immune to gaze attacks as well. Thus, a creature with a gaze attack that actively gazes at a silver-clad creature must save against its own gaze attack, suffering the consequences of a failed save even if it would normally be immune.

Weaknesses: All metal-clad creatures gain vulnerability to electricity unless they have some inherent resistance to

TABLE 2-28: METAL-CLAD ABILITIES

Metal	CR	Natural AC Bonus	Fortification	Resistances	Str	Dex	Con	Int	Wis	Cha
Adamantine	+6	+10	Special	electricity 15, fire 20	+4	-6	+6	+0	+0	+2
Brass	+1	+3	Light	fire 5	+2	-2	+2	+0	-2	+0
Bronze	+2	+4	Heavy	fire 10	+2	-2	+2	+0	+0	+0
Copper	+1	+3	Light	fire 10	+0	+0	+0	+0	+2	-2
Gold	+1	+2	Light	fire 10	+0	-6	+0	+2	-2	+6
Iron	+3	+6	Heavy	fire 15	+2	-4	+2	+0	-2	+0
Lead	+1	+3	Light	electricity 5	+0	-6	+4	-2	-2	-2
Mithral	+5	+8	Heavy	fire 15	+4	+0	+2	+0	+0	+2
Platinum	+3	+5	Light	electricity 5, fire 20	+2	-4	+2	+2	+0	+4
Silver	+3	+8	Light	fire 5	+0	-2	+0	+2	+2	+4
Steel	+4	+8	Heavy	fire 15	+4	-4	+2	+0	+0	+0
Tin	+1	+2	Light	cold 10	-2	+2	+0	-2	+0	+2

electricity (adamantine, lead, and platinum). Iron and steel-clad creatures gain the following additional weakness.

Iron or Steel—*Rust Vulnerability (Ex):* Creature counts as ferrous for the purpose of rusting attacks such as *rusting grasp*.

Speed: Except in the case of a mithral-clad creature, each of a metal-clad creature's speeds is slower by 10 feet than the corresponding speed of the base creature (minimum 5 feet). A mithral-clad creature has no reduction in speed.

Attacks: The metal-clad creature gains a primary slam attack if it has no other natural attacks. If a metal-clad creature gains a slam attack from the application of this template, the damage for the attacks depends on the base creature's size as if two size categories larger.

Special Abilities: A metal-clad creature retains all the base creature's special attacks and gains those described here.

Metallic Attack: The exact metallic attack bestowed depends on the kind of metal that covers the metal-clad creature's body, as follows:

- **Adamantine**—*Adamantine Limbs (Ex):* An adamantine-clad creature's natural attacks and grapple deal damage as adamantine weapons, overcoming hardness and damage reduction just as an adamantine weapon would.
- **Iron**—*Iron Limbs (Ex):* An iron-clad creature's natural attacks and grapple deal damage as cold iron weapons, overcoming damage reduction just as a cold iron weapon would.
- **Lead**—*Virulent Poison (Ex):* If the metal-clad creature possesses a natural poison attack, its DC increases by +1.
- **Mithral**—*Mithral Limbs (Ex):* A mithral-clad creature's natural attacks and grapple deal damage as mithral weapons, overcoming damage reduction just as a mithral weapon would.
- **Silver**—*Silver Limbs (Ex):* A silver-clad creature's natural attacks and grapple deal damage as silver weapons, overcoming damage reduction just as a silver weapon would.

Skills: Each metal-clad creature (except mithral and tin-clad creatures) takes a -4 penalty on Acrobatics, Climb, Escape Artist, Sleight of Hand, Stealth, and Swim checks. Additional racial bonuses and penalties apply to certain skill checks based on the kind of metal that covers the creature's body as follows: *Copper* +4 Craft (any), *Gold* +4 Profession (any), *Lead* +4 on Survival checks made to avoid getting lost, *Mithral* -4 Swim, *Silver* +4 Bluff and Diplomacy.

Abilities: The base-creature's ability scores change per the type of metal as stated on **Table 2-28**.

SAMPLE METAL-CLAD CREATURE

This broad, muscled humanoid has short tusks, angry features, thick brow, and black hair. It appears to be equipped with only a long spear, a leather kilt, and thick belts of studded leather. Its skin is metal, apparently a

natural coating of steel though its eyes and the inside of its mouth seem to be typical for any living creature.

STEEL-CLAD ORC

The steel-clad orcs are a clan of vicious barbarians and warriors. Due to their metal-clad nature they are arrogant and overconfident. They constantly raid any other settlement within what they consider their territory taking what they will and slaughtering the rest.

STEEL-CLAD ORC **CR 3 • XP 800**

Male Steel-Clad orc warrior 1 (*Pathfinder© Roleplaying Game Bestiary™*)
CE Medium humanoid
Init –2; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 19, touch 8, flat-footed 19 (-2 Dex, +3 armor, +8 natural armor)
hp 15 (1d10+2, adjust up to 15 for CR)
Fort +4, **Ref** –2, **Will** –1
Defensive Abilities ferocity, heavy fortification; **Resist** fire 15
Weakness light sensitivity, electricity vulnerability, rust vulnerability

OFFENSE

Speed 20 ft.
Melee longspear +7 (1d8+7) or slam +6 (1d8+7)
Ranged javelin –1 (1d6+5)

STATISTICS

Str 21, **Dex** 7, **Con** 14, **Int** 7, **Wis** 8, **Cha** 6
Base Atk +1; **CMB** +6; **CMD** 14
Feats Weapon Focus (longspear)
Skills Intimidate +2
Languages Common, Orc
SQ weapon familiarity

ECOLOGY

Environment temperate hills, mountains, or underground
Organization solitary, gang (2–4), squad (11–20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20 adults, and 1 leader of 7th level per 30 adults)
Treasure NPC gear (studded leather armor, longspear, 4 javelins, other treasure)

MINIATURE

Miniatures are normal beings whose size has been greatly diminished by magic. Humans become the size of mice, and great wyrm dragons become the size of humans.

Miniatures look exactly like normal specimens of their kinds save for their size.

CREATING A MINIATURE

"Miniature" is an acquired template that can be added to any creature (referred to hereafter as the base creature). A miniature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: The miniature template drastically and unpredictably changes a creature's challenge rating. Against other miniature foes, the creature's CR may stay the same. Against normal-sized foes, however, the creature's CR should be diminished. Consider one-half or one-quarter normal as a rule of thumb, but evaluate each creature individually using the Monster Creation appendix in the *Pathfinder© Roleplaying Game Bestiary™* as a guide.

Size: Base creature's size decreases by four categories below that of the base creature as given on **Table 2-29**. Creatures of different size categories that decrease to the same size category because of the table's lower limit retain their proportions to one another within their new size category. Thus, a miniature halfling is smaller than a miniature human, and a miniature Fine creature is smaller than a normal Fine version.

Senses: Divide the range of any sense with a specific range by 20, rounding to the nearest 5 ft. increment. For example, senses such as darkvision and scent would have their ranges reduced, but low-light vision wouldn't.

Aura: Divide the range of any auras that the base creature has by 20 rounding to the nearest 5 ft. increment.

Armor Class: The base creature's size modifier to AC is replaced by one based on the miniature's new size, as given in **Appendix 2**, **Table 2-3** in the *Pathfinder© Roleplaying Game Bestiary™*. In addition, its natural armor decreases from that of the base creature by the amount indicated in **Table 2-29** in this entry. (minimum +0 natural armor bonus).

Hit Dice: The miniature creature's racial Hit Dice are reduced by one quarter. Recalculate hit points, base attack bonus, *etc.* based on new HD total.

If the base creature has fast healing or regeneration its value is reduced to one-fifth of its value (minimum 1).

TABLE 2-29: MINIATURE CREATURE ABILITIES

Old Size	New Size	New Size Range	Natural AC Change	New Space/ Reach	Str	Dex	Con
Fine	Fine	6 in. or less	+0	1/2 ft./0 ft.	+0	+0	+0
Diminutive	Fine	6 in. or less	+0	1/2 ft./0 ft.	+0	+2	+0
Tiny	Fine	6 in. or less	+0	1/2 ft./0 ft.	-2*	+4	+0
Small	Fine	6 in. or less	+0	1/2 ft./0 ft.	-6*	+6	+0
Medium	Fine	6 in. or less	+0	1/2 ft./0 ft.	-10*	+8	-2*
Large	Diminutive	6 in.-1 ft.	-2	1 ft./0 ft.	-18*	+8	-6*
Huge	Tiny	1 ft.-2 ft.	-5	2-1/2 ft./0 ft.	-24*	+8	-10*
Gargantuan	Small	2 ft.-4 ft.	-9	5 ft./5 ft.	-28*	+6	-14*
Colossal	Medium	4 ft.-8 ft.	-14	5 ft./5 ft.	-32*	+4	-16*
* minimum 1							

Saving Throws: Recalculate saving throws based on any change to Hit Dice and Ability Scores.

Defensive Abilities: A base creature's damage resistance is reduced to one-fifth of its value (minimum 1). Other resistances retain their values.

Speed: Each of the miniature's speeds decreases with its size as given on **Table 2-30**. If the base creature's speed is greater than 100 feet, subtract 100 feet and consult the chart again, adding +20 feet to the new speed to obtain the final speed. For example, a base creature with a speed of 250 feet would have a speed of 50 feet when miniaturized (20 feet for the first 100 feet, 20 feet for the second 100 feet, and 10 feet for the last 50, from the table).

TABLE 2-30: MINIATURE SPEEDS

Old Speed	New Speed
5 to 35 ft.	5 ft.
40 to 55 ft.	10 ft.
60 to 75 ft.	15 ft.
80 to 100 ft.	20 ft.
100 ft.+	20 ft. + another table increment

Attacks: A miniature creature's bonus on attack rolls changes based on its new Strength, Dexterity, and size modifier. Each of a miniature's natural attacks and manufactured weapons deals damage as a creature of its new size. If a natural attack is reduced to no damage and it doesn't deal damage from some other effect (such as additional fire damage, poison, etc.), it loses that attack.

Space/Reach: The miniature creature's space and reach for its new size is given on **Table 2-29**. For creatures with extraordinary reach from a specific attack, divide it by 4 and round down to the nearest 5 ft. increment.

Special Attacks: If a special attack deals hit point damage, its base damage decreases as the damage from natural attacks do (see Attacks above). With the exception of poisons and diseases, attacks that deal ability damage or drain scale as natural attacks, but have a minimum value of 1 point of damage or drain. Poisons, diseases, and Energy drain attacks keep their original damage values. If a special attack has a range, divide it by 20 and round down to the nearest 5 ft. increment.

Abilities: The miniature's ability scores change based on its size change, as given on **Table 2-29**.

Base Attack Bonus: Its bonus on attack rolls changes based on its new Strength modifier and its new size modifier, as given on **Table 2-29**.

CMB/CMD: The miniature's CMB and CMD change based on its new size, base attack bonus, and Strength/Dexterity scores.

Skills: Skill ranks in excess of the miniature creature's new total due to the reduction in Hit Dice become racial modifiers.

The change in size changes the creature's Stealth and Fly skill modifiers. The change in speed changes the base creature's Acrobatics modifier to jump.

Feats: A miniature creature retains all the base creature's feats, even if they do not meet the usual requirements. Excess feats above the amount allowed by its new HD total become bonus feats.

Special Qualities: If a special quality explicitly states a range, divide the range by 20 and round to the nearest 5 ft. increment.

SAMPLE MINIATURE CREATURE

This insectoid centaur measures only a few inches long.

MINIATURE FORMIAN WARRIOR

Miniature formians are as aggressive as their full-sized cousins. They rapidly take over areas claimed by various kinds of vermin and creatures and transform them into miniature cities of their own.

MINIATURE FORMIAN WARRIOR CR 3 • XP 800

LN Fine monstrous humanoid (*Pathfinder® Roleplaying Game Bestiary 4™*)

Init +7 (+11 with hive mind); **Senses** blindsense 5 ft., darkvision 5 ft., hive mind; Perception +7

DEFENSE

AC 29, touch 25, flat-footed 22 (+7 Dex, +8 size, +4 natural)

hp 19 (3d10+3)

Fort +2, **Ref** +10, **Will** +3

OFFENSE

Speed 10 ft.

Melee 2 claws +8 (grab) and sting +8 (poison)

Ranged javelin +19 (1-3 plus poison)

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

Special Attacks deadly grasp, poison

STATISTICS

Str 4, **Dex** 25, **Con** 13, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 9 (14 vs. trip)

Feats Skill Focus (Acrobatics), Step Up

Skills Acrobatics +14 (+18 jump), Climb +3, Intimidate +8, Perception +7 (+11 with hive mind), Stealth +27

Languages Common; telepathy 5 ft.

SQ coordinate, formian traits

Gear javelin

SPECIAL ABILITIES

Coordinate (Su) Once a formian warrior has acted in a combat, all allied formians within the hive mind are no longer considered flat-footed. When a formian warrior attacks a creature in melee, allied formians gain a +2 insight bonus on melee attack rolls against that creature until the start of the warrior's next turn.

Deadly Grasp (Ex) When a formian warrior has a foe grappled, it deals sting damage when it succeeds at a grapple check to damage its opponent.

Poison(Ex) Sting, javelin—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

MIST CREATURE

Mist creatures live in areas where mists rise in the morning and fogs roll over the land at night. These beings of elemental air and water occasionally choose to leave the Elemental Plane of Air and dwell instead on the Material Plane, where their abilities can be used to greater effect. Mist creatures tend to be flighty but highly adaptable beings. They go where the wind takes them and deal with what they encounter along the way as best as they can.

A typical mist creature resembles a being of air or water with a pure white body and hair or feathers the color of fog.

CREATING A MIST CREATURE

"Mist" is an inherited template that can be added to any living, corporeal creature that does not have the earth or fire subtypes (referred to hereafter as the base creature).

A mist creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Type: The creature's type changes to outsider and gains the air, elemental and water subtypes. Do not recalculate base attack bonuses, saves, or skill points.

Senses: A mist creature gains the following:

Cloud Sight (Ex): A mist creature can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures and objects do not gain concealment from a mist creature due to such conditions. A mist creature may use this ability while gaseous.

Hit Dice: Change all of the base creature's racial HD to d10s.

Defensive Abilities: A mist creature gains immunity to inhaled poisons and gas, fog, and cloud-based attacks and spells. Additionally, a mist creature gains cold and fire resistance 10.

Special Attacks: A mist creature gains the following:

Air Mastery (Ex): Any airborne creature takes a -1 penalty on attack and damage rolls against a mist creature.

Spell-Like Abilities: A mist creature gains the following spell-like abilities. The caster level equals the mist creature's total Hit Dice. The save DCs are Charisma based. A mist creature may use these spells while in gaseous form.

3/day—*fog cloud, obscuring mist, stinking cloud*

1/day—*cloudkill, solid fog*

Abilities: Dex +4, Int +2, Wis +2.

Skills: If the mist creature is gaseous in an area affected by fog, cloud, smoke or any similar condition, it receives a +15 circumstance bonus on Stealth checks.

Languages: If the mist creature can speak, it gains the ability to speak Aquan and Auran in addition to any other languages the base creature knows.

Special Qualities: The mist creature retains all the base creature's special qualities and gains those described here.

Air Breather (Ex): A mist creature can breathe air even if the base creature breathed only water.

Gaseous Form (Su): A mist creature can assume *gaseous form* at will. This ability works like the *gaseous form* spell, except a mist creature can remain in gaseous form as long as it wishes. Becoming gaseous or resuming its normal form is a move action

SAMPLE MIST CREATURE

A humanoid with pure white skin and gray hair sways in the wind. Fog and light spray surround its form.

MIST DJINN

Mist djinn are creatures of the Elemental Plane of Air that are tied to the Elemental Plane of Water in a way only they can comprehend. They are equally at home in any place on the Material Plane where mist rises at dawn or where the night covers the land in fog. Their expansive powers over fogs and mists make them formidable foes on the Material Plane, but on their home plane, other creatures' powers to disperse fogs with wind put the mist djinn at a distinct disadvantage.

Mist Djinn — CR 6 • XP 2,400

CN Large outsider (air, elemental, extraplanar, water) (*Pathfinder© Roleplaying Game Bestiary™*)

Init +10; **Senses** cloud sight, darkvision 60 ft.; Perception +12

DEFENSE

AC 21, touch 16, flat-footed 15 (+6 Dex, +1 dodge, +5 natural, –1 size)

hp 52 (7d10+14)

Fort +4, **Ref** +11, **Will** +8

Defensive Abilities air mastery; **Immune** acid, inhaled poisons and gasses, elemental traits; **Resist** cold 10, fire 10

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +10 (1d8+4) or mwk scimitar +11/+6 (1d8+4/18-20)

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

Special Attacks air mastery, *whirlwind* (1/10 minutes, 10-50 ft. tall, 1d8+4 damage, DC 17)

Spell-Like Abilities (CL 9th; concentration +11)

At will—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)

3/day—*fog cloud, obscuring mist, stinking cloud* (DC 15)

1/day—*cloudkill, create food and water, create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *solid fog, wind walk*

STATISTICS

Str 18, **Dex** 23, **Con** 14, **Int** 16, **Wis** 17, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 28

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative[B], Wind Stance

Skills Appraise +13, Craft (any) +13, Fly +22, Knowledge (arcana, planes) +13, Perception +13, Sense Motive +13, Spellcraft +13, Stealth +12 (+27 in areas of fog, cloud, or smoke)

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

SQ gaseous form (at will)

ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, company (3-6), or band (7-10)

Treasure standard (masterwork scimitar, other gear)

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a mist djinni.

Cloud Sight (Ex) See the mist creature template.

Gaseous Form (Su) See the mist creature template.

MONSTROUS LYCANTHROPE

A monstrous lycanthrope is a creature of humanoid form that can assume the form of another creature, or even take on a form that is a hybrid of the two. Natural monstrous lycanthropes can control their forms and communicate the disease of lycanthropy to other creatures with their natural attacks. Afflicted monstrous lycanthropes are slaves to the phases of the moon, becoming monstrous beings at certain times regardless of their will.

A monstrous lycanthrope can take any of three forms: the base creature's form (called normal form), a hybrid form, or the werecreature's form (called monster form). The hybrid form has the normal form's body shape and number of limbs and heads, but it shares certain characteristics of the monster form, including scales, fur, and skin tone. The hybrid form might also include smaller versions of the monster form's wings, horns, or facial features, or even vestigial limbs (or heads) of the monster form that the normal form does not possess.

CREATING A MONSTROUS LYCANTHROPE

"Monstrous lycanthrope" is a template that can be added to any living creature with a generally humanoid form—namely, two arms, two legs, and a head (referred to hereafter as the base creature). The monstrous lycanthrope template can be inherited (for natural monstrous lycanthropes) or acquired (for afflicted monstrous lycanthropes).

A monstrous lycanthrope uses either the original creature's (referred to hereafter as the base creature) statistics and special abilities or those of some other kind of living creature (referred to hereafter as the base monster) as described here.

Challenge Rating: Same as base creature + 1/3 the CR of the base monster (minimum +1). Compare the CR of the lycanthrope's monster form to creatures of the same CR and adjust as necessary using the **Monster Creation** appendix in the *Pathfinder© Roleplaying Game Bestiary™* as a guide.

Size: The base monster can be any creature whose size is within one step of the base creature's size. A monstrous lycanthrope can also adopt a hybrid shape that combines features of the base creature with those of the base monster. A monstrous lycanthrope's hybrid form is the same size as the base monster or the base creature, whichever is larger.

USING THE MONSTROUS LYCANTHROPE TEMPLATE

The monstrous lycanthrope template is modeled very closely after the lycanthrope template, but it allows more creatures to gain the template and does not limit the alternate forms to those of animals. Even wereconstructs and wereundead are possible, though they lack the features of the construct or undead type in monster form since they do not gain the type abilities of the base monster. Although it might seem silly to have a werebugbear or werenaga, consider how silly a werebear would sound to you were it not for the creature's long history in legend.

You should consider choosing an alternate form that follows a theme. It also helps if monstrous lycanthropes are already part of your world. If the players have heard hints about such creatures before encountering them, their first encounter with them may be much better received.

Creating a credible and threatening monstrous lycanthrope begins with the selection of the base creature. If you choose a very threatening creature with a high CR and then choose a nonthreatening or low CR creature for its alternate form, an encounter with the resulting werecreature may not be particularly exciting or balanced.

A great deal of your success in creating the desired effect in a monstrous lycanthrope encounter is based on the description you give. Spend some time devising the best way to present your monster. If you wish, you can try the following exercise: Read the template and then think about what a human with the template would look like in hybrid form. A little imagination can make a somewhat silly idea downright horrifying.

You can use the monstrous lycanthrope template in many ways. Here are a few suggestions.

- An afflicted monstrous lycanthrope's change might be controlled by a different phase of the moon than a standard lycanthrope's. Alternatively, it could be controlled by an hour of the day, a season, a natural monstrous lycanthrope, or some other trigger altogether.
- The monster chosen for the monster form might not appear in your campaign world except as a natural or afflicted lycanthrope. Consider, for instance, having only weresahuagin in your game but no true sahuagin.
- Your game world might feature only afflicted monstrous lycanthropes, but no natural ones. In such a case, the monster chosen as the alternate form might inflict lycanthropy itself. For instance, chimeras might inflict lycanthropy that turns victims that escape them into werechimeras.

Type: The base creature's type does not change, but does gain the shapechanger subtype and the subtypes of the base monster even if they conflict with the base creature. The lycanthrope gains all the abilities of the gained subtypes in all of its forms.

Senses: In hybrid and monstrous forms the lycanthrope has the senses of the base monster. In base and hybrid forms the lycanthrope has the senses of the base creature. If the base monster has low-light vision or scent abilities, the monstrous lycanthrope has them in all forms.

Aura: In hybrid and monstrous forms the lycanthrope has the auras of the base monster. In base and hybrid forms it has the auras of the base creature.

AC: In hybrid or monster form the monstrous lycanthrope has the natural armor bonus of the base monster +2.

Defensive Abilities: A natural monstrous lycanthrope gains DR 10/silver in monster or hybrid form. An afflicted monstrous lycanthrope gains DR 5/silver in monster or hybrid form.

Weaknesses: A monstrous lycanthrope has all the weaknesses of the base monster in hybrid or monster form, except those given by its new subtypes which it has in all forms.

Speed: Same as the base creature or base monster, depending on which form the lycanthrope is using. Hybrids use the base creature's land speed and the additional movement modes of the base monster.

Attacks: A monstrous lycanthrope gains all applicable natural attacks of the base monster in monster and hybrid forms.

Special Attacks: A monstrous lycanthrope retains all special attacks, qualities, and abilities of the base creature. In hybrid or monster form it gains the applicable special attacks, qualities, and abilities of the base monster.

Curse of Lycanthropy (Su): One of a natural monstrous lycanthrope's natural attacks (usually bite or claw) in monster or hybrid form infects a target that has a generally humanoid form with lycanthropy (Fortitude save DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Spell-Like Abilities: A monstrous lycanthrope gains the spell-like abilities of the base monster in hybrid and monster form.

Spellcasting: If the base monster is a natural spellcaster, the monstrous lycanthrope gains natural spellcasting only in monstrous form.

Abilities: +2 Wis, –2 Cha (minimum 1) in all forms; +2 Str, +2 Con in hybrid and monster forms.

Monstrous lycanthropes have enhanced senses but are not fully in control of their emotions and animalistic urges. In addition to these adjustments to the base creature's stats, a monstrous lycanthrope's physical ability scores (Strength, Dexterity and Constitution) change when he assumes hybrid or monster form. In base form, the monstrous lycanthrope's physical ability scores are unchanged from the base creature's form. In monster and hybrid forms the monstrous lycanthrope's physical ability scores are the same as the base creature's or the base monster's, whichever ability score is higher. If the base monster has no score in an ability, the monstrous lycanthrope uses the base creature's score in all forms. If the base creature has no score in an ability, it gains the base monster's score in hybrid and monster form.

Feats: A monstrous lycanthrope gains the bonus feats of both the base creature and base monster in all forms.

Skills: A monstrous lycanthrope keeps the bonus racial modifiers of the base monster in hybrid and monster forms. In base and hybrid forms it has the racial modifiers of the base creature. The monstrous lycanthrope's class skills are those of both the base creature and base monster.

Languages: In all forms, the monstrous lycanthrope can speak the languages of the base creature and base monster. If the base creature or base monster has a supernatural or spell-like mode of communication, such as telepathy, it gains that mode of communication in all forms. If the base monster cannot speak, the monstrous lycanthrope cannot speak in monster form.

Special Qualities: A monstrous lycanthrope gains the following.

Change Shape (Su): All monstrous lycanthropes have three forms—a base form, a monster form, and a hybrid form. Equipment does not meld with the new form between base and hybrid form, but does between those forms and monster form. A natural monstrous lycanthrope can shift to any of its three alternate forms as a move-equivalent action. An afflicted monstrous lycanthrope can assume monster or hybrid form as a full-round action by making a DC 15 Constitution check, or base form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted monstrous lycanthrope gains a +5 morale bonus to Constitution checks made to assume monster or hybrid form, but a –5 penalty to Constitution checks made to assume base form. An afflicted monstrous lycanthrope reverts to its base form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain monstrous lycanthrope reverts to its base form, although it remains dead. This is a *polymorph* effect.

Lycanthropic Empathy (Ex): In any form, natural monstrous lycanthropes can communicate and empathize with monsters related to their monster form. They can use Diplomacy to alter such a monster's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted monstrous lycanthropes only gain this ability in monster or hybrid form.

Monstrous Blood (Ex): In all forms, a monstrous lycanthrope is considered both the base creature's and base monster's type (if different) for purposes and spell and effects that affect a specific monster type.

SAMPLE MONSTROUS LYCANTHROPE

This fiendish-looking humanoid has the muzzle of a great canine. Smoke and fire ooze from between its teeth.

MAHE'DARG

Even in humanoid form, Mahe'darg bears the sinister marks of an otherworldly heritage. Small horns and cloven hooves mark her as something other than human. In hellhound form, she looks like the shaggy, evil beast that often accompanies her, but the fiendish intelligence that characterizes both glimmers even more brightly in the tiefling were-hell hound's eyes. Mahe'darg's hybrid form is a true horror to look upon, with a demonic dog face and a muscular body bristling with fur that stinks of ash and brimstone.

Mahe'darg is thoroughly evil; she tries to dominate and control everyone she perceives as less powerful than her. Those who don't comply are hunted down as prey in her hybrid form.

Mahe'darg CR 3 • XP 800

Female natural were-hell hound devil-spawn tiefling fighter 3 *(Pathfinder® Roleplaying Game Advanced Race Guide™, Pathfinder® Roleplaying Game Book of Fiends™)*

LE Medium outsider (evil, extraplanar, fire, lawful, native, shapechanger)

Init +5; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 shield, +1 Dex)

hp 27 (3d10+6)

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

Defensive Abilities bravery +1; **Immune** fire; **Resist** cold 5, electricity 5, fire 5

Weaknesses cold vulnerability

OFFENSE

Speed 30 ft.

Melee masterwork scimitar +6 (1d6+2/18-20)

Spell-Like Abilities (CL 3rd; concentration +1)

1/day—*pyrotechnics*

STATISTICS

Str 14, **Dex** 12, **Con** 12, **Int** 9, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +5; **CMD** 16

Feats Combat Reflexes, Endurance, Improved Initiative, Iron Will

Skills Diplomacy +0, Intimidate +2, Perception +8, Sense Motive +3, Stealth -2; **Racial Bonus** +2 Perception

Languages Common, Infernal

SQ armor training 1, change shape (tiefling, hybrid, hell hound; *polymorph*), lycanthropic empathy (hell hounds), monstrous blood (outsider)

Gear hide armor, light steel shield, masterwork scimitar, *cloak of resistance +1*

Hybrid Form

LE Medium outsider (evil, extraplanar, fire, lawful, native, shapechanger)

Init +5; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 23, touch 11, flat-footed 22 (+4 armor, +1 shield, +1 Dex, +7 natural)

hp 36 (3d10+15)

Fort +8, **Ref** +3, **Will** +5

Defensive Abilities bravery +1; **DR** 10/silver; **Immune** fire; **Resist** cold 5, electricity 5, fire 5

Weaknesses cold vulnerability

OFFENSE

Speed 30 ft.

Melee bite +7 (1d8+4 plus curse of lycanthropy), masterwork scimitar +7 (1d6+4/18-20)

Special Attacks breath weapon (10-ft. cone, 2d6 fire, Reflex DC 15 half, 1/2d4 rounds), curse of lycanthropy (DC 15)

Spell-Like Abilities (CL 3rd; concentration +1)

1/day—*pyrotechnics*

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 9, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 19

Feats Combat Reflexes, Endurance, Improved Initiative, Iron Will

Skills Diplomacy +0, Intimidate +2, Perception +8, Sense Motive +3, Stealth +4; **Racial Bonus** +2 Perception, +5 Stealth

Languages Common, Infernal

SQ armor training 1, change shape (tiefling, hybrid, hell hound; *polymorph*), lycanthropic empathy (hell hounds), monstrous blood (outsider)

Gear hide armor, light steel shield, masterwork scimitar, *cloak of resistance +1*

SPECIAL ABILITIES

Curse of Lycanthropy (Su) See the monstrous lycanthrope template.

Lycanthropic Empathy (Ex) See the monstrous lycanthrope template.

Monstrous Blood (Ex) See the monstrous lycanthrope template.

MOSS LICH

Life can thrive on death and decay; souls can resist the pull of oblivion with desperate strength. Sometimes, when a creature possessing magical powers dies surrounded with vegetation, its spirit melds with the surrounding mosses, fungi, and lichens and makes them grow into a replica of its original body inhabited by the original soul.

Rebirth as a moss lich is a traumatic experience, often turning the subject's mind more feral, more primal. The process often strips away any veneer of civilized behavior, leaving bare anger and a keen will to survive in its place. After this transformation, the subject is no longer at risk of aging, remaining locked in a cycle of death and regrowth unless repeatedly destroyed before growing a new seed. Despite this cyclic immortality, a moss lich is not free of change—instead, it becomes more and more feral with each rebirth.

Ancient moss liches ultimately become wild but cunning beings that have no sympathy for culture, civilization and progress. They often devolve emotionally, caring only for their base needs—survival, shelter, and defense of territory they perceive as their own. After a few centuries of existence they often lose all sense of connection to other sapient beings, but they might become protective of denizens of their territory, considering them mobile but ultimately replaceable components of that territory. At the same time, moss liches usually become quite fond of more permanent elements of their territory, such as forests, individual ancient trees, streams, hills, mountains, and other landmarks.

CREATING A MOSS LICH

"Moss lich" is an acquired template that can be added to any living creature that is a spellcaster or possess spell-like abilities (hereafter referred to as the "base creature"). A moss lich retains all the base creature's statistics and abilities except as noted here.

CR: Same as base creature +2.

Type: The base creature's type changes to plant. Do not recalculate base attack bonus, saves, or skill ranks.

Senses: The moss lich gains low-light vision.

Armor Class: The moss lich's natural armor increases by +5.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A moss lich gains DR 15/slashing and magic. The moss lich also gains the following:

Rejuvenating Seed (Ex): A moss lich can spend 1d10 days growing a rejuvenating seed. After death, the moss lich fully regrows from this rejuvenating seed in 1d10 days. A moss lich can have only one mature rejuvenating seed at any one time. A moss lich that is destroyed again before his rejuvenating seed matures is permanently destroyed, but his remains may give birth to one or more lesser plant creatures in 1d10 years.

Verdant Healing (Ex): A moss lich in contact with moist, fertile soil gains regeneration equal to his HD. This regeneration is stopped by death effects and negative energy damage. An hour spent in contact with moist, fertile soil counts as a single meal and an adequate amount of drink for one day.

Melee Attacks: A moss lich gains a slam attack if the base creature didn't have one. Damage for the slam

THE MOSS LICH'S SEED

A talented spellcaster with expansive knowledge of arcane lore of the natural world can deliberately become a moss lich by cultivating a patch of moss and fertilizing it with their own blood and magical reagents for at least a year until it grows the moss lich's first rejuvenating seed. Once the seed matures, the prospective moss lich has to kill itself and, assuming the rituals were properly conducted, be reborn from the seed. A caster that fails to become a moss lich often becomes a ghost with aura of wild growth and the ability to possess and animate nearby plants.

Cultivating a rejuvenating seed's moss patch requires weekly a sacrifice of blood (causing 2d6 points of temporary Constitution damage) and 2,500 gp of rare components. Correctly performing the ceremony requires at least 9 ranks in both the Knowledge (arcana) and Knowledge (nature) skills as well as more esoteric requirements unique to each transformation ceremony.

depends on the moss lich's size. Its natural attacks are treated as magic weapons.

Special Attacks: A moss lich gains following special attacks.

Entrap (Su): Any living creature struck with the moss lich's slam attack is infected with magical spores that immediately grow into a tangle of vines covering the target's body, acting like the entrap special ability with permanent duration, hardness 5 and two hit points per the moss lich's HD. The vines can be killed with any effect that kills plants.

Special Qualities: A moss lich gains following abilities.

Aura of Wild Growth (Su): A moss lich's presence makes local vegetation more vibrant but more wild as well. Plants within one mile of a moss lich grow twice as fast, but produce half the normal yield of crops due to an abundance of weeds and wild plants spreading through the fields and orchards.

Moss Magic (Su): A moss lich gains a +1 bonus to caster level checks in areas of thick vegetation. When a spell allows the moss lich to utilize or affect trees, he may also utilize or affect patches of moss occupying at least one square.

Moss Shape (Ex): At will as a standard action a moss lich can transform itself into a patch of moss his size or meld with an existing patch of moss at least his size at will as if using the *tree shape* spell.

Verdant Stride (Ex): A moss lich can pass through natural vegetation of any type without leaving a trace, and he ignores vegetation-based difficult terrain both mundane and magical. A moss lich may selectively ignore any plant-based effects he created.

Abilities: Str +4, Con +4, Wis +4. Transformation into a moss lich renders the subject stronger, tougher and more in tune with his primal side.

Skills: Moss liches have a +8 racial bonus to Perception, Stealth and Survival checks. A moss lich always treats Perception and Stealth as class skills.

Feats: Moss liches gain Diehard, Endurance, Great Fortitude and Toughness as bonus feats.

SAMPLE MOSS LICH

This dwarf has vibrant green moss growing in place of hair on his bark-like skin.

PLYS IRONROOT

Plys Ironroot was a typical druid before he died in an ambush. After his death, his spirit joined with the undergrowth of the forest reborn as a moss lich. Plys is quick to confront and kill anyone who takes anything from his lands, a territory he now sees as for his use alone.

Plys Ironroot **CR 10 • XP 9,600**

Male Moss Lich dwarf druid 9
NE Medium plant (dwarf)
Init +0; **Senses** darkvision 60-ft., low-light vision; Perception +26
Aura wild growth (1 mile)

DEFENSE

AC 25, touch 10, flat-footed 25 (+8 armor, +5 natural, +3 shield)
hp 98 (9d8+54); verdant healing 9
Fort +14, **Ref** +6, **Will** +13
Defensive Abilities dwarven traits, rejuvenating seed, resist nature's lure; **DR** 15/slashing and magic; **Immunities** plant traits, poison

OFFENSE

Speed 20 ft., verdant stride, woodland stride
Melee slam +10 (1d4+6 plus entrap)

Special Attacks entrap (DC 15, permanent, hardness 5, hit points 18), wild shape (3/day)

Domain Spell-Like Abilities (CL 9th, concentration +15)

9/day—wooden fists (+4)

Druid Spells Prepared (CL 9th, concentration +15)

5th—*call lightning storm* (DC 21), *tree stride*, *wall of thorns*[D]

4th—*command plant*[D], *dispel magic*, *flame strike* (DC 20), *rusting grasp*

3rd—*call lightning* (DC 19), *plant growth*[D], *poison* (DC 19) (2), *spike growth* (DC 21)

2nd—*barkskin*[D], *flaming sphere* (DC 18), *heat metal* (DC 20), *warp wood* (DC 20) (2), *wood shape* (DC 20) (2)

1st—*entangle* (DC 19) (3)[D], *faerie fire*, *longstrider*, *obscuring mist*, *produce flame*

0th—*create water*, *detect magic*, *guidance*, *purify food and water*

[D] Domain spell; Domain Plant

STATISTICS

Str 18, **Dex** 10, **Con** 20, **Int** 12, **Wis** 22, **Cha** 6

Base Atk +6; **CMB** +10; **CMD** 20 (24 vs. bull rush, trip)

Feats Diehard[B], Endurance[B], Great Fortitude[B], Greater Spell Focus (transmutation), Heavy Armor Proficiency, Lightning Reflexes, Natural Spell, Spell Focus (transmutation), Toughness[B]

Skills Knowledge (arcana) +10, Knowledge (nature) +15, Perception +26, Spellcraft +13, Stealth +14, Survival +28; **Racial Modifiers** +8 Perception, +8 Stealth, +8 Survival

Languages Common, Druidic, Dwarven, Sylvan

SQ bramble armor (1d6+4, 9 rounds/day), moss magic, moss shape, spontaneous casting, trackless step, wild empathy

Combat Gear *wand of goodberry* (45 charges); **Other Gear** masterwork dragonhide half-plate, *+1 light wooden shield*, *clock of resistance +1*

SPECIAL ABILITIES

Aura of Wild Growth (Su): See the moss lich template.

Entrap (Su): See the moss lich template.

Moss Magic (Su): See the moss lich template.

Moss Shape (Ex): See the moss lich template.

Rejuvenating Seed (Ex): See the moss lich template.

Verdant Healing (Ex): See the moss lich template.

Verdant Stride (Ex): See the moss lich template.

MUCK CREATURE

Muck creatures are elemental beings made of earth and water. They exist in small numbers on both the Elemental Plane of Water and the Elemental Plane of Earth, but many also thrive on the Material Plane in marshlands and other swampy locations.

A muck creature resembles a pile of dripping mud and slime formed into the vague shape of some other being. Its sludge-like body drips nauseating muck, and it leaves puddles of the slippery stuff wherever it goes. Muck creatures tend to be lazy and antisocial, but almost any personality type can come to the fore in an individual.

CREATING A MUCK CREATURE

"Muck" is an inherited template that can be added to any living corporeal creature that does not have the air or fire subtype (referred to hereafter as the base creature). A muck creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +1.

Type: The creature's type changes to outsider and gains the earth, elemental, extraplanar, and water subtypes. Do not recalculate base attack bonuses, saves, or skill points.

Hit Dice: Change all of the base creature's racial HD to d10s.

Speed: The muck creature gains a climb speed and a swim speed equal to one-half its highest speed. If the base creature already has either speed, the muck creature either retains that speed or replaces it with a speed equal to one-half the base creature's highest speed, whichever is higher.

Attacks: A muck creature's natural melee attacks all gain the grab universal ability.

Special Attacks: A muck creature gains the following.

Earth Mastery (Ex): A muck creature gains a +1 morale bonus on attack and damage rolls as long as it touches earth. It takes a -4 morale penalty on attack and damage rolls when attacking an airborne creature or attacking while airborne.

Exude Muck (Su): As a full-round action, a muck creature can exude a puddle of slippery muck in a 10-foot-radius spread. This muck remains in the affected area until washed away. It otherwise functions as a *grease* spell. The save DC is Constitution-based. Creatures with the earth or water subtypes are immune to this effect.

Mudball (Su): A muck creature can hurl a mudball as a ranged touch attack with a 20-foot range increment. It deals nonlethal damage as a slam attack of the creature's size, and covers the target in slippery sludge, affecting the target's equipment as if by a *grease* spell as well as granting the target fire resistance 3 for the duration. The slippery coating lasts for 1 minute or until washed off with at least 10 gallons of water. Creatures with the water subtype are immune to this effect.

Smother (Ex): On a successful grapple check, a muck creature can fill his opponent's mouth and nose with noxious muck. The opponent must immediately hold her breath or begin drowning and cannot speak or cast spells with a verbal component. Furthermore, the opponent must make a Fortitude save each round that she is unable to breathe or be nauseated until 1d4 rounds after the muck is cleared. A creature can remove this smothering muck by succeeding on a Constitution check (DC for this check is the same as for the Fortitude save) as a move action that provokes attacks of opportunity. This move action may be performed even while being grappled. The save DC is Constitution-based.

Water Mastery (Ex): A muck creature gains a +1 morale bonus on attack and damage rolls as long as it touches water.

Abilities: Con +4, Cha –2 (minimum 1).

Skills: A muck creature gains the usual bonuses to Swim for having a swim speed, a +10 racial bonus on Escape Artist checks, and a +4 racial bonus on Perception and Stealth in areas of mud or silt.

Languages: If the muck creature can speak, it gains the ability to speak Aquan and Terran in addition to any other languages the base creature knows.

Special Qualities: A muck creature gains the following special abilities.

Air Breather (Ex): A muck creature can breathe air even if the base creature breathed only water.

Environment: Same as the base creature plus marshes, underground, the Elemental Plane of Earth and the Elemental Plane of Water.

SAMPLE MUCK CREATURE

Barely recognizable flippers, claws, and mandibles project from this animate mound of sludge.

MUCK TOJANIDA

Muck tojanidas are equally at home on land or in the water, but they prefer to lair in areas where both are abundant. Thus, they particularly love muddy marshlands. Muck tojanidas live as simple hunter-gatherers, feeding off smaller creatures and the minerals found in silt. Muck tojanidas tend to ignore creatures they do not consider prey, but if attacked, they react fiercely.

Muck Tojanida **CR 6 • XP 2,400**

N Medium outsider (earth, elemental, extraplanar, water) (*Pathfinder® Roleplaying Game Bestiary 3™*)

Init +1; **Senses** all-around vision, darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 12, flat-footed 19 (+1 Dex, +1 dodge, +9 natural)

hp 63 (6d10+30)

Fort +10, **Ref** +6, **Will** +3

Immune elemental traits; **Resist** electricity 10, fire 10

OFFENSE

Speed 10 ft., climb 45 ft., swim 90 ft.

Melee bite +9 (1d6+3 plus grab), 2 claws +9 (1d6+3 plus grab)

Ranged mudball +7 touch (1d4+3 non-lethal plus sludge)

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

Special Attacks earth mastery, exude muck (10 ft., DC 15), ink cloud (DC 18), smother (DC 18), water mastery

STATISTICS

Str 16, **Dex** 13, **Con** 21, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 21 (29 vs. trip)

Feats Blind-Fight, Dodge, Power Attack

Skills Bluff +4, Escape Artist +20, Knowledge (planes) +9, Perception +14 (+18 in areas of mud or silt), Perform (act) +5, Sense Motive +10, Stealth +7 (+11 in areas of mud or silt), Survival +7, Swim +11; **Racial Modifiers** +10 Escape Artist, +4 Perception (+8 in areas of mud or silt), +4 Stealth in areas of mud or silt

Languages Aquan, Terran

SQ air breather

ECOLOGY

Environment any water, marshes, or underground (Planes of Earth and Water)

Organization solitary, pair, clutch (3-6), or cult (1 muck tojanida plus 2-12 humanoid followers)

Treasure standard

SPECIAL ABILITIES

Air Breather (Ex) See the muck template.

Earth Mastery (Ex) See the muck template.

Exude Muck (Su) See the muck template.

Ink Cloud (Ex) A muck tojanida can emit a 30-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute. If used out of the water, the jet of ink is a line 30 feet long, and creatures in the area must succeed at a Reflex save or be blinded for 1 round. The save DC is Constitution-based.

Mudball (Su) See the muck template.

Smother (Ex) See the muck template.

Water Mastery (Ex) See the muck template.

NEGATIVE-ENERGY CHARGED

Undead creatures are intrinsically linked to the Negative Energy Plane, and this linkage grants them both their semblance of life and their death-bringing powers. Through exposure to areas close to the Negative Energy Plane or though dark magic (see the *empower undead* spell in **Appendix A**) an undead creature's link to the chilling source of its unnatural existence can be strengthened. The resulting creature is empowered by the Negative Energy Plane and cloaked in its black energy.

CREATING A NEGATIVE ENERGY-CHARGED CREATURE

"Negative energy-charged" is an acquired template that can be added to any undead creature (referred to hereafter as the base creature). A negative energy-charged creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +2.

Senses: A negative energy-charged creature gains lifesense 60 ft. if the base creature didn't already have it. This lifesense is based on a supernatural awareness and does not go away in the area of a *silence* spell, nor is it negated if the negative energy-charged creature is blinded.

Armor Class: A negative energy-charged creature gains a +2 dodge bonus to Armor Class.

Defensive Abilities: A negative energy-charged creature gains DR 5/good, positive energy resistance 10, channel resistance +4 and the following ability.

Obscuring Energy (Su): Flickering shadows and wisps of black smoke surround the creature, granting concealment (20% miss chance). When the creature stands still the shadows grow stronger, and it benefits from total concealment (50% miss chance).

Strong Resistance (Su): If a negative-energy creature takes enough positive energy damage in a single attack to destroy it (such as from a cleric's channel ability) it gets a Will save (DC is equal to the damage inflicted in that attack) to reduce the damage taken by half.

Against other effects that can banish or destroy a negative-energy charged creature outright, it gets a Will save, even if that effect normally wouldn't allow a save. If the effect normally allows a save, it gets two saves and takes the better of the two. On a successful save, the effect against the negative-energy charged creature fails.

Strong resistance also applies to a specific negative-undead charged's weaknesses that can destroy it, such as the resurrection vulnerability weakness of the wight.

Speed: Each of a negative energy-charged creature's speeds is double the corresponding speed of the base creature.

Attacks: Each of a negative energy-charged creature's natural attacks, touch attacks, incorporeal touch attacks, and weapon attacks deal an additional +1d6 negative

energy damage in addition to normal damage. The negative energy-charged creature's natural weapons, as well as any weapons it wields are treated as evil-aligned for overcoming damage reduction.

Special Attacks: A negative energy-charged creature gains energy drain (+1 level). If the base creature gains energy drain from the application of this template, it is applied to only one of the negative-energy charged creature's natural attacks. Once chosen this cannot be changed. Additionally, a negative-energy charged creature gains the following special attack.

Searing Darkness (Su): A negative-energy-charged creature can blast a distant creature with a dark ray of negative energy as a ranged touch attack with a range of 100 ft. + 10 ft./racial HD as a standard action. This ability deals 1d8 negative energy damage for every 2 of the negative-energy charged creature's total HD (max 10d8). This attack heals undead double this amount. A negative-energy charged creature can use this ability once per day plus one additional time for every 5 racial HD it has. The negative energy-charged creature can use this ability on itself to heal damage. This is a negative energy effect

Abilities: Str +4, Dex +4, Cha +4.

Feats: The negative-energy-charged creature gains Improved Initiative as a bonus feat.

Sample Negative-Energy Charged Creature

A deep blue light glows from the eye sockets of this rotting corpse. Dark shadows and mists shroud its unholy features.

Negative Energy-Charged Wight

More powerful than your standard wight, negative-energy charged wights rise from the same conditions as a normal wight, but in regions strongly tainted with negative energy or those close to the Negative-Energy plane.

Negative Energy-Charged Wight CR 5 • XP 1,600

LE Medium undead (*Pathfinder® Roleplaying Game Bestiary™*)

Init +7; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 14 (+3 Dex, +2 dodge, +4 natural)

hp 34 (4d8+16)

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

Defensive Abilities channel resistance +4, obscuring energy, strong resistance; **DR** 5/good; **Immune** undead traits; **Resist** positive energy 10

Weaknesses resurrection vulnerability

OFFENSE

Speed 60 ft.

Melee slam +6 (1d4+4 plus 1d6 negative energy and energy drain)

Special Attacks energy drain (2 levels, DC 16), searing darkness (140 ft., 2d8 negative energy, 1/day)

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** 11, **Wis** 13, **Cha** 19

Base Atk +3; **CMB** +6; **CMD** 21

Feats Blind-Fight, Improved Initiative[B], Skill Focus (Perception)

Skills Intimidate +11, Knowledge (religion) +7, Perception +11, Stealth +18; **Racial Modifiers** +8 Stealth

Languages Common

SQ create spawn

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Obscuring Energy (Ex) See the negative-energy charged template.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Searing Darkness (Su) See the negative-energy charged template.

Strong Resistance (Su) See the negative-energy charged template.

NOCTURNAL CREATURE

Nocturnal creatures spend their days sleeping and awaken at night to go about the tasks that diurnal creatures would do during the day. They have larger eyes and ears than their diurnal cousins, and they detest bright light.

CREATING A NOCTURNAL CREATURE

"Nocturnal" is an inherited template that can be added to any living, corporeal creature that is normally active during the day (referred to hereafter as the base creature). A nocturnal creature uses all the base creature's statistics and special abilities except as noted here.

Senses: A nocturnal creature gains low-light vision. If the base creature already has low-light vision, it instead gains darkvision 60 ft.

Weaknesses: A nocturnal creature gains the light sensitivity weakness.

Skills: A nocturnal creature benefits from a +4 racial bonus on Perception and Stealth checks and takes a -4 circumstance penalty on Perception checks when in areas of bright light.

SAMPLE NOCTURNAL CREATURE

This massive bear boasts ears and eyes that are larger and fur that is darker than is typical for its kind.

NOCTURNAL GRIZZLY BEAR

Bad-tempered and territorial, nocturnal brown bears are the bane of travelers who camp in the wilderness. These carnivores hunt by scent at night, seeking unwary or sleeping victims.

Nocturnal Grizzly Bear **CR 4 • XP 1,200**

N Large animal (*Pathfinder® Roleplaying Game Bestiary™*)
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10 (+6 in bright light)

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, –1 size)
hp 42 (5d8+20)
Fort +8, **Ref** +5, **Will** +2
Weaknesses light sensitivity

OFFENSE

Speed 40 ft.
Melee bite +7 (1d6+5), 2 claws +7 (1d6+5 plus grab)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 20 (24 vs. trip)
Feats Endurance, Run, Skill Focus (Survival)
Skills Perception +10 (+6 in bright light), Stealth +1, Survival +5, Swim +14; **Racial Modifiers** +4 Perception (-4 in bright light), +4 Stealth, +4 Swim

ECOLOGY

Environment cold forests
Organization solitary or pair
Treasure none

OFUDA

Ofuda (both singular and plural) are a strange type of living, spirit-bound, constructed entity often briefly called into existence by spellcasters to act as simple servants, soldiers, guides, guardians, tools, traps, wards and weapons. The bodies of ofuda are abstracted, utilitarian, and basic; they are built from slender interlocking sheets of enchanted rice-paper; their thin and eerie "skin" is often cunningly cut or folded and covered in colorful icons and kanji that describe their fundamental nature and purpose. Ofuda are temporary beings, momentarily pulled into this reality from the malleable substance of an outer reality and then summarily dismissed.

CREATING AN OFUDA CREATURE

"Ofuda" is an inherited template that can be added to any corporeal creature that does not have the aquatic or water subtype and is not a construct or an ooze (hereafter referred to as the base creature). An ofuda uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same a base creature's –1.

Type: An ofuda's type changes to outsider and gains the appropriate augmented and extraplanar subtypes. Do not recalculate Hit Dice (see below), BAB, saves, skills, or feats.

Armor Class: The ofuda's natural armor bonus to AC is halved (minimum +1).

Hit Points: An ofuda has little substance and receives only one-half the normal hit points per Hit Die.

Defensive Abilities: An ofuda lose all of the base creature's defenses but gain the benefits of the constructed special quality (see below) and the following.

Constructed (Ex): For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), ofuda count as both outsiders and constructs. Ofuda gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are immune to fatigue, exhaustion, disease and sleep effects. Ofuda can never gain morale bonuses, and are immune to fear and emotion effects. Ofuda do not eat or sleep.

Limited Fire Immunity (Ex) An ofuda is immune to any of its own fire based abilities and effects. This does not grant it immunity to fire based effects from other ofuda.

Weaknesses: Ofuda lose all of the base creature's weaknesses (including those granted by type or subtype) and gain fire vulnerability and the following.

Submersion Vulnerability (Ex) An ofuda is submerged in water takes one third of its maximum hit points each round.

Speed: Ofuda creatures gain the ability to walk on water at half their fastest movement rate.

Special Qualities: The ofuda loses all of the base creature's special qualities and gains the no breath universal ability and those described here.

Body of-Paper and Ink (Ex): Ofuda bodies weigh only one-eighth that of their base counterparts and are extremely buoyant and cannot enter water unless forcefully submerged.

Deliberate (Ex): Ofuda creatures move slowly and methodically and can only perform a single move action or standard action each round. An ofuda

creature can move up to its base speed and make a single attack in the same round as a charge action, but it may not pounce or otherwise make a full attack.

Empty Ego (Ex): Ofuda creatures are entirely without drive or passion. They obey the word of their summoner or creator to the best of their ability, but do not otherwise act toward the completion of an outside goal. In addition, they lose all Craft, Knowledge, and Profession skills.

Simple Summoning (Su): Ofuda creatures are easier to call forth for aid in great numbers; ofuda versions of summonable creatures are always considered to be one "level" lower for purposes of *summon monster* and *summon nature's ally* spell effects. Thus, a caster could summon 1d4+1 ofuda lantern archons with a *summon monster IV* spell, rather than 1d3 lantern archons as normal, or 1d3 ofuda tigers in lieu of a single normal tiger with *summon nature's ally IV*. Casters who have the Legion of Folded Paper feat (See **Appendix A**) can summon even more ofuda creatures that above.

Skills: An ofuda loses all ranks and bonuses to Craft, Knowledge and Profession skills. Reassign these ranks to other skills as appropriate.

Environment: Change to any.

Treasure: Change to incidental.

SAMPLE OFUDA

An intricately folded paper construct of a large hound. The light of a dim lantern shines behind its empty eyes, and tiny "flames" crafted of delicately-cut orange, yellow and reddish tissue paper trickle endlessly from its fangs.

OFUDA HELL HOUND

An ofuda hell hound stands 4–5 feet tall at the shoulder and weighs 15 pounds. Its hunched, skeletal, wolflike body is constructed of elegant folded onionskin-paper covered in script and gold-leaf denoting that it is a fearsome foe born of fire, shadow, torment, and eternal pursuit—where they strike, true fire begins to smolder.

Ofuda Hell Hound **CR 2 • XP 600**

LE Medium outsider (evil, extraplanar, fire, lawful) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +5; **Senses** darkvision 60 ft., scent; Perception +7

DEFENSE

AC 13, touch 11, flat-footed 15 (+1 Dex, +2 natural)

hp 19 (4d10+8)

Fort +6, **Ref** +5, **Will** +1; +4 vs. mind-affecting effects, paralysis, poison, and stun effects

Defensive Abilities constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, limited fire immunity, sleep

Weaknesses submersion vulnerability, vulnerability to fire

OFFENSE

Speed 40 ft., walk on water 20 ft.

Melee bite +5 (1d8+1 plus 1d6 fire)

Special Attacks breath weapon (10-ft. cone, 2d6 fire damage, Reflex DC 14 for half, 1/2d4 rounds)

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Improved Initiative, Run
Skills Acrobatics +8, Perception +7, Stealth +13, Survival +7; **Racial Modifiers** +5 Stealth
Languages Infernal (cannot speak)
SQ body of-paper and ink, deliberate, empty ego, no breath, simple summoning

ECOLOGY

Environment any
Organization solitary, pair, or pack (3–12)

Treasure incidental

SPECIAL ABILITIES

Body of-Paper and Ink (Ex) See the ofuda template.
Constructed (Ex) See the ofuda template.
Deliberate (Ex) See the ofuda template.
Empty Ego (Ex) See the ofuda template.
Limited Fire Immunity (Ex) See the ofuda template.
Simple Summoning (Su) See the ofuda template.
Submersion Vulnerability (Ex) See the ofuda template.

OOZE CREATURE

An ooze creature is an intelligent ooze created when a creature dies in the slime left behind by another ooze creature. The first ooze creature might have been the creation of a deity of oozes and slimes, but today's ooze creatures are self-perpetuating races in their own right.

An ooze creature resembles the creature it once was, but its body consists of semi-translucent slime and dripping goo. Though it possesses many of the same skills as it did before, it lacks the personality and memory of its original form and is interested only in dissolving and eating other living creatures.

CREATING AN OOZE CREATURE

"Ooze" is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature) that is not of the ooze type. An ooze creature uses all the base creature's statistics and special abilities, except as noted here.

CR: Same as the base creature +3.

Alignment: Any non-lawful and non-good.

Type: The creature's type changes to ooze and loses all racial subtypes. Do not recalculate base attack bonuses, saves, or skill points.

Armor Class: The ooze creature loses the base creature's natural armor bonus.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: An ooze creature gains acid immunity and all other ooze traits. If the ooze creature has an Intelligence score, it does not gain immunity to mind-affecting effects. Additionally, an ooze creature gains the following.

Transparent (Ex) An ooze creature lacks the coloration of the base creature. A DC 15 Perception check is required to notice an ooze creature if it is motionless.

Speed: Each of the ooze creature's speeds is reduced to one-half the corresponding speed of the base creature. If the base creature has a fly speed, its maneuverability becomes clumsy if it was not already.

Attacks: An ooze creature retains all its weapon and armor proficiencies. However, because of its acidic touch, manufactured weapons and armor are at best a temporary arrangement for an ooze creature. All natural attacks of an ooze creature gain the grab universal ability. The ooze creature gains a primary slam attack that does damage based on its size if it has no other natural attacks. In addition, each of an ooze creature's natural attacks deals acid damage, as shown on the **Table 2-31**.

Special Attacks: The ooze creature retains all the base creature's special attacks and gains those described here.

Acid (Ex): An ooze creature deals acid damage with each of its natural attacks. The acid affects all organic material and metal, but not stone.

Any creature grappling an ooze creature automatically takes the ooze creature's acid damage each round that the grapple is maintained. This damage is in addition to any damage the ooze creature might deal with a successful grapple check.

An ooze creature's acid also affects clothing and armor, which take the same amount of damage as the creature wearing it. A successful Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes an ooze creature likewise takes acid damage unless the wielder makes a Reflex save. If an ooze creature remains in contact with a metal or wooden object for more than 1 round it does its total Hit Dice of acid damage (no save) to the object. The save DCs are Constitution-based.

Bilious Globule (Ex): An ooze creature can throw a glob of acid at foes as a ranged touch attack. An acid globule is considered a thrown weapon with a range

TABLE 2-31: OOZE CREATURE TRAITS

Size	Acid Damage	Ooze Puddle Radius	Duration
Fine	1	One 5-ft. square	2 rounds
Diminutive	1d2	One 5 ft. square	3 rounds
Tiny	1d3	One 5 ft. square	5 rounds
Small	1d4	5 ft.	6 rounds
Medium	1d6	5 ft.	6 rounds
Large	1d8	10 ft.	12 rounds
Huge	2d6	10 ft.	18 rounds
Gargantuan	2d8	15 ft.	30 rounds
Colossal	4d6	20 ft.	60 rounds

increment of 20 feet. The globule deals acid damage based on its size as given in **Table 2-31**.

Create Spawn (Ex): Any living creature reduced to zero or fewer hit points and lying prone in an ooze creature's exuded ooze makes stabilization checks normally. However, when a stabilization check fails, the creature immediately transforms into an ooze, gaining the ooze template instead of losing a hit point. The new ooze creature arises on the following round with average hit points for its character level. The new ooze creature is controlled by the one that exuded the ooze that transformed it (as *dominate monster*). Because of the deadly acidic nature of these ooze puddles, the spawning of ooze creatures is rare and often happens entirely at random.

Exude Ooze (Su): At will as a full-round action, an ooze creature can exude a circle of slippery ooze in a spread centered on its body. The size of the spread and the duration that it remains in the area depend on the ooze creature's size, as given in **Table 2-31**.

Any creature attempting to move into, through, or out of the area must succeed on a DC 15 Acrobatics check when doing so or fall prone. Each round that a creature remains in contact with the ooze puddle, it takes ooze's acid damage as given in **Table 2-31**.

Abilities: Str +4, Dex -6 (minimum 1), Con +4, Int -4 (minimum 1), Wis -4 (minimum 1), Cha -4 (minimum 1).

Skills: An ooze creature gains a +20 racial bonus on Escape Artist checks.

Feats: An ooze creature retains all of its bonus feats. Any feats it no longer meets the prerequisites for become bonus feats as well.

Special Qualities: The ooze creature retains all the base creature's special qualities and gains the compression universal ability as well as the following.

Remembered Abilities (Ex): An ooze creature recalls the skills and abilities it possessed in life, but not its past personality or feelings. Every ooze creature has an Intelligence score of at least 1, and although it might be a poor strategist, it can make use of the abilities and attacks that its former self had, unless the changes

imposed by the template make those functions impossible (such as with certain kinds of spellcasting).

Organization: solitary, pair, or gang (3-6)

Treasure: incidental

Sample Ooze Creature

This strange pungent smelling gelatinous mass is congealed into a vaguely saurian shape.

Ooze Troglodyte

The spawn of other ooze creatures, an ooze troglodyte seek nothing more than to dissolve other creatures with their acidic bodies or transform them into more ooze creatures.

Ooze Troglodyte **CR 4 • XP 1,200**

CE Medium ooze (*Pathfinder® Roleplaying Game Bestiary™*)
Init -4; **Senses** darkvision 90 ft.; Perception -2
Aura stench (30 ft., DC 15, 10 rounds)

DEFENSE

AC 6, touch 6, flat-footed 6 (-4 Dex)
hp 17 (2d8+8)
Fort +9, **Ref** -4, **Will** -2
Defensive Abilities ooze traits, transparent; **Immune** acid

OFFENSE

Speed 15 ft.
Melee bite +4 (1d4+3 plus grab and 1d6 acid), 2 claws +4 (1d4+3 plus grab and 1d6 acid)
Ranged bilious globule –3 touch (1d6 acid)
Special Attacks acid (1d6), create spawn, exude ooze (5 ft., 6 rounds)

STATISTICS

Str 16, **Dex** 3, **Con** 18, **Int** 4, **Wis** 7, **Cha** 7
Base Atk +1; **CMB** +4; **CMD** 10
Feats Great Fortitude
Skills +16 Escape Artist, Stealth +2 (+6 in rocky areas); **Racial Modifiers** +20 Escape Artist, +4 Stealth (+4 Stealth in rocky areas)
Languages Draconic
SQ create spawn, remembered abilities

ECOLOGY

Environment any underground
Organization solitary, pair, or gang (3-6)
Treasure incidental

SPECIAL ABILITIES

Acid (Ex) See the ooze template.
Bilious Globule (Ex) See the ooze template.
Create Spawn (Ex) See the ooze template.
Exude Ooze (Su) See the ooze template.
Remembered Abilities (Ex) See the ooze template.
Transparent (Ex) See the ooze template.

Plague Bearer

Plague bearer creatures bring doom with them everywhere. These living agents of infection and corruption are host to a dozen illnesses and half a dozen plagues. Whether they intend it or not, they spread disease wherever they go, contaminating other creatures by their mere presence. Some plague bearers relish this power, but others despise and fear it.

A plague bearer looks like a normal creature of its type that has been infected with many terrible plagues. Black boils cover its body, its skin is red and cracked, its hair is patchy, and its hide and nails flake off and fall around it. It coughs, it wheezes, and its eyes well with tears; but still, its back remains unbent by this apparent suffering, and it lives on despite all manner of maladies.

Creating a Plague Bearer

"Plague Bearer" is an inherited or acquired template that can be applied to any corporeal creature that is not a construct (referred to hereafter as the base creature). A plague bearer uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2. If the combination of diseases a plague bearer carries are particularly virulent or hard to cure (such as for some supernatural diseases) consider raising the CR adjustment to +3 or even +4.

Aura: A plague bearer gains the following.

Disease Cloud (Ex): An invisible cloud of contagion surrounds a plague bearer. All breathing creatures within 30 ft. of the plague bearer must make two Fortitude saves to avoid contracting two diseases (typically bubonic plague and mindfire). The diseases' type changes to inhaled. This is a disease effect. The save DCs for the diseases are Constitution-based (Charisma-based for undead).

Defensive Abilities: A plague bearer gains the following.

Total Disease Immunity (Ex): A plague bearer is immune to all diseases, including magical diseases

and those brought on by curse effects.

Special Attacks: The plague bearer retains all the base creature's special attacks and gains those described here.

Disease (Ex): All of a plague bearer's natural melee attacks spread disease. With a successful attack, the plague bearer can infect a creature with two diseases (typically filth fever and leprosy). Any creature touched by a plague bearer must succeed on a Fortitude save or contract both of these diseases. The diseases have the injury type with regards to this ability. If the plague bearer does not have any natural melee attacks it spreads its disease with a melee touch attack and the diseases have the contact type. This is a disease effect. The save DCs for the diseases are Constitution-based (Charisma-based for undead).

Abilities: Con +6. If base creature is undead, the plague bearer gains Cha +6 instead.

Special Qualities: The plague bearer retains all the base creature's special qualities and gains those described here.

Carrier (Ex): Although a plague bearer is immune to the effects of diseases, it can still carry infections, and it continues to do so regardless of magical healing or successful Fortitude saves.

Diseased Flesh (Ex): The plague bearer carries a single disease (usually blinding sickness) within its body. Any creature that makes a successful bite attack against a plague bearer, swallows it whole, or otherwise ingests its flesh must succeed on a Fortitude save or contract the disease. The disease's type changes to ingested. This is a disease effect. The save DC for the disease is Constitution-based (Charisma-based for undead).

Quick Incubation (Ex): Each of the diseases that a plague bearer carries have an onset time of instantaneous—the first effects of the diseases manifest immediately.

Sample Plague Bearer

Festering boils and oozing sores anoint this bat-winged, disembodied fiendish head.

Plague Bearer Vargouille

Plague bearer vargouilles are often used by those evil creatures that wish to quickly spread disease. They gleefully bite other creatures and flap away, leaving the diseases to do their worst.

Plague Bearer Vargouille CR 4 • XP 1,200

NE Small outsider (evil, extraplanar) (*Pathfinder® Roleplaying Game Bestiary™*)

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

Aura disease cloud (30 ft., bubonic plague, mindfire, DC 15)

DEFENSE

AC 15, touch 12, flat-footed 14 (+1 Dex, +1 size, +3 natural)

hp 28 (3d10+12)

Fort +7, **Ref** +4, **Will** +2

Immune total disease immunity

OFFENSE

Speed fly 30 ft. (good)

Melee bite +5 (1d4 plus disease)

Special Attacks disease (filth fever, leprosy, DC 15), kiss (DC 19), poison, shriek (60 ft., DC 15, paralysis 2d4 rounds)

STATISTICS

Str 10, **Dex** 13, **Con** 19, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 13

Feats Skill Focus (Stealth), Weapon Finesse

Skills Fly +13, Intimidate +5, Perception +7, Stealth +8

Languages Infernal

SQ carrier, diseased flesh (blinding sickness, DC 15), quick incubation

ECOLOGY

Environment any

Organization pair, cluster (3–6), or mob (7–12)

Treasure none

SPECIAL ABILITIES

Carrier (Ex) See the plague bearer template.

Disease (Ex) Natural attacks spreads filth fever and leprosy.

Filth Fever: Bite—injury: *save* Fort DC 15; *onset* instantaneous; *frequency* 1/day; *effect* 1d3 Dex and 1d3 Con; *cure* 2 consecutive saves.

Leprosy: Bite—injury: *save* Fort DC 15; *onset* instantaneous; *frequency* 1/week; *effect* 1d2 Cha; *cure* 2 consecutive saves.

Disease Cloud (Ex) Cloud of contagion contains bubonic plague and mindfire.

Bubonic Plague: Disease—inhaled; *save* Fort DC 15; *onset* instantaneous; *frequency* 1/day; *effect* 1d4 Con, 1 Cha and fatigued; *save* 2 consecutive saves

Mindfire: Disease—inhaled; *save* Fort DC 15; *onset* instantaneous; *frequency* 1/day; *effect* 1d4 Int; *cure* 2 consecutive saves.

Diseased Flesh (Ex) Any creature that bites, swallows, or eats some of the creature is infected with blinding sickness..

Blinding Sickness: Disease—ingested; *save* Fort DC 15; *onset* instantaneous; *frequency* 1d4 Str and may permanently blind; *cure* 2 consecutive saves.

Kiss (Su) A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires *remove disease* or a similar effect. The transformation is a disease effect. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Su) Bite - injury; *save* Fort DC 15; *frequency* once; *effect* damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; *cure* 1 save.

Quick Incubation (Ex) See the plague bearer template.

Shriek (Su) Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.

PLANTBLOOD

The plantblood, or half-plants, live between the worlds of flora and fauna. They often have grass for hair, thorns for nails, leaves for ears, bark-like skin that comes in any of a hundred hues, and eyes that come in any color that flowers do.

CREATING A PLANTBLOOD

"Plantblood" is an inherited template that can be applied to any creature that does not have the construct, ooze, plant or undead type (referred to hereafter as the base creature). A plantblood uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +1

Senses: Plantbloods gain low-light vision.

Armor Class: Natural armor class improves by +1.

Defense Abilities: A plant blood gains the following:

Plant Flesh (Ex): When a creature becomes a plantblood, many of its internal organs are replaced by vegetable matter. Whenever a sneak attack, critical hit, or other form of precision damage is scored against the plantblood, there is a 50% chance that the extra damage is negated and damage is rolled normally.

Abilities: Dex –2 (minimum 0), Con +4. A creature with Dexterity 0 has grown roots and cannot move.

Skills: A plantblood has a +5 racial bonus on Stealth checks in forests and flora-heavy areas.

Special Qualities: The plantblood retains all the base creature's special qualities and gains those described here.

Plant Feeding (Ex): If plantblood remains in the direct sunlight for at least 4 hours, it does not need to eat that day.

Plantblood (Ex): A plantblood creature counts both as a plant and the base creature's type for the purpose of spells and effects that specifically affect creatures of the plant type. Plantblood creatures can use magic items with powers or abilities that work specifically for creatures of the plant type. A plantblood also has a +4 bonus on saving throws against poison, sleep, paralysis, stunning, polymorphing, and mind-affecting effects.

PLANTBLOOD VARIANTS

This template is an unusual idea that might seem difficult to place in a game at first glance, but many options exist for using plantbloods.

- **Dryad-Spawn:** Plantbloods might result from matings between dryads or other plant-themed fey and other creatures.
- **Environmental Effect:** Something in the environment slowly turns creatures into plantbloods. The cause could be food, water, poison, or even a disease. If a plantblood spreads the template by an attack, increase its CR adjustment by +1.

  Plantblood Plague (Ex or Su)*:* Disease—contact, injury or inhaled; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* gain plantblood template over 5 days; *save* 2 consecutive saves, making just one save postpones the effect for an additional day.
- **Plantblood Elves:** All elves (or other creatures closely associated with the natural world) could be plantbloods in a given campaign. Each elf subrace could be associated with a different tree: oak, birch, yew, holly, etc.
- **Magical Crossbreeding:** A plantblood might be a hybrid created by druidic magic. Perhaps a druid or a spellcasting treant has been turning humanoids into plantbloods as a curse.
- **Podlings:** These plantbloods might be neutral evil beings created by the implantation of a seed. In this case, each plantblood should have the implant and hive mind abilities described here. This option increases the template's CR adjustment by an additional +1.

  Hive Mind (Ex): Each plantblood is in constant communication with all others within 1 mile. Plantbloods within sight of one another cannot be caught flat-footed or flanked unless all of them are.

  Implant (Ex): Once per day as a full-round action, a plantblood may implant a seed into a helpless foe. If the victim qualifies for the plantblood template, the seed slowly grows over the course of 30 days, gradually taking over the organs of the base creature. At the end of the 30 days, the victim becomes a plantblood, and its alignment changes to neutral evil.

SAMPLE PLANTBLOOD

A thick web of marsh weeds cascades from the scalp of this gaunt, green-skinned crone.

PLANTBLOOD GREEN HAG

Plantblood green hags spend their days in the sun and sleep at night. They enjoy capturing sentient creatures and eating them while they still live. This torturous feeding is entirely malicious—food is not necessary on sunny days, and when it is necessary, swamp animals serve just as well.

Plantblood Green Hag CR 6 • XP 2,400

CE Medium monstrous humanoid (*Pathfinder® Roleplaying Game Bestiary™*)

Init +0; **Senses** darkvision 90 ft., low-light vision; Perception +15

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 natural)

hp 76 (9d10+27)

Fort +8, **Ref** +6, **Will** +7; +4 vs. poison, sleep, paralysis, stunning, polymorphic, and mind-affecting effects

Defensive Abilities plant flesh; **SR** 16

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +13 (1d4+4 plus weakness)

Spell-Like Abilities (CL 9th; concentration +11)

Constant—*pass without trace, tongues, water breathing*

At will—*alter self, dancing lights, ghost sound* (DC 12), *invisibility, pyrotechnics* (DC 14), *tree shape, whispering wind*

STATISTICS

Str 19, **Dex** 10, **Con** 16, **Int** 15, **Wis** 13, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 23

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +12 (+17 in forests and flora heavy areas), Swim +18; **Racial Bonus** +5 Stealth in forests and flora heavy areas

Languages Aklo, Common, Giant

SQ mimicry, plant feeding, plantblood, weakness (DC 16)

ECOLOGY

Environment temperate marshes

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Plant Feeding (Ex) See the plantblood template.

Plant Flesh (Ex) See the plantblood template.

Plantblood (Ex) See the plantblood template

Weakness (Su) A green hag's claws sap Strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair

POISONOUS CREATURE

Born to parents who were exposed to multiple toxins or inflicted upon creatures as a curse or through magical effects, a poisonous creature resembles a normal member of its race, but its body is surrounded by an invisible cloud of toxin. Often angry and resentful beings, many poisonous creatures yearn for revenge against those who are too weak to bear their presence. Some are proud of their poisonous natures and despise creatures that lack immunity to their toxic bodies.

CREATING A POISONOUS CREATURE

"Poisonous" is an acquired or inherited template that can be applied to any living, corporeal creature (referred to hereafter as the base creature). A poisonous creature uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Alignment: Any evil.

Senses: A poisonous creature gains the following.

Detect Anti-Poison (Su): As *detect poison*, but detects alchemical items, magic effects, and magic items within 30 feet that neutralize or delay poisons. Also determines whether a creature in the same range is naturally immune or resistant to poisons.

Detect Poison (Su): As spell *detect poison*, but has a fixed range of 30 ft.

Aura: A poisonous creature gains the following.

Poisonous Cloud (Ex): A poisonous creature is constantly surrounded by an invisible cloud of poisonous gas. This inhaled poison affects any creature that breathes the air or water within 10 feet of the poisonous creature.

Poison Cloud—type inhaled; *save* Fortitude; *frequency* 1/round for 6 rounds; *effect* 1d3 Str plus sickened for 1 hour; *cure* 2 save. A successful save reduces the sickened condition to 1 minute. The save DC is Constitution-based.

Defensive Abilities: A poisonous creature gains immunity to poison and the following:

Toxic Flesh (Ex): The poisonous creature's flesh exudes a contact poison. Each time a poisonous creature makes physical contact with another creature, it delivers its toxin. This contact poison loses its effectiveness when removed from the

poisonous creature, so i t is not effective when placed upon objects. In addition, any creature that eats a poisonous creature's flesh or swallows it whole is affected by the poison as if it had touched the poisonous creature.

Toxin: Poison—type contact or ingested; *save* Fortitude; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex and nauseated; *cure* 2 consecutive saves. If the flesh is ingested, change the frequency to 1/minute for 6 minutes with an onset of 1 minute. The save DC is Constitution-based.

Attacks: Each of the poisonous creature's natural attacks that cause slashing or piercing damage delivers its toxin (see Toxic Flesh) and its venom. Bludgeoning natural attacks just inflict its toxin.

Venom (Ex): Poison—type injury; *save* Fortitude; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save. The save DC is Constitution-based.

Special Attacks: The poisonous creature retains all the base creature's special attacks and gains those described here.

Poisonous Breath (Ex): Once every 1d4 rounds, a poisonous creature can spew forth a disorienting spray of contact poison in a 60-ft. cone as a standard action. Each creature in the area must succeed on a Reflex save to avoid contact with the spray. The save DC is Constitution-based.

Poison Breath—type contact; *save* Fortitude; *onset* 1 minute; *frequency* 1/round for 6 rounds; *effect* 1d4 Int, 1d4 Wis damage and confusion; *cure* 1 save. A successful save halves the ability damage and negates the confusion effect. The save DC is Constitution-based.

Abilities: Con +4.

Special Qualities: A poisonous creature gains the following.

Poison Item (Ex): As a swift action, a poisonous creature can poison any manufactured weapon or object (including magical objects) with a single dose of poison using its own saliva, sweat or blood. The poison imparted is identical to the venom inflicted with the poisonous creature's natural attacks.

Virulent Poisons (Ex): A poisonous creature's poisons, toxins and venoms are particularly strong against efforts to cure them. The DC for Heal checks to treat poison increases by 5. Spells that affect poisons, such as *delay poison* and *neutralize poison,* require two consecutive castings of the spell to be effective against a poisonous creature's poisons.

SAMPLE POISONOUS CREATURE

This creature has a vaguely humanoid head the body of a lion, and the wings of a dragon. Its jaws and tail spikes drip with poison and a green toxic substance oozes from its pores.

POISONOUS MANTICORE

Poisonous manticores tend to be excitable and easier to anger than standard manticores. They enjoy hunting creatures larger than themselves, knowing that their poisons give them an unfair advantage.

POISONOUS MANTICORE **CR 7 • XP 3,200**

LE Large magical beast (*Pathfinder© Roleplaying Game Bestiary™*)

Init +2; **Senses** darkvision 60 ft., detect anti-poison 30 ft., detect poison 30 ft., low-light vision, scent; Perception +9

Aura poison cloud (10 ft., DC 19)

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, -1 size, +6 natural)

hp 69 (6d10+36)

Fort +11, **Ref** +7, **Will** +3

Defensive Abilities toxic flesh; **Immune** poison

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +10 (1d8+5 plus toxin and venom), 2 claws +10 (2d4+5 plus toxin and venom)

Ranged 4 spikes +8 (1d6+5 plus toxin and venom)

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

Special Attacks venom (DC 19), toxin (DC 19), poisonous breath (60-ft. cone, poison, **Fort** DC 19, 1/1d4 rounds)

STATISTICS

Str 20, **Dex** 15, **Con** 22, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Flyby Attack, Hover, Weapon Focus (spikes)

Skills Fly -3, Perception +9, Survival +4 (+8 when tracking); **Racial Modifiers** +4 Perception, +4 Survival when tracking

Languages Common

SQ poison item, virulent poisons

ECOLOGY

Environment warm hills and marshes

Organization solitary, pair, or pride (3-6)

Treasure standard

SPECIAL ABILITIES

Detect Anti-Poison (Su) See the poisonous creature template.

Detect Poison (Su) See the poisonous creature template.

Poison (Ex) See the poisonous creature template.

Poisonous Cloud (Su) See the poisonous creature template.

Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

Toxic Flesh (Ex) See the poisonous creature template.

Venomous Breath (Ex) See the poisonous creature template

POSITIVE-ENERGY CHARGED

Even in the ranks of the undead there are abominations. When an undead creature is destroyed by positive energy effects, it sometimes returns, infused with the very positive energy that destroyed it.

Positive energy-charged creatures are in constant agony from the energy within their undead frames. However, between their fast healing and immunity to negative energy they are doomed to forever lead a tortured existence. Positive energy-charged creatures instinctively seek out other undead creatures in order to destroy and potentially transform them.

In the presence of living creatures, a positive energy-charged creature might seem like a blessing. It is not. A positive energy-charged creature fills living creatures with so much energy that they can explode. Often it just takes one positive-charged undead to completely decimate a village by starting a chain reaction of exploding citizens.

CREATING A POSITIVE-ENERGY CHARGED CREATURE

"Positive-energy charged" is an acquired template that can be added to any undead creature (referred to hereafter as the base creature). A positive-energy charged creature uses all the base creature's statistics and special abilities except as noted here.

CHALLENGE RATING: As base creature +2

SENSES: A positive energy-charged creature gains blindsight +60 ft. This blindsight is based on a supernatural awareness and does not go away in an area of a *silence* spell, nor negated if the positive-energy charged creature is blinded.

Aura: A positive energy-charged creature gains the following.

Positive Energy Aura (Su): A positive-energy creature emits a 5-ft. radius aura of bright positive energy. This aura deals 1d6 positive energy damage to all undead and heals 1d6 damage to all living creatures with range. Additionally, the aura illuminates a 15 ft. radius around the creature in bright light.

Defensive Abilities: A positive energy-charged creature gains negative energy immunity, and fast healing +5. It still can still be damaged by positive energy effects, but its fast healing usually immediately negates the damage. Its immunity to negative energy means that a positive energy-charged undead cannot be healed. If the base creature has channel resistance, lower the amount by 1 (minimum +0).

Additionally, a positive energy-charged creature gains the following.

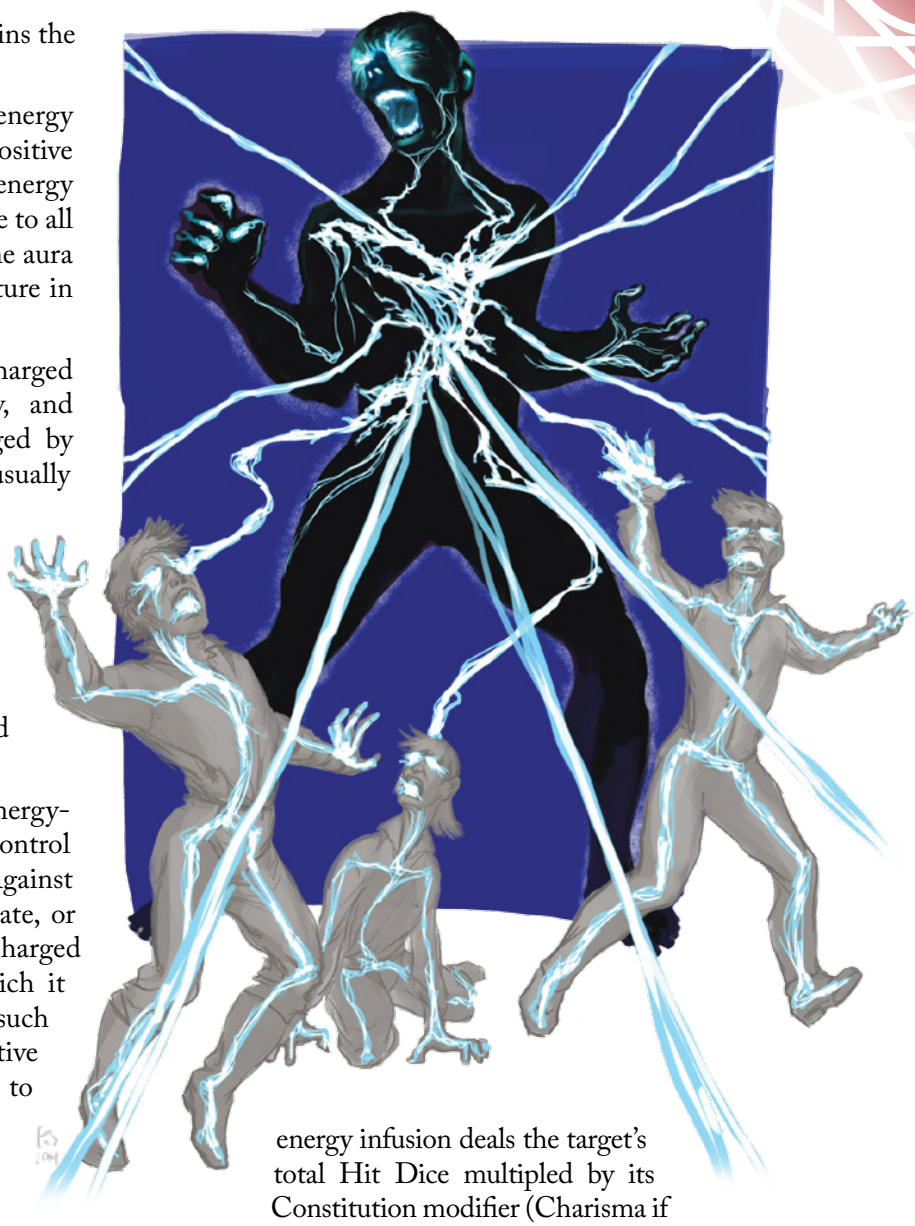
Resistance to Control (Ex): A positive energy-charged creature is much more difficult to control and command than typical undead. Against any effect that tried to command, dominate, or otherwise control it, a positive energy-charged undead gets two saving throws from which it takes the result of the higher roll. Against such effects that do not grant a save, the positive energy-charged creature gains a Will save to negate the effect.

Weaknesses: A positive energy-charged creature loses all weaknesses associated with positive energy. If the base creature is damaged or suffers negative effects in bright light or daylight, it loses that weakness.

Attacks: Each of the base creature's natural attacks deal positive energy damage instead of its normal physical damage, this additional damage can grant temporary hit points (see Overcharge). Other kinds of energy damage are unaffected.

Special Attacks: All special attacks that deal negative energy damage (such as channel energy) deal positive energy instead. Additionally, a positive energy-charged creature gains the following.

Energy Infusion (Su): The influx of positive energy changes a positive-energy charged creature's energy drain attack to energy infusion. Energy infusion attacks fill a target with positive energy instead of draining levels. For each level of the base creature's energy drain



energy infusion deals the target's total Hit Dice multipled by its Constitution modifier (Charisma if undead) in positive energy to the target. The infusion can be resisted with a successful Will save even if the original effect didn't allow one. The save DC is Charisma-based.

Overcharge (Su): All the positive energy-charged creature's positive energy effects heal living creatures. If a living creature is already at or healed beyond full hit points, the healing effect adds temporary hit points. The temporary hit points last 24 hours or until removed by normal damage.

If the cumulative amount of temporary hit points a creature has exceeds the creature's maximum possible hit point value, it explodes in a burst of positive energy, instantly killing it (as disintegrate, no save). The burst deals 1d6 damage plus another 1d6 for every 10 temporary hit points the target creature was charged with. The blast is a burst centered on the target creature and has a 5 ft. radius plus another 5 ft. for every 5 HD

the overcharged creature has. The damage from this can heal and add to the temporary hit point total of any living creature in range. An overcharge burst can trigger other overcharge bursts from creatures in the affected area, leading to a chain reaction and potentially killing many creatures with one initial blast.

Transform Undead (Su): When undead of equal to or less than the positive energy-charged creature's HD is destroyed by a positive-charged undead, it immediately transforms into another positive energy charged creature at its original full hit points. The newly transformed creature is staggered for the first 1d4 rounds after its creature. A transformed undead is not under the control of the positive-charged creature that made it.

Spellcasting: A positive energy-charged creature loses all ability to cast spells, but retains any spell-like abilities of base creature. If it has the summon ability it loses it as well. A positive-energy charged creature has a -20 penalty to concentration due to the constant agony it is in. Any spell-like abilities that require an Intelligence now use the creature's Charisma score.

Abilities: Wis –8 (minimum 0), Cha +4. A positive-charged creature has no Intelligence and is mindless. Creatures reduced to 0 Wisdom are insane.

Skills: A positive-charged creature maintains all racial bonuses to skills but loses all ranks.

Feats: A positive-charged creature loses all feats but its bonus feats.

Languages: A positive-energy charged creature cannot speak and loses any form of telepathy.

Environment: Any except for Negative Energy Plane.

Organization: Solitary.

Treasure: None.

SAMPLE POSITIVE-ENERGY CHARGED CREATURE

A huge humanoid made of solid blackness howls in agony as currents of bright light arcing across and through it.

POSITIVE ENERGY-CHARGED NIGHTWALKER

Unliving fountains of positive energy, positive energy-charged nightwalkers writhe in constant agony. They wander mindlessly and randomly, destroying life and unlife alike.

Positive Energy-Charged Nightwalker CR 18 • XP 153,600

CE Huge undead (extraplanar, nightshade) (*Pathfinder® Roleplaying Game Bestiary 2™*)

Init +2; **Senses** blindsight 60 ft., darksense, darkvision 60 ft., low-light vision; Perception +1

Aura desecrating aura (30 ft.), positive energy aura (5 ft., 1d6)

DEFENSE

AC 31, touch 10, flat-footed 29 (+2 Dex, -2 size, +21 natural)

hp 283 (21d8+147); fast healing 5

Fort +16, **Ref** +11, **Will** +15

Defensive Abilities resistance to control; **DR** 15/good and silver; **Immune** cold, negative energy, undead traits; **SR** 27

OFFENSE

Speed 40 ft.

Melee 2 claws +27 (3d6+14 positive energy + 4d6 cold)

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

Special Attacks energy infusion, fear gaze (30 ft., DC 27), channel positive energy 10/day (DC 31, 8d6), overcharge, swift sundering, transform undead

Spell-Like Abilities (CL 16th; concentration +3)

Constant—*air walk, detect magic, magic fang*

At will—*contagion* (DC 20), *deeper darkness, greater dispel magic, unholy blight* (DC 21)

3/day—*confusion* (DC 20), *haste, hold monster* (DC 21), *invisibility*, quickened *unholy blight*

1/day—*cone of cold* (DC 22), *finger of death* (DC 24), *plane shift* (DC 22)

STATISTICS

Str 34, **Dex** 14, **Con** —, **Int** —, **Wis** 12, **Cha** 24

Base Atk +15; **CMB** +31; **CMD** 41

SQ mindless

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Energy Infusion (Su) See the positive-energy charged creature template.

Fear Gaze (Su) Cower in fear for 1 round, 30 feet, Will save negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

Overcharge (Su See the positive-energy charged creature template.

Positive Energy Aura (Su) See the positive-energy charged creature template.

Resistance to Control (Ex) See the positive-energy charged creature template.

Swift Sundering (Su) A nightwalker can make a sunder attempt as a swift action with one of its claws.

Transform Undead (Su) See the positive-energy charged creature template.

PRIMITIVE

Primitives are evolutionary throwbacks or devolved creatures. Their origins are unknown, but they are obviously different from normal specimens of their kinds. A primitive has a heavily muscled and thick-skinned body, but it lacks the intelligence common to its more evolved cousins.

CREATING A PRIMITIVE

"Primitive" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A primitive uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Senses: A primitive gains low-light vision and the scent special ability.

Armor Class: Natural armor class improves by +2.

Attack: The primitive gains a primary slam attack if it has no other natural attacks. If the primitive gains a slam attack its damage is as one size category larger.

Abilities: Str +4, Con +4, Int –4 (minimum 1), Cha –2 (minimum 1)

Feats: A primitive creature gains Alertness, Great Fortitude, and Toughness as bonus feats.

Skills: The primitive creature loses all skill ranks the base creature possessed. Recalculate skill points for the primitive creature's racial Hit Dice according to its type, then purchase its skills afresh, treating Climb, Perception, Stealth, and Survival as class skills. A primitive creature retains the base creature's racial bonuses on skills, and gains a +4 racial bonus on Stealth and Survival checks. The primitive creature retains any skill points gained from class levels.

SAMPLE PRIMITIVE

A large dirty and brutish creature, its body is twisted and rippling with muscle.

PRIMITIVE OGRE

A primitive ogre has the intelligence of a gorilla, but what it lacks in mental faculties it makes up in physical power. It is exceptionally strong, and although it doesn't wear armor, its hide is thick and hard.

Primitive Ogre CR 4 • XP 1,200

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

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

AC 15, touch 8, flat-footed 15 (–1 Dex, –1 size, +7 natural)

hp 38 (4d8+20)

Fort +10, **Ref** +0, **Will** +3

OFFENSE

Speed 40 ft.

Melee greatclub +9 (2d8+10) or slam +9 (1d8+10)

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

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 2, **Wis** 10, **Cha** 5

Base Atk +3; **CMB** +11; **CMD** 20

Feats Alertness[B], Great Fortitude[B], Iron Will, Toughness[B]

Skills Climb +12, Perception +7, Sense Motive +2, Stealth +1, Survival +4; **Racial Modifiers** +4 Stealth, +4 Survival

ECOLOGY

Environment temperate or cold hills

Organization solitary, pair, gang (3-4), or family (5-16)

Treasure standard

PRISMATIC

Glowing and beautiful, prismatics have bright forms that belie their sometimes dark natures. Their bodies shift through the colors of the rainbow, and though most find them difficult to dislike, they run the gamut of good and evil.

A creature can become a prismatic by surviving exposure to great prismatic assaults, such as many *color spray*, *rainbow pattern*, *searing light*, or similar spells in a day. Alternatively, the transformation can occur after a creature has managed to survive all the terrible effects of a spell such as *prismatic wall*. The exact reason why such exposure should create prismatics baffles sages, but many suspect that some long-dead god's essence might still be exerting influence through the release of such energies. Regardless of their origins, prismatic creatures are rare, since the effects that create them are hard to reproduce.

CREATING A PRISMATIC

"Prismatic" is an acquired template that can be added to any creature with a Charisma score of 3 or higher (referred to hereafter as the base creature). A prismatic uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: 8 or fewer racial HD—same as the base creature; 9 or more racial HD—same as the base creature +1.

Senses: A prismatic gains low-light vision.

Defensive Abilities: A prismatic gains the following defensive abilities:

Prismatic Body (Su): A prismatic's body glows with a light equivalent to that of a candle, illuminating a 5-foot radius around itself. Each round, this light takes on a different hue, determined at random. While so lit, a prismatic creature cannot benefit from concealment due to darkness or shadowy conditions. Once per round, the prismatic may suppress its light or choose its color as a free action with a successful DC 15 Concentration check. The light resumes its random color changes on the prismatic creature's next turn unless it succeeds on another DC 15 Concentration check.

Reinstating the suppressed light is a free action.

Prismatic Immunities (Ex): The hue of the prismatic creature's light grants it an immunity as given in **Table 2-32**. At the end of each round, roll on **Table 2-32** to determine the color of the prismatic creature's light. While its light is suppressed, it does not benefit from any immunity granted by the prismatic body special quality.

Prismatics are immune to the adverse effects of spells with the light descriptor and those noted in the Spell-Like Abilities section. In addition, they are immune to all blinding, dazzling, or dazing effects caused by exposure to light. If the base creature suffers negative effects in bright light, the prismatic loses that vulnerability.

TABLE 2-32: PRISMATIC IMMUNITIES

d8	Color	Immunity
1	Red	Fire
2	Orange	Acid
3	Yellow	Electricity
4	Green	Poison
5	Blue	Mind-affecting effects
6	Indigo	Cold
7	Violet	Sonic
8	Two colors	Roll twice rerolling results of 8

Spell-Like Abilities: A prismatic gains spell-like abilities, depending on its Hit Dice, as indicated on **Table 2-33**. These abilities are cumulative. Caster level equals the prismatic's character level, and the save DCs are Charisma-based.

TABLE 2-33: PRISMATIC SPELL-LIKE ABILITIES

Total HD	Abilities
1-2	3/day—*dancing lights* At will—*flare*
3-4	2/day—*color spray*
5-6	1/day—*hypnotic pattern*
7-8	1/day—*daylight*
9-10	1/day—*searing light*
11-12	1/day—*rainbow pattern*
13-14	1/day—*prismatic spray*
15-16	1/day—*scintillating pattern*
17-18	1/day—*prismatic wall*
19-20+	1/day—*prismatic sphere*

USING THE PRISMATIC TEMPLATE

If you're looking for another explanation as to why creatures become prismatics, consider the following options.

- **Prismatic Curse:** A creature that survives being exposed to one of the prismatic spells may be cursed with the prismatic template. In this case, the prismatic gains a -4 penalty to Wisdom, cannot suppress its light, and may require rare magic or an artifact to cure.

  Prismatic Curse (Su)—type curse; *save* Fortitude DC is the DC of the prismatic spell exposed to; *onset* immediate; *effect* creature gains prismatic template.
- **Rainbow People:** A certain race of creatures in your campaign world has always consisted of prismatics. These creatures do not shift colors as described in the prismatic template; instead, each color is a separate subrace that has a different culture and lives in a different environment. In this case, change the prismatic template to an inherited template.
- **Rainbow Rulers:** Different races or cultures might give birth to prismatics within their royal lines. Each ruling family has a different color.
- **The End of the Rainbow:** The end of the rainbow or the source of all rainbows is a place that truly brave adventurers can go. Creatures that go to such a place might come back as prismatics, or its many guardians might be prismatic monsters.

Abilities: Cha +4.

Skills: If the base creature gains a bonus on Stealth checks due to coloration, the prismatic loses that bonus. It also takes a -8 penalty to Stealth checks while lit.

SAMPLE PRISMATIC

A creature that is part lion, dragon and goat, its glows with light that constantly changes color.

PRISMATIC CHIMERA

Prismatic chimeras are born from similar origins as the standard chimera. However, for some reason, they are imbued with the magical essence of light and all the magic inherent in its many colors.

Like its lesser cousins, prismatic chimeras hunt from the air but use their spell-like abilities to lure in and hypnotize prey before they strike.

Prismatic Chimera — CR 8 • XP 4,800

CE Large magical beast (*Pathfinder® Roleplaying Game Bestiary™*)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, -1 size, +9 natural)

hp 85 (9d10+36)

Fort +9, **Ref** +7, **Will** +6

Defensive Abilities prismatic body; **Immune** prismatic immunities

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

Melee bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

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

Special Attacks breath weapon (40-ft. line or 20-ft. cone, 6d8 energy damage, DC 18, 1/1d4 rounds)

Spell-Like Abilities (CL 9th; concentration +11)

At will—*flare* (DC 12)

3/day—*dancing lights*

2/day—*color spray* (DC 13)

1/day—*daylight, hypnotic pattern* (DC 14), *searing light*

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 14

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +2, Perception +10, Stealth +4 (-4 when lit); **Racial Modifiers** +2 Perception, -8 Stealth when lit

Languages Draconic

ECOLOGY

Environment temperate hills

Organization solitary, pair, pride (3-6), or flight (7-12)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A chimera's breath weapon depends on the color of its dragon head (see Chimera entry in the *Pathfinder® Roleplaying Game Bestiary™*). Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 6d8 points of damage, and allows a Reflex save for half damage. The save DC is Constitution-based.

Prismatic Body (Su) See the prismatic creature template.

Prismatic Immunities (Ex) See the prismatic creature template.

PSYCHIC

Gifted with abnormal mental fortitude and strange mind powers by some accident of birth or acquired through rare events, psychics have access to knowledge and talents that other creatures of their kind do not. As they age, experience hones their minds even further, granting them ever more power.

Psychics come in eight different varieties according to their particular focus: clairaudient, clairvoyant, empath, precognizant, psychometer, pyrokinetic, telekinetic, and telepath. Any given psychic may have one or more of these specialties, which are defined as follows.

- **Clairaudients** can hear sounds made in locations other than their own and have power over sound.
- **Clairvoyants** can see events in locations other than their own and have power over sight.
- **Empaths** are sensitive to other creature's feelings and have powers over emotion.
- **Precognizants** can see future events and determine appropriate courses of action.
- **Psychometers** can determine the history and qualities of an object or place by concentrating.
- **Pyrokinetics** can control and produce flame with a thought.
- **Telekinetics** can move objects and produce force effects with their minds.
- **Telepaths** can read and project thoughts.

A psychic looks like any other member of its race, and psychics with different specialties are indistinguishable except for their abilities.

CREATING A PSYCHIC

"Psychic" is an inherited or acquired template that can be added to any creature whose Intelligence, Wisdom, and Charisma scores are each 3 or higher (referred to hereafter as the base creature). A psychic uses all the base creature's statistics and special abilities except as noted below. The psychic gains all the abilities noted for each of its focuses in addition to those that pertain to all psychics.

Challenge Rating: The CR increases based on which focuses the psychic possesses. Each focus adds its own CR increase.

- **Clairaudient, Clairvoyant, Empath:** Total HD 10 or below, same as the base creature; total HD 11 or higher, same as the base creature +1.
- **Precognizant, Telepath:** Same as the base creature +1.

TABLE 2-34: PSYCHIC SPELL-LIKE ABILITIES

Total HD	Clairaudient
1-2	3/day—*ghost sound*
3-4	At will—*ventriloquism*
5-6	1/day—*sound burst*
7-8	3/day—*silence* 1/day—*shatter*
9-10	5/day—*clairaudience*
11-12	5/day—*deafness*
13-14	1/day—*zone of silence*
15-16	1/day—*shout*
17-18	1/day—*greater shout*
19-20+	1/day—*wail of the banshee*

Total HD	Clairvoyant
1-2	3/day—*detect magic*
3-4	1/day—*detect secret doors*
5-6	1/day—*see invisibility*
7-8	1/day—*arcane sight*
9-10	3/day—*arcane eye, clairvoyance*
11-12	3/day—*blindness*
13-14	1/day—*prying eyes*
15-16	1/day—*true seeing*
17-18	1/day—*greater arcane sight*
19-20+	1/day—*greater prying eyes*

- **Psychometer:** Same as the base creature.
- **Pyrokinetic, Telekinetic:** Total HD 10 or below, same as the base creature +1; total HD 11 or higher, same as the base creature +2.

Initiative: A precognizant gains a +8 insight bonus on Initiative rolls.

Armor Class: A telekinetic gains a +4 deflection bonus to AC.

Defensive Abilities: The exact defensive abilities bestowed depend on the psychic's particular focus, as follows.

- **Precognizant:** *Foresight (Su):* A precognizant functions as though constantly affected by a *foresight* spell (caster level equals precognizant's character level). The precognizant receives instantaneous warnings of impending danger to itself and gains a general idea of what actions it might take to protect itself. It is never surprised or flat-footed, and gains a +2 insight bonus to

Total HD	Empath
1-2	3/day—*remove fear* 1/day—*hideous laughter*
3-4	1/day—*cause fear*
5-6	3/day—*oppressive boredom* 1/day—*scare*
7-8	2/day—*good hope*
9-10	2/day—*rage*
11-12	2/day—*fear*
13-14	3/day—*crushing despair*
15-16	1/day—*symbol of fear*
17-18	1/day—*sympathy*
19-20+	1/day—*antipathy*

Total HD	Pyrokinetic
1-2	3/day—*produce flame*, 1/day—*pyrotechnics*
3-4	1/day—*flaming sphere*
5-6	3/day—*flame arrow*
7-8	3/day—*fire trap, quench*
9-10	1/day—*fireball*
11-12	2/day—*wall of fire*
13-14	1/day—*fire storm* (as *ice storm* but fire damage)
15-16	1/day—*delayed blast fireball*
17-18	1/day—*incendiary cloud*
19-20+	1/day—*meteor swarm*

Total HD	Telekinetic
1-2	At will—*mage hand* 1/day—*pyrotechnics*
3-4	1/day—*animate rope* 2/day—*hold portal*
5-6	1/day—*floating disk*
7-8	1/day—*control water* 2/day—*sympathetic vibration*
9-10	1/day—*resilient sphere*
11-12	3/day—*telekinesis*
13-14	1/day—*repel wood, repel metal or stone*
15-16	1/day—*reverse gravity*
17-18	1/day—*telekinetic sphere*
19-20+	3/day—*wall of force*

PSYCHICS AND PSIONICS

The psychic template offers a way for you to introduce psionic-like abilities into your game without adapting a full psionic rule set (see *Ultimate Psionics* by Dreamscarred Press for an excellent adaptation of psionics for the *Pathfinder® Roleplaying Game Core Rulebook™*). If you do use some form of psionics in your game, the psychic could have a role as an untrained psionic character. Another option is to make them totally magical in nature, and thus in conflict with the usual psionic-using folk

AC and on Reflex saves. This insight bonus is lost whenever the precognizant creature would be denied its Dexterity bonus to AC.

- **Pyrokinetic:** *Conscious Immunity to Fire (Su):* So long as a pyrokinetic is conscious, it is immune to fire.
- **Telepaths:** *Informed Prediction (Su):* If the telepath has successfully used *detect thoughts* against a creature within 24 hours, it gains a +2 dodge bonus against that creature's attacks and a +2 insight bonus on saves against that creature's spells and special attacks.

Speed: A telekinetic retains the base creature's speeds and gains a fly speed equal to the base creature's highest speed, with perfect maneuverability. If the base creature already has a fly speed, it either remains the same or increases until it is equal to the creature's highest other speed plus 5 feet per point of Charisma bonus, whichever is faster. The telekinetic's maneuverability becomes perfect if it was not already. Flight gained by application of this template is supernatural in origin.

Spell-Like Abilities: A psychic's spell-like abilities depend on its focus. A psychic's caster level is equal to its total Hit Dice. Unless otherwise specified, all abilities are cumulative and the DCs are Charisma-based.

- **Clairaudient:** A clairaudient gains spell-like abilities according to its character level, as indicated on **Table 2-34**.
- **Clairvoyant:** A clairvoyant gains spell-like abilities according to its character level, as indicated on **Table 2-34**.
- **Empath:** An empath gains spell-like abilities according to its character level, as indicated on **Table 2-34**.
- **Precognizant:** At will—*guidance* (self only); 3/day—*augury*, *moment of prescience*; 1/day—*foresight*.
- **Psychometer:** At will—*detect chaos, detect evil, detect good, detect law, detect magic, detect poison, legend lore*; 3/day—*detect secret doors, detect snares and pits*; 1/day—*analyze dweomer, locate object*. To use its "At will" abilities, a psychometer must touch a single object or creature. These abilities otherwise function as the spells.
- **Pyrokinetic:** A pyrokinetic gains spell-like abilities according to its character level, as indicated on **Table 2-34**.
- **Telekinetic:** A telekinetic gains spell-like abilities according to its character level, as indicated on **Table 2-34**.
- **Telepath:** At will—*detect thoughts*; 1/day—*dream, mind blank, phantasmal killer, telepathic bond*.

Feats: A psychic gains Iron Will as a bonus feat.

Skills: A psychic gains racial bonuses on certain skill checks according to its particular focus, as follows.

- **Clairaudient:** A clairaudient gains a +10 racial bonus on Perception checks to listen. If a psychic has both this focus and clairvoyance that is bonus is just a +10 racial bonus to Perception.
- **Clairvoyant:** A clairvoyant gains a +10 racial bonus on Perception checks to spot. If a psychic has both this focus and clairaudience that is bonus is just a +10 racial bonus to Perception.
- **Empathic:** An empath gains a +10 racial bonus on Sense Motive checks and a +5 racial bonus on Bluff, Diplomacy, and Intimidate checks.
- **Psychometer:** A psychometer gains a +5 racial bonus on Appraise, Disable Device, Perception, and Use Magic Device, as well as Survival checks made to track creatures.
- **Telepath:** A telepath gains a +5 racial bonus to Bluff, Diplomacy, and Sense Motive checks.

Languages: A telepath gains telepathy 100 ft. as a supernatural ability.

SAMPLE PSYCHIC CREATURE

This light-furred bugbear's arms are creepily long, and its eyes are very large and seem to glow with an inner light.

ATISU MINDRIPPER

Atisu's telepathic abilities and spellcasting prowess make him a natural leader among the bugbear tribes of his region. When diplomatic discussions must be held, he uses his ability to *detect thoughts* to further the aims of his tribe.

ATISU MINDRIPPER — CR 5 • XP 1,600

Male Psychic bugbear sorcerer 3 (*Pathfinder® Roleplaying Game Bestiary™*)

NE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

AC 16, touch 11, flat-footed 15 (+2 armor, +1 Dex, +3 natural)

hp 26 (3d8+3d6+3)

Fort +2, **Ref** +5, **Will** +7

Defensive Abilities informed prediction

OFFENSE

Speed 30 ft.

Melee dagger +6 (1d4+3/19-20)

Ranged javelin +4 (1d6+3) or sling +4 (1d4+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. melee touch)

Special Attacks acidic ray (+4 touch, 30-ft., 1d6+1 acid, 5/day), long limbs

Psychic Spell-Like Abilities (CL 6th; concentration +8)

At will—*detect thoughts* (DC 14), *ventriloquism* (DC 13)

3/day—*detect magic, ghost sound* (DC 12)

1/day—*detect secret doors, dream, mind blank* (DC 20), *phantasmal killer* (DC 16), *see invisibility, sound burst* (DC 14), *telepathic bond*

Sorcerer Spells Known (CL 3rd; concentration +5):

1st (6/day)—*charm person* (DC 13), *enlarge person* (DC 13), *hypnotism* (DC 13), *mage armor*

0 (at will)—*arcane mark, detect magic, light, mage hand, open/close* (DC 12)

Bloodline: aberrant

STATISTICS

Str 16, **Dex** 13, **Con** 10, **Int** 9, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +6; **CMD** 17

Feats Combat Casting, Eschew Materials[B], Improved Iron Will, Iron Will[B], Silent Spell

Skills Bluff +7, Diplomacy +7, Intimidate +6, Knowledge (arcana) +4, Perception +16, Sense Motive +6, Spellcraft +4, Stealth +5; **Racial Modifiers** +5 Bluff, +5 Diplomacy, +4 Intimidate, +10 Perception, +5 Sense Motive +4 Stealth

Languages Common, Goblin; telepathy 100 ft.

SQ bloodline arcana (polymorph spells +50% duration), psychic foci (clairaudient, clairvoyant, telepath)

Combat Gear *potion of cure light wounds* (2); **Other Gear** leather armor, dagger, javelin (2), sling

SPECIAL ABILITIES

Acidic Ray (Sp) Ranged touch attack deals 1d6+1 acid damage.

Bloodline Arcana: Aberrant (Ex) Increase the duration of [polymorph] spells by 50% (min 1 round).

Informed Prediction (Su) See the psychic template.

Long Limbs (Ex) Your reach for melee touch attacks increases +5 ft.

QLIPPOTH-BLIGHTED

Angry, hateful, and spiteful, the qlippoth seek to destroy all demon-kind by wiping out sin and the mortals that generate it. One method they use to achieve this goal is by "gifting" a creature with the ability to destroy creatures that are burdened by a specific sin and the demons that personify that sin. These living weapons are the qlippoth-blighted.

A qlippoth-blighted appears as the base creature, but covered in tumors and sores that constantly weep vile fluids. The wounds and tumors whisper to the blighted creature, compelling them to seek out those who demonstrate a particular sin and eliminate them.

CREATING A QLIPPOTH-BLIGHTED

"Qlippoth-blighted" is an acquired template that can be added to any creature (hereafter referred to as the base creature). The creature retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +1.

Alignment: Always chaotic evil.

ENCOUNTERS WITH THE QLIPPOTH BLIGHTED

Sin can be a difficult concept for a GM to deal with. In many ways, sin is more nebulous than alignment since even good creatures have sin on their souls, and evil ones have aspects of virtue on theirs. For some creatures, such as demons, which sin they represent is easy to determine, as it is usually specified in its description. However, for player characters this can be more difficult. Most mortals' souls, even the most penitent paladin, are tainted by more than one sin. If you are going to use the qlippoth-blighted in your game, you need to determine which sins a PC possesses based on their past actions. For example, a PC who consistently seeks to kill sentient creatures, even if they do not threaten him, would be guilty of the sin of murder and potentially wrath. However, a single incident of killing someone intentionally would not necessarily taint their soul with sin (but it still might affect their alignment). Generally speaking, a PC's sins should reflect their overall character, not any one particular incident.

Type: A qlippoth-blighted gains the chaotic and evil subtypes. If the base creature has the lawful or good subtypes, it loses those.

Senses: A qlippoth-blighted gains the following sense.

Sin Sense (Su): A qlippoth blighted can "sniff out" any creature with its attuned sin (see sin attunement) within 100 ft. When sensing its quarry, the wounds and tumors on a qlippoth blighted's body increase the weeping and oozing of vile fluids as it is compelled to seek out the source of sin (see sinful compulsion below). The ability otherwise works as *detect evil* as if the creature was studied for three rounds.

Defensive Abilities: A qlippoth blighted gains the following:

Sin Resistance (Su): A creature that possesses the sin the qlippoth-blighted is attuned to has a 20% miss chance to hit the qlippoth-blighted with any attack or effect. This ability does not grant the qlippoth-blighted concealment. The effects of *blur* or *displacement* do not stack with this effect; only the best miss chance applies. Further, against such a creature a qlippoth-blighted can reroll any single save or skill check once per round as long as its roll is in reaction to the actions of its target. The qlippoth-blighted must take the result of the second roll.

Weaknesses: A qlippoth blighted gains the following:

Sinful Compulsion (Su): When a qlippoth-blighted creature senses a creature that has the sin it is attuned to via its sin sense ability, it is compelled to find it and kill it. If it doesn't, the wounds on its body tear wider, causing extreme pain. The creature is considered sickened until it finds its quarry and attacks it, whereupon the sickened condition is removed. This compulsion affects creatures that are normally immune to compulsions or cannot become sickened. A qlippoth-blighted can resist this compulsion and the sickening effect with a successful Will save vs. a DC of 25.

Vulnerability to Virtue (Ex): A qlippoth-blighted takes 50% more damage from holy or sacred damage and effects with the good descriptor.

Special Attacks: A qlippoth-blighted gains the following.

Kill the Sinful (Su): A qlippoth-blighted can attempt a destructive strike against a creature that possesses the sin it is attuned to. If the attack succeeds, the

target must make a Fortitude save or be reduced to -1 hit points and immediately start dying. The strike must be declared before the attack is rolled. If the attack misses, the qlippoth-blighted expends that attempt. It can use this ability a number of times a day equal to its Charisma modifier (minimum 1). This is a death effect. The save DC is Charisma based, uses the qlippoth blighted's total HD, and it has a +2 racial bonus to the DC.

Sin Consumption (Su): Upon killing a creature with the appropriate sin, a qlippoth-blighted siphons off the sin on that creature's soul as it leaves its body as a free action. Each time a qlippoth-blighted consumes sin it gains +4 to one ability score of its choosing. If the creature killed is a demon that represents the specific sin the qlippoth-blighted is attuned to, the bonus increases to +6 and the demon is utterly destroyed.

The bonus from sin consumption lasts until the next time the qlippoth-blighted consumes the appropriate sin, whereupon it can keep the bonus as it is or reassign it to a different score. A qlippoth-blighted can have this bonus applied to only one ability score at a time.

Sin Strike (Su): A qlippoth-blighted's critical threat range is doubled and automatically confirms all criticals against creatures that possess the qlippoth-blighted's attuned sin. Unlike other effects that increase threat range, sin strike stacks with these effects.

Sinful Bypass (Su): On any attack, a qlippoth-blighted has a 20% chance to bypass any immunities, damage resistance, energy resistance, and spell resistance vs. creatures that possess the qlippoth-blighted's attuned sin.

Abilities: +2 Con, –2 Int (minimum 1), –4 Cha (minimum 1). If this template is applied to a creature with the demon subtype, the base creature is inflicted with a –4 Wis (minimum 1) penalty.

Special Qualities: A qlippoth-blighted gains the following.

Sin Attunement (Su): A qlippoth-blighted is attuned to a single specific sin upon creation. Against creatures that possess this sin a qlippoth-blighted gains numerous advantages, including a +2 bonus on all saves, skill checks, attack and damage rolls, as well as a +2 circumstance bonus on AC vs. such creatures.

The seven deadly sins (envy, gluttony, greed, lust, pride, sloth, and wrath) are the usual sins that a qlippoth-blighted is attuned to, but other sins are possible. Examples of other sins that a qlippoth-blighted may be attuned to include suicide, destruction, desertion, and murder. Whatever sin is chosen, it needs to be a type that a specific demon represents.

Vile Death (Ex): Upon its death, the qlippoth-blighted's soul is destroyed as well as all the sin it carries. The physical remains dissolve into a foul pool of rotten flesh and putrid fluids. The remains act as the center of an *unhallow* spell (caster level equal to the qlippoth-blighted's total Hit Dice). The body totally evaporates after 1d10 rounds, taking the *unhallow* effect with it. Since its body and soul are destroyed, powerful magic such as *true resurrection*, *miracle* or *wish* are needed to bring the base creature back to life. Demons who are destroyed by the vile death are utterly eradicated and beyond any magic to bring them back short of divine intervention.

Sample Qlippoth Blighted

This demonic male humanoid would be extremely attractive but for the numerous tumors and weeping sores that plague his flesh.

Uli

Uli had the misfortune of tangling with a powerful qlippoth. The qlippoth easily subdued the incubus, and instead of killing him it blighted him to find and destroy envy across the Planes. Uli now wanders, doing what his tumors tell him to do—but he is covertly looking for a way to remove the qlippoth-blight before he is totally destroyed.

Uli **CR 7 • XP 3,200**

Male Qlippoth blighted incubus (*Pathfinder® Roleplaying Game Bestiary 3™*)

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

Init +2; **Senses** darkvision 60 ft., sin sense 100 ft.; Perception +19

DEFENSE

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

hp 84 (8d10+40)

Fort +11, **Ref** +6, **Will** +6

Defensive Abilities sin resistance; **DR** 10/good or cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

Weaknesses sinful compulsion, vulnerability to virtue

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 slams +13 (1d4+5)

Special Attacks kill the sinful (3/day, DC 19), pain redoubled (DC 17), sin consumption, sin strike, sinful bypass

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*tongues*

At will—*charm person* (DC 14), *detect thoughts* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 15)

1/day—*crushing despair* (DC 16), summon (Level 3, 2 schirs 40%)

STATISTICS

Str 20, **Dex** 14, **Con** 20, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +8; **CMB** +13; **CMD** 25

Feats Flyby Attack, Lightning Reflexes, Power Attack, Vital Strike

Skills Acrobatics +6, Bluff +14, Diplomacy +10, Escape Artist +6, Fly +9, Intimidate +14, Knowledge (planes) +13, Perception +19, Sense Motive +9, Spellcraft +13, Stealth +12; **Racial Modifiers** +8 Intimidate, +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SQ change shape (Small or Medium humanoid; *alter self*), sin attunement (envy), vile death

SPECIAL ABILITIES

Kill the Sinful (Su) See the qlippoth blighted template.

Pain Redoubled (Su) When an incubus confirms a critical hit with a melee weapon or a natural weapon, that attack deals an additional 2d6 points of nonlethal damage and the target must succeed at a Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses\of this ability extend the duration. The save DC is Charisma-based.

Sin Attunement (Su) See the qlippoth blighted template.

Sin Consumption (Su) See the qlippoth blighted template.

Sin Resistance (Su) See the qlippoth blighted template.

Sin Scent (Su) See the qlippoth blighted template.

Sin Strike (Su) See the qlippoth blighted template.

Sinful Bypass (Su) See the qlippoth blighted template.

Sinful Compulsion (Su) See the qlippoth blighted template

Vile Death (Ex) See the qlippoth blighted template.

Vulnerability to Virtue (Ex) See the qlippoth blighted template

QUADRUPEDAL CREATURE

A quadrupedal creature possesses the features of a humanoid, but the general form of a lion or horse. A quadrupedal version of a humanoid creature has legs instead of arms, and a longer-than-normal torso placed between and behind its front legs. Its elongated neck and shortened legs give it a general form similar to that of a sphinx or a barghest.

Quadrupedal creatures rarely have the ability to manipulate tools, and most live nomadic existences, following sources of food and traveling with the seasons. A quadrupedal race inclined to settle down might ally itself with nearby humanoids, gaining equipment and dwellings in return for service as mounts.

CREATING A QUADRUPEDAL CREATURE

"Quadrupedal" is an inherited template that can be added to any bipedal creature with at least two arms and a head (referred to hereafter as the base creature). The base creature's arms become legs, and its hands become hooflike or pawlike, depending upon whether its lower body resembles that of a horse or a lion. A quadrupedal creature must wear barding instead of normal armor and cannot wear boots designed for bipeds. A quadrupedal creature uses all the base creature's statistics and special abilities except as noted here.

Speed: The base creature's land and burrow speeds (if any) each increase by +10 feet. If the base creature has a climb speed, it is replaced by a climb speed equal to one-half the quadrupedal creature's land speed or 10 feet, whichever is faster. If the base creature has a fly speed based on the possession of wings, the quadrupedal creature's maneuverability class is reduced by one step (minimum clumsy).

Attacks: The quadrupedal creature retains all the base creature's attacks, each of which retains the same primary or secondary status it had for the base creature. If the

base creature possessed a single claw or slam attack, the quadrupedal creature gains an additional attack of the same type with the same primary or secondary status and the same base damage. If the base creature has at least one head but lacks a bite attack with it, the quadrupedal creature gains a secondary bite attack with each head. If the base creature possesses arms but has no claw or slam attacks with them, the quadrupedal creature gains a primary slam attack with each such limb.

The quadrupedal creature's lack of human-like hands prevents it from using weapons, employing a shield, or manipulating items any better than a bear or a horse could. It loses all of the base creature's weapon and armor proficiencies unless it gains the regular use of the ability to take a shape with hands. In this case, the proficiencies of its class or creature type should automatically be restored so that the quadrupedal creature need not take weapon proficiency feats to regain them.

If the quadrupedal creature gains a bite or slam attack from the application of this template, the damage for each is based on size.

Space/Reach: The quadrupedal creature has a space and reach appropriate for its new shape, as given on **Table 2-35**. If the base creature had greater than normal reach for its size, add 5 feet to the reach indicated on the table.

TABLE 2-35: QUADRUPED SPACE/REACH

Size	Space/Reach
Fine	1/2 ft./—
Diminutive	1 ft./—
Tiny	2-1/2 ft./—
Small	5 ft./5 ft.
Medium	5 ft./5ft.
Large	10 ft./5 ft.
Huge	15 ft./10 ft.
Gargantuan	20 ft./15 ft.
Colossal	30 ft./20 ft.

Special Attacks: A quadrupedal creature retains all of the base creature's special attacks except those that rely on fine manipulation with the hands. If a special attack relies on the base creature taking humanoid form, it must instead take quadrupedal form.

CMD: A quadrupedal creature gains +4 CMD vs. trip attacks.

Feats: If the base creature has feats that require fine manipulation with the hands (such as Skill Focus [Sleight of Hand]), replace those feats.

QUADRUPEDS AND MAGIC ITEM SLOTS

Creating a race with more than two legs adversely affects that race's ability to use standard feet slot magic items. The best way to deal with this is to create variant magic item versions of the various boots, shoes, and slippers that can be worn by this race. Allow members of these races to find ankle bracelets of speed or horseshoes of spider climb that act just like their traditional magic item counterparts, but fit the new race's form.

QUADRUPEDAL SPELLCASTERS

Quadrupedal creatures may cast spells, but those requiring somatic and material components cannot be used unless the quadrupedal creature has a means of bypassing the need for such components. In most cases, it is easiest to assume that quadrupedal creatures can make use of somatic and material components in the same ways that other monstrous spellcasters can. Spell-like abilities may be used in the same manner as the base creature used them.

Skills: The quadrupedal creature retains the base creature's racial skill bonuses. If the base creature has skills that require fine manipulation with the hands (such as Perform [string instruments]), recalculate skill points for the quadrupedal creature's racial Hit Dice according to its type, then purchase its skills afresh, treating the base creature's skills as class skills. The quadrupedal creature retains any skill points gained from class levels.

Special Qualities: The quadrupedal creature retains all the base creature's special qualities except those that rely on fine manipulation with the hands. If a special quality relies on the base creature taking humanoid form (such as the doppelganger's change shape ability), it must instead take quadrupedal form.

Quadrupeds can carry heavier loads than bipeds can. Multiply the values corresponding to the creature's Strength score from **Table 7-4**: **Carrying Capacity** in the *Pathfinder© Roleplaying Game Core Rulebook™* by the appropriate modifier, as follows: Fine ×1/4, Diminutive ×1/2, Tiny ×3/4, Small ×1, Medium ×1-1/2, Large ×3, Huge ×6, Gargantuan ×12, Colossal ×24.

If the base creature can use weapons and has free hands after gaining the quadrupedal template it gains the undersized weapons ability.

SAMPLE QUADRUPED

Great bat-like wings sprout from the back of this female sphinx-like creature, and her blood-red hair nearly spills onto the ground. Despite her unusual appearance, she is oddly alluring.

QUADRUPEDAL SUCCUBUS

A quadrupedal succubus offers perverse temptations to humanoids, and corrupts other intelligent quadrupedal creatures, such as androsphinxes and manticores, with the delights of the flesh. It especially enjoys entrapping and draining the life from unicorns, lammasu, and young good dragons.

Quadrupedal Succubus — CR 7 • XP 3,200

CE Medium outsider (chaotic, demon, evil, extraplanar) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +3; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 21, touch 14, flat-footed 17 (+3 Dex, +1 dodge, +7 natural)

hp 84 (8d10+40)

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

DR 10/good or cold iron; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10, fire 10; **SR** 18

OFFENSE

Speed 40 ft., fly 50 ft. (poor)

Melee 2 claws +11 (1d6+1), bite +6 (1d6)

Special Attacks energy drain (1 level plus *suggestion*, DC 22), profane gift (1/day)

Spell-Like Abilities (CL 12th; concentration +20)

Constant—*detect good, tongues*

At will—*charm monster* (DC 21), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 20), *vampiric touch*

1/day—*dominate person* (DC 22), summon (level 3, 1 babau 50%)

STATISTICS

Str 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

Base Atk +8; **CMB** +11; **CMD** 22 (26 vs. trip)

Feats Agile Maneuvers, Combat Reflexes, Dodge, Iron Will

Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +10, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception

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

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

ECOLOGY

Environment any (Abyss)

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

Treasure double

SPECIAL ABILITIES

Energy Drain (Su) 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 Will save to negate the suggestion. 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).

QUICKLING

Quicklings are creatures that possess incredible speed. Some inherit their powers from quickling parents or distant ancestors, but others seem to become quicklings spontaneously. Such creatures are often individuals in need of great speed to flee a foe or reach a loved one in time to prevent tragedy. Most count their gift of speed as a great blessing at first, but they soon learn to curse it when they see their lives rapidly passing by.

Quicklings are prime examples of the old adage, "Live fast and die young." In fact, they age four times as fast as normal for their kinds. Elf quicklings die of old age before their companions are old enough to be married, and human quicklings rarely live past twenty-five. Knowledge of their impending doom, however, drives many quicklings to accomplish great deeds in the small amount of time they have.

CREATING A QUICKLING

"Quickling" is an acquired or inherited template that can be added to any living creature (referred to hereafter as the base creature). A quickling creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +3.

Initiative: A quickling gains a +4 bonus on Initiative checks.

Armor Class: A quickling gains a +4 dodge bonus to Armor Class.

Defensive Abilities: A quickling gains fast healing 1 plus 1 for every 5 racial HD it possesses.

Weaknesses: A quickling has the following weakness:

Aging Vulnerability (Ex) A quickling takes 50% more damage from aging effects, including the number of years aged.

Speed: Each of the base creature's speeds is quadrupled. If the base creature has a fly speed, its maneuverability increases two categories (maximum *perfect*).

Special Attacks: A quickling retains all of the base creature's special attacks and gains the following.

Rapid Actions (Ex): A quickling gains one extra attack or move action each round. This does not stack with other *haste* effects.

Quickling Casting (Ex): All spells and spell-like abilities a quickling creature has can be cast as a swift action if it has a casting time of 1 round or less. Those spells and spell-like abilities with longer casting times have their casting times reduced to 1 round and take an attack action to cast. This ability cannot be used with the Quicken Spell or Quicken Spell-Like Ability feats.

Abilities: Dex +8.

Skills: A quickling creature gains a +4 racial bonus on Perception checks and a +10 racial bonus on Acrobatics checks.

Feats: A quickling creature gains Dodge, Mobility, Quick Draw, and Spring Attack as bonus feats.

Special Qualities: A quickling gains the following.

Rapid Aging (Ex) A quickling ages 4 years for every 1 year that passes.

SAMPLE QUICKLING

Fire and splashes of molten rock are kicked up in the wake of this red blur.

QUICKLING MAGMIN

Quickling magmins are braver than normal magmins because of their great speed and agility. They charge into battle without fear, trusting their mobility to help them escape slower foes if the fight turns against them.

QUICKLING MAGMIN **CR 6 • XP 2,400**

CN Small outsider (elemental, extraplanar, fire) (*Pathfinder® Roleplaying Game Bestiary 3™*)
Init +8; **Senses** darkvision 60 ft.; Perception +11
Aura searing aura (30 ft., DC 14)

DEFENSE

AC 26, touch 20, flat-footed 17 (+4 Dex, +1 size, +6 natural, +5 dodge)
hp 30 (4d10+8); fast healing 1
Fort +6, **Ref** +8, **Will** +3
DR 5/magic; **Immune** elemental traits, fire
Weaknesses aging, vulnerability to cold

OFFENSE

Speed 120 ft.
Melee slam +7 (1d6+3 plus burn)
Special Attacks burn (1d6 fire, DC 14)

STATISTICS

Str 15, **Dex** 19, **Con** 15, **Int** 8, **Wis** 10, **Cha** 10
Base Atk +4; **CMB** +5; **CMD** 24

Feats Dodge[B], Iron Will, Mobility[B], Power Attack, Quick Draw[B], Spring Attack[B]

Skills Acrobatics +21 (+57 jump), Climb +9, Perception +11, Sense Motive +7, Stealth +15; **Racial Bonus** +10 Acrobatics, +4 Perception

Languages Ignan

SQ heated flesh (DC 14), rapid aging

ECOLOGY

Environment any land (Plane of Fire)

Organization solitary or gang (2-8)

Treasure standard

SPECIAL ABILITIES

Aging Vulnerability (Ex) See the quickling template.

Heated Flesh (Ex) Any metal weapon striking a magmin must succeed at a Fortitude save or melt and gain the broken condition. Another strike by the same weapon causes the metal weapon to be destroyed if it fails a second save. Wood weapons are destroyed after only one failed save. Unarmed and natural attacks made against the magmin deal 1 point of fire damage to the attacker. The save DC is Constitution-based.

Rapid Actions (Ex) See the quickling template.

Searing Aura (Ex) A magmin radiates extremely high temperatures, and any creature that starts its turn within 20 feet of a magmin must succeed at a DC 14 Fortitude save or take 1d6 points of fire damage. The save DC is Constitution-based.

Quickling Casting (Ex) See the quickling template.

RAVENOUS CREATURE

Unnatural acts provoke unnatural hungers, and depravity follows perversity in a cascade. Dark powers watch for the growth of evil in mortals' hearts, and they reward such creatures with great power to nurture the black bloom of their wickedness. Cannibalism garners a particularly abhorrent "blessing." Ravenous creatures are living beings that have eaten the flesh of their own kind and been cursed with a supernatural hunger for more, or who have succumbed to cannibalistic urges from more nefarious sources such as the wendigo. A ravenous creature must continue to eat the flesh of its own kind or starve to death. Most ravenous creatures welcome this burden because of the power it brings them.

CREATING A RAVENOUS CREATURE

"Ravenous" is an acquired template that can be added to any living intelligent creature that has eaten the flesh of its own species (referred to hereafter as the base creature). For purposes of this template, "kind" is defined as a creature of the same named species, a broad category of creatures, or a creature sharing the same racial subtype as the ravenous creature. Creatures that share blood of a species, but do not have the same subtype also count as the same "kind" as the ravenous creature as well. For example, a ravenous drow's kind would include drow, elves, and half-elves. A ravenous half-elf's kind would be considered creatures with the elf or human subtype (since it counts as both races). Similarly, a ravenous effrit's kind includes all genie-kind, but not other fire elementals (since elemental is not a racial subtype).

A ravenous creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Alignment: Usually chaotic evil.

Senses: A ravenous creature gains darkvision +60 ft. and low-light vision.

USING THE RAVENOUS TEMPLATE

The ravenous template lends itself naturally to a villain who is a serial killer stalking a city's streets or a monster terrorizing a rural area. The ravenous creature also is a good fit for those who have succumbed to wendigo psychosis (see *Pathfinder© Roleplaying Game Bestiary 2™*) prior to turning into full-fledged wendigos.

Defensive Abilities: A ravenous creature gains DR 5/— and the following:

Cannibalistic Healing (Ex): So long as the ravenous creature has fed upon the flesh of its own kind within the last 24 hours, it has fast healing 10. Feeding on a creature of its own kind that was killed within the last hour heals all ability damage and ability drain the ravenous creature has taken.

Weaknesses: A ravenous creature gains the following weakness:

Ravenous Body (Ex): A ravenous creature can eat other food, but only the flesh of its own kind satiates its hunger. It must feed upon the flesh of a creature of its own kind at least once every three days or it suffers the effects of starvation (see the *Pathfinder© Roleplaying Game Core Rulebook™*). When the ravenous creature's nonlethal damage due to starvation equals its Constitution score, it dies.

Attacks: If the base creature possesses at least one mouth but has no natural attack with it, the ravenous creature gains a secondary bite attack with each mouth. The damage for this attack is as if the creature was two size categories higher. If the base creature already has a bite attack, the damage for its attack increases by two steps.

Special Attacks: A ravenous creature retains all of the base creature's special attacks. It also gains the following additional special attacks:

Favored Prey (Ex): A ravenous creature gains a +2 bonus on damage rolls against creatures and on Bluff, Perception, Sense Motive, and Survival checks towards creatures of the same type. Against a creature of its own kind, each of the bonuses increases to +4.

Hungry Frenzy (Ex): A number of rounds per day equal to its Charisma modifier (minimum 1), a ravenous creature can enter a rage identical to a barbarian's rage ability. However, the rage only applies towards creatures of its own kind. If the ravenous creature is currently suffering the effects of starvation, the bonuses and penalties for the rage double, but the ravenous creature can no longer end the rage at will unless it eats enough to remove the nonlethal damage it has suffered from starvation.

If a ravenous creature has the rage ability from a different source, such as a racial ability or the barbarian class, it adds its Charisma modifier (minimum +0) to the number of rounds per day it can rage.

Hungry Special Attacks (Ex): Any creature of the same kind as the ravenous creature takes a -2 penalty on saving throws against the ravenous creature's spells and special attacks.

Abilities: Str +6, Dex +4, Con +4.

Feats: A ravenous creature gains Blind-Fight, Improved Grapple, and Improved Unarmed Strike as bonus feats.

Skills: A ravenous creature has a +4 bonus on Acrobatics, Escape Artist, Intimidate, and Stealth checks, and a +8 bonus on Climb, Perception, and Survival checks.

Special Qualities: A ravenous creature gains the following special qualities:

Ageless (Ex): A ravenous creature does not age as long as it is not starving.

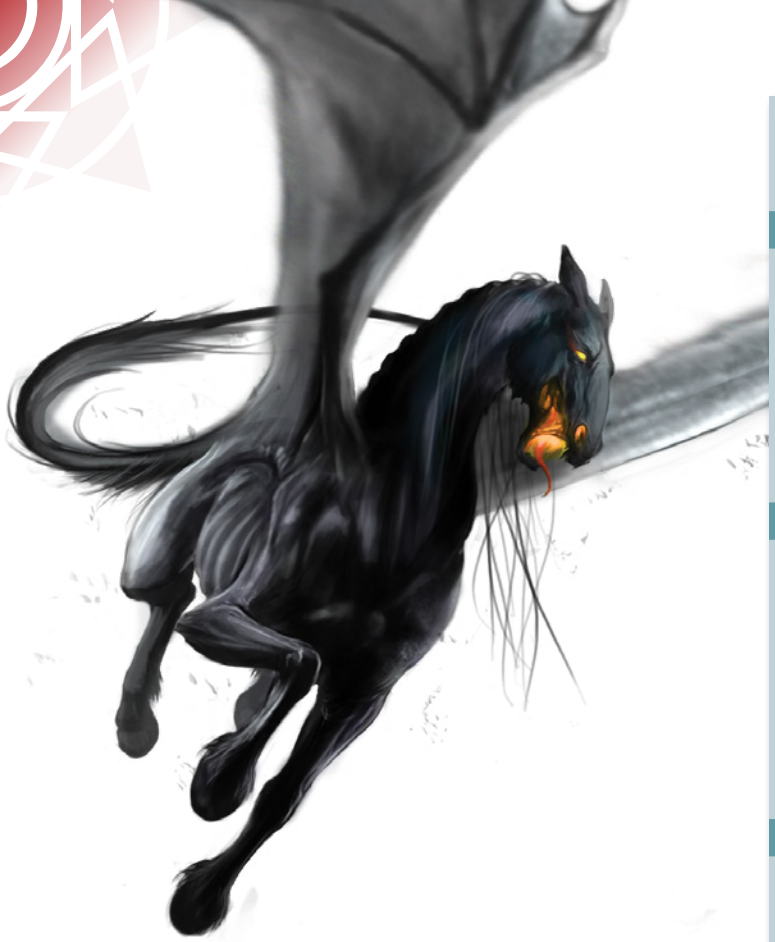
Sprint (Ex): Once per hour, a ravenous creature can move at ten times its normal speed when it makes a charge.

SAMPLE RAVENOUS CREATURE

This emaciated creature looks like a horse with vulture wings, though its chipped yellow teeth look more predatory than herbivorous.

DREADWING

The dreadwing is a pegasus that has turned into a meat-eater, preferring the flesh of its own kind but willing to eat anything that moves. Dreadwings can come about when a herd of pegasi are starved for weeks and, near death, one or more of them turn on their fellows for survival. Legend also claims that sometimes when pegasi and hippogriffs fight for control of the same territory and a pegasi loses its mate to such conflict, it may sometimes become a dreadwing as a result of grief and madness.



Dreadwing **CR 5 • XP 1600**

Ravenous pegasus (*Pathfinder® Roleplaying Game Bestiary™*)
CE Large magical beast
Init +4; **Senses** darkvision 120 ft., *detect evil, detect good*, low-light vision, scent; Perception +19

DEFENSE

AC 16, touch 13, flat-footed 12 (+4 Dex, +3 natural, –1 size)
hp 42 (4d10+20); cannibalistic healing 10
Fort +9, **Ref** +8, **Will** +4
DR 5/—
Weakness ravenous body

OFFENSE

Speed 60 ft., fly 120 ft. (average)
Melee bite +10 (1d6+7), 2 hooves +4 (1d6+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks favored prey (+2 vs. magical beasts, +4 vs. pegasi), hungry frenzy (1 round)
Spell-Like Abilities (CL 4th; concentration +5)
Constant—*detect evil* (60-ft. radius), *detect good* (60-ft. radius)

STATISTICS

Str 24, **Dex** 19, **Con** 20, **Int** 10, **Wis** 13, **Cha** 13
Base Atk +4; **CMB** +11 (+14 grapple); **CMD** 26 (28 vs. grapple, 30 vs. trip)
Feats Blind-Fight[B], Flyby Attack, Improved Grapple[B], Improved Unarmed Strike[B], Iron Will
Skills Fly +7, Perception +19, Sense Motive +4; **Racial Modifiers** +4 Perception
Languages Common (cannot speak)
SQ ageless, sprint

ECOLOGY

Environment temperate and warm plains
Organization solitary, pair, or flock (6–10)
Treasure none

SPECIAL ABILITIES

Ageless (Ex) See the ravenous creature template.
Cannibalistic Healing (Ex) See the ravenous creature template.
Favored Prey (Ex) See the ravenous creature template.
Hungry Frenzy (Ex) See the ravenous creature template
Hungry Special Attacks (Ex) See ravenous creature template.
Ravenous Body (Ex) See the ravenous creature template.
Sprint (Ex) See ravenous creature template.

RAWBONED

Affected by the passing of chaos, rawboned creatures have been touched by the warpwaves of chaos and stretched to beyond their breaking, mentally and physically. Whether it was the ripple effect left in the wake of a protean's passing from one plain to another, a magical explosion gone horrible wrong, or some other wild entropic event, a creature's life is forever changed and if it is unlucky it survives as a rawboned remnant of whatever it was before.

Maddening pain, bone wrenching horror, and sinew so taut that it should snap, these are the experiences that warp whatever mind a creature possessed. Preternatural scarecrows seeking bloody vengeance upon those who have only committed the offense of not living in perpetual pain, rawboned creatures reave the lives of their prey. No pretense for ambush, no stalking or stealthy, a rawboned creature simply throws itself into combat with wild abandon. No tactics nor reason, only rending the blood price from whatever flesh they encounter.

CREATING A RAWBONED

"Rawboned" is an acquired template that can be added to any living, corporeal creature that is not an ooze (referred to hereafter as the base creature). A rawboned uses all the base creature's statistics and special abilities except as noted here

CR: Same as the base creature +2.

Alignment: Chaotic neutral or chaotic evil.

Type: A rawboned gains the chaotic subtype.

Senses: A rawboned gains tremorsense + 10 feet.

Armor Class: A rawboned's natural armor bonus increases by +2.

Hit Dice: A rawboned gains an additional 2 racial Hit Dice of the appropriate size for its type.

Defensive Abilities: A rawboned gains DR +5/ bludgeoning.

Weaknesses: A rawboned gains cold vulnerability.

Speed: A rawboned's base land speed increases by +10 feet. If the base creature possesses any other modes of movement, they increase by +5 feet.

Attacks: A rawboned creature gains two claw attacks, one bite attack, and one slam attack if the base creature does not already have them. The damage for these attacks is based on the creature's size.

Reach: A rawboned's reach increases by +5 ft.

Special Attacks: A rawboned gains rend (bite and 2 claws) as a special attack if it did not already have it. The damage from this rend attack is equal to the rawboned's bite attack increased by two steps plus 1-1/2 of its Strength bonus (minimum +0). If the base creature already has a rend special attack its damage increases by one step.

Abilities: Dex +4, Con +2, Int —2 (minimum 2), Cha –2 (minimum 2).

Feats: A rawboned gains Combat Reflexes and Improved Initiative as bonus feats.

Skills: A rawboned gains a +4 racial bonus to the Perception and Survival skills.

Organization: Change to solitary

SAMPLE RAWBONED

Achingly lithe, this eight-legged reptile could easy be mistaken upon first glance for a giant spider. That is until its eyes, fiery green with rage and malevolence, focuses upon you as it lashes out with its eerily long limbs.

RAWBONED BASILISK

A creature of muscle, bones, sinew and hate, rawboned basilisks are found where the environment has been tainted by chaotic forces. They are constantly on the move seeking to rend creatures and turn their kills to stone after they have had they fill their bellies.

Rawboned Basilisk CR 7 • XP 3,200

CE Medium magical beast (chaotic) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 10 ft.; Perception +14

DEFENSE

AC 21, touch 11, flat-footed 20 (+1 Dex, +10 natural)

hp 76 (9d10+27)

Fort +11, **Ref** +7, **Will** +6

DR 5/bludgeoning

Weaknesses vulnerable to cold

OFFENSE

Speed 35 ft.

Melee bite +12 (1d8+4), 2 claws +12 (1d4+3), or slam +12 (1d4+3)

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

Special Attacks gaze (DC 17), rend (2 claws and bite, 2d8+4)

STATISTICS

Str 16, **Dex** 12, **Con** 17, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +9; **CMB** +12; **CMD** 23 (31 vs. trip)

Feats Blind-Fight, Combat Reflexes[B], Fleet, Great Fortitude, Improved Initiative[B], Iron Will, Skill Focus (Perception)

Skills Perception +14, Stealth +12, Survival +7; **Racial Modifiers** +4 Perception, +4 Stealth, +4 Survival

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 17 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh rawboned basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single rawboned basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

SAURIAN

Saurians are reptile-like beings that live closer to the natural world than others of their kind. Carnivorous and voracious, saurians fight with food on their minds, tearing happily into the bodies of their fallen foes to feed on the tender meat.

A saurian looks like a normal member of its race except that it has the scales, teeth, and claws of a lizard. Its scales may be any color of the rainbow, but a given saurian tends to have scales of only one or two shades. Saurian fire giants, for instance, have patterned red and orange scales, whereas saurian hill giants have dark brown scales on their backs and creamier scales covering their bellies and faces.

CREATING A SAURIAN

"Saurian" is an inherited template that can be added to any non-reptilian animal, humanoid, monstrous humanoid, or magical beast that does not have the reptilian subtype (referred to hereafter as the base creature). A saurian uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Usually neutral

Type: If the base creature has the humanoid type, it gains the reptilian subtype.

Senses: A saurian creature gains low-light vision and the scent ability.

Armor Class: Natural armor class improves by +2.

Attacks: If the base creature possesses at least one mouth but has no natural attack with it, the saurian gains a secondary bite attack with each mouth. If the base creature possesses at least two arms but has no natural attacks with them, the saurian gains a primary claw attack for each arm. The damage for these attacks depends on the creature's size.

Special Attacks: The saurian retains all the base creature's special attacks, gains rake (2 claws, damage equal to claw attack) and gains those described here.

Leaping Pounce (Ex): When a saurian charges a foe and jumps for at least the last 10 feet of movement, it may make a full attack, including rake attacks.

Abilities: Dex –2 (minimum 1), Con +2, Wis +2.

Skills: A saurian has a +8 racial bonus on Acrobatics checks to jump and Survival checks.

Languages: If the saurian can speak, it gains the ability to speak Draconic in addition to any other languages the base creature knows.

SAMPLE SAURIAN

This large reptilian steed boasts mottled-brown scales on its torso and arms.

SAURIAN CENTAUR

Saurian centaurs are carnivorous, nomadic hunters that spend most of their time following migrating herds of

herbivores. However, they are happy to prey upon any creatures that cannot speak their languages, considering them to be inferior. Saurian centaurs are careful not to overhunt their prey, and this mentality affects how they fight enemies. In many cases, they kill and take with them only a few of a larger group of foes, leaving the rest for later hunts.

Saurian Centaur CR 4 • XP 1,200

N Large monstrous humanoid (*Pathfinder© Roleplaying Game Bestiary™*)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 19, touch 10, flat-footed 18 (+6 armor, +1 Dex, +3 natural, –1 size)

hp 34 (4d10+12)

Fort +4, **Ref** +5, **Will** +7

OFFENSE

Speed 35 ft. (50 ft. base)

Melee 2 claws + 5 (1d6+2), bite +0 (1d8+1), 2 hooves +0 (1d6+1), or longsword +3 (2d6+3/19–20)

Ranged javelin +2 (1d8+2)

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

Special Attacks leaping pounce, rake (2 claws +5; 1d6+2)

STATISTICS

Str 15, **Dex** 12, **Con** 17, **Int** 11, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 18 (22 vs. trip)

Feats Improved Initiative, Run

Skills Acrobatics –3 (+5 to jump, +9 for leaping pounce), Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +8, Survival +18; **Racial Bonus** +8 Acrobatics to jump, +12 Acrobatics to jump while running, +8 Survival

Languages Common, Draconic, Elven, Sylvan

SQ undersized weapons

ECOLOGY

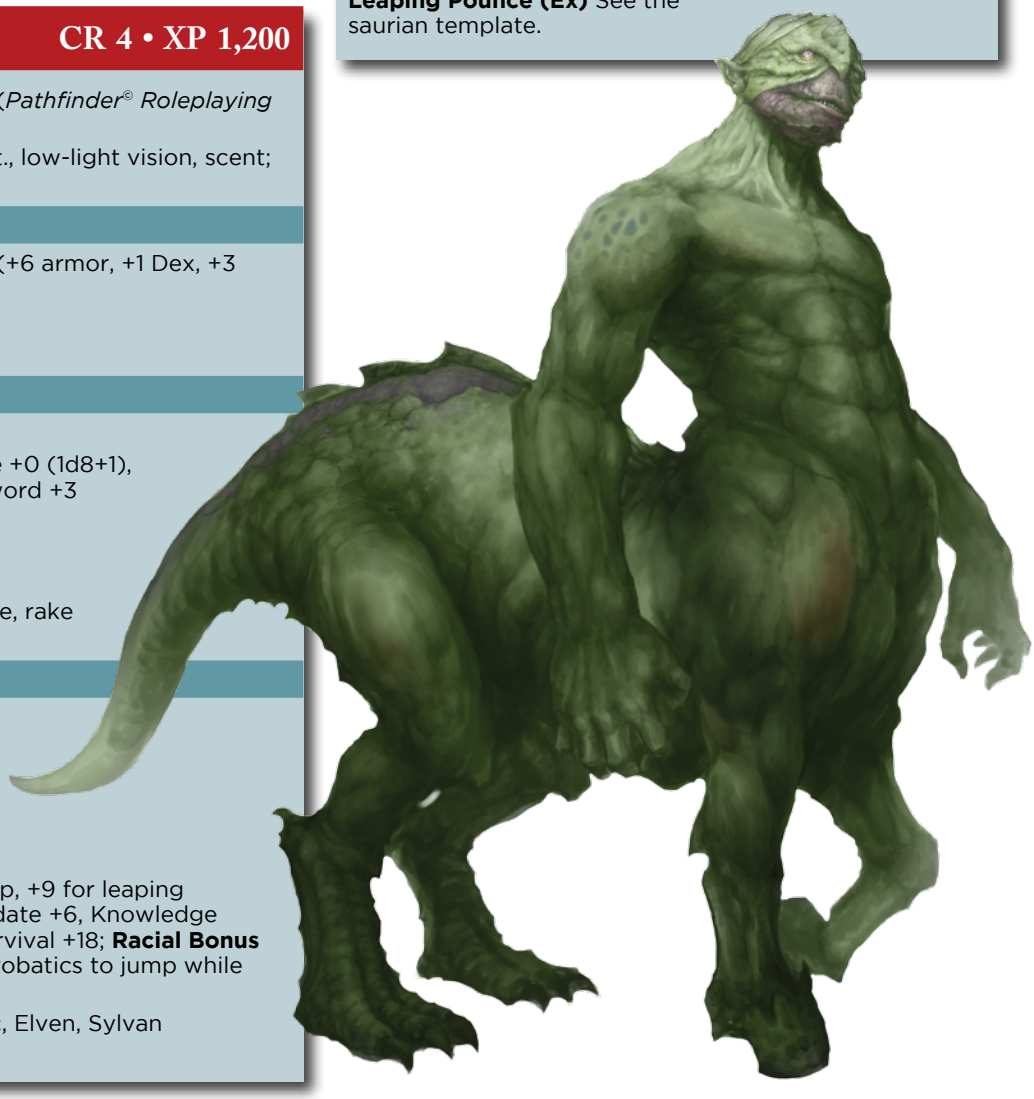
Environment temperate forests and plains

Organization solitary, pair, band (3–10), tribe (11–30 plus 3 hunters of 3rd level and 1 leader of 6th level)

Treasure standard (breastplate, longsword, 3 javelins, other treasure)

SPECIAL ABILITIES

Leaping Pounce (Ex) See the saurian template.



SAVANT

Savants are creatures gifted with unusual intelligence due to some accident of birth. Physically weak and socially inept, they live on the fringes of the social order and are viewed as oracles at best or freaks at worst. Despite their quick wits, flawless memories, and faultless logic, few savants become leaders of their kind. Some, however, gain considerable political power by serving as advisors to more charismatic leaders who are socially acceptable to others. Such injustice often makes savants bitter and vengeful creatures.

A savant looks much like any normal member of its race, though it usually has an enlarged skull to house its extra-large brain. The typical savant also has some physical deformity, such as a club foot or a twisted back—a feature that further erodes its ability to relate to others.

CREATING A SAVANT

"Savant" is an inherited template that can be added to any creature with an Intelligence score of 3 or higher.

A savant uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: The savant's high Intelligence should make it a much greater threat than an average member of its race because of the plots and machinations it can invent, but in physical combat, no adjustment or a +1 adjustment to CR should be appropriate. If the savant can cast spells as a cleric, druid, or wizard, the abnormally high save DCs may justify a +2 CR adjustment.

Defensive Abilities: A savant gains the following defensive abilities:

Deductive Leap (Ex): Once per round, a savant can choose to substitute its Intelligence modifier for the ability modifier usually associated with a saving throw it is about to make. The decision to use this ability must be made before the saving throw is rolled, and this ability can be used even if the savant does not know what the saving throw is for.

Uncanny Dodge (Ex): This ability functions identically to the rogue ability. If a savant gains uncanny dodge from a class level or another template, it instead gains improved uncanny dodge.

Special Attacks: A savant gains the following.

Combat Insight (Ex): Against any creature it has watched in combat for at least 3 rounds a savant gains a +2 insight bonus to AC and on attack and damage rolls.

Abilities: Str –2 (minimum 1), Dex –2 (minimum 1), Con –2 (minimum 1), Int +10, Wis +6, Cha –4 (minimum 1).

Feats: A savant gains Blind-Fight as a bonus feat.

Skills: The savant retains the racial skill bonuses of the base creature, but it loses all skill ranks the base creature possessed. Recalculate skill points for the savant's racial Hit Dice according to its type then purchase its skills afresh. Treat the base creature's skills and Disable Device, Linguistics, Knowledge (all), and Use Magic Device as class skills. The savant retains any skill points gained from class levels.

A savant gains a +6 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against creatures it has observed or interacted with for 1 minute. Furthermore, it can use all Knowledge skills, Disable Device, Linguistics, and Use Magic Device untrained.

Languages: A savant often speaks many languages chosen from the bonus languages available to creatures of its type.

Special Qualities: The savant retains all the base creature's special qualities and gains those described here.

Skill Mastery (Ex): A savant chooses ten skills when the template is added. It may take 10 on checks made with any of these skills, even if stress or distraction would normally prevent it from doing so.

Home Advantage (Ex): A savant gains a +4 insight bonus on initiative rolls and Perception and Stealth checks in any area with which it is very familiar (that is, a place that the savant feels at home in).

SAMPLE SAVANT

The oversized head on this tiny dragon would almost seem comical were it not for the cold intelligence clearly visible behind its eyes.

URANDRIX

Finding the pranks that other pseudodragons enjoy tiresome, Urandrix constantly seeks out mental stimulation in the form of complex puzzles or riddles. She enjoys complicated politics and power mongering, but her weak physical body and lack of charisma ensures that she will never become a leader. In the past, Urandrix has attached herself to thieves' guilds for the excitement—her skills making her an excellent advisor.

URANDRIX **CR 1 • XP 400**

Female Pseudodragon savant (*Pathfinder® Roleplaying Game Bestiary™*)
NG Tiny dragon
Init +1; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 size, +2 natural)
hp 13 (2d12)
Fort +3, **Ref** +4, **Will** +7; deductive leap (**Fort** +8, **Ref** +8, **Will** +8)
Defensive Abilities deductive leap, uncanny dodge; **Immune** paralysis, sleep; **SR** 12

OFFENSE

Speed 15 ft., fly 60 ft. (good)
Melee bite +5 (1d2-3), sting +5 (1d3-3 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks combat insight, poison

STATISTICS

Str 5, **Dex** 13, **Con** 11, **Int** 20, **Wis** 18, **Cha** 6
Base Atk +2; **CMB** +1; **CMD** 8 (12 vs. trip)
Feats Blind-Fight[B], Weapon Finesse
Skills Appraise +10, Bluff +3, Diplomacy +3, Escape Artist +1, Fly +14, Knowledge (local) +10, Linguistics +10, Perception +9, Sense Motive +9, Stealth +18 (+22 in Forests), Survival +9, Use Magic Device +3; **Racial Modifiers** +4 Stealth (+8 Stealth in forests)
Languages Common, Draconic, Elven; telepathy 60 ft.
SQ home advantage, skill mastery (Acrobatics, Bluff, Diplomacy, Escape Artist, Fly, Perception, Sense Motive, Stealth, Survival, Use Magic Device)

SPECIAL ABILITIES

Combat Insight (Ex) See the savant template.
Deductive Leap (Ex) See the savant template.
Home Advantage (Ex) See the savant template.
Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* 1/minute per 10 minutes; *effect* sleep for 1 minute; *cure* 1 save.
Skill Mastery (Ex) See the savant template.

SCALDING CREATURE

The rare places where the Elemental Planes of Fire and Water meet are areas of powerful steam, boiling liquids, and scalding vapor. On the Material Plane, scalding creatures are primarily found where elemental water and fire can mix to simulate these environs.

Scalding creatures appear as beings partially made of super-heated water. Boiling water and hot steam constantly emit from their superheated bodies.

CREATING A SCALDING CREATURE

"Scalding" is an inherited template that can be added to any living corporeal creature that does not have the earth subtype (referred to hereafter as the base creature). A scalding creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Type: The creature's type changes to outsider and gains the elemental, extraplanar, fire and water subtypes. Do not recalculate base attack bonuses, saves, or skill points.

Senses: A scalding creature gains the following.

Cloud Sight (Ex): A scalding creature can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures and objects do not gain concealment from a scalding creature due to such conditions.

Hit Dice: Change all of the base creature's racial HD to d10s.

Defensive Abilities: A scalding creature retains all the base creature's defensive and gains the following.

Steam Body (Ex): The steam and vapors that make up a scalding creature's body make it hard to land blows, granting it concealment at all times (20% miss chance).

Speed: A scalding creature retains the base creature's speeds and gains a fly speed equal to the base creature's fastest speed, with perfect maneuverability. If the base creature already has a fly speed, it remains the same, but the scalding creature's maneuverability becomes perfect.

Special Attacks: A scalding creature gains the following.

Breath Weapon (Su): Once every 1d4 rounds, a scalding creature can breathe a cloud of superheated steam. The steam can be expelled either as a 60 ft. line or in a 10 ft. radius spread centered on the scalding creature. As a line the steam deals 1d6 fire damage for every Hit Die the base creature has (maximum 20d6, Reflex save for half damage). As a spread the steam does 1d6 fire damage for every two Hit Dice the base creature has (maximum 10d6) and affects all within range with no save. The save DC is Constitution-based.

Scalding Form (Su): While it is in steam form (see below), a scalding creature can burn creatures within its form as the *incendiary cloud* spell. Every round within the cloud, a creature takes 1d6 damage for every two Hit Dice the base creature has. A successful Reflex save halves the damage. Regardless of if the target makes their save or not, half of this damage is fire damage and the other half is untyped. A scalding creature can remain in scalding form for a number of rounds equal to its Constitution modifier (minimum 1) and moves at a speed equal to its fly speed. At the end of this time the scalding creature resumes its natural form. The scalding creature may use this ability a number of times per day equal to 1+1 per 5 HD of the base creature. The save DC is Constitution-based.

Scalding Touch (Ex): A scalding creature gains a single touch attack which deals an extra 1d4 fire damage. Each of a scalding creature's natural attacks also deals this damage. This damage scales with size.

Abilities: +6 Dex, –2 Int (minimum 1), +2 Wis

Skills: A scalding creature gains a +5 circumstance bonus on Stealth checks in areas of fog, steam, or clouds.

Languages: If the scalding creature can speak, it gains the ability to speak Aquan and Ignan in addition to any other languages the base creature knows.

Special Qualities: A scalding creature gains the following.

Steam Form (Su): A scalding creature can assume the form of a cloud of steam at will. Becoming gaseous or resuming its normal form is a move action. This ability is otherwise identical to the *gaseous form* spell.

Environment: As base creature plus Planes of Fire and Water.

SAMPLE SCALDING CREATURE

Scaling steam rises and boiling water drips from the body of this wet half-man, half-bull.

SCALDING MINOTAUR

Hulking beasts of boiling water and vapor, scalding minotaurs are found in ruins near geothermal sources, and on the Planes of Fire and Water. They are notoriously even more hot-tempered than their standard kin.

Scalding Minotaur CR 5 • XP 1,600

CE Large outsider (elemental, extraplanar, fire, water)

Init +3; **Senses** cloud sight, darkvision 60 ft.; Perception +11

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, -1 size, +5 natural)

hp 45 (6d10+12)

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

Defensive Abilities steam body; **Immune** elemental traits, fire

Weakness vulnerability to cold

OFFENSE

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

Melee greataxe +9/+4 (3d6+6/x3) and gore +9 (1d6+6 plus 1d6 fire)

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

Special Attacks breath weapon (60-ft. line or 10-ft.-radius spread, 6d6 fire or 3d6 fire, Reflex DC 15 half, 1/1d4 rounds), powerful charge (gore +11, 2d6+6), scalding form (3d6 fire and untyped, Reflex DC 15 half, 3/day), scalding touch

STATISTICS

Str 19, **Dex** 16, **Con** 15, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +11 (+13 bull rush); **CMD** 24 (26 vs. bull rush)

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Fly +9, Intimidate +5, Perception +11, Stealth -1 (+4 in areas of fog, steam, of clouds), Survival +5; **Racial Modifiers** +4 Perception, +4 Survival, +5 Stealth in areas of fog, steam, or clouds.

Languages Aquan, Giant, Ignan

SQ natural cunning, steam form

Gear greataxe

ECOLOGY

Environment temperate ruins or underground (Planes of Fire and Water)

Organization solitary, pair, or gang (3-4)

Treasure standard

SPECIAL ABILITIES

Cloud Sight (Ex) See the scalding creature template.

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

Scalding Form (Su) See the scalding creature template.

Scalding Touch (Ex) See the scalding creature template.

Steam Body (Ex) See the scalding creature template.

Steam Form (Su) See the scalding creature template.

SEASONAL CREATURE

Seasonal creatures change as the world does. Their bodies and souls are linked to the slow shift from spring to summer, summer to autumn, and autumn to winter.

In spring, a seasonal creature exhibits great strength and lust for life. It seems exuberant and foolhardy, young again despite all its years and frail like a newborn. In summer, some of the zest for living that characterized it in spring has faded, tempered by thoughts of the autumn and winter to come. Autumn brings physical weakness and growing wisdom, plus a need to prepare for the coming winter. Winter is a time for thoughtfulness—a time to reflect on the events of the year and learn from them before the coming spring makes the seasonal creature a young fool again.

Like its outlook, the seasonal creature's appearance changes throughout the year. In spring, its skin is bright green, and new leaf shoots and budding flowers grow from its head like hair. Summer darkens the greens and causes the flowers to fall as fruit begins to ripen. In autumn, the seasonal creature's skin turns yellow or brown, and its leaves become fiery red and orange. In winter, its leaves and vine-like hair wither and fall away, its skin pales to pure white, and hair the color of the winter sky grows in where the green shoots once sprouted.

CREATING A SEASONAL CREATURE

"Seasonal" is an acquired or inherited template that can be added to any living creature that normally lives aboveground (referred to hereafter as the base creature).

A seasonal creature uses all the base creature's statistics and special abilities except as noted here. When the season changes, the seasonal creature loses the changes imposed during the previous season and gains those for the next one.

Challenge Rating: Same as the base creature +1.

Saving Throws: A seasonal creature gains morale modifiers on certain saves based on the current season, as follows.

- **Spring:** The seasonal creature gains a +2 bonus on saves against fear effects and a –2 penalty on saves against cold effects.
- **Summer:** The seasonal creature gains a +2 bonus on saves against fire effects and a –2 penalty on saves against cold effects.
- **Autumn:** The seasonal creature gains a +2 bonus on saves against cold effects and a –2 penalty on saves against polymorph effects.

USING THE SEASONAL TEMPLATE

The seasonal template is a package of four templates that can be divided and used separately. It can also can be made an acquired template with no modification.

You can use this template to redefine any creature. Fey creatures or those with various fey-themed templates are excellent choices as base creatures. This template can also be used in conjunction with the seelie and unseelie templates (see pages 253 and 291) where the base creature gains one of these templates depending on the season.

The template can also be used to create subraces for humans, elves, or other PC races.

- **Winter:** The seasonal creature gains a +2 bonus on saves against cold effects and a –2 penalty on saves against fear effects.

Defensive Abilities: A seasonal creature uses all the base creature's defensive abilities and gains the following:

Resistances (Ex): A seasonal creature gains energy resistance based on the season, as follows.

- **Spring:** The seasonal creature gains resistance +5 to cold and fire.
- **Summer:** The seasonal creature gains resistance +5 to electricity and fire.
- **Autumn:** The seasonal creature gains resistance +5 to cold and electricity.
- **Winter:** The seasonal creature gains resistance +10 to cold.

Special Attacks: The seasonal creature retains all the base creature's special attacks and gains those described here.

Energy Damage (Su): Each of a seasonal creature's natural and manufactured weapon attacks deals extra energy damage depending on the season.

- **Spring**: +1d4 fire.
- **Summer**: +1d6 fire.
- **Autumn**: + 1d4 cold.
- **Winter**: +1d6 cold.

Seasonal Spellcasting (Su): If the base creature casts spells or possesses spell-like abilities, the seasonal creature gains a +1 bonus to caster level and save DCs for specific effects, as follows.

- **Spring:** illusion effects.
- **Summer:** evocation effects.
- **Autumn:** transmutation effects.
- **Winter:** necromancy effects.

Abilities: A seasonal creature's ability scores change from the base creature according to the season, as given on **Table 2-36** (minimum 1).

TABLE 2-36: SEASONAL ABILITIES

Season	Str	Dex	Con	Int	Wis	Cha
Spring	+4	+4	-4	-4	-4	+4
Summer	+2	+2	-2	-2	-2	+2
Autumn	-2	-2	+2	+2	+2	-2
Winter	-4	-4	+4	+4	+4	-4

Skills: A seasonal creature does not gain extra skill points from this template. Do not recalculate the seasonal creature's skills based on its Intelligence changes. The seasonal creature gains a +2 circumstance bonus on Knowledge (nature) checks and Stealth checks in natural environments where its seasonal colors blend with the environment. Additionally, it gains the following bonuses according to the season:

- **Spring:** +2 circumstance bonus on Craft, Heal, and Handle Animal checks.
- **Summer:** +2 circumstance bonus on Acrobatics, Climb, and Swim checks.
- **Autumn:** +2 circumstance bonus on Bluff, Disguise, and Sleight of Hand checks.
- **Winter:** +2 circumstance bonus on Escape Artist, Perception, and Survival checks.

SAMPLE SEASONAL CREATURE

This massive and striking female giant in wears ornate robes under an exquisite breastplate, and carries a bow equal to her height and a sword longer than horse's body. Both her skin and equipment is wood-brown, with greenish highlights, and her hair a mix of rich browns and dulling greens. Small shocks of electricity crackle over her hands, but turns to flames as it reaches either of her weapons.

AELLO

Aello is the matriarch of her storm giant clan, and is blessed with a more direct connection to the seasonal power of the storms that run through the blood of all

her people. Her temperament changes with the seasons, causing her to be morose and gloomy in autumn, quiet and contemplative in winter, most playful and cheerful in the spring, and businesslike in the long days of summer.

Aello CR 14 • XP 38,400

Female seasonal storm giant (in summer) (*Pathfinder© Roleplaying Game Bestiary™*)

CG Huge humanoid (giant)

Init +3; **Senses** low-light vision; Perception +26

DEFENSE

AC 29, touch 11, flat-footed 26 (+6 armor, +3 Dex, +12 natural, –2 size)

hp 180 (19d8+95)

Fort +16*, **Ref** +9*, **Will** +12; *In her summer form, Aello gains a +2 bonus on saves against fire effects and takes a –2 penalty on saves against cold effects.

Defensive Abilities rock catching; **Immune** electricity; **Resist** fire 5

OFFENSE

Speed 50 ft., swim 40 ft. (35 ft., swim 30 ft. in armor)

Melee mwk greatsword +28/+23/+18 (4d6+22 plus 1d6 fire/17–20 plus 1d6 fire) or 2 slams +27 (2d6+15 plus 1d6 fire)

Ranged mwk composite longbow +16/+11/+6 (3d6+15 plus 1d6 fire /x3)

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

Spell-Like Abilities (CL 15th [16th for evocation spells]; concentration +18 [+19 for evocation spells])

Constant—*freedom of movement*

2/day—*control weather*, *levitate*

1/day—*call lightning** (DC 17), *chain lightning** (DC 20)

* evocation spell

STATISTICS

Str 41, **Dex** 16, **Con** 21, **Int** 14, **Wis** 18, **Cha** 17

Base Atk +14; **CMB** +31 (+33 bull rush, sunder; **CMD** 44 (46 vs. bull rush, sunder)

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +21, Climb +20, Craft (bowyer/fletcher) +12, Intimidate +21, Perception +26, Perform (sing) +13, Sense Motive +23, Swim +25

Languages Auran, Common, Draconic, Giant

SQ militant, water breathing

Gear mwk breastplate, mwk composite longbow (+14 **Str** bonus) with 20 arrows, mwk greatsword

SPECIAL ABILITIES

Militant (Ex) Storm giants are proficient with all simple and all martial weapons.

Water Breathing (Ex) Storm giants can breathe water as well as air.

SEELIE CREATURE

Hidden from sight in forests and fields are the domains of and doorways to Fey Realms. Normal creatures dwelling in such green places often pass right through the domain of the Seelie Court without suspecting that seelie creatures watch and follow their every move. Circles of stones or rings of mushrooms serve as signposts for the seelie creatures that walk in the lands of mortal creatures, and the appearance of such signs might hint that seelie creatures live nearby.

A seelie creature appears superficially similar to a normal creature, but careful observation reveals that it has a lighter step and sleeker form than a normal creature of its kind. Sometimes a seelie creature can be distinguished by the fact that it carries or wears a strange flower from the Fey Realms.

CREATING A SEELIE CREATURE

"Seelie" is an inherited or acquired template that can be added to any living, intelligent, non-evil creature or

creatures that have lost the unseelie template by becoming a creature of good alignment (referred to hereafter as the base creature).

A seelie creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Any non-evil.

Type: The creature gains the extraplanar subtype.

Senses: A seelie creature gains low-light vision and the following.

Seelie Sight (Ex): Seelie creature can identify a seelie or unseelie creature on sight, regardless of mundane or magical disguise effects. Additionally, a seelie creature can see any other creature in a faerie walk state (see Faerie Walk, below). Effects that prevent the seelie creature from seeing an unseelie creature (such as *invisibility*) block seelie sight.

Defensive Abilities: A seelie creature gains DR 5/cold iron or silver.

Spell-Like Abilities: A seelie creature gains the following spell-like abilities. Caster level is equal to seelie creature's total Hit Dice. The save DCs are Charisma based.

3/day—*dancing lights*, *ghost sound*, *silent image*, *speak with animals*, *speak with plants*

1/day—*alter self*, *magic mouth*, *plane shift (to and from the Fey Realms only)*, *quench*, *sleep*

Abilities: Dex +4, Wis +2, Cha +4.

Skills: A seelie creature gains a +4 luck bonus on Perception checks and a +4 racial bonus on Heal, Survival, and Knowledge (nature) checks. Knowledge (nature) is a class skill for a seelie creature, and they can use the skill untrained.

Languages: If the seelie creature can speak or understand languages, it gains the ability to speak Sylvan in addition to any other languages the base creature knows.

Special Qualities: The seelie creature retains all the base creature's special qualities and gains those described here.

Charmed Life (Ex): A seelie creature gains a +4 luck bonus on all saves against figment-based illusions and compulsion effects.

Faerie Walk (Su): At will as a full-round action in an untouched or uncultivated natural environment at least an acre in area, a seelie creature can enter a state similar to becoming ethereal as per the *ethereal jaunt* spell. However, the seelie creature is not on the Ethereal Plane, but coexisting on the plane of the Fey Realms and the Material. It can remain in this state for as long as it wishes, so long as it remains in an untouched natural environment, and it can return to the Material Plane as a free action. A seelie creature using its faerie walk power cannot enter structures on the Material Plane that were not built by a seelie creature, nor can they pass beyond the uncultivated natural environment. A seelie creature that crosses into such forbidden areas while in its faerie walk state immediately becomes tangible on the Material Plane. In addition, a seelie creature that willingly crosses such a boundary while undergoing a faerie walk loses the ability to use faerie walk for 1 week.

A seelie creature can use its faerie walk ability to bring another willing creature or a creature affected by its *sleep* spell to a faerie walk state. The creature is subject to the same constraints of movement as the seelie creature, becoming material and losing the ability to travel to the Fey Realms with a seelie or unseelie creature for 1 week should it voluntarily cross the boundaries prohibited by the faerie walk ability. In addition, the creature remains in its ethereal-like state for only as long as the seelie creature does, or until the seelie creature decides to send it back to the Material Plane.

A seelie creature cannot use this ability in an area claimed by an unseelie creature or under the effects of an *unhallow* spell or similar magic. *Magic circle* spells also prevent the use of faerie walk if the seelie's alignment has a component of the alignment the magic circle is protecting against.

Feyblood (Ex): If the base creature is not of the fey type, the seelie creature is considered both a fey creature and a creature of its normal type for the purpose of spells, abilities, and effects that affect those types. If its type renders it immune to any effect that would normally affect a fey creature, it remains immune unless the effect specifically targets creatures of the fey type. In addition, the seelie creature may use magic items with racially specific qualities as though it were of the fey type.

Seelie Pact (Ex): A seelie creature that becomes evil loses the seelie template and gains the unseelie template.

Environment: Any natural environment and the Fey Realms.

SAMPLE SEELIE CREATURE

This tiny creature has the upper body of a highly attractive elf, the lower body of a cricket, and sparkling gossamer wings growing from its back.

Seelie Grig

Seelie grigs are fierce defenders of the Seelie Realm. They use spells to confuse and misdirect opponents, and when combat is inevitable, they attack fearlessly with bow and dagger.

Seelie grigs typically see themselves as watchers and guardians of the hidden ways to the Fey Realms. They particularly are interested in travelers that move through their woods. They trust few such travelers, knowing well the danger that their penchant for fire represents. Thus, the seelie grigs use their faerie walk ability and their talent for hiding to stay out of sight of foes while attempting to lead them out of the forest, hopefully never to return.

Seelie Grig — CR 2 • XP 600

NG Tiny fey (extraplanar) (*Pathfinder® Roleplaying Game Bestiary 2™*)

Init +6; **Senses** low-light vision, seelie sight; Perception +11

DEFENSE

AC 19, touch 19, flat-footed 12 (+6 Dex, +1 dodge, +2 size)

hp 4 (1d6+1)

Fort +1, **Ref** +8, **Will** +5; +4 luck bonus vs. illusions and compulsions

DR 5/cold iron or silver; **SR** 16

OFFENSE

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

Melee shortsword –1 (1d3-3)

Ranged longbow +8 (1d4-3/x3)

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

Special Attacks fiddle (DC 14)

Spell-Like Abilities (CL 9th; concentration +13)

3/day—*dancing lights, disguise self, entangle* (DC 15), *ghost sound, invisibility* (self only), *pyrotechnics* (DC 16), *silent image, speak with animal, speak with plants*

1/day—*alter self, magic mouth, plane shift* (to and from the Fey Realms only), *quench, sleep*

STATISTICS

Str 5, **Dex** 22, **Con** 13, **Int** 10, **Wis** 16, **Cha** 18

Base Atk +0; **CMB** +4; **CMD** 12

Feats Dodge

Skills Acrobatics +10 (+14 when jumping), Escape Artist +10, Fly +14, Perception +11, Perform (string instruments) +8, Stealth +18; **Racial Modifiers** +4 Acrobatics to jump, +4 Heal, +4 Knowledge (nature), +4 Survival

Languages Common, Sylvan

SQ charmed life, faerie walk, seelie pact

ECOLOGY

Environment temperate forests and the Fey Realms

Organization solitary, gang (2-5), or band (6-11)

Treasure NPC gear (short sword, longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

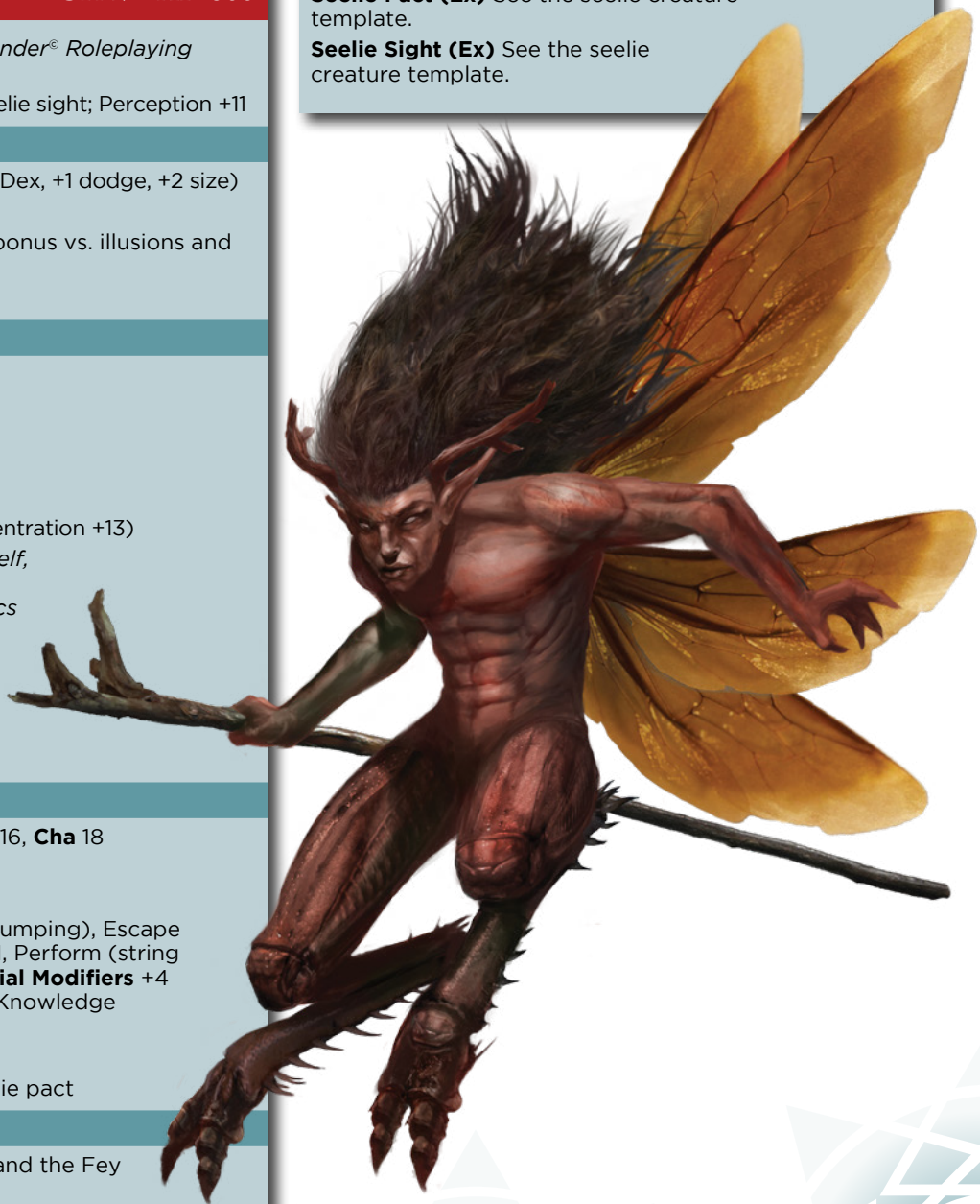
Charmed Life (Ex) See the seelie creature template.

Faerie Walk (Su) See the seelie creature template.

Fiddle (Su) Grigs are capable of rubbing their legs together like a cricket to create a surprisingly pleasant sound not unlike that of a tiny fiddle. As a standard action, a grig can create a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a Will save. Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered as long as the grig continues to fiddle. A grig can maintain this effect for up to 10 rounds per day by concentrating. Once a creature makes the save against a grig's fiddle, it is immune to further fiddle effects from that grig for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Seelie Pact (Ex) See the seelie creature template.

Seelie Sight (Ex) See the seelie creature template.



SELENIC CREATURE

Ruled by the phases of the moon, selenic creatures are moody beings whose hearts and minds shift with the shadows crawling across the face of that silvery orb. Even during the day, when the sun is the only heavenly body visible in the sky, selenic creatures continue to act as the moon demands of them.

Selenic creatures look just like normal specimens of their kinds, but their attitudes at any given time depend on the phase of the moon. Two selenic creatures of different races might not be visually similar to one another, but they might both sneer with suspicion during the new moon or laugh uproariously for no reason when the moon is full. As the moon changes phases, the selenic creature's alignment shifts. Even a despicably evil selenic creature feels remorse for its actions during the full moon, and even the most decent and upstanding one should be avoided during the days and nights surrounding a new moon.

CREATING A SELENIC CREATURE

"Selenic" is an inherited template that can be applied to any intelligent creature (hereafter referred to as the base creature). A selenic creature uses all of the base creature's statistics and special abilities except as noted here.

Mechanically, the selenic creature template is a package of several templates, each of which is applied to the base creature during the appropriate moon phase and then removed before the next template is added. The changes are not cumulative, and each template lasts about 4 to 5 days. Changes to Intelligence due to the moon phase do not grant additional skill points or languages.

NEW MOON

When the moon is new in the sky, it is cloaked in darkness and hidden from view. A selenic creature is similarly reclusive during this time, and it often becomes surly and emotionally cold.

Alignment: The selenic creature's alignment becomes evil during the new moon. If the base creature is already evil, the selenic creature becomes chaotic. If it is already chaotic evil, no further alignment shift occurs.

Senses: The selenic creature gains darkvision +120 ft.

Spell-Like Abilities: During the new moon, the selenic creature gains the following. Its caster level is equal to its total Hit Dice.

At will—*deeper darkness*.

Abilities: Dex +4, Con –2 (minimum 1), Int +2.

Feats: The selenic creature gains Blind-Fight as a bonus feat.

Skills: The base creature gains a +4 racial bonus on Intimidate and Stealth checks and takes a –4 penalty on Bluff and Diplomacy checks.

WAXING CRESCENT

The waxing crescent rises in the sky after the new moon, but before the first half-moon. A scimitar of light on the right side of the darkened orb grows larger every day, until the moon reaches its half-moon configuration. When the moon waxes crescent, the gloom that has held the selenic creature in its grip begins to abate—not that most creatures would notice. The selenic creature's surliness becomes mere irritability, and what seems to be an unfeeling nature resolves itself into bitterness.

Alignment: The selenic creature's alignment shifts one step toward evil. If the base creature is already evil, the selenic creature's alignment shifts one step toward chaotic.

Senses: The selenic creature gains darkvision +60 ft.

Spell-Like Abilities: During the waxing crescent moon, gains the following. Its caster level is equal to its total Hit Dice.

At will—*darkness*

1/day— *light*

Abilities: Dex +4.

Skills: The selenic creature gains a +2 racial bonus on Stealth checks.

Special Qualities: A selenic creature under a waxing crescent moon gains the following.

Shadow's Friend (Ex): In conditions of low light or shadowy illumination, the selenic creature gains a +2 morale bonus on attack and damage rolls.

WAXING HALF-MOON

When the moon reaches this phase, its right side is lighted, and its left side appears dark. During this period, a selenic creature seems numb and noncommittal. Although it continues to conduct its daily affairs normally, it seems lost in thought much of the time.

Senses: The selenic creature gains darkvision +60 ft. and low-light vision.

Spell-Like Abilities: During the first half-moon the selenic creature gains the following. Its caster level is equal to its total Hit Dice.

3/day—*darkness, light*

Abilities: Dex +2, Wis +2.

Skills: The selenic creature gains a +5 racial bonus on Acrobatics checks.

Special Qualities: A selenic creature under a waxing half-moon gains the following.

Shadow's Friend (Ex): In conditions of low light or shadowy illumination, the selenic creature gains a +2 morale bonus on attack and damage rolls.

WAXING GIBBOUS

The waxing gibbous moon follows the first half-moon and precedes the full moon. The moon appears as a lighted orb flanked on the left by a crescent of darkness. When the moon waxes gibbous, the selenic creature opens itself up to new ideas and experiences, and its mood begins to brighten.

Alignment: The selenic creature's alignment shifts one step toward good. If the base creature is already good, the selenic creature's alignment shifts one step toward lawful.

Senses: The selenic creature gains low-light vision and the scent ability.

Spell-Like Abilities: During the waxing gibbous moon the selenic creature gains the following. Its caster level is equal to its total Hit Dice.

At will—*light*

1/day—*darkness*

Abilities: Wis +4.

Special Qualities: A selenic creature under a waxing gibbous moon gains the following.

Shadow's Friend (Ex): In conditions of low light or shadowy illumination, the selenic creature gains a +2 morale bonus on attack and damage rolls.

FULL MOON

When the moon is full, the Earth, sun, and moon are nearly in a straight line, with the Earth in the middle. The moon's lighted side, the one reflecting the light of the sun, faces toward the Earth and looks like a bright, perfectly round beacon in the night sky. During the full moon, the selenic creature becomes positively gleeful. The increased wisdom of the past few days vanishes, replaced by potent strength and verve.

Alignment: The selenic creature's alignment becomes good during the full moon. If the base creature is already good, the selenic creature becomes lawful. If it is already lawful good, no further alignment shift occurs.

Senses: The selenic creature gains low-light vision and the scent ability.

Special Attacks: A full moon selenic creature gains the following.

Lycanthrope Control (Su): When the moon is full, a selenic creature can automatically detect the presence and location of every lycanthrope within 30 feet. With a standard action, it can force a single lycanthrope within that range to assume whichever lycanthropic form the selenic creature desires. The affected lycanthrope is stuck in that form until either it or the selenic creature dies or the phase of the moon changes. A Will save negates this effect. The DC is 11 + the selenic creature's total Hit Dice. This change happens on the selenic creature's turn, not the lycanthrope's.

Spell-Like Abilities: During the full moon the selenic creature gains the following. Its caster level is equal to its total Hit Dice.

At will—*light*

Abilities: Str +4, Con +2, Wis –2 (minimum 1).

WANING GIBBOUS

The waning gibbous moon follows the full moon and precedes the last half-moon. The moon appears as a lighted orb flanked on the right by a crescent of darkness. When the moon wanes gibbous, the selenic creature begins to settle down. Although the creature remains upbeat and optimistic, its happiness has lost the manic edge it recently had, and its perception and understanding of the world increases.

Alignment: The selenic creature's alignment shifts one step toward good. If the base creature is already good, the selenic creature's alignment shifts one step toward lawful.

Senses: The selenic creature gains low-light vision.

Spell-Like Abilities: During the waxing gibbous moon the selenic creature gains the following. Its caster level is equal to its total Hit Dice.

1/day—*darkness*

3/day—*light*

Abilities: Str +2, Con +2.

Feats: The selenic creature gains Alertness as a bonus feat.

Skills: The selenic creature gains a +2 racial bonus on Sense Motive and Stealth checks.

Special Qualities: A selenic creature under a waning gibbous moon gains the following.

Shadow's Friend (Ex): In conditions of low light or shadowy illumination, the selenic creature gains a +2 morale bonus on attack and damage rolls.

WANING HALF-MOON

When the moon reaches this phase, its left side is lighted, and its right side appears dark. During this period, the selenic creature's mood seems unaffected by the moon. It perceptions grow even more acute, and it becomes abnormally reasonable.

Senses: The selenic creature gains darkvision +60 ft. and low-light vision.

Spell-Like Abilities: During the last half-moon the selenic creature gains the following. Its caster level is equal to its total Hit Dice.

1/day—*darkness, deeper darkness, light*

Abilities: Con +2, Int +2.

Skills: The selenic creature gains a +4 racial bonus on Perception and Sense Motive checks.

Special Qualities: A selenic creature under a waning half-moon moon gains the following..

Shadow's Friend (Ex): In conditions of low light or shadowy illumination, the selenic creature gains a +2 morale bonus on attack and damage rolls.

WANING CRESCENT

The waning crescent rises in the sky after the last half-moon, but before the new moon. A scimitar of light on the left side of the darkened orb grows smaller every day, until it disappears completely. When the moon wanes crescent, the selenic creature sinks into a deep depression. Although it retains its reasoning power, its health suffers, and it grows increasingly suspicious of others.

Alignment: The selenic creature's alignment shifts one step toward evil. If the base creature is already evil, the selenic creature's alignment shifts one step toward chaotic.

Senses: The selenic creature gains darkvision +60 ft. and low-light vision.

Spell-Like Abilities: During the waning crescent moon the selenic creature gains the following. Its caster level is equal to its total Hit Dice.

At will—*darkness*

1/day—*deeper darkness*

Abilities: Dex +2, Int +2.

Skills: The selenic creature gains a +2 racial bonus on Sense Motive and Stealth checks.

Special Qualities: A selenic creature under a waning crescent moon gains the following.

Shadow's Friend (Ex): In conditions of low light or shadowy illumination, the selenic creature gains a +2 morale bonus on attack and damage rolls.

SAMPLE SELENIC CREATURE

This emaciated and hairless lupine creature has a strange air of contentment and joy around it.

SELENIC YETH HOUND

For twelve days out of each month, a selenic yeth hound tends not to trouble good creatures. Stranger still, on four of those twelve days, when the moon is full, a selenic yeth hound is the bane of lycanthropes.

Although often terrifying to settled communities, a pack o f selenic yeth hounds can become their savior when the

moon is full. On such nights, the hounds fly out in search of lycanthropic prey. When they find a lycanthrope, they chase it down and force it into humanoid form before ripping it apart.

Selenic Yeth Hound (Full Moon) **CR 3 • XP 800**

NG Medium outsider (evil, extraplanar) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 34 (4d10+12)

Fort +4, **Ref** +6, **Will** +5

DR 5/silver

OFFENSE

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

Melee bite +9 (2d6+7)

Special Attacks bay (DC 12), lycanthrope control (DC 15), sinister bite (DC 15)

Spell-Like Abilities (CL 4th; concentration +4)

At will—*light*

STATISTICS

Str 21, **Dex** 15, **Con** 17, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Skill Focus (Fly)

Skills Fly +16, Perception +8, Stealth +9, Survival +8

SQ flight

SPECIAL ABILITIES

Bay (Su) When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Flight (Su) A yeth hound can cease or resume its flight as a free action.

Lycanthrope Control (Su) See the selenic creature template.

Sinister Bite (Su) A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must make Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

SHADOW-TRACED CREATURE

Either through intentional imbuement to powerful illusion rites or exposure to the wild energies of the transitive planes, shadow-traced creatures can innately weave semi-real potential into copies to defend themselves and harry their foes.

A shadow-traced creature looks similar to its normal counterparts, although it skin or scales are typically of duller hue or may have a slight gray cast to them. Once in battle, it becomes difficult to discern it from its duplicates.

CREATING A SHADOW-TRACED CREATURE

"Shadow-traced" is an acquired template that can be added to any intelligent corporeal creature (referred to hereafter as the base creature). A shadow-traced creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Type: A shadow-traced creature gains the extraplanar subtype if the base creature did not already have it. Do not recalculate base attack bonuses, saves, or skill points.

Defense Abilities: A shadow-traced creature gains damage reduction 10/magic but loses any other DR it has. Additionally, a shadow-traced creature gains energy resistance cold 10 and SR equal to 10 + its total HD. A shadow-traced creature loses any immunity to mind-affecting effects.

Distributed Mind (Su): Although not a true hive mind, a shadow-traced creature's mind is buffered among its traces. If the creature or one of its traces is affected by mind-affecting spell or effect, the other traces (or creature, if a trace was affected) may attempt the same saving throw 1 round later at the same DC, as the *slippery mind* rogue talent, and the affected creature or trace succeeds if any of the others succeed on this additional chance. Rolling a natural 1 on a saving throw against a mind-affecting spell or effect precludes the use of distributed mind against that effect.

Sacrificial Transposition (Su): When a shadow-traced creature would be brought to below 0 hit points, and it has at least one shadow trace, it may switch places with the trace and negate the damage from that attack or effect as an immediate action, at the cost of that trace being dismissed as if it were destroyed. A shadow-traced creature can use this ability once a round.

Speed: Each of the shadow-traced creature's speeds increases by +10 feet.

Special Attacks: A shadow-traced creature retains all the base creature's special attacks and gains those described here.

Leeching Absorption (Su): A shadow-traced creature can bend weaker magic to its will. If a hostile spell effect fails to break its spell resistance, all active shadow traces heal that effect's effective spell level in hit points.

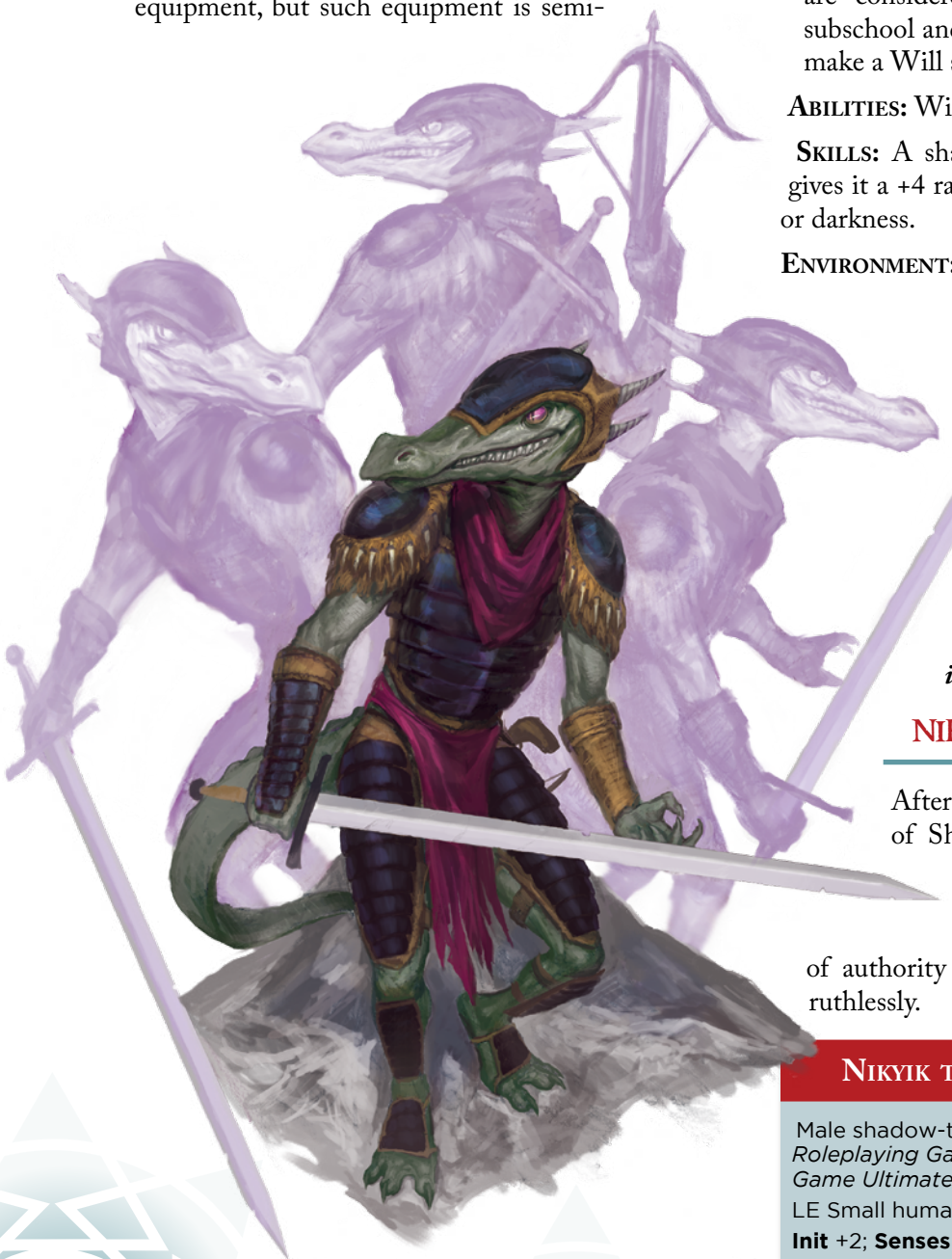
Shadow Traces (Su): At will a shadow-traced creature may create three independent semi-real copies of itself as an immediate action. Shadow traces act on the base creature's initiative and each has half the base creature's hit points. Traces have duplicates of the base creature's abilities, magic, and equipment, but such equipment is semi-real: weapons disarmed from a trace vanish after 1 round and ammunition fired by a trace vanishes after use. If any of the traces are reduced to 0 hit points it is destroyed. Destroyed traced cannot be recreated unless all of the traces are dismissed or destroyed. If all traces are destroyed, the shadow-traced creature is staggered for 1 round and he cannot create more traces for 24 hours; otherwise, they last until the end of combat or until the creature takes a full-round action to dismiss them.

Traced Magic (Su): While at least one trace is active shadow traces mirror but weaken the spellcasting ability and spell-like abilities of the base creature. All magical effects from the traces or their base creature are considered illusion effects with the shadow subschool and are only 50% real if affected creatures make a Will save to disbelieve the illusion.

Abilities: Wis –2, Cha +2.

Skills: A shadow-bound creature's dulled coloration gives it a +4 racial bonus to Stealth checks in dim light or darkness.

Environment: As base creature or the Plane of Shadow



Sample Shadow-Traced Creature

This heavily-armed kobold has gray-green scales and a toothy smirk. Three slightly translucent violet-gray copies of the kobold stand near him with similar grins and identical weapons.

Nikyik the Many

After being exposed to a rift to the Plane of Shadow, Nikyik discovered the ability to duplicate himself from shadow-stuff. He quickly took advantage of his new-found abilities to obtain a position of authority in his tribe. A position he holds onto ruthlessly.

Nikyik the Many **CR 2 • XP 600**

Male shadow-traced kobold magus 2 (*Pathfinder© Roleplaying Game Bestiary™, Pathfinder© Roleplaying Game Ultimate Magic™*)

LE Small humanoid (extraplanar, reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)

hp 17 (2d8+5)

Fort +3, **Ref** +2, **Will** +2

Defensive Abilities distributed mind, leaching absorption, sacrificial transposition; **DR** 10/magic; **Resist** cold 10; **SR** 12

Weaknesses light sensitivity

OFFENSE

Speed 40 ft.

Melee *+1 longsword* +3 (1d6+1/19-20)

Ranged *+1 light crossbow* +5 (1d6+1/19-20)

Special Attacks: shadow traces, spell combat, spellstrike, traced magic

Magus Spells Prepared (CL 2nd; concentration +4; 50% real when traced)

1st—*corrosive touch*, *magic missile*, *shocking grasp*

0 (at will)—*acid splash*, *detect magic*, *ray of frost*, *spark* (DC 12)

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 15, **Wis** 8, **Cha** 10

Base Atk +1; **CMB** +0; **CMD** 12

Feats Toughness

Skills Craft (trapmaking) +9, Knowledge (arcana) +7, Knowledge (planes) +6, Perception +3, Stealth +8 (+12 in dim light or darkness); **Racial Modifiers** +4 Stealth in dim light or darkness

Languages Common, Draconic, Undercommon

SQ arcane pool (3 points, +1)

Combat Gear potion of *cure light wounds*, wand of *magic missile* (2 charges); **Other Gear** *+1 longsword*, chain shirt, *+1 light crossbow* with 30 bolts.

SLITHERING OOZE

Not all oozes look like puddles of liquid at rest. One of the most bizarre creatures known is the slithering ooze, which often looks more like a coating of slime than a true creature. Less than 2 inches thick at most times, a slithering ooze moves like water over surfaces and climbs them as quickly as a wave splashing up the side of a ship.

CREATING A SLITHERING OOZE

"Slithering" is an inherited template that can be added to any ooze (referred to hereafter as the base creature). A slithering ooze uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Size: The slithering ooze's size increases by one category over that of the base creature (maximum Colossal).

Armor Class: A slithering ooze's natural armor class increases over that of the base creature by the amount indicated on **Table 2-37**.

Speed: Each of a slithering ooze's speeds is double the corresponding speed of the base creature. If the base creature lacks a climb speed, it gains a climb speed equal to its highest speed.

Attacks: The base damage for each of a slithering ooze's natural attacks increases by one step due to the change in size.

Space/Reach: Because the slithering ooze's body is a few inches thick at most, it covers a vast area—a larger space than usual for a creature its size, as given on **Table 2-37**. However, it has a very short reach.

Special Attacks: A slithering ooze retains all of the base creature's special attacks except engulf and gains the following.

TABLE 2-37: SLITHERING OOZE ABILITIES

Original Size	Natural AC Bonus Change	Space/Reach	Str	Dex	Con
Fine	+0	5 ft./0 ft.	+0	+6	+2
Diminutive	+0	5 ft./0 ft.	+2	+6	+2
Tiny	+0	10 ft./0 ft.	+4	+6	+2
Small	+0	15 ft./5 ft.	+4	+6	+2
Medium	+2	20 ft./5 ft.	+8	+6	+4
Large	+3	30 ft./5 ft.	+8	+6	+6
Huge	+4	40 ft./5 ft.	+8	+4	+6
Gargantuan	+5	60 ft./5 ft.	+8	+4	+6
Colossal	+5	60 ft./5 ft.	+0	+4	+2

Flow (Ex): A slithering ooze can enter the space of any creature though doing so provokes an attack of opportunity as normal. Neither the slithering ooze nor the other creature takes any penalty for fighting in the same space. Each provokes attacks of opportunity for movement normally.

Pseudopodia (Ex): A slithering ooze can make a number of attacks of opportunity equal to its Dexterity score in a single round. Additionally, as a full-round action a slithering ooze may choose to make a single melee attack against every foe it detects within reach.

Abilities: The slithering ooze's abilities change based on its size, as given on **Table 2-37**.

Feats: A slithering ooze gains Mobility as a bonus feat.

Special Qualities: The slithering ooze retains all the base creature's special qualities and gains those described here.

Diminished Space/Reach (Ex): A slithering ooze does not occupy a cube. Instead, it covers the area within its space as a spread, even sloughing up walls and around corners. A slithering ooze is considered to occupy all the squares its body covers in a plane of 5-foot tall cubes, and it has a maximum vertical reach of 5 feet from where its body pools. If the slithering ooze is not on a surface (when it is swimming underwater or flying, for example), it naturally orients itself as a plane of ooze.

Incredible Compression (Ex): A slithering ooze can fit into any space, and its body is as flowing and mutable as water. It takes no penalties for squeezing into a space smaller than its own space rating, and it can pass through any hole, crack, or barrier through which liquid can pass.

Slick (Ex): An area covered by a slithering ooze functions like an area covered by ice for the purpose of movement and Acrobatics checks, and it counts as slippery for the purpose of Climb checks. Furthermore, if the base creature had the engulf attack, the slithering ooze can make an attack of opportunity against any creature that rises from prone within its space. Creatures that do not take penalties for moving on ice or slippery surfaces aren't immune to the penalties for moving over a slithering ooze.

SAMPLE SLITHERING OOZE

From the slick, slimy floor multiple pseudopods lash out.

SLITHERING GRAY OOZE

A slithering gray ooze spreads itself thin over as large an area as it can. When foes walk over it, the ooze lashes out and attacks all it can at once.

SLITHERING GRAY OOZE **CR 5 • XP 1,600**

N Large ooze (*Pathfinder® Roleplaying Game Bestiary™*)
Init –2; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 9, touch 7, flat-footed 9 (-2 Dex, –1 size, +2 natural)
hp 58 (4d8+40)
Fort +11, **Ref** –1, **Will** –4
Immune cold, fire, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.
Melee slam +9 (1d8+10 plus 1d6 acid and grab)
Space 20 ft.; **Reach** 5 ft.
Special Attacks acid (DC 22), constrict (1d8+10 plus 1d6 acid), flow, pseudopodia

STATISTICS

Str 24, **Dex** 7, **Con** 30, **Int** —, **Wis** 1, **Cha** 1
Base Atk +3; **CMB** +11; **CMD** 19 (can't be tripped)
Feats Mobility[B]
Skills Climb +15
SQ diminished space/reach, slick, transparent

ECOLOGY

Environment cold marshes and underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Diminished Space/Reach (Ex) See the slithering ooze template.

Flow (Ex) See the slithering ooze template.

Incredible Compression (Ex) See the slithering ooze template.

Pseudopodia (Ex) See the slithering ooze template.

Slick (Ex) See the slithering ooze template.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

SMOKE CREATURE

Some sages have speculated that a smoke creature is a kind of psychic reflection of an air creature that died of agonizing burns. The flaw in this theory became apparent when it was learned that fiery smoke creatures also existed on the Elemental Plane of Fire. The current theory is that smoke creatures are native to the Elemental Plane of Fire or to some as yet undiscovered intermediate plane between Air and Fire. Whatever their origins, smoke creatures are coming to the Material Plane with greater frequency and in greater numbers than ever before.

A smoke creature can be easily recognized by its ash-gray body and soot-black hair or feathers. Smoke constantly whirls and plays about its body, concealing much of it from view.

Smoke creatures are deadly foes that use choking smoke to suffocate foes. They can flit about through smoky areas with disturbing adroitness, and they enjoy using this ability to confound foes.

CREATING A SMOKE CREATURE

"Smoke" is an inherited template that can be added to any living corporeal nonaquatic creature that does not have the aquatic, water, or earth subtypes (referred to hereafter as the base creature). A smoke creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Type: The creature's type changes to outsider and gains the air, elemental, extraplanar, and fire subtypes. Do not recalculate base attack bonuses, saves, or skill points.

Senses: A smoke creature gains the following.

Cloud Sight (Ex): A smoke creature can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures and objects do not gain concealment from a smoke creature due to such conditions.

Hit Dice: Change all of the base creature's racial HD to d10s.

Defensive Abilities: A smoke creature retains all the base creature's defensive abilities and gains the following:

Smokey Form (Ex): The smoke that constantly wreathes a smoke creature's semisolid body always makes it hard to determine its exact location. The smoke creature has constant concealment (20% miss change). This effect is identical to the *blur* spell except for its non-magical origin.

Immunities: A smoke creature is immune to inhaled poisons and gas-, fog-, or cloud-based attacks and spells.

Speed: The smoke creature loses any swim speed it has, but retains the base creature's other speeds and gains a fly speed equal to the base creature's slowest speed (5 ft. minimum), with perfect maneuverability. If the base creature already has a fly speed, it remains the same, but the smoke creature's maneuverability becomes perfect.

Smoke Travel (Su): At will as a move action, a smoke creature can use *dimension door* (caster level equals smoke creature's total hit dice) to move from any area filled with smoke to any other smoke-filled area within long range (400 ft. + 40 ft./HD).

Special Attacks: A smoke creature retains all the base creature's special attacks and gains the following.

Breath Weapon (Su): Once every 1d4 rounds, a smoke creature can breathe a cloud of superheated smoke and cinders. This cloud fills a 20-foot cube adjacent to or surrounding the smoke creature, as desired. Every creature within the cloud takes 2d6 points of fire damage each round (no save). Furthermore, any breathing creature within the cloud must succeed on a Fortitude save each round or take 1d4 points of Constitution damage. A creature within the smoke can hold its breath on its initiative to avoid taking the Constitution damage in later rounds. The smoke grants concealment as though it were a *fog cloud* spell. The smoke remains in place for 5 rounds despite prevailing winds; thereafter, the cloud becomes normal smoke and disperses normally. The save DC is Constitution-based.

Abilities: +4 Dex, +2 Int, +2 Cha.

Skills: A smoke creature gains a +5 circumstance bonus on Stealth checks in areas of fog, smoke, or clouds.

Languages: If the smoke creature can speak, it gains the ability to speak Auran and Ignan in addition to any other languages the base creature knows.

Special Qualities: A smoke creature gains the following.

Air Mastery (Ex): Any airborne creature takes a –1 penalty on attack and damage rolls against a smoke creature.

SAMPLE SMOKE CREATURE

This billowing cloud of smoke has two vulture-like heads, wings of ash, and sharp talons.

SMOKE RUKH

Typically found around active volcanos in desert environments, smoke ruks search larger territories which they scavenge for prey. Once found, they use their smoke breath to char their targets and feed on the smoke from the charred corpses.

Smoke Rukh **CR 11 • XP 12,800**

N Gargantuan outsider (air, elemental, extraplanar, fire) (*Pathfinder® Roleplaying Game Bestiary 4™*)

Init +4; **Senses** cloud sight, low-light vision; Perception +32

DEFENSE

AC 25, touch 10, flat-footed 21 (+4 Dex, +15 natural, –4 size)

hp 147 (14d10+70)

Fort +14, **Ref** +13, **Will** +7

Defensive Abilities smokey form; **Immunities** fire; inhaled poisons; gas-, fog-, or cloud-based attacks and spells.

Weaknesses cold vulnerability

OFFENSE

Speed 40 ft., **fly** 80 ft. (perfect)

Melee 2 bites +23 (2d8+12 plus grab), 2 talons +23 (2d6+12)

Space 20 ft.; **Reach** 15 ft.

Special Attacks breath weapon (20-ft. cube, 2d6 fire plus 1d4 Con, **Fort** DC 22 partial, 5 round duration), swallow whole (2d8+12 bludgeoning and 1d6 acid damage, AC 17, 14 hp)

STATISTICS

Str 34, **Dex** 19, **Con** 20, **Int** 4, **Wis** 13, **Cha** 13

Base Atk +14; **CMB** +30 (+34 grapple); **CMD** 44

Feats Flyby Attack, Iron Will, Skill Focus (Perception), Snatch, Weapon Focus (bite), Weapon Focus (talon), Wingover

Skills Fly +6, Perception +32; **Racial Modifiers** +8 Perception, +5 circumstance bonus on Stealth checks in areas of fog, smoke, or clouds

ECOLOGY

Environment warm deserts or mountains

Organization solitary, pair, or nest (2 adults and 1d4 juveniles)

Treasure incidental

SPECIAL ABILITIES

Air Mastery (Ex) See the smoke creature template.

Breath Weapon (Su) See the smoke creature template.

Cloud Sight (Ex) See the smoke creature template.

Smoke Travel (Su) See the smoke creature template.

Smokey Form (Ex) See the smoke creature template.

SOLARIC CREATURE

Some creatures are born under a lucky star. Good fortune follows them from birth throughout their days. Solaric creatures are similarly blessed, although their good fortune has little to do with luck.

A solaric creature is born when conditions are right—perhaps on a night when several planets are aligned or during an eclipse.

Parents of a solaric creature rarely know their child's true nature. In most cases, they are simply proud to have such a talented and exceptional child. As the child grows older and begins to display magical abilities, however, there can be little doubt of the supernatural forces at work at its birth. The suspicion and superstition that such abilities usually breed often make solaric creatures pariahs among their own kind.

CREATING A SOLARIC CREATURE

"Solaric" is an inherited template that can be applied to any intelligent living creature (hereafter referred to as the base creature). A solaric creature uses all of the base creature's statistics and special abilities except as noted here.

CR: 6 HD or less, as base creature; 7 HD or more, as base creature +1.

Defensive Abilities: A solaric creature gains fire resistance 20 and the following:

Light Immunity (Ex): Creature is immune to the harmful effects of bright light (including effects that blind or dazzle with light); all effects with the light descriptor; and other light-based attacks such as *color spray*, *prismatic spray*, and *searing light*.

Weaknesses: A solaric creature loses any weaknesses due to bright light or daylight.

Spell-Like Abilities: A solaric creature gains spell-like abilities according to its hit dice, as indicated on **Table 2-38**. These abilities are cumulative. Caster level equals solaric creature's total hit dice. The save DCs are Charisma-based.

Abilities: Cha +4.

Special Qualities: The solaric creature retains all the base creature's special qualities and gains those described here.

Sun Savior (Ex): In sunlight or within the radius of a *daylight* spell, each of the solaric creature's speeds increases by +10 feet, and the solaric creature gains a +2 morale bonus on attack rolls, checks, and saves.

TABLE 2-38: SOLARIC SPELL-LIKE ABILITIES

HD	Spell-Like Abilities
1-2	3/day—*flare* At will—*light*
3-4	1/day—*flame blade, heat metal*
5-6	1/day—*continual flame, scorching ray*
7-8	3/day—*daylight*
9-10	2/day—*searing light*
11-12	1/day—*flame strike*
13-14	1/day—*greater teleport* (destination must be an area lit by sunlight or the *daylight* spell)
15-16	1/day—*sunbeam*
17+	1/day—*sunburst*

SAMPLE SOLARIC CREATURE

This sphinx with a golden leonine body, flaxen hair, and human face possesses an alien beauty that is both comforting and intimidating.

NABIRYE

Nabiyre is as territorial as other sphinxes, but unlike most of her kind, she tolerates the presence of other creatures that give her tribute and obey her edicts. Creatures that subjugate themselves to her will tend to prosper. Her wisdom and intelligence are legendary, and she always acts in the interests of her followers at heart.

Nabirye **CR 9 • XP 6,400**

Unique female solaric gynosphinx (*Pathfinder® Roleplaying Game Bestiary™*)

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, -1 size, +11 natural)

hp 102 (12d10+36)

Fort +11, **Ref** +9, **Will** +10

Immune light; **Resist** fire 20

OFFENSE

Speed 40 ft., fly 60 ft. (poor)
Melee 2 claws +17 (2d6+6/19-20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rake (2 claws +17, 2d6+6)

Spell-Like Abilities (CL 12th; concentration +18)
Constant—*comprehend languages, detect magic, read magic, see invisibility*
At will—*light*
3/day—*clairaudience/clairvoyance, daylight, flare* (DC 16)
2/day—*searing light* (DC 19)
1/day—*continual flame, dispel magic, flame blade, flame strike* (DC 21), *heat metal* (DC 18), *legend lore, locate object, remove curse* (DC 19), *scorching ray*
1/week—*symbol of sleep* (DC 21)

STATISTICS

Str 22, **Dex** 13, **Con** 16, **Int** 18, **Wis** 19, **Cha** 23
Base Atk +12; **CMB** +19; **CMD** 30 (34 vs. trip)
Feats Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Iron Will
Skills Bluff +16, Diplomacy +16, Fly +7, Intimidate +16, Knowledge (Enter Choice) +6, Knowledge (Enter Choice) +6, Perception +21, Sense Motive +19, Spellcraft +12
Languages Common, Draconic, Sphinx
SQ sun savior

SPECIAL ABILITIES

Solaric Immunities (Ex) See the solaric creature template.
Sun Savior (Ex) See the solaric creature template.

SONIC CREATURE

Sonic creatures are invisible and incorporeal beings that can be found on any plane. They take the form of normal creatures, but they are made entirely of sound, and many scholars believe that these beings were somehow influenced by the Plane of Sound.

Though it is invisible and intangible, a sonic creature constantly makes a terrible noise. This sound could range from a deep hum to a high-pitched keening to a cacophonous racket like that of armor thrown down the stairs. Sometimes the noise a sonic creature makes is somehow related to its corporeal life. A particularly cruel sonic creature's sound might make a babble of every mean and spiteful thing it ever said, and a birdlike sonic creature might sound like a riotous flock of thousands of birds. All such sounds are obviously unnatural, and most are quite disturbing.

Sonic creatures feed on sounds similar to those they made as corporeal creatures. Thus, a sonic yeth hound might be drawn to follow its old pack, but it might also linger near a wolf or worg pack, feeding off the noises those creatures make. Alternatively, a sonic creature particularly keen on music might seek out bards to feed upon. Sonic creatures must feed on sounds like those they once made for a full day at least once per week or begin to starve. A starving sonic creature often terrifies and wounds creatures in order to force them to make the sounds it needs, or to feast off their screams. Corporeal creatures find pursuit by a sonic creature eerie at best. Some think their pursuer a ghost; others are simply terrified of the noise it makes.

Like most living beings, sonic creatures must regularly sleep. As incorporeal creatures, they have little to fear from foes while they sleep, but most still choose to sleep

high in the air or deep within the earth, lest they be disturbed by curious or frightful creatures. Such practices make following a food source for long periods difficult and often force sonic creatures to cast about for new creatures to feed on.

CREATING A SONIC CREATURE

"Sonic" is an acquired or inherited template that can be applied to any living corporeal creature (referred to hereafter as the base creature). A sonic creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +3.

Type: The sonic creature's type changes to outsider plus the elemental, extraplanar, and incorporeal subtypes. Do not recalculate base attack bonuses, saves, or skill points.

Senses: A sonic creature gains the following:

Improved Blindsight (Ex): A sonic creature can see using sound, even while within a solid object. This ability allows it to discern objects and creatures within 60 feet regardless of terrain or barriers that would normally impede vision. Unlike normal blindsight, a sonic creature does not need line of effect to a creature or object to discern that creature or object. A *silence* spell negates this ability and forces the sonic creature to rely on the base creature's vision. This ability replaces blindsight. If the base creature has blindsight, the range for improved blindsight increases by the range of the base creature's blindsight ability.

Armor Class: The base creature's armor, shield, and natural armor bonuses no longer apply, but a sonic creature gains a deflection bonus to Armor Class equal to its Charisma bonus or +1, whichever is higher. Sonic creatures cannot use or carry equipment of any kind.

Hit Dice: Change all of the base creature's racial HD to d10s.

Defensive Abilities: A sonic creature gains natural invisibility and sonic immunity as extraordinary abilities.

Weaknesses: A sonic creature gains the following.

Silence Vulnerability (Ex): Though an incorporeal creature normally has a 50% chance of remaining unaffected by a spell originating from a corporeal source, *silence* spells are an exception to this rule for sonic creatures. A sonic creature is considered entangled while within the area of a *silence* spell. A silence spell also negates all the sonic creature's normal and special attacks within its area. A *silence* spell cast directly on a sonic creature does not have a silencing effect on the area or an entangling effect on the sonic creature; instead, it causes the sonic creature to become nauseated for 1 round per caster level on a failed save.

Speed: A sonic creature loses all the base creature's speeds and gains a fly speed equal to double the base creature's highest speed, with perfect maneuverability.

Attacks: All of the base creature's attacks become incorporeal touch attacks. The sonic creature gains a primary incorporeal touch attack if it has no other natural attacks. Each of a sonic creature's incorporeal touch attacks that was converted from an attack that dealt hit point damage now deals sonic damage instead. If the attack additionally dealt damage of an energy type (such as acid, cold, electricity, or fire), that damage is also converted to sonic damage. If the sonic creature gains an incorporeal touch attack from the application of this template, its damage is based on size as a slam attack as if the creature was one size category larger.

Special Attacks: The sonic creature loses all special attacks that require corporeal contact except those that deal hit point damage. Such attacks now deal sonic damage in the same amounts. The sonic creature also gains the following.

Sonic Trample (Ex): The sonic creature may cause sonic damage to creatures and objects simply by passing through them. As a full-round action, the sonic creature can move up to twice its speed in a straight line. Any creature it moves through can attempt either a Reflex save for half damage or an attack of opportunity. An unattended, nonmagical object receives no save. No creature or object can be damaged twice in a round by this attack. Sonic creatures do not damage creatures or objects they move through when not using this ability; the creature has to actually intend to cause damage. The damage dealt by this attack is based on size and is equal to that of a slam attack as if the creature was two size categories higher +1-1/2 times the sonic creature's Dexterity modifier. If the base creature has a trample attack, use that attack's damage, but modified by Dexterity not Strength. The save DCs are Dexterity-based.

Wounding Sound (Ex): When the sonic creature is wounded, its body involuntarily makes a thunderous report. Anyone within 30 feet of a sonic creature when it is wounded must make a Fortitude save or take 1d6 points of sonic damage, be stunned for 1 round, and be permanently deafened by the sudden sound blast. A creature that cannot hear or one that makes its save is not deafened or stunned, but it still takes

1d6 points of sonic damage on a failed save. Any unattended object in the area automatically takes 1d6 points of sonic damage each time the sonic creature makes a wounding sound. The save is Constitution-based.

Spell-Like Abilities: A sonic creature keeps all its spell-like abilities, but those abilities that deal acid, cold, electricity or fire damage now deal sonic damage.

Spellcasting: A sonic creature cannot cast spells that require material components unless it has the Eschew Materials feat.

Skills: As a master of sound, a sonic creature gains a +10 racial bonus on Perception checks, and it never takes a penalty on Perception checks because of ambient noise or its own cacophony. Unlike most incorporeal creatures, a sonic creature cannot move silently at will. Its body always makes a telltale humming or keening noise, which gives it a –15 penalty on Stealth checks even if it is stationary. If the base creature has a bonus on Stealth checks due to coloration, the sonic creature loses that bonus.

Special Qualities: The sonic creature retains all the base creature's special qualities that do not require corporeal contact with another creature and gains the no breath universal ability.

Sample Sonic Creature

Otherworldly yips, howls, and bays of wolves fill the air.

Sonic Howler

A sonic howler hungers for the screams of terror and woe that its corporeal presence once elicited from other creatures. Secure in the knowledge that it cannot be seen and can flee into solid objects when necessary, a sonic howler typically uses its howls outside a settlement for several nights. When it is ready to attack, it creeps in close to howl again and invoke frightened screams from its victims. This noise satisfies the sonic howler, and it ceases its predations for a time unless the people of the settlement set out to hunt it. In that case, the howler makes an example of a hunting party or two in hopes of cowing the others. If the sonic howler's howls fail to result in terrified screams, it enters the settlement to kill everyone within, eliciting countless screams of terror.

To those that can see invisible creatures, a sonic howler looks like a moving sculpture of glass in the form of a large and lanky hound with demonic features and huge spikes growing from its back

Sonic Howler **CR 9 • XP 6,400**

CE Large outsider (chaotic, elemental, evil, extraplanar, incorporeal) (*Pathfinder® Roleplaying Game Bestiary 2™*)

Init +6; **Senses** darkvision 60 ft., improved blindsight 60 ft.; Perception +13

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex, -1 size, +1 deflection)

hp 37 (5d10+10)

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

Defensive Abilities incorporeal, natural invisibility, sonic quill defense; **Immune** elemental traits, sonic

Weaknesses silence vulnerability

OFFENSE

Speed fly 120 ft. (perfect)

Melee incorporeal bite +6 touch (1d8+2 sonic), incorporeal quills +3 touch (1d4+2 sonic)

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

Special Attacks howl, sonic trample (2d6+3 sonic, DC 14), wounding sound (1d6 sonic + stunned, DC 14)

STATISTICS

Str —, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +8; **CMD** 19

Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +10 (+22 to jump), Climb +10, Perception +23, Stealth -9; **Racial Bonus** +10 Perception, -15 Stealth

Languages Abyssal (can't speak)

SQ no breath

ECOLOGY

Environment any land (Abyss)

Organization solitary or pack (2-4)

Solitary incidental

SPECIAL ABILITIES

Silence Vulnerability (Ex) See the sonic creature template.

Sonic Quill Defense (Ex) Physically striking sonic howler inflicts 1d4+2 sonic to striker.

Sonic Trample (Ex) See the sonic creature template.

Wounding Sound (Ex) When wounded all within 30 ft. take 1d6 sonic, stunned 1 rnd., and permanently deafened. (Fort. negates)

STONE IDOL

Hidden beneath a silken cloth and carried on the shoulders of priests, a stone idol can send a frisson of fear through an audience with its mere presence. When the cloth is removed, those nearby rush to worship it, feeling its power in their very souls. When at last its gaze has turned all their fear into love, the stone idol speaks, answering the high priest's questions about what its people must do. Finally, when the moment is right, the idol moves upon the high priest's command, to the rapturous joy of the congregation.

Stone idols are constructs that grant their creators power, prestige, and control over others. Crafted to resemble gods, monstrous creatures, or even heroic individuals, stone idols are used in worship services and to gather cults of both the faithful and the fanatical. The idols' masters must be forever wary since the worship of others sometimes leads stone idols to share their masters' hunger for power.

CREATING A STONE IDOL

"Stone idol" is an inherited template that can be added to any living corporeal creature (referred to hereafter as the base creature). A stone idol uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +3.

Alignment: Always evil.

Type: The creature's type changes to construct.

Aura: A stone idol gains the following.

Stone Fear (Su): At will as a free action, a stone idol can project a continuous aura of fear. Every creature within 60 feet must succeed on a Will saving throw or be shaken for 1 hour. Creatures *charmed*, *dominated*, or *summoned* by the stone idol are immune to this effect. The stone idol can suppress its aura at will. This is a fear effect. The save DC is Charisma-based.

Armor Class: The stone idol natural armor bonus improves by +3 over that of the base creature.

Hit Dice: Change all of the base creature's racial HD to d10s. The stone idol loses bonus hit points due to Constitution but gains bonus hit points as a construct of its size.

Defensive Abilities: A stone idol gains all the defensive abilities and immunities of a construct, hardness 8 and takes half damage from energy and ranged attacks.

Weaknesses: A stone idol gains sonic vulnerability.

Special Attacks: A stone idol retains all the base creature's special attacks and gains those described here.

Charming Gaze (Su): Any creature within 10 feet of the stone idol must succeed on a Will saving throw or be affected as though by the *charm monster* spell. So long as the stone idol's creator retains control of it, creatures thus charmed are considered charmed by both the stone idol and its creator. This is a gaze effect and the caster level for this effect is equal to the stone idol's total Hit Dice. The save DC is Charisma-based.

Abilities: Str +4, Dex –2 (minimum 1), Wis –2 (minimum 1), Cha –4 (minimum 1). In addition, the stone idol's Intelligence score becomes 6, regardless of its previous value. As a construct, a stone idol has no Constitution score.

Skills: Redistribute the base creature's skill ranks according to new its new Intelligence.

STONE IDOL VARIANTS

A stone idol doesn't have to be made of stone. Materials such as iron, gold, obsidian, or any other solid material can be used. In this case, the stone idol's hardness is equal to that of the material is made of. See the *Pathfinder© Roleplaying Game Core Rulebook™* for hardness values of various materials.

Special Qualities: A stone idol retains all the base creature's special qualities and gains those described here.

Creator's Failsafe (Su): The creator is immune to all the stone idol's special attacks (both those granted by this template and retained from the base creature) so long as control of the stone idol is retained. Normal physical attacks still affect the creator. Thus, the creator could stand unharmed in the midst of the stone idol's breath weapon, but a melee attack from the stone idol would affect the creator normally.

Power from Worship (Ex): For every ten creatures with Intelligence scores of 6 or higher that are currently charmed by the stone idol's charming gaze, the stone idol gains 5 temporary hit points and a +2 bonus on Perception checks. Temporary hit points lost due to damage cannot be regained, but new temporary hit points can be acquired by charming additional creatures. The creator shares the benefits of this ability so long as control is retained.

Restless Spirit (Ex): A stone idol has a will of its own that remains sublimated to its creator's so long as the latter retains control. While controlled, the stone idol follows its creator's commands and acts in that creature's best interests. The stone idol recognizes its creator because of their linked spirits, so no deception can allow another to command the stone idol.

If the stone idol's Charisma score exceeds its creator's, or it uses its charming gaze to charm more creatures of Intelligence 6 or higher than its creator's character level × 10, the creator and the stone idol must immediately make an opposed Charisma check. If the stone idol loses, the creator retains control for 1 full day, regardless of circumstances that would normally require additional opposed Charisma checks. Thereafter, the process begins anew the next time conditions would require such a check. If the creator loses the opposed Charisma check, the stone idol is forever freed from its creator's control. A free-willed stone idol often seeks to destroy its creator before pursuing any other activities. Thereafter, it seeks to keep as many intelligent creatures charmed by its gaze as it can while pursuing its own agenda.

CREATION

Stone idols are created in the same manner as golems. Because a stone idol is composed of stone, it weighs three times what the base creature does. Creating the stone idol costs 1,500 gp × the stone idol's CR. Assembling the body requires successful DC 20 Craft (sculpting or masonry) check and the Craft Construct feat.

The creator must have a character level that equals or exceeds 4 + stone idol's CR and be able to cast either

arcane or divine spells. Completing the ritual requires the spells *charm monster*, *cause fear*, *geas/quest*, *limited wish*, *polymorph any object*, and *resist elements*.

SAMPLE STONE IDOL

This rough-hewn representation of a devil radiates a malevolent presence.

HUGORCERRA

As the focus of its cult, Hugorcerra views itself as a true god. He delights in adding to his cult, but at the same time demands sentient sacrifice culled from the cult's members to use its *commune* ability. This cycle of recruitment and bloody sacrifices has kept the cult small and Hugorcerra under the cult's control… for now.

HUGORCERRA **CR 5 • XP 1,600**

Male Imp stone idol (*Pathfinder® Roleplaying Game Bestiary™*)
LE Tiny construct (evil, extraplanar, lawful)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0
Aura stone fear (60 ft., DC 11)

DEFENSE

AC 19, touch 15, flat-footed 16 (+2 Dex, +2 size, +4 natural, +1 dodge)
hp 16 (3d10); fast healing 2
Fort +1, **Ref** +3, **Will** +1
Defensive Abilities half damage from energy and ranged attacks, hardness 8; **DR** 5/good or silver; **Immune** construct traits, fire
Weaknesses sonic vulnerability

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)
Melee sting +7 (1d4+3)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks charming gaze (DC 11), poison
Spell-Like Abilities (CL 3rd; concentration +3)
At will—*detect good, detect magic, invisibility*
1/day—*augury, suggestion* (DC 15)
1/week—*commune*

STATISTICS

Str 14, **Dex** 15, **Con** —, **Int** 6, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** +3; **CMD** 16
Feats Dodge, Weapon Finesse
Skills Fly +14, Intimidate +2, Knowledge (arcana) +2
Languages Infernal
SQ change shape (boar, giant spider, rat, or raven; *beast shape I*), creator's failsafe, power from worship, restless spirit

SPECIAL ABILITIES

Charming Gaze (Su) See the stone idol template.
Creator's Failsafe (Su) See the stone idol template.
Poison (Ex): Sting—Injury; *save* Fort DC 13; *freq* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.
Stone Fear (Su) See the stone idol template.
Power from Worship (Ex) See the stone idol template.
Restless Spirit (Ex) See the stone idol template.

SUZERAIN

Some are simply born to lead; others seize the moment and rise to greatness. Whatever their paths to leadership, those who show the greatest promise in such roles garner the attention of gods. Occasionally, a deity may grant a particularly effective leader the powers of a suzerain as a reward. At other times, a god may create a suzerain because it needs a leader but cannot find a worthy worshiper among its flock.

A suzerain resembles a normal specimen of its kind, but it has an unmistakably regal bearing. Charismatic and confidant, it has many dedicated allies and hundreds who would call it friend. Most suzerains make good use of their gifts by becoming the generals of armies and the leaders of nations.

CREATING A SUZERAIN

"Suzerain" is an acquired template that can be added to any intelligent creature with a Charisma score of 10 or higher (referred to hereafter as the base creature). A suzerain creature uses all the base creature's statistics and special abilities except as noted here.

CHALLENGE RATING: Same as the base creature +1.

DEFENSIVE ABILITIES: A suzerain keeps all the base creature's defensive abilities and gains the following:

Dauntless Courage (Ex): A suzerain is immune to fear. In addition, any allies within 30 feet that view the suzerain as their leader are immune to fear effects.

SPEED: Each of the suzerain's speeds increases by +10 ft. over the corresponding speeds of the base creature.

SPECIAL ATTACKS: A suzerain retains all the base creature's special attacks and gains those described here.

Born to Lead (Ex): So long as a free-willed follower of the suzerain is within sight and capable of witnessing its actions, the suzerain has a +4 morale bonus to AC, attacks, damage rolls, checks, and saves. Mounts,

familiars, animal companions, and trained animals do not count as free-willed creatures for the purpose of this bonus, but cohorts and followers the suzerain has gained via the Leadership feat do.

Additionally, if the suzerain has any teamwork feats, it can grant a number of followers and cohorts gained from its Leadership feat equal to its leadership score the use of any one of its teamwork feats once a day as a free action for a number of rounds equal to its Charisma modifier (minimum +1).

If the suzerain has cavalier levels, the duration for its tactician ability increases by a number of rounds equal to its Charisma modifier (minimum +1).

Enchanting Presence (Su): The first time a creature comes within 30 feet of the suzerain, its attitude toward the suzerain shifts one category toward the positive, if it was not initially hostile (Will save negates). This shift can be further modified by the suzerain's actions, or it might change over time naturally. The creature must be able to see, hear, or otherwise notice the suzerain to be affected. This is a mind-affecting enchantment effect. The save is Charisma-based.

Abilities: Int +4, Wis +4, Cha +6.

Feats: A suzerain gains Leadership (racial HD count as levels for the purpose of the suzerain creature's Leadership score) as a bonus feat if the base creature did not already have it

Skills: A suzerain gains the following racial bonuses: +8 Bluff, +14 Diplomacy, +6 Intimidate checks.

Special Qualities: A suzerain retains all the base creature's special qualities and gains those described here.

Inspiring Example (Ex): Each ally within 60 feet of the suzerain that can see or hear it gains a morale bonus equal to the suzerain's Charisma modifier on all attack and damage rolls, checks, and saves so long as the suzerain is alive or not destroyed.

Stirring Speech (Su): As a standard action, a suzerain creature can inspire greatness (as the bard ability) in its allies within 30 ft. a number of times per day equal to its Charisma bonus.

Organization: Solitary plus cohort and followers

SAMPLE SUZERAIN

The presence and charisma emanating from this beautiful feline is undeniable.

DHAIGHAM

A dhaigham is a true "king of the beasts." It typically leads a group of other creatures that recognize its authority and are willing to die for it if needed. A dhaigham fearlessly leads the charge into battle with a terrible roar that frightens most enemies and heartens its allies.

Dhaigham **CR 8 • XP 4,800**

Suzerain awakened dire lion

N Large magical beast (augmented animal) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +6; **Senses** low-light vision, scent; Perception +22

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)
hp 77 (10d10+30)
Fort +10, **Ref** +9, **Will** +6
Defensive Abilities dauntless courage

OFFENSE

Speed 50 ft.
Melee bite +13 (1d8+7 plus grab), 2 claws +14 (1d6+7)
Space 10 ft.; **Reach** 5 ft.
Special Attacks born to lead, enchanting presence (DC 19), pounce, rake (2 claws +13, 1d6+7)

STATISTICS

Str 24, **Dex** 14, **Con** 16, **Int** 12, **Wis** 17, **Cha** 18
Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 27 (31 vs. trip)
Feats Improved Initiative, Leadership[B], Run, Shake it Off, Skill Focus (Perception), Weapon Focus (claw)
Skills Acrobatics +11 (+15 jump, +15 to jump with a running start), Diplomacy +28, Intimidate +10, Perception +22, Sense Motive +8, Stealth +8 (+12 in undergrowth); **Racial Modifiers** +4 Acrobatics, +8 Bluff, +14 Diplomacy, +6 Intimidate, +4 Stealth (+4 Stealth in undergrowth)
Languages Common
SQ inspiring example (+4), stirring speech 4/day

ECOLOGY

Environment warm plains or hills
Organization Solitary plus cohort and followers
Treasure incidental

SPECIAL ABILITIES

Born to Lead (Ex) See the suzerain template.
Dauntless Courage (Ex) See the suzerain template.
Enchanting Presence (Su) See the suzerain template.
Inspiring Example (Ex) See the suzerain template.
Stirring Speech (Su) See the suzerain template.

SWAMP LORD

A marsh inhabited by a swamp lord is always a dangerous place, thick with entangling vines and sucking quicksand, and it quickly gains a dark reputation throughout the nearby lands. Sometimes, the geography of such a swamp changes overnight, becoming unfamiliar even to longtime neighbors and inhabitants. Worse still, such places are often sucking graveyards that hide the bones of victims drowned, suffocated, or strangled by the swamp lords that hold sway there.

A swamp lord is an evil plant creature that inhabits a fen or quagmire. Its body—a mass of vines, moss, and pond scum—gives it excellent camouflage for moving about its domain. The swamp feeds and cares for the swamp lord, and the creature guards this resource jealously. A swamp lord always seeks to be the dominant power in the watery land it inhabits. It demands the allegiance of any thinking beings that live in its domain, and harries those who refuse its leadership until they leave.

CREATING A SWAMP LORD

"Swamp Lord" is an inherited template that can be applied to any living or undead corporeal creature whose Intelligence and Charisma scores are each at least 3 (hereafter referred to as the base creature). A swamp lord creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Alignment: Any evil.

Type: The creature's type changes to plant with the appropriate augmented subtype, plus the aquatic subtype if the base creature did not already have it. Do not recalculate base attack bonuses or saves.

Armor Class: Natural armor class improves by +2.

Hit Dice: Change all of the base creature's racial HD to d8s.

Defensive Abilities: A swamp lord gains electricity, fire, and sonic resistance 10. Additionally, it gains fast healing 5 when in a marsh.

Speed: Each of a swamp lord's speeds is slower by 10 feet than the corresponding speed of the base creature (minimum 5 feet). If the base creature lacks a land speed, the swamp lord gains a land speed 10 feet slower than the base creature's highest speed. If the swamp lord lacks a climb speed or a swim speed, the swamp lord gains the missing mode of movement at a speed equal to its modified land speed.

Attacks: A swamp lord gains two tentacle attacks with the grab universal ability in addition to any attacks the base creature has. If it has other natural attacks, it must choose upon creation whether the tentacles are primary or secondary attacks. It cannot thereafter change that decision. The swamp lord's tentacles attacks deal damage based on size as an attack of one size category larger.

Reach: Each of the swamp lord's tentacle attacks has a reach 5 feet longer than the base creature's normal reach.

Special Attacks: A swamp lord gains the constrict and engulf special attacks. The damage from these attacks is equal to the damage from the swamp lord's tentacle attacks.

Spell-Like Abilities: A swamp lord gains spell-like abilities according to its total Hit Dice, as indicated on **Table 2-39**. These abilities are cumulative. Caster level equals swamp lord's total Hit Dice. The save DCs are Charisma-based.

TABLE 2-39: SWAMP LORD SPELL-LIKE ABILITIES

Total HD	Spell-Like Abilities
1-2	2/day—*entangle, obscuring mist*
3-4	2/day—*warp wood*
5-6	1/day—*fog cloud, soften earth and stone*
7-8	1/day—*plant growth, quench*
9-10	1/day—*command plants*
11-12	1/day—*control water*
13-14	1/day—*wall of thorns*
15-16	1/day—*move earth*
17-18	1/day—*control plants*
19-20+	1/day—*shambler*

Abilities: Str +4, Dex –2 (minimum 1), Con +4. If the base creature has no Constitution score it does not gain one.

Skills: A swamp lord has a +5 racial bonus on Knowledge (nature), Perception, Stealth, and Survival checks, as well as a +10 racial bonus on Escape Artist checks. Furthermore, a swamp lord may use Knowledge (nature) as though trained. When in a marsh or forest, a swamp lord gains an additional +10 racial bonus (for a total of +15) on Stealth checks.

Special Qualities: A swamp lord retains all the base creature's special qualities and gains the amphibious special quality as well as those described here.

Commune with Marshlands (Su): At will, the swamp lord can learn facts about the entire marsh it is in, and the surrounding territory, as though it had cast *commune with nature*.

Trackless Step (Ex): A swamp lord leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail if it desires.

SAMPLE SWAMP LORD

A bear-like creature rears up, made of moss, swamp slime, and vines with claws and teeth of thorns, and two rope-like vines extending from its shoulders.

BARGHEST SWAMP LORD

A swamp lord barghest is a marsh creature from the lower planes. Accustomed to the deadly swamps of the Hells and the Abyss, swamp lord barghests consider the marshes of the Material Plane nothing short of paradise. The swamp lord barghest can also assume a goblinoid form or that of a wolf, both of which lack tentacles. It takes these forms only to confuse and deceive foes, since the shapes offer little in the way of combat advantages and its plant nature is still obvious.

Barghest Swamp Lord **CR 6 • XP 2,400**

LE Medium plant (aquatic, augmented outsider, evil, extraplanar, lawful, shapechanger) (*Pathfinder© Roleplaying Game Bestiary™*)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 51 (6d8+24); fast healing 5 (in marsh)

Fort +8, **Ref** +6, **Will** +7

DR 5/magic; **Resist** electricity 10, fire 10, sonic 10

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

Melee bite +12 (1d6+6), 2 claws +12 (1d4+6), 2 tentacles +7 (1d6+3 plus grab)

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

Special Attacks constrict (1d6+6), engulf (DC 19, 1d6+6), feed

Spell-Like Abilities (CL 6th; concentration +8)

At will—*blink, levitate, misdirection* (DC 14)

1/day—*charm monster* (DC 15), *crushing despair* (DC 15), *dimension door, fog cloud, soften earth and stone*

2/day—*entangle* (DC 13), *obscuring mist, warp wood* (DC 14)

STATISTICS

Str 23, **Dex** 13, **Con** 19, **Int** 14, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 23 (27 vs. trip)

Feats Combat Reflexes, Great Fortitude, Improved Initiative

Skills Acrobatics +10, Bluff +11, Climb +14, Diplomacy +11, Escape Artist +11, Intimidate +11, Perception +16, Sense Motive +11, Stealth +15 (+25 in marsh and forests), Survival +16, Swim +14; **Racial Modifiers** +10 Escape Artist, +5 Perception, +5 Stealth (+10 in marsh and forests), +5 Survival

Languages Goblin, Infernal, Worg

SQ amphibious, change shape (goblin or wolf; *polymorph*), commune with marshlands, trackless step

ECOLOGY

Environment any marsh or forest

Organization solitary or cult (1 plus goblin tribe)

Treasure standard

SPECIAL ABILITIES

Commune with Marshlands (Su) See the swamp lord template.

Feed (Su) Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, a barghest's caster level for its spell-like abilities and its CR increase by +1. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest.

Trackless Step (Ex) See the swamp lord template.

SWARMBLOODED

Swarmblooded are foul beings that have been cursed or horrifically augmented to have swarms of vermin flowing through them rather than blood. Wriggling masses of hungry bugs crawl from open wounds. They are often used as guardians by insane transmuters and insect-focused cults.

CREATING A SWARMBLOODED

"Swarmblooded" is an acquired template that can be added to any living, corporeal creature (hereafter referred to as the base creature). A swarmblooded uses all the base creature's statistics and special abilities except as noted here

Challenge Rating: Same as base creature +1.

Immunities: A swarmblooded has the following immunity:

Self-Swarm Immunity (Ex): A swarmblooded is immune to the attacks and effects of swarms created through its swarm bleed ability (see at right).

Weaknesses: A swarmblooded retains all the base creature's weaknesses and gains the verminous innards weakness.

Verminous Innards (Ex): Any effect that grants a bonus to attack rolls, damage rolls, or skill checks against creatures of the vermin type (such as a *bane* weapon, or a ranger's favorite enemy class feature), also grants that same bonus to rolls against the swarmblooded.

Special Attacks: A swarmblooded retains all the base creature's special attacks and gains those described here.

Swarm Bleed (Ex): Each swarmblooded has an associated swarm of vermin that spill out of it when it is injured (being created in its space). Select a swarm with a CR no greater than 1/3 the swarmblooded's HD (minimum CR 1). This swarm is created when the swarmblooded creature is damaged in specific ways, as determined by the swarmblooded's CR as stated on **Table 2-40**. The swarmblooded has no control over the swarm it releases.

TABLE 2-40: SWARM BLEED

CR	Swarm created when….
1-3	Swarmblooded takes a confirmed critical hit, bleed damage, or dies.
4-9	As above, and damage from a slashing weapon.
10+	Anytime the swarmblooded takes damage.

Abilities: Con +4.

SAMPLE SWARMBLOODED

Vile spiders drip from the open wounds in the flanks of this gaunt, red-eyed hound.

NIGHTMARE HOUND

A nightmare hound exists to fuel thinking creature's fear of darkness and things that lurk above. Its howl is the sound of pure terror, and its blood is a swirling mass of arachnids with glowing red eyes. A nightmare hound always attacks foes from directly above if possible, so any injuries it sustains can rain its spidery ichor down upon them.

NIGHTMARE HOUND — CR 4 • XP 1,600

Swarmblood yeth hound (*Pathfinder® Roleplaying Game Bestiary™*)
NE Medium outsider (evil, extraplanar)
Init +6; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 38 (4d10+16)
Fort +5, **Ref** +6, **Will** +6
DR 5/silver; **immunities** self-swarm immunity
Weakness verminous innards

OFFENSE

Speed 40 ft., fly 60 ft. (good)
Melee bite +7 (2d6+4 plus sinister bite and trip)
Special Attacks bay (DC 12), swarm bleed (spider swarm; slashing, bleed, critical or death)

STATISTICS

Str 17, **Dex** 15, **Con** 19, **Int** 6, **Wis** 14, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)
Feats Improved Initiative, Skill Focus (Fly)
Skills Fly +16, Perception +9, Stealth +9, Survival +9
Languages Abyssal or Infernal (cannot speak)

ECOLOGY

Environment any
Organization solitary, pair, or pack (6-11)
Treasure incidental

SPECIAL ABILITIES

Bay (Su) When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 12 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Flight (Su) A yeth hound can cease or resume its flight as a free action.

Self-Swarm Immunity (Ex) See the swarmblooded template.

Sinister Bite (Su) A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must make a DC 14 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

Swarm Bleed (Ex) See the swarmblooded template. The nightmare hound creates spider swarms.

Verminous Innards (Ex) See the swarmblooded template.

TERATOCEPHALOS

Teratocephaloi (loosely translated as "monster headed") are creatures with a head different from their body. They are often the result of strange breeding, powerful spells, or animals living near areas with strong magic leaks. Most of the time, a teratocephalos is no better neither worse than other creatures of its species. Humanoid teratocephaloi can be regarded as deities or divine agents in some primitive lands. Elsewhere they can be mistaken for lycanthropes or similar monsters, and feared.

CREATING A TERATOCEPHALOS

"Teratocephalos" is an inherited or acquired template that can be added to any animal, humanoid or monstrous humanoid (hereafter referred to as the base creature). A teratocephalos replaces the base creature's head, which is appropriately shrunk or enlarged to fit the base creature's size, with that of any other animal or humanoid (hereafter referred to as the head creature). A teratocephalos creature retains the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +1.

Type: An animal with the teratocephalos template changes its type to magical beast. A humanoid with this template changes its type to monstrous humanoid. A monstrous humanoid's type does not change. In the case of an animal or humanoid the base creature gains the appropriate augmented subtype. Do not recalculate base attack bonuses or saves.

Senses: The base creature acquires the senses of the creature its new head belongs to if they're better than its own. For example, a tiger-headed human would gain low-light vision and scent, while a human-headed tiger would not lose them.

Armor Class: Natural armor class improves by +1.

Attacks: A teratocephalos gains the bite and gore attacks of the creature its new head belongs to, and loses the bite and gore attacks of the base creature. If the head creature is the same size of the base creature, the damage will be the same of that creature, even if it's weaker than the base creature's normal attack. If the head belongs to a bigger or smaller creature, scale the damage according to its new size.

Special Attacks: A teratocephalos keeps the special attacks form its body that depend on its body or limbs. Similarly, it keeps the special attacks of the head creature that originate from the head, such as a poisonous bite or gaze ability. Additionally, a teratocephalos gains certain special attacks depending on the head creature. Each of these attacks is the same type (supernatural, extraordinary, etc.) as the head creature.

Quills: A porcupine-headed teratocephalos delivers the head creature quill damage to anyone attacking its head.

Tongue: Frog-headed teratocephaloi gain the tongue attack and the pull special attack of a giant frog if their size is Medium or bigger. A teratocephalos can't swallow his prey whole.

Abilities: A teratocephalos gains specific bonuses to its mental ability scores depending on the head creature as follows.

Charisma: If the new head comes from a creature with a higher Charisma than the base creature, the teratocephalos gains +2 Charisma.

Intelligence: If the new head comes from a creature with a higher Intelligence than the base creature, the teratocephalos gains the same Intelligence of its head –2 (minimum 2) even if the new Intelligence score is lower than that of the base creature.

Wisdom: If the new head comes from a creature with a higher Wisdom than the base creature, the teratocephalos gains the same Wisdom of its head –2 (minimum 2) even if the new Intelligence score is lower than that of the base creature.

Feats: A teratocephalos can select feats that have its base and head creature as prerequisites.

Special Qualities: A teratocephalos gains certain special qualities depending on the head creature. Each of these attacks is the same type as the head creature.

Breathe Water: A fish-headed teratocephalos breathes water instead of air. It can't breathe air even if the base creature did.

Gift of Speech (Ex): If the new head comes from a creature able to speak, the teratocephalos can speak the Common language, plus one or more other languages according to its Intelligence.

Hold Breath: A cetacean-headed teratocephalos can hold its breath as long as the creature its head belongs to.

Speak with Species (Ex): An animal-headed teratocephalos can always communicate with both its body and head species.

Trunk: The teratocephalos can use an elephant's or other creature's trunk the same way of that creature if its head fits this description.

SAMPLE TERATOCEPHALOS

The challenging cavalier advances riding a most unusual mount—one who hisses and rears a giant cobra head and neck on its equine body.

VENOM HORSE

The venom horse, a strange blend of horse and snake, is a carnivorous equine that is prized for its rarity, as well as its poison. Venom horses can be domesticated like a standard light horse albeit a bit more difficulty (–5 penalty on Handle Animal checks).

VENOM HORSE **CR 3 • XP 800**

Teratocephalos (cobra) heavy horse (*Pathfinder® Roleplaying Game Bestiary™*)
N Large magical beast
Init +4; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 16, **touch** 13, **flat-footed** 12 (+4 Dex, +3 natural, –1 size)
hp 19 (2d8+10)
Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 50 ft.
Melee bite +5 (1d6+7 plus poison), 2 hooves +0 (1d6+2)
Space 10 ft.; **Reach** 5 ft.
Special Attacks poison

STATISTICS

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11
Base Atk +1; **CMB** +7; **CMD** 21 (25 vs. trip)
Feats Endurance, Run[B]
Skills Perception +8
SQ docile

ECOLOGY

Environment temperate plains
Organization solitary, pair, or herd (3–30)
Treasure none

SPECIAL ABILITIES

Docile (Ex) Unless specifically trained for combat, a venom horse's hooves are treated as secondary attacks
Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save

THRONEFUSED

Thronefused form a pact with extraplanar entities, trading increased mental powers for a lifetime confined to a throne. The entity the thronefused has a pact with choses the form of the throne.

CREATING A THRONEFUSED

"Thronefused" is an acquired template that can be added to any humanoid, monstrous humanoid, or undead creature (hereafter referred to as the base creature). A thronefused creature uses all the base creature's statistics and special abilities except as noted here.

CR: 4 HD or less, as base creature +1; 5 to 10 HD, as base creature +2; 11 HD or more, as base creature +3.

ALIGNMENT: Any lawful.

TYPE: The base creature's type changes to outsider and gains the appropriate augmented and native subtypes. Do not recalculate base attack bonuses or saves.

Senses: A thronefused gains darkvision +60 ft.

Armor Class: The base creature's natural armor class increases by +4.

Hit Dice: Change all of the base creature's racial HD to d10s

Saving Throws: A thronefused gains +4 on all saves vs. enchantments and illusions.

Defensive Abilities: A thonefused gains DR +5/magic, immunity to sleep, and spell resistance equal to the thronefused's CR + 11.

Speed: A thronefused loses all modes of movement and gains the following.

Bound Travel (Su) As a full round action, a thronefused can initiate travel at any one of the base creature's previous modes of movement at the same rate. If the base creature could fly, its maneuverability is reduced by one step. Once travel is initiated, the only full-round actions it can take is to halt its movement, or other actions that involve movement such as running or a charge. Otherwise, the thonefused can only use its move action each round to move in the same mode of travel. In order to change modes of movement, the thronefused must first stop moving and restart in the new mode of movement (in other words spend one round stopping, and the next starting to move in a different mode).

A thronefused cannot take a 5-ft. step unless it already has initiated movement.

The nature of the movement varies depending on the base creature. For example, an elf's throne may travel on undulating vines, while a wizard may move via *telekinesis*.

Special Attacks: A thonefused gains the following special attacks.

Fusing Touch (Su): A thronefused may make a touch attack that fuses the victim's lower limbs together into a shape akin to a chess pawn or statue base. The target may make a Fortitude save to resist, and may attempt a new save at the start of each round to break the effect. While fused, the victim may not move, loses its Dex bonus to its AC, and takes a -10 penalty to Reflex saves. This ability may be used a number of rounds per day equal to 1 + the thronefused creature's Charisma modifier (minimum 1). Targets without lower limbs are immune to this effect. The save DC is Charisma-based.

Spell-Like Abilities: A thronefused with an Intelligence of 10 or higher has a cumulative number of spell-like abilities depending on its total HD as given on **Table 2-41**. The caster level for these abilities equals the thronefused's total Hit Dice, or its caster level, whichever is higher.

TABLE 2-41: THRONEFUSED SPELL-LIKE ABILITIES

HD	Spell-Like Abilities
1-2	1/day—*hypnotism*
3-4	3/day—*detect thoughts*
5-6	3/day—*suggestion*
7-8	1/day—*scrying*
9-10	1/day—*lesser geas*
11-12	1/day—*mass suggestion*
13-14	3/day—*vision*
15-16	1/day—*mass charm monster*
17-18	1/day—*moment of prescience*
19+	1/day—*dominate monster*

Abilities: Dex –5 (minimum 0), Int +4 Wis +4, Cha +4.

Feats: Any feats that a thronefused no longer qualifies for because of the reduction in Dexterity become bonus feats.

Skills: A thronefused gains an additional +5 racial bonus on all Knowledge skills and Linguistics, and a –10 penalty to Acrobatics, Climb, Ride, and Swim.

SAMPLE THRONEFUSED

This powerful looking hobgoblin is one with the heavy iron throne that he sits upon. He exudes an aura of bleak charisma.

THE IRON WARLORD

The war was faring poorly, and the hobgoblin commander who would become the Iron Warlord was desperate for a victory. No price was too high, no sacrifice too great. He consulted his advisors and priests, and found the aid he was looking for. One of the magicians sold the commander on striking a deal with the forces of Hell.

One night, with the appropriate sacrifices made and ceremonies performed, a devil was called up and the commander struck a deal for the ability to better lead his troops to victory—and *always* be assured the role of leader. The devil gave everything the commander wanted by fusing him with the iron throne of his tribe and granting him advanced insight.

Now called the Iron Warlord, he leads his troops from his throne with great effectiveness. As his army's victories grow, so does the number of recruits. Soon he will have enough to become a real threat to the human lands.

The Iron Warlord CR 9 • XP 6,400

Male thronefused hobgoblin fighter 8 (*Pathfinder® Roleplaying Game Bestiary™*)

LE Medium outsider (augmented humanoid, goblinoid, native)

Init +4; **Senses** darkvision 120 ft.; Perception +8

DEFENSE

AC 20, touch 10, flat-footed 20 (+6 armor, +4 natural)

hp 73 (8d10+32)

Fort +9, **Ref** +2, **Will** +5; +4 vs. enchantments and illusions

Defensive Abilities bravery +2; **DR** 5/magic; **Immunities** sleep; **SR** 20

OFFENSE

Speed 0 ft.; bound travel (30 ft.)

Melee +1 longsword +14/+9 (1d8+6/19-20), touch +10 (fusing touch)

Ranged *+1 heavy crossbow* +9 (1d10+1/19-20)

Special Attacks weapon training (heavy blades), fusing touch (DC 18)

Spell-Like Abilities (CL 8th; concentration +17)

3/day—*detect thoughts* (DC 14), *suggestion* (DC 15)

1/day—*hypnotism* (DC 13), *scrying* (DC 16)

STATISTICS

Str 15, **Dex** 10, **Con** 16, **Int** 14, **Wis** 16, **Cha** 14

Base Atk +8; **CMB** +10; **CMD** 20

Feats Ability Focus (fusing touch), Alertness, Deadly Aim[B], Greater Weapon Focus (longsword), Improved Initiative, Precise Shot, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Handle Animal +11, Intimidate +13, Knowledge (dungeoneering, engineering) +14, Linguistics +11, Perception +8, Survival +9; **Racial Modifiers** –10 Acrobatics, –10 Climb, +5 Knowledge (all), +5 Linguistics, –10 Ride, –10 Swim

Languages Aklo, Common, Dwarven, Elven, Gnoll, Goblin, Infernal, Orc

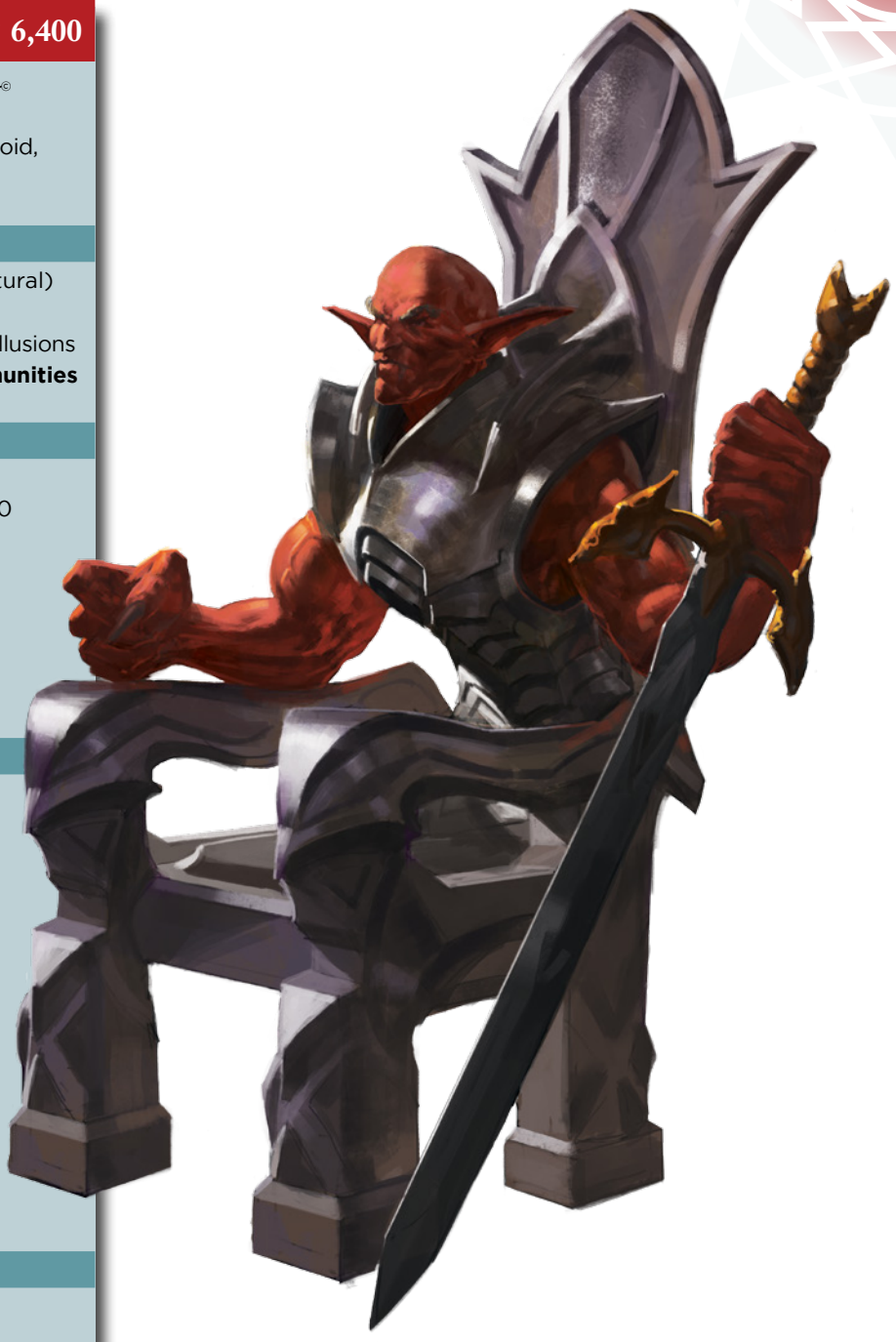
SQ armor training 2

Gear breastplate, *+1 heavy crossbow* with 20 bolts, *+1 longsword*

SPECIAL ABILITIES

Bound Travel (Su) See the thronefused template

Fusing Touch (Su) See the thronefused template.



THUNDER CHILD

A thunder child is the essence of a summer storm given physical form. On the Elemental Plane of Air, thunder children live and frolic in storm fronts a thousand miles wide. They tend to be short-tempered and impatient, but mentally astute and perceptive. Thunder children are quick to anger and quick to action, but a natural wariness saves them from getting into too much trouble. Thunder children have a cruel streak, and many enjoy lashing out with lightning without provocation.

A thunder child's body is the color of clouds heavy and dark with rain, and lightning crackles about its form. When it takes gaseous form, it appears as a lightning-laden storm cloud.

CREATING A THUNDER CHILD

"Thunder child" is an inherited template that can be added to any living corporeal creature (referred to hereafter as the base creature). A thunder child creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Alignment: Any chaotic.

Type: The creature's type changes to outsider with the appropriate augmented subtype, plus the air, elemental, and extraplanar subtypes if the base creature did not already have them. Do not recalculate base attack bonuses, saves, or skill points.

Senses: A thunder child gains the following:

Cloud Sight (Ex): A thunder child can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures and objects do not gain concealment from a thunder child due to such conditions. A thunder child may use this ability while gaseous.

Aura: A thunder child gains the following aura:

Electric Aura (Ex): A thunder child emits an aura of electricity that can wound nearby creatures. Any creature within 10 feet of a thunder child must succeed on a Reflex save each round or take 1d6 points of electricity damage. A thunder child can suppress or resume the use of this ability as a free action. The save DC is Constitution-based.

Armor Class: A thunder child gains a +4 dodge bonus to AC.

Hit Dice: Change all of the base creature's racial HD to d10s.

Defensive Abilities: A thunder child gains cold resistance 10 and immunity to electricity and inhaled poisons and gas-, fog-, or cloud-based attacks and spells.

Speed: Each of the thunder child's speeds is double the corresponding speed of the base creature.

Special Attacks: A thunder child retains all the base creature's special attacks and gains those described here.

Breath Weapon (Su): Once every 1d4 rounds, a thunder child can breathe a 5-foot-wide line of lightning 100 feet long plus 10 feet per 2 HD it possesses. If the thunder child wishes, it may breathe a line half as long but 10 feet wide. Every creature in the area must make a Reflex save or take 1d6 points of electricity damage per 2 HD the thunder child possesses (minimum 1d6). Success halves the damage. The save DC is Constitution-based.

Electric Grapple (Ex): Any creature grappling or being grappled by a thunder child takes 2d6 points of electricity damage each round that the grapple is maintained.

Electricity (Ex): Each of a thunder child's natural melee attacks and attacks with metallic melee weapons deals +1d6 points of electricity damage.

Spell-Like Abilities: A thunder child gains the following spell-like abilities.

3/day—*fog cloud, gaseous form, sound burst*.

Caster level equals thunder child's character level. The save DCs are Charisma-based. A thunder child may use these abilities and all its extraordinary abilities while in gaseous form.

Abilities: Dex +4, Int +2, Wis +2.

Feats: A thunder child gains Improved Initiative, Lightning Reflexes, and Quick Draw as bonus feats.

Skills: The base creature gains a +4 racial bonus on Knowledge (nature) and Survival checks.

Languages: If the thunder child can speak, it gains the ability to speak Auran in addition to any other languages the base creature knows.

Special Qualities: A thunder child retains all the base creature's special qualities and gains those described here.

Air Breather (Ex): A thunder child can breathe air even if the base creature breathed only water.

Lightning Jump (Su): When a thunder child breathes lightning, it may teleport with no chance of error to any location within the area of the lightning attack as a free action. It must make this jump immediately after using its breath weapon.

Environment: Same as the base creature plus Plane of Air.

SAMPLE THUNDER CHILD

This menacing giant has gray skin, lightning blue hair, and eyes that spark with electricity. Arcs of electricity shoots from its body to nearby objects.

THUNDER CHILD STORM GIANT

Thought by sages to be some sort of elemental reflection of true storm giants, thunder child storm giants are in fact no relation to the Material Plane giants, though their physical similarities are unmistakable. On the Material Plane, thunder child storm giants tend to inhabit the same areas as normal storm giants, and the elemental giants tend to gain the upper hand in conflicts over territory.

Thunder Child Storm Giant CR 15 • XP 51,200

CE Huge outsider (air, augmented humanoid, elemental, extraplanar, giant) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +8; **Senses** cloud sight, low-light vision; Perception +28

Aura electric aura (10 ft., 1d6 electricity, DC 25)

DEFENSE

AC 33, touch 15, flat-footed 26 (+6 armor, +3 Dex, +4 dodge, +12 natural, –2 size)

hp 199 (19d10+114)

Fort +17, **Ref** +12, **Will** +14

Defensive Abilities rock catching; **Immune** electricity, elemental traits, inhaled poisons and cloud based attacks; **Resist** cold 10

OFFENSE

Speed 100 ft. (70 ft. in armor), swim 60 ft.

Melee masterwork greatsword +27/+22/+17 (4d6+21 plus 1d6 electricity/17-20) or 2 slams +26 (2d6+14 plus 1d6 electricity)

Ranged masterwork composite longbow (+14 Str) +17 (3d6+14/x3)

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

Special Attacks breath weapon (190 ft. long, 5 ft. wide or 95 ft., 10 ft. wide, 9d6 electricity, Reflex DC 25, 1/1d4 rounds), electric grapple (2d6 electricity), electricity

Spell-Like Abilities (CL 15th; concentration +17)

Constant—*freedom of movement*

3/day—*fog cloud, gaseous form, sound burst* (DC 14)

2/day—*control weather, levitate*

1/day—*call lightning* (DC 15), *chain lightning* (DC 18)

STATISTICS

Str 39, **Dex** 18, **Con** 23, **Int** 18, **Wis** 22, **Cha** 15

Base Atk +14; **CMB** +30 (+32 bull rush, sunder); **CMD** 44 (46 vs. bull rush, sunder)

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative[B], Improved Sunder, Improved Vital Strike, Iron Will, Lightning Reflexes[B], Power Attack, Quick Draw[B], Vital Strike

Skills Acrobatics +20 (+36 jump), Climb +17, Craft (any one) +14, Diplomacy +8, Intimidate +24, Knowledge (nature) +15, Perception +28, Perform (sing) +12, Sense Motive +25, Survival +10, Swim +22; **Racial Modifiers** +4 Knowledge (nature), +4 Survival

Languages Auran, Common, Draconic, Giant

SQ lightning jump, militant, water breathing

ECOLOGY

Environment any warm

Organization solitary or family (2–5 plus 1 sorcerer or cleric of 7th–10th level, 1–2 rocs, 2–6 griffons, and 2–8 sharks)

Treasure stanandard (mwk breastplate, mwk composite longbow [+14 Str bonus] with 20 arrows, mwk greatsword, other treasure)

SPECIAL ABILITIES

Cloud Sight (Ex) See the thunder child template.

Electric Aura (Ex) See the thunder child template.

Electric Grapple (Ex) See the thunder child template.

Electricity (Ex) See the thunder child template.

Lightning Jump (Ex) See the thunder child template.

Militant (Ex) Storm giants are proficient with all simple and all martial weapons.

Water Breathing (Ex) Storm giants can breathe water as well as air.

TIME SEER

Equally blessed and cursed, time seers must learn to live with two visions of events. One of a time seer's eyes sees moments in the past, and the other looks an instant into the future. Neither eye views the present, though the time seer can hear and feel what is going on about it. This time disparity means the time seer's mind must constantly reassess what it sees to match events from the recent past and the near future with the present situation. A time seer that can manage to concentrate on what its eyes tell it can divine future events and peer into the past, gaining considerable advantages in both combat and social situations. But the task is difficult, and most time seers eventually go mad from the strain.

Time seers are both born and made. Some creatures seem gifted (or cursed) with time seer powers from birth; others gain their visions by accident or design, often much to their dismay.

CREATING A TIME SEER

"Time seer" is an inherited or acquired template that can be applied to any creature whose Intelligence and Wisdom scores are each 13 or higher (hereafter referred to as the base creature). A time seer creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Armor Class: A time seer gains a +2 dodge bonus to Armor Class.

Defensive Abilities: A time seer gains uncanny dodge as an extraordinary ability. If the base creature already has uncanny dodge, the time seer gains improved uncanny dodge instead.

Weaknesses: A time seer gains the following.

Conflicted Vision (Ex): Before a time seer rolls initiative, it must attempt a DC 10 Wisdom check. On a success, the time seer gains a +4 bonus on its initiative roll. On a failure by less than 5, the time seer rolls for initiative normally. A failure by 5 or more imposes a –4 penalty on the initiative roll.

Unreliable Spellcasting (Ex) Each time the time seer wishes to use one of it spell-like abilities or cast a spell, it must make a successful Wisdom check vs. a DC equal to 10 + the spell's level. Failure means the attempt produces no effect but that usage or spell slot is wasted.

Special Attacks: A time seer retains all the base creature's special attacks and gains those described here.

Preternatural Knowledge (Ex): Once per round as a free action, a time seer may attempt a DC 15 Wisdom check. On a success, the time seer gains a +4 bonus on its next attack roll, check, or saving throw, whichever comes first. On a failure, the time seer misinterprets its vision of the future and takes a –4 penalty on its next attack roll, check, or saving throw, whichever comes first.

Spell-Like Abilities: A time seer gains the following spell-like abilities.

At will—*augury*

1/day—*true strike*, *vision*

Caster level equals time seer's total Hit Dice. The save DCs are Wisdom-based.

Abilities: Wis +4, Cha –2 (minimum 1).

Skills: A time seer has a +5 racial bonus on Knowledge and Perception checks, and a +5 racial bonus on Spellcraft checks made to identify spells as they are being cast. It takes a –5 penalty on Sense Motive checks.

SAMPLE TIME SEER

A grizzled and scarred hound archon, he is missing one eye which is covered in scar tissue.

MARCELLUS

Some time later, his compatriots found Marcellus in the well. Barely conscious and half drowned, he ranted and raved incoherently, answering some of his friends' questions before they uttered them but offering no response to questions they had asked minutes earlier. The situation did not improve after Marcellus returned home. At one point, in a vain attempt to blind himself to future events, Marcellus clawed out his right eye. The celestials attempted many times to cure Marcellus's madness, but before they could find the proper spell or quest that would grant him sanity, he fled to the Material Plane.

Now Marcellus wanders the world in the form of a large dog or wolf. He is easily recognizable because he lacks a right eye in all of his forms, with ugly scar tissue covering the socket.

Marcellus offers his wisdom and knowledge of future events to other creatures according to some design that only he understands. Though Marcellus never reveals his nature or his knowledge, he sometimes acts in small ways

to guide events toward the end he believes is proper. He never remains in one place or travels with one creature for long, since his celestial brethren are still seeking him, and he wishes to avoid their ministrations.

Marcellus CR 9 • XP 6,400

Male Time Seer hound archon paladin 5 (*Pathfinder® Roleplaying Game Bestiary™*)

LG Medium outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +20

Aura aura of menace (20 ft., DC 16)

DEFENSE

AC 21, touch 12, flat-footed 19 (+9 natural, +2 dodge)

hp 76 (11d10+16)

Fort +11, **Ref** +7, **Will** +13; +4 vs. poison

Defensive Abilities uncanny dodge; **DR** 10/evil; **Immune** disease, electricity, fear, petrification; **SR** 15

Weaknesses conflicted vision, unreliable spellcasting

OFFENSE

Speed 40 ft.

Melee bite +13 (1d8+2) and masterwork greatsword +14/+9/+4 (2d6+3/19-20) or slam +13 (1d4+2)

Special Attacks channel positive energy 1/day (DC 13, 3d6), preternatural knowledge, smite evil

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect evil, magic circle against evil*

At will—*aid, augury, continual flame, detect evil, greater teleport* (self plus 50 lbs. of objects only), *message*

1/day—*true strike, vision*

Paladin Spells Prepared (CL 2nd; concentration +3):

1st—*bless weapon, divine favor*

STATISTICS

Str 15, **Dex** 10, **Con** 13, **Int** 10, **Wis** 18, **Cha** 13

Base Atk +11; **CMB** +13 (+15 sunder); **CMD** 25 (27 vs. sunder)

Feats Alertness, Combat Reflexes, Improved Initiative, Improved Sunder, Iron Will, Power Attack

Skills Acrobatics +9 (+13 jump), Bluff +8, Diplomacy +10, Intimidate +10, Perception +20, Sense Motive +10, Stealth +13, Survival +17; **Racial Modifiers** +5 Perception, -5 Sense Motive, +4 Stealth, +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

SQ aura of courage, aura of good, change shape (canine form, *beast shape II*), divine bonds (weapon +1, 1/day), lay on hands (2d6, 3/day), mercies (shaken)

Gear masterwork greatsword

SPECIAL ABILITIES

Change Shape (Su) A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

Conflicted Vision (Ex) See the time seer template.

Preternatural Knowledge (Ex) See the time seer template.

Unreliable Spellcasting (Ex) See the time seer template.

Marcellus was once a heroic hound archon who fought valiantly against evil wherever he was called upon to do so. On one mission for the powers of good, he battled demons in the service palace were reputed to give drinkers the power to see the future, and although Marcellus did not seek to drink from the well as greedier creatures would, he found himself forced to hide there and inadvertently tasted the water.

TRANSFORMING CONSTRUCT

Made mutable to adapt to their masters' changing needs, transforming constructs seem like typical examples of beings created with equal parts of craft and magic. Their seemingly normal outward appearance disguises a potent power to change shape and undertake a wealth of different tasks. A transforming construct has limitless utility, and those who specialize in the manufacture of constructs often seek the secrets of their creation most avidly.

Transforming constructs come in six different varieties according to their alternate forms: bipedal, climber, digger, flyer, roller, and swimmer. These forms are defined as follows.

- **Bipedal:** When the transforming construct takes on bipedal form, parts of its body become legs, and other parts become arms with grasping hands.
- **Climber:** When the transforming construct takes on climber form, any legs it possesses are split into a half-dozen spiderlike limbs. If it lacks legs, part of its main body mass instead splits open and becomes legs.
- **Flyer:** When the transforming construct takes on flyer form, it loses any legs or wheels it originally had and gains wings.
- **Digger:** When the transforming construct takes on digger form, it loses any arms it has, and its torso becomes a great drill.
- **Roller:** When the transforming construct takes on roller form, it loses any legs and arms it possesses and gains great rollers for movement.
- **Swimmer:** When the transforming construct takes on swimmer form, its shape becomes more streamlined, and its lower body transforms into a large propeller.

CREATING A TRANSFORMING CONSTRUCT

"Transforming" is an inherited template that can be added to any construct (referred to hereafter as the base creature) that meets the qualifications given for the desired alternate form, as follows.

- **Bipedal:** This form is available only to a transforming construct whose normal form is not bipedal.
- **Climber:** The climber form is available only to a transforming construct that has no a climb speed in its normal form.
- **Flyer:** This form is available only to a transforming construct that cannot fly in its normal form.
- **Digger:** This form is available only to a transforming construct composed primarily of stone or metal that lacks a burrow speed in its normal form.
- **Roller:** This form is available only to a transforming construct that does not move about using wheels in its normal form.
- **Swimmer:** This form is available only to a transforming construct that lacks a swim speed in its normal form.

A transforming construct can have multiple alternate forms. A transforming construct creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +1 per alternate form.

Type: The base creature gains the shapechanger subtype.

Senses: A transforming construct in digger or swimmer form gains tremorsense +60 ft.

Speed: When the transforming construct takes its alternate form, its speed changes depending on the form assumed. Unless otherwise specified, it does not gain a new mode of travel unless otherwise specified.

- **Bipedal:** A bipedal transforming construct's land speed in bipedal form is double that of the base creature. If the base creature doesn't have a land speed, its land speed is equal to twice that of the fastest speed. Swim and burrow speeds, if any, are each reduced to one-half the base creature's values. If the base creature has a fly speed, its maneuverability is reduced by one category (minimum clumsy).
- **Climber:** The climber transforming construct's land, burrow, fly, and swim speeds are each equal to one-half the base creature's values (minimum 5 feet). It gains a climb speed equal to the base creature's highest speed. In climber form, the transforming construct can climb sheer surfaces and ceilings like a spider.
- **Flyer:** When in flyer form, the transforming construct gains a fly speed equal to double the base creature's highest speed and loses its land, burrow, and swim speeds. It flies with average maneuverability.

USING THE TRANSFORMING CONSTRUCT TEMPLATE

This template offers a way to add zest and surprise to a construct by allowing it to take another shape. For example, a transforming flesh golem could leap into the water and set its legs to spinning around like a propeller while its face opens to reveal shark-like jaws. Or a transforming iron golem could spread its legs into wings and soar into the air. A transforming shield guardian could change its legs to wheels and crush enemies even as it speeds away. This template can also be applied to a construct more than once, allowing it to take multiple forms.

The template uses some broad language so that you have some latitude to interpret how it should be applied to the particular construct you have chosen. If you need an idea or for some reason find yourself at a loss as to how the template should be applied, review the quadrupedal (page 238) and bipedal (page 43) templates for rules on changing a creature's form. You might even want to put your construct through one of these two templates first.

If you allow players to create transforming constructs or want to be stringent about how NPCs do so, add 12,500 gp per alternate form to the cost of a transforming construct and increase the Craft DCs by +5 per new form. If you create a transforming animated object using the *animate object* spell, each new form counts as two Small objects toward the spell's limitations.

Alternately, if you use the Construct Modification rules in *Pathfinder© Roleplaying Game: Ultimate Magic™* each form is a complex modification as follows.

ALTERNATIVE FORM

Requirements: Craft Construct, *polymorph*

CR Increase: +1.

Cost: 12,500 gp.

The construct gains the transforming construct template and a single alternate form. This modification can be applied multiple times. Each time the modification is applied chose a different alternate form.

- **Digger:** When in digger form, a transforming construct gains a burrow speed equal to the base creature's highest speed and loses any climb, fly, or swim speed it had. The digger can burrow through stone if its body is made mostly of metal. When the construct burrows, the tunnel immediately behind it fills up with the earth that it is burrowing through. This seals the tunnel behind it.
- **Roller:** When the transforming construct is in roller form, its land speed is double that of the base creature, or equal to the base creature's highest speed if it lacks a land speed. The transforming construct loses its climb speed (if any) in roller form. Swim and burrow speeds, if any, are each reduced to one-half the base creature's values. If the base creature has a fly speed, its maneuverability is reduced by one category (minimum clumsy).
- **Swimmer:** When in swimmer form, the transforming construct gains a swim speed equal to double the base creature's highest speed and loses any fly speed. Any land, climb, and burrow speeds are each reduced to one half the base creature's values.

Attacks: The transforming construct retains all the base creature's attacks. When in its alternate form, it loses any attacks associated with limbs it no longer has. In addition, it may gain new attacks when in its alternate form, as follows.

- **Bipedal:** In this form, the transforming construct gains two primary slam attacks as primary attacks if it did not already have them. If the base creature already has a single slam attack, it gains another one with the same damage. If it has two or more slam attacks it does not gain another one. In addition, it can wield weapons and it is proficient with any two specific weapons.
- **Digger:** The transforming construct gains a gore attack as a primary attack with its drill in digger form.
- **Roller:** A transforming construct in roller form gains a new single primary ramming attack, which does damage as a slam plus 1-1/2 times its Strength bonus. It cannot use its ram attack with any other attacks in the same round.
- **Swimmer:** In swimmer form, the transforming construct gains a primary bite attack as a primary attack if it did not already have one.

All natural attacks gained by the alternate form do damage based on size as if the transforming construct was one size category higher.

Special Attacks: A transforming construct retains all the base creature's special attacks. In its alternate form, it loses any special attacks that depend on limbs it no longer has, and gains those described here.

Alternate Attack: The exact attacks that the transforming construct gains depend on its alternate form, as follows.

- **Digger:** *Dire Charge (Ex):* When the transforming construct charges, it deals double damage with a successful gore attack.
- **Roller:** A transforming construct in roller form loses any previous trample attack and gains a new one. The damage from the trample is one size category higher than the slam attack it gains in this form plus 1-1/2 times its Strength bonus. The trample DC is Strength-based.
- **Swimmer:** *Dire Charge (Ex):* When the transforming construct charges, it deals double damage with a successful bite attack.

Abilities: Str +2.

CMD: In roller or swimmer form, the transforming construct cannot be tripped.

Feats: While in its alternate form, the transforming construct gains the indicated bonus feats.

- **Bipedal:** Two-Weapon Fighting.
- **Climber:** Skill Focus (Climb).
- **Flyer:** Fly-by Attack.
- **Digger:** Toughness.
- **Swimmer:** Weapon Focus (bite).

Skills: A transforming construct gains bonuses on certain skill checks according to its alternate form, as follows.

- **Climber:** A transforming construct in climber form has Climb as a class skill.
- **Flyer:** A transforming construct in flyer form has a +4 competence bonus on Perception checks, gains Fly as a class skill, and has a +8 racial bonus on Fly checks
- **Swimmer:** A transforming construct in swimmer form has Swim as a class skill.

Special Qualities: A transforming construct retains all the base creature's special qualities and gains the following. In its alternate form, the transforming construct loses any special qualities that depend on limbs it no longer has.

Alternate Form (Su): A transforming construct can take an alternate form as a full round action. The specific form is chosen when the template is applied, and cannot thereafter be changed. A transforming construct retains its hit points when it changes forms, and it can remain in an alternate form indefinitely. Any abilities purchased with construct points remain in every form the transforming construct has if its new form doesn't prevent it. *True seeing* or similar magic reveals the transforming construct's many forms simultaneously.

SAMPLE TRANSFORMING CONSTRUCT

The ship groans and creaks; it shifts and changes form into a colossal biped, wielding its anchors as two flails.

GALLEON OF LAND AND SEA

The Galleon of Land and Sea is a beautiful ship created to guard sea lanes against invaders and pirates. As a Colossal animated object, it can move about on its own and attack foes, or even move onto land with its legs or wheels.

The Galleon of Land and Sea fights well on land in bipedal form. Its creator can command it to lash out at foes with its anchors as though it were wielding flails. In roller form, it is a ship on giant wheels steamrolling over land and foes alike. Even in normal galleon form, a transforming animated galleon represents a significant threat, especially to foes who board it.

Galleon of Land and Sea CR 13 • XP 25,600

GALLEON FORM

Unique Transforming Animated Object (Colossal) (*Pathfinder® Roleplaying Game Bestiary™*)
N Colossal construct
Init -2; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 18, touch 0, flat-footed 18 (–2 Dex, –8 size, +18 natural)
hp 151 (13d10+80)
Fort +4, **Ref** +2, **Will** -1
Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 30 ft., swim 30 ft.
Melee slam +24 (4d8+28 plus grab)
Ranged ballista +3 (6d8/19-20)
Space 30 ft.; **Reach** 30 ft.
Special Attacks constrict (4d8+28)

STATISTICS

Str 48, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1
Base Atk +13; **CMB** +40 (+44 grapple); **CMD** 48

Skills Swim +27
SQ alternate forms (bipedal, roller)

ENVIRONMENT

Ecology any
Organization unique
Treasure incidental

SPECIAL ABILITIES

Alternate Form (Su) See the transforming construct template.

ROLLER FORM

Transforming Animated Object (Colossal)
N Colossal construct
Init -2; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 18, touch 0, flat-footed 18 (–2 Dex, –8 size, +18 natural)
hp 151 (13d10+80)
Fort +4, **Ref** +2, **Will** -1
Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 60 ft., swim 15 ft.
Melee ram +24 (4d6+28) or slam +24 (4d6+19 plus grab)
Ranged ballista +3 (6d8/19-20)
Space 30 ft.; **Reach** 30 ft.
Special Attacks constrict (4d6+19), trample (6d8+28, DC 35)

STATISTICS

Str 48, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1
Base Atk +13; **CMB** +40 (+44 grapple); **CMD** 48 (can't be tripped)
Skills Swim +27
SQ alternate forms (bipedal, roller)

BIPEDAL FORM

Transforming Animated Object (Colossal)
N Colossal construct
Init -2; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 18, touch 0, flat-footed 18 (–2 Dex, –8 size, +18 natural)
hp 151 (13d10+80)
Fort +4, **Ref** +2, **Will** -1
Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 30 ft., swim 15 ft.
Melee 2 slams +24 (4d8+19 plus grab) or "anchor flail" +20/+15/+10 (6d6+19) and "anchor flail" +20 (6d6+9)
Ranged ballista +3 (6d8)
Space 30 ft.; **Reach** 30 ft.
Special Attacks constrict (4d8+19)

STATISTICS

Str 48, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1
Base Atk +13; **CMB** +40 (+44 grapple); **CMD** 48
Feats Two-Weapon Fighting[B]
Skills Swim +27
SQ alternate forms (bipedal, roller)

UNHOLY CREATURE

Just as good deities can empower their most devout followers, so too can deities of darkness grace their champions with greatness. These unholy creatures bear the black taint of ultimate corruption, which gives them unholy strength. Not only are their bodies and souls are immune to the evil energies of the Plane of Negative Energy, they can draw power from the black energy that drains most creatures. The very presence of an unholy creature brings a chill to the souls of creatures whose hearts are not equally black, and their touch is a blight to pure souls.

An unholy creature appears much as it did before receiving its dark gods' gifts, but its exceptional strength and unnatural quickness mark it as somehow changed.

CREATING AN UNHOLY CREATURE

"Unholy" is an acquired template that can be added to any evil creature that uses or is animated by negative energy or has the evil subtype (referred to hereafter as the base creature). Should the creature's alignment ever change from evil, it loses this template.

An unholy creature uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Alignment: Any evil.

Type: An unholy creature gains the evil subtype.

Senses: An unholy creature has darkvision +60 ft.

Aura: An unholy creature gains the following.

Awful Presence (Su): Every nonevil creature within 30 ft. of an unholy creature automatically takes a –1 penalty on all attack rolls, checks, and saves. Awful presence is a mind-affecting fear effect.

Defensive Abilities: An unholy creature gains DR 5/good, negative energy immunity and the following:

Positive Energy Protection (Su): When a holy creature is struck by an attack using positive energy, *e.g. cure* spells, the unholy creature may make a level check (1d20 + total HD) against a DC equal to 11 + the attacking creature's character level. If the level check succeeds, the positive energy attack is canceled out in a bright flash. If the positive energy attack was dealt by a melee or melee touch attack, the creature that delivered it takes 2d6 points of damage.

Protection from Good (Su): An unholy creature gains a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks by good creatures. Furthermore, it is immune to any attempt by a good creature to possess, charm, or influence it.

Speed: Each of an unholy creature's speeds increases by +10 ft.

Special Attacks: An unholy creature retains all the base creature's special attacks and gains those described here.

Profane Attacks (Su): Each of an unholy creature's melee attacks with a natural or manufactured weapon deals +1d6 points of extra damage to creatures of good alignment. All of its natural and manufactured weapons are treated as evil-aligned for purposes of overcoming damage reduction.

Unholy Spellcasting (Su): An unholy creature's effective caster level for spells from the necromancy school and those with the curse or evil descriptors increases by +1 over that of the base creature. This benefit stacks with itself, so the unholy creature's effective caster level for a spell that fits both parameters is higher by +2 than that of the base creature.

Abilities: Str +4, Dex +4, Con +2, Wis +2, Cha +4.

Skills: An unholy creature gains a +4 profane bonus on Perception and Sense Motive checks.

Special Qualities: An unholy creature retains all the base creature's special qualities and gains those described here.

Unholy Body (Su): An unholy creature is healed by negative energy and harmed by positive energy like an undead creature. Thus, *inflict light wounds* would heal an unholy creature and *cure light wounds* would harm it.

SAMPLE UNHOLY CREATURE

This fierce orc has a blasphemous tattoo on its face. The pick he wields hums with evil energy.

GRAKKUS

Grakkus has always felt the calling of evil. Whenever he had the opportunity to cause harm or pain, he never passed it by. Grakkus gained status in his tribe through arranged "accidents" and brutality.

The orc would have had a short and brutal life but for a chance encounter with a minor archon. Grakkus ambushed the outsider and killed it. When he struck the fatal blow, a surge of unholy energy filled his soul. He now knows his purpose—to murder all that is good.

Grakkus now wanders the land killing any good outsiders he can find in the most painful and brutal ways he can think of.

Grakkus — CR 10 • XP 9,600

Male unholy orc cleric 10 (*Pathfinder® Roleplaying Game Bestiary™*)

NE Medium humanoid (evil, orc)

Init +2; **Senses** darkvision 120 ft.; Perception +4

Aura awful presence (30 ft.)

DEFENSE

AC 20, touch 12, flat-footed 18 (+8 armor, +2 Dex)

hp 78 (10d8+30)

Fort +9, **Ref** +5, **Will** +11

Defensive Abilities ferocity, positive energy protection, protection from good; **DR** 5/good; **Immune** negative energy

Weakness light sensitivity

OFFENSE

Speed 30 ft. (40 ft. base)

Melee *+2 outsider-bane adamantine heavy pick* +13/+8 (1d6+6/x4+2d6 vs. outsider+1d6 vs. good)

Special Attacks aura of destruction (+5, 10 rounds/day), channel negative energy 8/day (DC 20, 5d6), destructive smite (+5, 7/day), profane attacks, unholy spellcasting

Domain Spell-Like Abilities (CL 10th; concentration +14)

7/day—*bleeding touch* (5 rounds, 1d6 bleed)

Cleric Spells Prepared (CL 10th; concentration +14):

5th—*commune, dispel good* (DC 19), *slay living*[D] (DC 19)

4th—*dismissal* (DC 18), *divine power, inflict critical wounds*[D] (DC 18), *poison* (DC 18), *summon monster IV*

3rd—*contagion* (DC 17), *deeper darkness, dispel magic, rage*[D], *wrathful mantle* (DC 17)

2nd—*death knell*[D] (DC 16), *enthrall* (DC 16), *hold person* (DC 16), *life channel* (2), *resist energy*

1st—*bane* (DC 15), *cause fear*[D] (DC 15), *curse water* (DC 15), *detect good, know the enemy, shield of faith*

0 (at will)—*bleed* (DC 14), *read magic, resistance, spark* (DC 14)

D Domain spell; **Domains** Death, Destruction

STATISTICS

Str 19, **Dex** 14, **Con** 14, **Int** 8, **Wis** 19, **Cha** 16

Base Atk +7; **CMB** +11; **CMD** 23

Feats Alignment Channel, Channel Smite, Combat Casting, Extra Channel, Improved Channel

Skills Intimidate +5, Knowledge (planes) +3, Knowledge (religion) +7, Perception +8, Sense Motive +8, Spellcraft +4

Languages Common, Orc

SQ aura, death's embrace, unholy body, weapon familiarity

Combat Gear *potion of inflict moderate wounds* (3); **Other Gear** *+2 unrighteous*[UE] *chainmail, +2 outsider-bane adamantine heavy pick*, unholy symbol face tattoo

SPECIAL ABILITIES

Awful Presence (Su) See the unholy creature template.

Positive Energy Protection (Su) See the unholy creature template.

Profane Attacks (Su) See the unholy creature template.

Protection from Good (Su) See the unholy creature template.

Unholy Body (Su) See the unholy creature template.

Unholy Spellcasting (Su) See the unholy creature template.

UNSEELIE CREATURE

Seelie creatures that turn toward selfishness or sinful acts are cast out from the Seelie Realm. Such beings become unseelie creatures and must live out their lives in their own blighted areas of the Fey Realms. Circles of blighted stones or rings of rotting mushrooms serve as signposts for the unseelie creatures that walk in the lands of mortal creatures, and the appearance of such signs might hint that unseelie creatures live nearby.

Unseelie creatures appear similar to a normal creature, but are usually more twisted and lithe in form, cruel in bearing, and have a malign intelligence. Unseelie creatures strive to block seelie creatures at every opportunity and take great pleasure in hampering, terrorizing, torturing, and spreading their taint of evil in the world.

CREATING AN UNSEELIE CREATURE

"Unseelie" is an inherited or acquired template that can be added to any living, intelligent, non-good creature or creatures that have lost the seelie template by becoming a creature of non-good alignment (referred to hereafter as the base creature).

An unseelie creature uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Alignment: Any non-good.

Type: The base creature gains the extraplanar subtype.

Senses: An unseelie creature gains low-light vision and the following.

Unseelie Sight (Ex): An unseelie creature using its *invisibility* ability can see other seelie and unseelie creatures that are invisible as well. In addition, it automatically succeeds on saves against illusion spells and effects produced by seelie and unseelie creatures and immediately recognizes such effects as illusions. An unseelie creature can see any other creature in a faerie walk state (see Faerie Walk below).

Defensive Abilities: An unseelie creature gains DR 5/ cold iron or silver and cold resistance 5.

Special Attacks: An unseelie creature gains the following

Unseelie Taint (Su): The presence of or contact with an evil unseelie creature spreads a supernatural curse that blights all flora and fauna. Non-evil unseelie do not spread the taint.

Unseelie Taint: Curse—special; *save* Will negates; *onset* 1 week; *frequency* 1/week (see below); *effect* alignment shifts towards evil; *cure* special. The save is Charisma-based.

Any physical contact with an unseelie creature via natural attacks or touch exposes a target to the curse. Even coming into contact with any flora or fauna that have been afflicted can spread the curse as well (albeit with a +2 circumstance bonus on the save to initially resist).

For every week someone is afflicted with the unseelie taint, their alignment shifts one step towards evil. Initially, a successful Will save prevents the curse from taking hold. However, after that a successful save only prevents the alignment shift for that week. Until the affected creature's alignment becomes evil, the curse can be removed by a *remove curse* spell. However, once a creature becomes evil, even powerful magic, such as *wish* or *miracle*, cannot undo the shift in morality. The unseelie creature that caused the taint must be permanently killed before the curse can be removed by the application of *remove curse* or more powerful magic. This holds even if the unseelie creature loses the template. Once inflicted, the curse remains. Only the former unseelie creature's death (and subsequent curse removal) will break it.

Unseelie taint is a supernatural curse effect.

Spell-Like Abilities: An unseelie creature gains the following spell-like abilities. Caster level is equal to unseelie creature's total Hit Dice. The save DCs are Charisma based.

At will—*invisibility*

3/day—*dancing lights*, *ghost sound, silent image*

1/day—*alter self, darkness, magic mouth, plane shift* (to and from the Fey Realms only), *sleep*

Abilities: Dex +4, Int +4, Cha -2 (minimum 1).

Skills: An unseelie creature gains a +2 luck bonus on Bluff checks and a +4 racial bonus on Stealth, Survival, and Knowledge (nature) checks. Knowledge (nature) is a class skill for an unseelie creature and can be used as trained even without ranks in the skill.

Languages: If the unseelie creature can speak or understand languages, it gains the ability to speak Sylvan

in addition to any other languages the base creature knows.

Special Qualities: The unseelie creature retains all the base creature's special qualities and gains those described here.

Faerie Walk (Su): At will as a full-round action in an untouched, uncultivated or blighted natural environment at least an acre in area, an unseelie creature can enter a state similar to becoming ethereal as per the *ethereal jaunt* spell. However, the unseelie creature is not on the Ethereal Plane, but coexisting on the plane of the Fey Realms and the Material. It can remain in this state for as long as it wishes, so long as it remains in an untouched natural environment, and it can return to the Material Plane as a free action. An unseelie creature using its faerie walk power cannot enter structures on the Material Plane that were not built by an unseelie creature, nor can they pass beyond the untouched, uncultivated, or blighted environment. An unseelie creature that crosses into such forbidden areas while in their faerie walk state immediately becomes tangible on the Material Plane. In addition, an unseelie creature that willingly crosses such a boundary while undergoing a faerie walk loses the ability to use faerie walk for 1 week.

An unseelie creature can use its faerie walk ability to bring another willing creature or a creature affected by its *sleep* spell to a faerie walk state. The creature is subject to the same constraints of movement as the unseelie creature, becoming material and losing the ability to travel to the Fey Realms with a seelie or unseelie creature for 1 week should it voluntarily cross the boundaries prohibited by the faerie walk ability. In addition, the creature remains in its ethereal-like state for only as long as the unseelie creature does, or until the unseelie creature decides to send it back to the Material Plane.

An unseelie creature cannot use this ability in an area claimed by a seelie creature or under the effects of a *hallow* spell or similar magic. *Magic circle* spells also prevent the use of faerie walk if the unseelie's alignment has a component of the alignment the magic circle is protecting against.

Feyblood (Ex): An unseelie creature is considered both a fey creature and a creature of its normal type for the purpose of spells, abilities, and effects that affect those types. If its type renders it immune to an effect that would normally affect a fey creature, it remains immune unless the effect specifically targets creatures of the fey type. In addition, the unseelie creature may use magic items with racially specific qualities as though it were of the fey type.

Unseelie Pact (Ex): An unseelie creature that becomes good loses the unseelie template and gains the seelie template.

Environment: Any natural or blighted environment and the Fey Realms.

SAMPLE UNSEELIE CREATURE

The plant-life around this sleek, black-furred hound twists into disturbing forms as it approaches.

UNSEELIE SHADOW MASTIFF

These beasts are created when a faerie lord's hunting hound is killed by evil spells and is not properly buried with its master. The shadow of the hound slowly fills with spoiled magic, eventually rising free of the corpse to haunt the lands in which it was created.

Unseelie shadow mastiffs travel invisibly and silently through the world, tracking and ambushing unwary seelie

creatures and creatures who defend the green woods and fields that the seelie call home. Even when they are not invisible, their forms blend easily into shadow.

Unseelie Shadow Mastiff CR 6 • XP 2,400

NE Medium outsider (evil, extraplanar) (*Pathfinder® Roleplaying Game Bestiary 3™*)

Init +8; **Senses** darkvision 60 ft., low-light vision, unseelie sight; Perception +10

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +9, **Will** +5

Defensive Abilities shadow blend; **DR** 5/cold iron or silver; **Resist** cold 5

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+4 plus trip and unseelie taint), tail slap +5 (1d6+2 and unseelie taint)

Special Attacks bay, unseelie taint (DC 13)

Spell-Like Abilities (CL 6th; concentration +7)

At will—*invisibility*

3/day—*dancing lights*, *ghost sound*, *silent image*

1/day—*alter self*, *darkness*, *magic mouth*, *plane shift* (to and from the Fey Realms only), *sleep*

STATISTICS

Str 19, **Dex** 19, **Con** 17, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +6; **CMB** +10; **CMD** 24 (28 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack

Skills Bluff +11, Intimidate +6, Perception +10, Stealth +17, Survival +14; **Racial Modifiers** +4 Stealth, +4 Survival

Languages Common, Sylvan (can't speak)

SQ faerie walk, feyblood, unseelie pact

ECOLOGY

Environment any or the Fey Realms

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

Treasure none

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Faerie Walk (Su) See the unseelie creature template.

Feyblood (Ex) See the unseelie creature template.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Unseelie Pact (Ex) See the unseelie creature template.

Unseelie Sight (Ex) See the unseelie creature template.

Unseelie Taint (Su) See the unseelie creature template.

VERMINOID

Verminoids are vermin-like creatures with humanoid bodies and intellects. Some sages speculate that they are the abominable results of druidic magic gone awry and the experiments of arcane spellcasters obsessed with vermin.

A verminoid has two legs to walk upon and two arms with hands that can manipulate tools. It walks upright but otherwise retains all the hideous aspects of its vermin form.

CREATING A VERMINOID

"Verminoid" is an inherited or acquired template that can be added to any living vermin (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

CR: Base creature's CR less than 1, increase to 1/2; CR 1 or higher, same as the base creature.

Alignment: Usually neutral.

Type: The creature's type changes to monstrous humanoid.

Hit Dice: Change all of the base creature's racial HD to d10s.

Saving Throws: Unlike other monstrous humanoids, a verminoid creature's good saves are Fortitude and Reflex.

Defensive Abilities: A verminoid creature loses any immunity to mind-affecting effects gains the following.

Impenetrable Mind (Ex): Due to its heritage as a non-intelligent insect, a verminoid gains a +4 racial bonus on saves against mind-affecting effects.

Speed: If the creature has a land speed slower than 10 feet (or no land speed at all), its land speed becomes 10 feet.

Attacks: The verminoid retains all the base creature's attacks except those that depended on limbs that have turned to arms. Any other natural attacks it has retain the same primary or secondary status they had for the base creature. The verminoid has the weapon and armor proficiencies of creatures of the monstrous humanoid type.

Space/Reach: The verminoid has a space and reach appropriate for its size. For creatures of Large size or greater use the "tall" option. If the base creature had greater than normal reach for its size, add 5 feet to its reach.

Special Attacks: A verminoid retains all of the base creature's special attacks except rake and trample.

Abilities: Int +8, Cha +6. If the base creature has no Intelligence score its Intelligence becomes 8 and loses the mindless trait.

CMD: A verminoid loses any bonus the base creature has vs. trip due to multiple legs.

Feats: As mindless creatures, most vermin have no feats. The verminoid retains the base creature's bonus feats (if any) but loses all others. Assign new feats as desired based on the verminoid's hit dice. The verminoid must still meet any prerequisites for feats chosen to fill vacant feat slots.

Skills: As mindless creatures, most vermin have no skills. Calculate skill points for the verminoid's racial Hit Dice as a monstrous humanoid, then purchase its skills (treating the base creature's skills and Perception and Survival as class skills). The verminoid retains any skill points gained from class levels and any racial bonuses the base creature had. New size modifiers and new ability scores all modify skill bonuses normally.

Languages: Verminoid gain the ability to speak any one language (typically an insectile dialect of Common) in addition to those allowed by its new Intelligence.

Sample Verminoid

This man-sized insect walks on two legs and brandishes a wicked spear. It mandibles clack out sounds that you could swear are the words "What you want?"

Giant Bombardier Verminoid

Like their vermin counterparts, giant bombardier beetle verminoids feed primarily on carrion and offal, and they spend considerable time collecting these materials into vast piles. The verminoids use this heaped-up refuse as homes and nesting areas in which to lay eggs, carving tunnels through houses that also serve as food supplies. They guard their food-homes from other creatures with intense ferocity from all other creatures except the giant bombardier beetles that they use as a guard creature. Fortunately, visitors need not blunder into a giant bombardier beetle verminoids encampment unaware. The creatures have a natural knack for singing, and the alien and buzzing songs they sing while working can often be heard long before the verminoids can be seen.

Giant Bombardier Verminoid **CR 2 • XP 600**

N Medium monstrous humanoid (*Pathfinder® Roleplaying Game Bestiary*)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 11 (2d10)

Fort +5, **Ref** +4, **Will** +0; +4 vs. min-affecting effects

Defensive Abilities impenetrable mind

OFFENSE

Speed 20 ft., fly 20 ft. (poor)

Melee bite +2 (2d8) and spear +2 (1d8/x3)

Special Attacks breath weapon (10-ft. cone, 2d6 acid, Reflex DC 11 half, 1/1d4 rounds)

STATISTICS

Str 11, **Dex** 12, **Con** 11, **Int** 8, **Wis** 10, **Cha** 15

Base Atk +2; **CMB** +2; **CMD** 13

Feats Great Fortitude

Skills Climb +5, Fly –3, Perception +5, Survival +5

Languages Common

ECOLOGY

Environment temperate forests

Organization solitary, duet (2), or choir (3–6)

Treasure none

WAR MACHINE

A war machine is a construct of terrible power built from various metals, and granted the powers of another creature. Designed to resemble a living creature, a war machine's body is a complicated construction of layered metals that give it the shape the desired creature would normally have. Magic grants the war machine the powers of the creature it was built to resemble.

A war machine follows the commands of its creator much as a golem does. Although unintelligent, it has an instinctual understanding of its abilities and of combat. A war machine is capable of limited strategy when carrying out its creator's instructions and it can follow any simple command that the creator can give in a few sentences.

CREATING A WAR MACHINE

"War machine" is an inherited template that can be added to any living, corporeal creature except those with the ooze type (referred to hereafter as the base creature). A war machine uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +3.

Alignment: Always neutral.

Type: The creature's type changes to construct and loses all racial subtypes.

Armor Class: Natural armor class increases by +5.

Hit Dice: Change all of the base creature's racial HD to d10s. The creature gains bonus hit points as a construct of its size category, but loses hit points from Constitution.

Defensive Abilities: The base creature gains all of the defensive abilities granted by the construct type. Additionally, it gains DR 10/—, acid, cold and fire resistance 10, and immunity to electricity. If the base creature has better resistances or immunities, it keeps those.

Weaknesses: The base creature gains the following weakness:

Metal Body (Ex): Beneath its skin, a war machine is largely composed of metal. It counts as a ferrous creature for the purposes of *rusting grasp* and other spells that have special effects on metal.

Speed: Each of the war machine's speeds is double the corresponding speed of the base creature and gains the following.

Sprint (Ex): Once per hour, a war machine can move up to 10 times its normal speed when it charges

Attacks: Each of a war machine's natural attacks deals damage as though the war machine was two size categories larger than it is. Furthermore, the war machine can wield weapons up to two size categories larger than the base creature could without taking penalties.

Special Attacks: A war machine gains the following.

Body Blades (Ex): Spikes and blades cover a war machine's body. When another creature attacks it with handheld or natural weapons, the attacker takes 1d8 points of slashing and piercing damage. Incorporeal creatures and creatures using weapons with exceptional reach, such as longspears, do not take this damage. In addition, a war machine deals 1d8 points of piercing and slashing damage to a grabbed opponent with each successful grapple check.

Abilities: Str +6, Dex +6, Wis +4, Cha –4 (minimum 1). As an unintelligent construct, a war machine has no Constitution or Intelligence score.

Skills: Ignore the base creature's skill modifiers, since a war machine has no skill points. However, it retains any racial bonuses that the base creature has. In addition, a war machine gains a +10 racial bonus on Acrobatics, Climb, and Perception checks.

Feats: A war machine retains the base creature's bonus feats, but loses all others.

Special Qualities: A war machine gains the mindless universal monster ability, as well as the following.

War Mount (Ex): For an extra 500 gp, the war machine's creator can create a war machine that can carry them as a rider without subjecting them to the damage from its body blades.

Environment: Change to any.

Organization: Change to solitary, pair, or squad (3-6)

Treasure: none

CREATING A WAR MACHINE

War machines are created in the same manner as golems. Because a war machine is composed of various metals, it weighs three times what the base creature does.

CONSTRUCTION

CL 5th + war machine's CR; **Price** 2,400 gp × twice the war machine's CR

Requirements Craft Construct, *geas/quest*, *greater polymorph*, *limited wish*, *resist energy*, creator must be caster level 5th + war machine' CR; **Skill** Craft (weaponsmithing) DC 25; **Cost** 1,200 gp × the war machine's CR

SAMPLE WAR MACHINE

A demonic-looking cockroach made of metal and covered in spikes clanks ominously as its weight shifts.

ANKHEG WAR MACHINE

A war machine ankheg burrows with its legs and mandibles. A burrowing war machine ankheg usually does not make a usable tunnel, but it can be commanded to construct one. When so doing, it burrows at half speed and creatures a tunnel 5 feet tall and 5 feet wide.

A war machine ankheg's are used to best effect when commanded to burrow beneath the ground and lie in wait for foes it detects with tremorsense. When left to its own devices in combat, it takes grappled foes into the tunnels it digs and crushes them against its body blades.

Ankheg War Machine — CR 6 • XP 2,400

N Large construct (*Pathfinder® Roleplaying Game Bestiary™*)

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +13

DEFENSE

AC 24, touch 12, flat-footed 21 (+3 Dex, -1 size, +12 natural)

hp 46 (3d10+30)

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

DR 10/—; **Immune** construct traits, electricity; **Resist** acid 10, cold 10, fire 10

Weaknesses metal body

OFFENSE

Speed 60 ft., burrow 40 ft.; sprint

Melee bite +8 (4d6+9 plus 1d4 acid and grab)

Ranged spit acid +5 (30-ft. line, 4d4 acid, Reflex DC 11 half, 1/6 hours)

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

Special Attacks body blades, war mount

STATISTICS

Str 22, **Dex** 16, **Con** —, **Int** —, **Wis** 17, **Cha** 2

Base Atk +3; **CMB** +10 (+14 grapple); **CMD** 23

Skills Acrobatics +13, Climb +16, Perception +13; **Racial Modifiers** +10 Acrobatics, +10 Climb, +10 Perception

SQ mindless

ECOLOGY

Environment any

Organization solitary, pair, or squad (3-6)

Treasure none

SPECIAL ABILITIES

Body Blades (Ex) See the war machine template.

Metal Body (Ex) See the war machine template.

Spit Acid (Ex) Once every 6 hours, an ankheg war machine can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex halves). Once an ankheg war machine uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg war machine does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

Sprint (Ex) See the war machine template.

War Mount (Ex) See the war machine template.

APPENDIX A: NEW FEATS, SPELLS, AND CLASS FEATURES

NEW FEATS

ADDITIONAL AUGMENTATION

You gain the ability to add more augmentations to your form.

Prerequisites: Augmented creature template.

Benefit: You gain +3 APs that can be used to gain augmentations.

Special: This feat can be taken multiple times.

EYE CASTER

One of an eye king's eye stalks can cast spells of a selected class.

Prerequisites: Eye king template, levels in an arcane or divine casting class.

Benefit: One of an eye king's eye rays no longer casts spell-like abilities but is a conduit from which it casts its class spells of one selected class. When an eye king casts a spell it emanates as a ray for the selected eye stalk retaining all of the spell's other qualities. The caster level for the eye caster spell is equal to the eye king's class level of the chosen spellcasting class.

Special: This feat can be taken multiple times. Each time it applies to a different eye/eyestalk and spellcasting class.

LEGION OF FOLDED PAPER

A true master over the rice-paper soldiers, spies and servants summoned to your side via talismans, your study has made you greatly gifted in the strange art of calling forth masses of ofuda companions.

Prerequisites: Ability to cast *summon monster* or *summon nature's ally* as a spell or spell-like ability.

Benefit: Whenever you cast *summon monster* or *summon nature's ally* as a spell or spell-like ability, you may choose to call 1d4+1 ofuda creatures of the spell's level rather than 1d3. In addition, you gain +1 ofuda creatures of the appropriate type for every level higher the spell-effect is than the summon table where reselected creature appears. For example, with a *summon monster IV spell*, a caster can summon 1d4+1 ofuda giant scorpions, 1d4+2 ofuda cheetahs (from the *summon monster III* table), 1d4+3 ofuda giant centipedes (from the *summon monster II* table), or 1d4+4 ofuda dire rats (from the *summon monster I* table).

This cannot be applied to summoning due to the summon universal monster ability.

MONSTROUS MOUNT

Your loyal steed has the qualities of two mighty beasts in one.

Prerequisite: Bonded mount class feature and class level 11

Benefit: Your bonded mount gains the teratocephalos template. Even though your mount becomes a magical beast, though you may still treat it as an animal when using Handle Animal, wild empathy, or any other spells or class abilities that specifically affect animals.

POWERFUL EYE RAY

One of an eye king's eye rays is much more powerful than normal.

Prerequisites: Eye king template

Benefit: An eye king can select any spell up to the maximum level allowed for one of your eye rays in your other eye rays.

Normal: An eye king can only select a spell of a specific level if it has already selected at least one spell of all previous spell levels.

NEW SPELLS

CREATE MANIMAL

School: transmutation; **Level:** druid 6, sorcerer/wizard 7, witch 7
Casting Time: 1 day
Components: V, S, M (bones and viscera of the specific type animal and any humanoid)
Range: touch
Target: animal touched
Duration: instantaneous
Saving Throw: Will negates; **Spell Resistance:** yes

As *awaken*, but the animal gains the manimal template instead of the usual changes from the *awaken* spell.

CREATE VERMINOID

School: transmutation; **Level:** druid 5, sorcerer/wizard 7, witch 7
Casting Time: 1 day
Components: V, S
Range: touch
Target: mindless vermin touched
Duration: Instantaneous
Saving Throw: Will negates; **Spell Resistance:** yes

Grants the verminoid template to the touched mindless vermin. Upon touch, the target is immediately empowered with the benefits of the template and it knows how to utilize all its abilities.

EMPOWER UNDEAD

School: necromancy [evil]; **Level:** cleric 6, sorcerer/wizard 6
Casting Time: 1 standard action
Components: V, S, M (a gem worth at least 10 gp that spent the night in the body of an undead creature)
Range: touch
Target: undead creature touched
Duration: Instantaneous
Saving Throw: Will negates; **Spell Resistance:** yes

Grants the negative-energy charged template to the touched undead. Upon touch, the target is immediately empowered with the benefits of the template and it knows how to utilize all its abilities.

FLORA TO FAUNA

School: transmutation; **Level:** druid 7, sorcerer/wizard 7, witch 7
Casting Time: 1 day
Components: V, S, M (freshly killed animal flesh weighing at least one-half of that of the plant)
Range: touch
Target: plant touched
Duration: Instantaneous
Saving Throw: Fortitude negates; **Spell Resistance:** yes

Upon casting the flesh used as a material component is absorbed by the plant touched, permanently transforming it into a flesh plant.

THORN WALK

School: conjuration (teleportation); **Level:** druid 4, ranger 3
Casting Time: 1 standard action
Components: V, S, DF
Range: personal
Target: you
Duration: 1 hours/level or until expended; see text

As *tree stride*, but caster can only travel through trees that grow thorns, brambles, or similar growth. Additionally, the caster can move through a *wall of thorns* or similar thorn-related effects with taking any damage or suffering any impairment.

UNDEAD PLANTS

School: necromancy [evil]; **Level:** druid 4

As *animate dead*, but only affects creatures with the plant type. Plant skeletons are made from the hardened stalks and bark of the plant, but are otherwise hollow. Plant zombies appear much as they did before but are rotting and may have fungal growths or dangerous molds growing on them.

NEW CLASS FEATURES

ALCHEMIST DISCOVERIES

Augment Creature (Su): Using a combination of magical and technological methods an alchemist can grant a corporeal creature the augmented template. The augmented creature does not have any special loyalty to its creator due to this discovery. The alchemist must be at least 12th-level before selecting this discovery.

Manimal Elixir (Su): The alchemist can make an elixir that, when fed to an animal, grants it the manimal template. The alchemist must be at least 12th level before selecting this discovery.

Shrinking Serum (Su): The alchemist can make a concoction that when imbibed shrinks the drinker granting them the miniature template. The alchemist must be at least 8th-level before selecting this discovery.

The Tertocephalos Process (Su): The alchemist can make a series of concoctions, salves and powders that allow him to transplant the head of an animal or humanoid to a single another animal or humanoid. The creature receiving the head gains the tertocephalos template, while the creature that donated the head dies. The alchemist must be at least 12th level before selecting this discovery.

Verminoid Powder (Su): The alchemist can make a course powder that, when fed to a mindless vermin, grants it the verminoid template. The alchemist must be at least 12th level before selecting this discovery.

APPENDIX B: UNIVERSAL MONSTER ABILITIES

The following are a listing of the standard universal monster rules that are referenced in the templates. All of these are originally from all of *The Pathfinder© Roleplaying Game Bestiaries™*. They are reprinted here for convenience.

ABILITY DAMAGE AND DRAIN (EX OR SU)

Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. Ability damage can be healed naturally. Ability drain is permanent and can only be restored through magic.

Format: 1d4 Str drain; **Location:** Special Attacks or individual attacks.

ALL-AROUND VISION (EX)

The creature sees in all directions at once. It cannot be flanked.

Format: all-around vision; **Location:** Defensive Abilities.

AMPHIBIOUS (EX)

Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Format: amphibious; **Location:** SQ.

BLEED (EX)

A creature with this ability causes wounds that continue to bleed, dealing the listed damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Format: bleed (2d6); **Location:** Special Attacks and individual attacks.

BLINDSENSE (EX)

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to succeed at Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Format: blindsense 60 ft.; **Location:** Senses.

BLINDSIGHT (EX)

This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within this range. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Format: blindsight 60 ft.; **Location:** Senses.

BLOOD DRAIN (EX)

The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Format: blood drain (1d2 Constitution); **Location:** Special Attacks.

BREATH WEAPON (SU)

Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

Format: breath weapon (60-ft. cone, 8d6 fire damage, Reflex DC 20 for half, usable every 1d4 rounds); **Location:** Special Attacks; if the breath is more complicated than damage, it also appears under Special Abilities with its own entry.

Channel Resistance (Ex)

A creature with this special quality (usually an undead) is less easily affected by channeled energy. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

Format: channel resistance +4; **Location:** Defensive Abilities.

Compression (Ex)

The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Format: compression; **Location:** Special Qualities.

Curse (Su)

A creature with this ability bestows a curse upon its enemies. The effects of the curse, including its save, frequency, and cure, are included in the creature's description. If a curse allows a saving throw, it is usually a Will save (DC 10 + 1/2 the cursing creature's racial HD + the creature's Cha modifier; the exact DC is given in the creature's descriptive text). Curses can be removed through *remove curse* and similar effects.

Format: Curse Name (Su) Slam—contact; *save* Will DC 14, *frequency* 1 day, *effect* 1d4 Str drain; **Location:** Special Attacks and individual attacks.

Damage Reduction (Ex or Su)

A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantine, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotic-, or lawful-aligned weapons, such as from an *align weapon* spell or the *holy* magical weapon property. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon, such as "cold iron or magic." A weapon that deals damage of either of these types overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction (such as "magic and silver"), and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Format: DR 5/silver; **Location:** Defensive Abilities.

Disease (Ex or Su)

A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description. The saving throw to negate the disease is usually a Fort save (DC 10 + 1/2 the infecting creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Disease can be removed through *remove disease* and similar effects.

Format: Disease Name (Ex) Bite—injury; *save* Fort DC 15, *onset* 1d3 days, *frequency* 1 day, *effect* 1 Con damage, *cure* 2 consecutive saves; **Location:** Special Attacks and individual attacks.

Darkvision (Ex or Su)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range, the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but is otherwise like normal sight.

Format: darkvision 60 ft.; **Location:** Senses.

Distraction (Ex)

A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + the 1/2 creature's HD + the creature's Con modifier) negates the effect.

Format: distraction (DC 14); **Location:** Special Attacks.

Energy Drain (Su)

This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Format: energy drain (2 levels, DC 18); **Location:** Special Attacks and individual attacks.

Engulf (Ex)

The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature. The save DC is Strength-based.

Format: engulf (DC 12, 1d6 acid and paralysis); **Location:** Special Attacks.

Entrap (Ex or Su)

The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping material frees the creature.

Format: entrap (DC 13, 1d10 minutes, hardness 5, hp 10); **Location:** special attacks and individual attacks.

Fast Healing (Ex)

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Format: fast healing 5; **Location:** hp.

Fear Aura (Su)

The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Format: fear aura (30 ft., DC 17); **Location:** Aura.

Freeze (Ex)

The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

Format: freeze; **Location:** Special Qualities.

Gaze (Su)

A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect: petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to attempt the saving throw by not looking at the creature, in one of two ways.

- *Averting Eyes*: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to attempt a saving throw against the gaze attack. The creature with the gaze attack gains concealment against that opponent.
- *Wearing a Blindfold*: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent. A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to attempt a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Format: gaze; **Location:** Special Attacks.

Grab (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

Format: grab; **Location:** individual attacks.

Format: grab (Colossal); **Location:** Special Attacks.

Immunity (Ex or Su)

A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect.

Format: Immune acid, fire, paralysis; **Location:** Defensive Abilities.

Incorporeal (Ex)

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; **Location:** Defensive Abilities.

Lifesense (Su)

The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Format: lifesense; **Location:** Senses.

Light Blindness (Ex)

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Format: light blindness; **Location:** Weaknesses.

Low-Light Vision (Ex)

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Format: low-light vision; **Location:** Senses.

Mindless (Ex or Su)

A mindless creature has no Intelligence score. It does not gain any feats or skill ranks, though it may have racial bonus feats and racial skill bonuses. It is also immune to all mind-affecting effects. A mindless creature cannot take any classes or prestige classes unless otherwise specified.

Format: mindless; **Location:** Special Qualities

Natural Attacks

Most creatures possess one or more natural attacks (attacks made without a weapon). These attacks fall into one of two categories, primary and secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus on damage rolls. Secondary attacks are made using the creature's base attack bonus –5 and add only 1/2 the creature's Strength bonus on damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds 1-1/2 the creature's Strength bonus on damage rolls. This increase does not apply if the creature has multiple attacks but only takes one. If a creature has only one type of attack, but has multiple attacks per round, that attack is treated as a primary attack, regardless of its type. **Table B-1** lists

some of the most common types of natural attacks and their classifications.

Some creatures treat one or more of their attacks differently, such as dragons, which always receive 1-1/2 times their Strength bonus on damage rolls with their bite attack. These exceptions are noted in the creature's description.

Creatures with natural attacks and attacks made with weapons can use both as part of a full attack action (although often a creature must forgo one natural attack for each weapon clutched in that limb, be it a claw, tentacle, or slam). Such creatures attack with their weapons normally but treat all of their natural attacks as secondary attacks during that attack, regardless of the attack's original type.

The Damage Type column refers to the sort of damage that the natural attack typically deals: bludgeoning (B), slashing (S), or piercing (P). Some attacks deal damage of more than one type, depending on the creature. In such cases all the damage is considered to be of all listed types for the purpose of overcoming damage reduction.

Some fey, humanoids, monstrous humanoids, and outsiders do not possess natural attacks. These creatures can make unarmed strikes, but treat them as weapons for the purpose of determining attack bonuses, and they must use the two-weapon fighting rules when making attacks with both hands. See **Table B-1** for typical damage values for natural attacks by creature size.

Format: bite +5 (1d6+1), 2 claws +5 (1d4+2), 4 tentacles +0 (1d4+1); **Location:** Melee and Ranged

NO BREATH (EX)

The monster does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

Format: no breath; **Location:** SQ.

NATURAL INVISIBILITY (EX)

A creature with this ability is invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still.

Format: natural invisibility; **Location:** Defensive Abilities

PARALYSIS (EX OR SU)

This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 10 + 1/2 the paralyzing creature's racial HD + the paralyzing creature's Con modifier; the DC is given in the creature's description). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature f lying in the air at the time that it is paralyzed cannot f lap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description.

TABLE B-1: NATURAL ATTACK BASE DAMAGE BY SIZE

Attack	Fine	Dim.	Tiny	Small	Med.	Large	Huge	Garg.	Col.	Dmg. Type	Atk. Type
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B, P, and S	Primary
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B and S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P	Primary
Hoof	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Pincers	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B	Secondary
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Primary
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P	Secondary
Tail slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B	Secondary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary
Tentacle	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B, P, or S	Secondary

Format: paralysis (1d4 rounds, DC 18); **Location:** Special Attacks and individual attacks.

Poison (Ex or Su)

A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usually a Fort save (DC 10 + 1/2 the poisoning creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Poisons can be removed through *neutralize poison* and similar effects.

Format: Poison Name (Ex) Sting—injury; *save* Fort DC 22, *frequency* 1/round for 6 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves; **Location:** Special Attacks and individual attacks.

Pounce (Ex)

When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Format: pounce; **Location:** Special Attacks.

Rake (Ex)

A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Format: rake (2 claws +8, 1d4+2); **Location:** Special Attacks.

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Format: scent; **Location:** Senses.

See in Darkness (Su)

The creature can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Format: see in darkness; **Location:** Senses.

Spell Resistance (Ex)

A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must attempt a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Format: SR 18; **Location:** Defensive Abilities.

Spell-Like Abilities (Sp)

Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an antimagic field and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to attempt a concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like

ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Format: At will—*burning hands* (DC 13); **Location:** Spell-Like Abilities

Split (Ex)

The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

Format: split (piercing and slashing, 10 hp); **Location:** Defensive Abilities.

Stench (Ex)

A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Format: stench (DC 15, 10 rounds); **Location:** Aura.

Summon (Sp)

A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Format: 1/day—summon (level 4, 1 hezrou 35%); **Location:** Spell-Like Abilities.

Sunlight Powerlessness (Ex)

If the creature is in sunlight (but not in an area of *daylight* or similar spells), it cannot attack and is staggered.

Format: sunlight powerlessness; **Location:** Weaknesses.

Undersized Weapons (Ex)

Creatures with the undersized weapons ability can use weapons that are one size category smaller.

Format: undersized weapons; *Location* Special Qualities

Unnatural Aura (Su)

Animals do not willingly approach the creature unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.

Format: unnatural aura (30 ft.); **Location:** Aura.

Vulnerabilities (Ex or Su)

A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or whether the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Format: vulnerability to fire; **Location:** Weaknesses.

Web (Ex)

Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a -4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Format: web (+6 ranged, DC 15, 4 hp); **Location:** Special Attacks.

Appendix C: Templates by CR Adjustment

Template	CR Adj.
Ofuda	-1
Amphibious Creature	0
Arboeal Creature	0
Bipedal Creature	0
Ghoul	0
Lacedon	0
Lifespark Construct	0
Nocturnal Creature	0
Prismatic Creature (0-8 HD)	0
Quadrupedal Creature	0
Selenic Creature	0
Solaric Creature (0-6 HD)	0
Airborne Creature	1
Air-Infused	1
Avian Creature	1
Bramble	1
Brass-Clad	1
Cave Creature	1
Chaosborne	1
Clockwork	1
Cooper-Clad	1
Creature Swarm	1
Crystal Creature	1
Dread Ghoul	1
Dread Lich (applied to lich)	1
Dread Skeleton	1
Dread Zombie	1
Dream Creature	1
Drowblood	1
Dunesage	1
Dust Creeature	1
Earth-Infused	1
Eye-King (0-5 HD)	1
Fire-Infused	1
Flesh Plant	1
Force Creature	1
Fortune-Blessed	1
Fortune-Spurned	1
Ghast	1
Giantblood	1
Gold-Clad	1
Green Blighter	1
Green Warden	1
Harbinger Archon Graced	1
Holy Creature	1
Icy Creature	1
Id Ooze	1
Inveigler	1
Lantern Archon Graced	1
Lawbound	1
Lead-Clad	1
Magma Creature	1
Manimal	1
Mist Creature	1
Mohrg	1
Muck Creature	1
Mummy	1
Plantblood	1
Primitive Creature	1
Prismatic Creature (9+ HD)	1
Qlippoth Blighted	1
Quast Possessed	1
Quickling	1
Saurian	1
Scalding Creature	1
Schir Possessed	1
Seasonal Creature	1
Seelie Creature	1
Shadow	1
Slithering Ooze	1
Smoke Creature	1
Solaric Creature (7+ HD)	1
Suzerain	1
Swarmblooded	1
Teratocerphalos	1
Time Seer	1
Tin-Clad	1
Unholy Creature	1
Unseelie Creature	1
Water-Infused	1
Wight	1

Template	CR Adj.
Acid Creature	2
Agathon Invested	2
Alacritous Creature	2
Allip	2
Astradaemon Host	2
Babau Possessed	2
Blood Knight	2
Bodak	2
Bralani Azata Inspired	2
Brijidine Azata Inspired	2
Bronze-Clad	2
Cassisian Angelic Vessel	2
Cold Creature	2
Cruicidaemon Host	2
Derghodaemon Host	2
Devourer	2
Dread Ghast	2
Dread Mohrg	2
Dread Shadow	2
Dread Wight	2
Drider	2
Eye-King (6-11 HD)	2
Fire Creature	2
Ghaele Azata Inspired	2
Herad of War	2
Herald of Death	2
Herald of Famine	2
Herald of Pentilence	2
Hezrou Possessed	2
Hound Archon Graced	2
Hydrodameon Host	2
Jann-Bound	2
Legion Archon Graced	2
Leukodaemon Host	2
Lillend Azata Inspired	2
Lyrakien Azata Inspired	2
Maladaemon Host	2
Moss Lich	2
Nabasu Possessed	2
Negative-Energy Charged	2
Piscodaemon Host	2
Plague Bearer	2

Template	CR Adj.
Poisonous Creature	2
Poltergeist	2
Positive-Energy Charged	2
Ravenous Creature	2
Rawboned	2
Shadow Demon Possessed	2
Shadow-Traced	2
Shield Archon Graced	2
Spectre	2
Swamp Lord	2
Thanadaemon Host	2
Thunder Child	2
Vrock Possessed	2
Vulnudaemon Host	2
Wraith	2
Apocalypse Swarm	3
Astral Deva Angelic Vessel	3
Coloxus Possesed	3
Djinn-Bound	3
Dread Allip	3
Dread Blood Knight	3
Dread Bodak	3
Dread Devourer	3
Dread Ghost	3
Dread Lacedon	3
Dread Lich (applied to nonlich)	3
Dread Mummy	3
Dread Poltergeist	3
Dread Spectre	3
Dread Vampire	3
Dread Wraith	3
Efreet-Bound	3
Eye-King (12-17 HD)	3
Glabrezu Possessed	3
Incubus Possessed	3
Iron-Clad	3
Kalavakus Possessed	3
Marid-Bound	3
Monadic Deva Angelic Vessel	3
Movanic Deva Angelic Vessel	3

Template	CR Adj.
Nalfeshnee Possessed	3
Olethrodaemon Host	3
Omox Possessed	3
Ooze Creature	3
Platinum-Clad	3
Purrodaemon Host	3
Shaitan-Bound	3
Silver-Clad	3
Sonic Creature	3
Star Archon Graced	3
Stone Idol	3
Succubus Possessed	3
War Machine	3
Dread Wraith Sovereign	4
Eye-King (18+ HD)	4
Jotunblood	4
Marilith Possessed	4
Planetar Angelic Vessel	4
Shemhazian Possessed	4
Steel-Clad	4
Vrolikai Possessed	4
Balor Possessed	5
Greater Shadow	5
Mithral-Clad	5
Solar Angelic Vessel	5
Adamatine-Clad	6
Dread Greater Shadow	6
Instrument of the Gods (mythic)	6
Amalgam	varies
Augmented	varies
Consuming Creature	varies
Eldrtich	varies
Feral Dragon	varies
Gigantean	varies
Limbjack	varies
Miniature	varies
Monstrous Lycanthrope	varies
Psychic	varies
Savant	varies
Thronefused	varies
Transforming Construct	varies
Verminoid Creature	varies

APPENDIX D: SAMPLE CREATURES BY CR

Creature	CR
Treefolk Warrior (Arboieal Halfling War 1)	1/3
Giant Spider Ghoul	1
Shadow Strix (Shadow Strix Rog 1)	1
Urandrix (Savant Pseuodragon)	1
Dunesage Ghoul	2
Fortune-Spurned Light Horse	2
Limbjack Gnoll	2
Nikvik the Many (Shadow-traced kobold magus 2)	2
Ofuda Hell Hound	2
Seelie Grig	2
Verminoid Bombardier Beetle	2
Amphibious Giant Mantis	3
Cave Fisher Mohrg	3
Crystal Sahuagin	3
Dread Skeleton Blink Dog	3
Magma Azer	3
Mahe'darg (Were-hell hound devil=spaen tiefling Ftr 3)	3
Miniature Formian Warrior	3
Ranimore (Bramble Elf Rgr 3)	3
Selenic Yeth Hound	3
Steel-clad orc (War 1)	3
Venom Horse	3
Curse of the Blood Clan (Orc Poltergeist Bar 3)	4
Drowblood Derro	4
Force Gelatinous Cube	4
Greater Shadow Dire Rat	4
Nightmare Hound (Swamblooded Yeth Hound)	4
Nocturnal Grizzly Bear	4
Ooze Troglodyte	4
Plague Bearer Vargouille	4
Primitive Ogre	4
Quickling Magmin	4
Saurian Centaur	4
Atisu Mindripper (Psychic Bugbear Sor 3)	5
Bipedal Nightmare	5
Chaosborn Satyr	5
Dreadwing (Ravenous Pegasus)	5
Fire Ankheg	5
Hugorcerra (Stone Idol Imp)	5
Ice Mephit Herald of Petilence	5
Negative-Energy Charged Wight	5
Plantblood Green Hag	5
Scalding Minotaur	5
Slithering Gray Ooze	5
Sporeblight (Green blighter myceloid)	5
Augmented Gargoyle	6
Barghest Swamp Lord	6
Bise (Cold Yeti)	6
Dermock (Dread Ghast Gnoll Rgr [Trapper] 4)	6
Dread Wight Gargoyle	6
Faya (Monadic Deva-Vessel Elf Com 5)	6
Fire-Infused Troll	6
Id Ochre Jelly	6
Ix (Inveigler Doppelganger Rog 3)	6
Mist Djinn	6
Muck Tojanida	6
Otyugh Allip	6
Pixie Wight	6
Rhinoceros Wraith	6
Saltwater Merrow Lacedon	6
Timwater Qualax (Fortune-Blessed Gnome Rog 6)	6
Unseelie Shadow Mastiff	6
Vezandarlir (Dread Zombie Aasimar Ora 6)	6
War Machine Ankheg	6
Bipedal Winter Wolf Herald of War	7
Cyclops Bodak	7
Dread Mummy Harpy	7
Dread Shadow Achaierai	7
Ettinblood Girallon	7
Eye-King Phase Spider	7
Icy Aranea Herald of Famine	7
Icy Belker	7
Kirien Longblade (Silvanshee-Invested Human Rog 6)	7
Nik-Nub (Quasit Possessed Goblin War 8)	7
Peremalfait (Green warden shambling mound)	7
Poisonous Manticore	7
Quadrupedal Succubus	7
Rawboned Basilisk	7
Swift Guardian (Alacritous Graven Giuardian)	7
Uli (Qlippoth Blighted Incubus)	7
Annis Hag Herald of Death	8
Dhaigham (Suzerain Awakened Dire Lion)	8
Prismatic Chimera	8
Yg'photh the Sky Tyrant (Airborne Aboleth)	8
Aboleth Devourer	9
Byvrin (Hound Archon Graced Half-Elf Pal 8)	9
Dread Allip Lunar Naga	9
Dust Stone Giant	9
Flesh Treant	9
Marcellus (Time-seer hound archon Pal 5)	9
Nabiyre (Unique Solaric Gynophinx)	9
Sonic Howler	9
The Iron Warlord (Thronefused Hobgoblin Ftr 8)	9
The Keeper (Gnoll Mummy Clr 8)	9
White Lady (Feamle half-elf spectre ari 4/ exp 4)	9
Brijidine Inspired Axiomite	10
Consuming Void (Eldritch Black Pudding)	10
Dread Mohrg Seven-Headed Cryohydra	10
Dread Spectre Nymph	10
Dread Wraith Dire Bear	10

Creature	CR
Ghoul Lord Frost Giant (Dread Ghoul Frost Giant)	10
Grakkus (Unholy Orc Clr 10)	10
Grey Render Drider	10
Osak Tonlortiaorma (Manimal Triceratops Ftr 2)	10
Plys Ironroot (Moss Lich Dwarf Drd 9)	10
Squibbin (Cave Giant Squid)	10
Varn the Slaughter King (Dread Blood Knight Human Brd 8)	10
Whispering Man (Vulnudaemon Host Elf Ari 5/Rog 5)	10
Apocalypse Hellwasp Swarm	11
Avian Guardian Naga	11
Bahadur Alborz (Dream Rakshasa)	11
Dread Bodak Tyrannosaurus	11
Jotunblood Hill Giant	11
Smoke Rukh	11

Creature	CR
Cailleach Bheur (Dread Vampire Night Hag)	12
Salh Al'Zia (Efreet-Bound Human Asn 5/Rog 5)	12
Dread Greater Shadow Yoaguai	13
Frost Worm Swarm	13
Galleon of Land and Sea (Transforming Colossal Animated Object)	13
Ytas (Acid Marid Shahzada)	13
Aello (Summer Storm Giant)	14
Ahalae (Holy Ghaele Azata)	14
Feral Very Old Red Dragon	14
Thrax the Red (Blood Knight Dwarf Ftr 12)	14
Dread Devourer Purple Worm	15
Dread Lacedon Great White Whale	15
Dread Poltergeist Athach	15
The Hunger Below (Consuming Purple Worm)	15
Thunder Child Storm Giant	15

Creature	CR
Draconix of Dawn (Mature amalgam gold dragon/ phoenix amalgam)	17
Imlimanegel (Lawbound Planetar)	17
Mistress of the Marsh (Dread Ghost Medusa Brd 8)	17
Dread Wraith Sovereign Trumpet Archon	18
Positive-Energy Charged Nightwalker	18
Hurn the Ironforged (Lifespark Iron Golem Sor 7)	19
The Crawling Rot (Shaggoth Ghast)	20
Siege Perilous (Clockwork Thanatotic Titan)	23
Appolous (Dread Lich Thanatotic Titan)	25
The Inexorable (Clockwork Thanatotic Titan Instrument of the Gods)	29
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