

THE DICE & CAPITAL DICE (DXD20) FOE FOLIO

Introduction.....	17
Chapter I: Creatures.....	18
CREATURE TYPES	18
Aberration	19
Animal	19
Construct.....	20
Dragon	20
Elemental	21
Fey.....	21
Giant.....	22
Humanoid	22
Magical Beast.....	23
Monstrous Humanoid	23
Ooze	24
Outsider	25
Plant	25
Undead.....	26
Vermin	26
CREATURE SUBTYPES	27
Air Subtype.....	27
Angel Subtype	27
Aquatic Subtype	27
Archon Subtype.....	27
Augmented Subtype	28
Chaotic Subtype	28
Cold Subtype	28
Earth Subtype.....	28
Evil Subtype.....	28
Extraplanar Subtype.....	28
Fire Subtype	29
Goblinoid Subtype	29
Good Subtype	29
Incorporeal Subtype.....	29
Lawful Subtype.....	29
Mutant Subtype	30
Native Subtype.....	30
Psionic Subtype.....	30
Reptilian Subtype.....	31
Shapechanger Subtype	31
Swarm Subtype	31
Tech Subtype	32
Water Subtype.....	32
"MONSTERS" IN DxD20	32
IMPROVING MONSTERS.....	33
MONSTER FEATS	37

MONSTER WEAKNESSES	40
Table: Sample Sources of Weakness	41
RESEARCHING MONSTERS	42
READING THE ENTRIES.....	43
STATISTICS BLOCK	43
MONSTERS (A).....	48
ABOLETH	48
ACHAIERAI.....	49
ALICORN.....	50
ALIEN (see EXTRATERRESTRIAL).....	52
ALLIP.....	52
ANGEL	53
ANGEL, ASTRAL DEVA	53
ANGEL, PLANETAR	54
ANGEL, SOLAR	55
ANIMAL, Dire	56
DIRE APE	56
DIRE BADGER.....	57
DIRE BAT	58
DIRE BEAR.....	58
DIRE BOAR	59
DIRE LION.....	60
DIRE RAT	60
DIRE SHARK.....	61
DIRE TIGER.....	62
DIRE WEASEL	63
DIRE WOLF.....	63
DIRE WOLVERINE.....	64
ANIMAL, Natural	65
APE.....	65
BADGER	66
BAT	67
BEAR, BLACK	67
BEAR, BROWN	68
BEAR, POLAR.....	69
BISON.....	69
BOAR.....	70
CAMEL	70
CAT.....	71
CHEETAH.....	72
CROCODILE	72
CROCODILE, GIANT.....	73
DOG	73
DOG, RIDING.....	74
DONKEY	75
EAGLE.....	75
ELEPHANT	76
HAWK	77
HORSE.....	77

HYENA.....	79
LEOPARD.....	80
LION.....	81
LIZARD.....	81
LIZARD, MONITOR.....	82
MANTA RAY.....	83
MONKEY.....	83
MULE.....	84
OCTOPUS.....	84
OCTOPUS, GIANT.....	85
OWL.....	86
PONY.....	87
PONY, WAR.....	87
PORPOISE.....	88
RAT.....	89
RAVEN.....	89
RHINOCEROS.....	90
SHARK.....	90
SNAKE.....	91
SQUID.....	94
SQUID, GIANT.....	95
TIGER.....	95
TOAD.....	96
WEASEL.....	97
WHALE.....	97
WOLF.....	99
WOLVERINE.....	100
ANIMATED OBJECT.....	100
ANKHEG.....	103
ARANEA.....	103
ARCHON.....	104
LANTERN ARCHON.....	105
HOUND ARCHON.....	106
HOUND ARCHON HERO.....	107
HOUND ARCHONS AS CHARACTERS.....	107
TRUMPET ARCHON.....	108
ARROWHAWK.....	109
ASSASSIN VINE.....	110
ASTRAL CONSTRUCT.....	111
Creating an Astral Construct.....	112
ATHACH.....	118
AZER.....	119
AZERS AS CHARACTERS.....	119
MONSTERS (B).....	120
BARGHEST.....	120
GREATER BARGHEST.....	121
BASILISK.....	121
ABYSSAL GREATER BASILISK.....	122
BEHIR.....	123

BELKER	124
BLINK DOG	124
BODAK.....	125
BOGEYMAN (Template)	126
BRAIN MOLE.....	126
BUGBEAR	127
BUGBEARS AS CHARACTERS	128
BULETTE	128
MONSTERS (C)	129
CALLER IN DARKNESS	129
CAT FOLK	130
CELESTIAL	131
AVORAL.....	132
BRALANI.....	133
GHAELE	134
LEONAL	135
CELESTIAL (Template)	136
CENTAUR.....	138
CENTAURS AS CHARACTERS	139
CHANGELING (Template)	139
CHAOS BEAST	140
CHARRED ONE.....	141
CHIMERA.....	142
CHOKER.....	143
CHUUL	144
CLOAKER	144
COCKATRICE	146
COUATL	146
CRAWFORDSVILLE MONSTER	147
CRYSMAL.....	148
MONSTERS (D).....	149
DARKMANTLE	149
DELVER.....	150
DEMON	151
BABAU	151
BALOR	152
BEBILITH.....	154
CEREBRILITH	155
DRETCH.....	156
GLABREZU.....	156
HEZROU	157
MARILITH	158
NALFESHNEE.....	160
QUASIT.....	161
RETRIEVER	161
SUCCUBUS	162
VROCK.....	163
DEMONIC AUTO/VEHICLE	165
DEMONIC MACHINE (Template)	166

DERRO	166
DESTRACHAN	167
DEVIL	168
BARBED DEVIL (HAMATULA)	169
BEARDED DEVIL (BARBAZU)	170
BONE DEVIL (OSYLUTH)	171
CHAIN DEVIL (KYTON)	172
ERINYES	173
HELLCAT (BEZEKIRA)	173
HORNED DEVIL (CORNUGON)	174
ICE DEVIL (GELUGON)	176
IMP	177
LEMURE	177
PIT FIEND	178
DEVOURER	180
DIGESTER	181
DINOSAUR	181
DEINONYCHUS	182
ELASMOSAURUS	182
MEGARAPTOR	183
TRICERATOPS	184
TYRANNOSAURUS	184
DOPPELGANGER	185
DOPPELGANGERS AS CHARACTERS	186
DRAGON, TRUE	186
BLACK DRAGON	190
BLUE DRAGON	191
GREEN DRAGON	193
RED DRAGON	195
WHITE DRAGON	196
AMETHYST DRAGON	198
EMERALD DRAGON	200
GARNET DRAGON	201
RUBY DRAGON	203
SAPPHIRE DRAGON	205
TOPAZ DRAGON	207
BRASS DRAGON	209
BRONZE DRAGON	211
COPPER DRAGON	212
GOLD DRAGON	214
SILVER DRAGON	216
DRAGON TURTLE	218
DRAGONNE	219
DRIDER	219
DRYAD	220
MONSTERS (E-F)	221
EAGLE, GIANT	221
ELEMENTAL	222
AIR ELEMENTAL	222

EARTH ELEMENTAL.....	224
FIRE ELEMENTAL.....	226
WATER ELEMENTAL.....	228
ELF (Template)	231
Half-Elf	231
Aquatic Elf.....	231
Gray Elf	232
Wild Elf	232
Wood Elf	232
ELOHIM	232
ETHEREAL FILCHER.....	233
ETHEREAL MARAUDER.....	234
ETOILE	235
ETTERCAP.....	237
ETTIN.....	238
EXTRATERRESTRIAL (Template)	238
FIEND	240
FLESHRAKER (Knife Fiend)	240
HARRIKEN (Headsnatcher Fiend).....	242
JUMPING JACK (Blood Fiend)	243
KWEVENCHA (Spider Fiend)	245
MURDERGAUNT (Whistling Fiend)	246
STYGILOR (Tumor Fiend)	247
FIEND (Template).....	248
FIRE WISP	250
FOLUGUB	251
FORMIAN	252
FORMIAN WORKER.....	253
FORMIAN WARRIOR	253
FORMIAN TASKMASTER	254
FORMIAN MYRMARCH	255
FORMIAN QUEEN	255
FROST WORM	256
FUNGUS	257
MONSTERS (G).....	258
GARGOYLE.....	258
GARGOYLES AS CHARACTERS	258
GENIE	259
DJINNI	259
EFREETI	260
JANNI	261
JANN AS CHARACTERS	262
GHOST (Template)	262
GHOUL	264
LACEDON (“Drowned Dead”)	265
GHAST.....	265
GHOUL (Template).....	266
GIANT	267
CLOUD GIANT	267

FIRE GIANT	268
FROST GIANT	269
HILL GIANT	271
HILL GIANTS AS CHARACTERS	271
STONE GIANT	272
STONE GIANTS AS CHARACTERS	273
STORM GIANT	273
GIBBERING MOUTHER	274
GIRALLON	275
GNOLL	276
GNOLLS AS CHARACTERS	277
GNOME, Deep	277
GNOME, Forest (Template)	279
GOBLIN	279
GOBLINS AS CHARACTERS	280
BLUE	280
BLUES AS CHARACTERS	281
GOLEM	281
CHEMICAL GOLEM	282
CLAY GOLEM	283
FLESH GOLEM	284
GEAR GOLEM	285
IRON GOLEM	287
STONE GOLEM	288
GORGON	289
GRAY GLUTTON	289
GRAY RENDER	290
GREMLIN	291
GRENDELSPAWN	292
GRENDELSPAWN HUNTER	292
GRENDELSPAWN QUEEN	293
GRICK	293
GRIFFON	294
GRIMLOCK	295
GRIMLOCKS AS CHARACTERS	295
MONSTERS (H-I)	296
HAG	296
ANNIS HAG	296
GREEN HAG	297
SEA HAG	298
HAG COVEY	298
HALF-CELESTIAL (Template)	299
HALF-DRAGON (Template)	300
HALF-FIEND (Template)	302
HALF-GIANT	303
HALF-GIANTS AS CHARACTERS	304
HALFLING, Deep (Template)	304
HARPY	304
HARPY ARCHER	306

HELL HOUND	306
NESSIAN WARHOUND	307
HIPPOGRIFF	307
HOBGOBLIN	308
HOBGOBLINS AS CHARACTERS	308
HOMUNCULUS	309
FLESH HOMONCULUS	310
BIOCHEMICAL HOMUNCULUS	311
DIGITAL HOMUNCULUS	312
MECHANICAL HOMUNCULUS	312
HOWLER	312
HYDRA	313
PYROHYDRA	316
CRYOHYDRA	316
INEVITABLE	316
KOLYARUT	317
MARUT	318
ZELEKHUT	319
INTELLECT DEVOURER	320
INVISIBLE STALKER	321
MONSTERS (J-L)	322
JYNX	322
KOBOLD	323
DRAKKIN	324
DRAKKIN AS CHARACTERS	324
KRAKEN	325
KRENSHAR	326
LAMIA	327
LAMMASU	327
GOLDEN PROTECTOR	329
LEECHWALKER	329
LICH (Template)	330
LICH CHARACTERS	331
LILLEND	331
KINORI	332
KINORI AS CHARACTERS	333
LITTER BRUTE	333
LIZARDFOLK	335
LIZARDFOLK AS CHARACTERS	336
LOCATHAH	336
LYCANTHROPE	337
WEREBEAR	337
WEREBOAR	338
WERERAT	340
WERETIGER	341
WEREWOLF	342
WEREWOLF LORD	344
HILL GIANT DIRE WEREBOAR	345
CREATING A LYCANTHROPE	347

LYCANTHROPE AS CHARACTERS	350
MONSTERS (M-N)	351
MAENAD	351
MAENADS AS CHARACTERS	352
MAGMIN	352
MALLEABLE CREATURE (Template).....	353
MANIAC (Template)	353
MAN-O'-WAR, GIANT.....	354
MANTICORE	355
MAPINGUARI	356
MEDUSA.....	357
MEPHIT	357
AIR MEPHIT.....	358
DUST MEPHIT	358
EARTH MEPHIT	359
FIRE MEPHIT	360
ICE MEPHIT	361
MAGMA MEPHIT	361
OOZE MEPHIT	362
SALT MEPHIT	363
STEAM MEPHIT	364
WATER MEPHIT	365
MERFOLK.....	365
MERFOLK AS CHARACTERS.....	366
MIMIC	366
MINOTAUR.....	367
MINOTAURS AS CHARACTERS	368
MOHRG	368
MONGOLIAN DEATH WORM	369
MONTAUK MONSTER	370
MOTHFOLK.....	371
MUMMY.....	372
MUMMY LORD	373
NAGA.....	374
DARK NAGA	374
GUARDIAN NAGA.....	375
SPIRIT NAGA	375
WATER NAGA	376
NEOTHELID.....	377
NIGHT HAG.....	378
NIGHT TERROR.....	379
NIGHTMARE	380
CAUCHEMAR.....	381
NIGHTSHADE.....	381
NIGHTCRAWLER.....	382
NIGHTWALKER.....	383
NIGHTWING.....	384
NYMPH.....	385
MONSTERS (O-R)	386

OGRE	386
OGRE BERSERKER	387
MERROW	387
OGRES AS CHARACTERS.....	388
OGRE MAGE	388
OGRE MAGES AS CHARACTERS.....	389
OOZE	389
BLACK PUDDING	389
ELDER BLACK PUDDING	390
GELATINOUS CUBE	390
GRAY OOZE	391
OCHRE JELLY	392
ORC	393
ORCS AS CHARACTERS.....	394
HALF-ORCS AS CHARACTERS	394
OTYUGH	394
OWL, GIANT	395
OWLBEAR.....	396
PEGASUS	397
PHANTOM FUNGUS	398
PHASE SPIDER	398
PHASM	399
PHRENIC CREATURE (Template)	400
PHTHISIC	401
PLANETOUCHER.....	401
AASIMAR.....	402
AASIMAR AS CHARACTERS	402
TIEFLING	403
TIEFLINGS AS CHARACTERS	403
PLATONIC.....	404
PSEUDODRAGON	405
PSICRYSTAL	406
PSI-KILLER.....	407
PUPPETEER.....	408
PUPPETEER, FLESH HARROWER	408
PURPLE WORM	409
RAKSHASA	410
RAKSHASAS AS CHARACTERS.....	411
RAST	411
RAVID	412
REMORHAZ	413
REPLACEMENT (Template).....	414
REVENANT (Template)	415
ROBOT.....	416
ROC	416
ROPER	417
RUST MONSTER	418
MONSTERS (S)	419
SAHUAGIN.....	419

SAHUAGIN MUTANTS	420
SALAMANDER	420
SAND SLAVE (Template).....	422
SASQUATCH	423
SATANIC ICHOR	424
SATYR	425
SATYRS AS CHARACTERS.....	426
SEA CAT	426
SEA SERPENT	427
SEWER SLUDGE	428
SHADOW	429
GREATER SHADOW	430
SHADOW MASTIFF	430
SHAMBLING MOUND	431
SHIELD GUARDIAN	431
SHOCKER LIZARD	433
SIDHE (Template)	434
DREAMGHAST	435
FAUN	436
SKELETON (Template)	436
SKIN FEASTER	440
SKUM	441
SPACE CREATURE (Template)	442
SPECTRE	442
SPHYNX	443
ANDROSPHYNX	444
GYNOSPHYNX	445
SPIDER EATER.....	445
SPRITE	446
GRIG	446
NIXIE	447
PIXIE	448
PIXIES AS CHARACTERS.....	449
STAR DOPPELGANGER	449
STIRGE	453
SWARM	453
BAT SWARM	454
CENTIPEDE SWARM	455
HELLWASP SWARM	456
LOCUST SWARM	457
RAT SWARM	457
SPIDER SWARM	458
MONSTERS (T-U).....	459
TARRASQUE	459
TEMPORAL FILCHER	460
TENDRICULOS	461
THOQQUA	462
THOUGHT EATER.....	463
THOUGHT SLAYER	464

THUNDERBIRD	464
TITAN.....	465
TOJANIDA.....	467
TOXIC SLUDGE.....	468
TOXYDERM.....	469
CHEMICAL TOXYDERM	470
GARBAGE TOXYDERM.....	470
NUCLEAR TOXYDERM	471
Radiation Sickness	472
TREANT	473
TRITON	474
TROGLODYTE	474
TROGLODYTES AS CHARACTERS	475
TROLL	475
SCRAG	477
TROLL HUNTER	477
TROLLS AS CHARACTERS.....	477
UDOROOT	477
UNBODIED.....	478
UNBODIED AS CHARACTERS.....	479
UNICORN.....	480
CELESTIAL CHARGER	481
URBAN WENDIGO	481
MONSTERS (V-Z).....	482
VAMPIRE	482
VAMPIRE SPAWN	484
VARGOUILLE.....	486
VERMIN	487
GIANT ANT.....	487
GIANT BEE.....	488
GIANT BOMBARDIER BEETLE	488
GIANT FIRE BEETLE	489
GIANT STAG BEETLE.....	490
GIANT PRAYING MANTIS	490
GIANT WASP	491
MONSTROUS CENTIPEDE.....	491
MONSTROUS SCORPION.....	493
MONSTROUS SPIDER	495
VIVILOR	498
WHISPERER IN THE DARK.....	501
WIGHT.....	502
WILL-O'-WISP	503
WINTER WOLF.....	504
WORG	505
WRAITH	505
DREAD WRAITH	507
WYVERN	507
XEPH.....	508
XEPHS AS CHARACTERS	508

XILL.....	509
XORN.....	510
YETH HOUND	511
YETI	512
YRTHAK	513
ZAP	514
ZEIKUNE	514
ZOMBIE	515
ZOMBIE, LIQUIFIED (Template)	519
SPECIAL ABILITIES	520
ABILITY SCORE LOSS	520
NULL POWER	521
BLINDSIGHT AND BLINDSENSE	521
BREATH WEAPON	521
CHARM AND COMPULSION	522
COLD IMMUNITY	522
DAMAGE TYPES	523
DARKVISION.....	524
DEATH ATTACKS	524
DISEASE.....	524
Types of Diseases	525
ENERGY DRAIN AND NEGATIVE LEVELS.....	526
ENERGY RESISTANCE / IMMUNITY	526
ETHEREALNESS	527
EVASION AND IMPROVED EVASION	527
FAST HEALING.....	527
FEAR.....	528
GASEOUS FORM	528
GAZE ATTACKS.....	528
INCORPOREALITY	532
INVISIBILITY.....	532
LEVEL LOSS.....	533
LOW-LIGHT VISION	534
PARALYSIS.....	534
POISON	534
POLYMORPH	535
PSIONICS	536
RAYS.....	536
REGENERATION	536
SCENT	536
SPELL/POWER RESISTANCE	537
TREMORSENSE.....	538
TURN RESISTANCE	538
VULNERABILITY.....	538
MONSTERS AS RACES	539
 Chapter II: Robots.....	 542
ROBOTS AS HEROES	542
BIODROID (“ANDROID / DROID”)	543

BIOREPLICA (“SYNTHETIC / SYNTH”)	544
NONHEROIC ROBOTS.....	546
GENERAL ROBOT TRAITS	546
BIODROID (TL 6).....	549
BIOREPLICA (TL 7)	550
LIQUID-STATE (TL 8).....	551
ROBOT LOCOMOTION	552
ROBOT MANIPULATORS	554
ROBOT ARMOR.....	556
ROBOT SENSORS.....	561
ROBOT SKILL SOFTWARE	564
ROBOT FEAT SOFTWARE	565
ROBOT ABILITY UPGRADES.....	566
ROBOT ACCESSORIES.....	567
ROBOT WEAPON RULES	573
SAMPLE ROBOTS.....	573
“SPOT” SECURITY BIOMORPH ROBOT (TL 6)	573
“APE” ARMED POLICE ESCORT ROBOT (TL 6)	574
“NUYU” DOPPELGANGER ROBOT (TL 7)	575
Chapter III: Mecha and Power Armor	577
MECHA BODY SIZE	577
Table: Mecha Base Statistics by Size	577
MEDIUM MECHA	577
LARGE MECHA	578
HUGE MECHA	578
GARGANTUAN MECHA	578
COLOSSAL MECHA	579
MECHA SUPERSTRUCTURE	580
Table: Superstructure Materials & Mecha Frame Base Cost.....	580
MECHA ARMOR	582
Table: Mecha Armor Types.....	583
MECHA EQUIPMENT	586
MECHA FLIGHT SYSTEMS	587
Table: Mecha Flight Systems	587
MECHA SENSOR SYSTEMS.....	589
Table: Mecha Sensor Systems	589
MECHA DEFENSE SYSTEMS	593
Table: Mecha Defense Systems.....	593
MECHA WEAPONS	599
Table: Mecha Weapon Systems	599
Table: Mecha Weapons Statistics.....	601
MECHA WEAPON DESCRIPTIONS	602
MISCELLANEOUS EQUIPMENT	611
Table: Mecha Miscellaneous Upgrades.....	612
FLYING MECHA	617
MECHA CRITICAL HITS	618
SAMPLE MECHA.....	620
“IMPLACABLE” POWER INFANTRY MEDIUM POWER ARMOR (TL 6)	620

“MYRMIDON” INFANTRY SUPPORT LARGE MECHA / POWER ARMOR (TL 6)	621
“SCOURGE” HUGE FRONTLINE ASSUALT MECHA (TL 6)	621
“MANTICORE” HUGE QUADRUPEDAL CLOSE-COMBAT ASSAULT MECHA (TL 7)	622
“TEMPEST” GARGANTUAN FRONTLINE SUPPORT MECHA (TL 7)	623
“PARAGON” COLOSSAL SIEGE MECHA (TL 8)	623
THE ZODIAC SERIES OF MECHAS	624
“ARIES” RECONNAISSANCE SCOUT POWER ARMOR (TL 7)	624
“TAURUS” MECHANIZED INFANTRY MECHA / POWER ARMOR (TL 7)	625
“GEMINI” MECHANIZED CAVALRY MECHA (TL 7)	625
“CANCER” HUGE ALL-PURPOSE UTILITY MECHA	626
MECHA TEMPLATES AND QUICK REFERENCE CHARTS	627
MEDIUM MECHA / POWER ARMOR TEMPLATE	627
LARGE MECHA / POWER ARMOR TEMPLATE	628
HUGE MECHA / POWER ARMOR TEMPLATE	628
GARGANTUAN MECHA / POWER ARMOR TEMPLATE	629
COLOSSAL MECHA / POWER ARMOR TEMPLATE	630
MECHA BUILD QUICK REFERENCE CHARTS	631
Chapter IV: Starships	636
STARSHIP COMPOSITION	636
STARSHIP ENGINES	637
STARSHIP ARMOR	639
STARSHIP WEAPONS	641
STARSHIP DEFENSE SYSTEMS	651
STARSHIP SENSORS	658
STARSHIP COMMUNICATION SYSTEMS	662
CREW	663
ROLES ABOARD STARSHIPS	664
STARSHIP TYPES	666
ORBITAL SHUTTLE (TL 5)	668
COURIER (TL 6)	668
ESCORT (TL 6)	669
FAST FREIGHTER (TL 6)	669
FIGHTER (TL 6)	670
LAUNCH (TL 6)	670
SCOUT (TL 6)	671
STARFIGHTER (TL 7)	671
CORVETTE (TL 6)	673
BULK FREIGHTER (TL 6)	676
CLIPPER (TL 6)	676
CRUISER (TL 6)	677
BATTLESHIP (TL 6)	679
FLEET CARRIER (TL 6)	679
HEAVY TRANSPORT (TL 6)	680
TANKER (TL 6)	680
BATTLE CRUISER (TL 7)	681
LINER (TL 7)	682
COLONY SHIP (TL 7)	683
DREADNOUGHT (TL 7)	683

STAR CARRIER (TL 7)	684
STAR FREIGHTER (TL 7)	685
STARSHIP TEMPLATES AND QUICK REFERENCE CHARTS	685
APPENDIX: OPEN GAME LICENSE Version 1.0a.....	695



Introduction

Welcome to the Dice & Capital Dice Foe Folio, where you'll find a plethora of monsters to challenge your heroes! Even better, there are additional rules contained herein for the creation of Robot characters, along with the rules for mecha and starship creation. There are dozens of potential monster PC races, depending on what your scenario will allow, vastly expanding the possibilities; the only limit is your imagination!

Chapter I deals with the creatures immediately available in the DxD20 omniverse. Used in combination with the possible methods of improving or degrading monsters given therein, the potential challenges are limitless.

Chapter II deals with robots, ranging from tiny to gargantuan, as well as the rules for robot characters.

Chapter III deals with hi-tech "monsters" like power armor troops and larger mecha, ranging up to titanic mecha over 60' tall! It also includes the rules for creating new power armor and mecha.

Chapter IV deals with starships, from Gargantuan-size starfighters to Super-Heavy Colossal dreadnoughts, and the rules on how to create them.

With the DxD20 Foe Folio, there is almost no challenge you cannot formulate using the rules contained herein. Happy monster-running and remember; the goal is to have fun!



Chapter I: Creatures

There are 15 fundamental creature types in DxD20, each with their Hit Die type (HD) for generating Hit Points (HP), their own progression rate for Base Attack (BA), saving throws, skill points, and special abilities. Every creature will have one of these 15 types as its foundation, and then additional attribute modifiers and special abilities are added to those fundamental stats to make the creature distinctive. The 15 types of creature in DxD20 are;

- Aberration;
- Animal;
- Construct;
- Dragon;
- Elemental;
- Fey;
- Giant;
- Humanoid;
- Magical Beast;
- Monstrous Humanoid;
- Ooze;
- Outsider;
- Plant;
- Undead;
- and Vermin.

CREATURE TYPES

A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely among creatures of a type; unless a type description specifies a particular score for one of these abilities, the GM will assign values as they deem appropriate.

Table: Creature Saves and Base Attack Bonuses

Creature's Hit Dice	Good Save Bonus	Fair Save Bonus	Poor Save Bonus	Good Base Attack Bonus (A)	Fair Base Attack Bonus (B)	Poor Base Attack Bonus (C)
1 or less	+2	+1	+0	+1	+0	+0
2	+3	+2	+0	+2	+1	+0
3	+3	+2	+1	+3	+2	+1
4	+4	+2	+1	+4	+3	+1
5	+4	+3	+1	+5/+0	+3	+2
6	+5	+3	+2	+6/+1	+4	+2
7	+5	+4	+2	+7/+2	+5/+0	+3
8	+6	+4	+2	+8/+3	+6/+1	+4
9	+6	+4	+3	+9/+4	+6/+1	+4
10	+7	+5	+3	+10/+5/+0	+7/+2	+5/+0
11	+7	+5	+3	+11/+6/+1	+8/+3	+5/+0
12	+8	+6	+4	+12/+7/+2	+9/+4	+6/+1
13	+8	+6	+4	+13/+8/+3	+9/+4	+6/+1
14	+9	+6	+4	+14/+9/+4	+10/+5/+0	+7/+2
15	+9	+7	+5	+15/+10/+5/+0	+11/+6/+1	+7/+2
16	+10	+7	+5	+16/+11/+6/+1	+12/+7/+2	+8/+3
17	+10	+8	+5	+17/+12/+7/+2	+12/+7/+2	+8/+3
18	+11	+8	+6	+18/+13/+8/+3	+13/+8/+3	+9/+4
19	+11	+8	+6	+19/+14/+9/+4	+14/+9/+4	+9/+4
20	+12	+9	+6	+20/+15/+10/+5/+0	+15/+10/+5/+0	+10/+5/+0

Good Base Attack Bonus (A): Use this column for dragons, magical beasts, monstrous humanoids, and outsiders.

Fair Base Attack Bonus (B): Use this column for aberrations, animals, constructs, elementals, giants, humanoids, oozes, plants, and vermin.

Poor Base Attack Bonus (C): Use this column for fey and undead.

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. See Table: Aberrations for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 2 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: Int modifier (minimum +0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Aberrations share the following additional traits.

Weapon and Armor Proficiency: Aberrations receive one of the following as a bonus feat: Archaic Weapons Proficiency or Simple Weapons Proficiency. They are proficient with their natural weapons and any weapon mentioned in their entries. Aberrations noted for wearing armor gain the Armor Proficiency bonus feat for whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

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

Table: Aberrations

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d8	2d6	4d8	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d8	1d8	4d6	2d6	2d8
Huge	26–27	10–11	20–21	8d8	1d6	2d8	2d4	2d6
Large	18–19	12–13	16–17	2d8	1d4	2d6	1d6	1d8
Medium-size	10–11	14–15	12–13	1d8	1d3	2d4	1d4	1d6
Small	6–7	16–17	10–11	½ d8	1d2	1d6	1d3	1d4
Tiny	2–3	18–19	10–11	¼ d8	1	1d4	1d2	1d3
Diminutive	1	20–21	10–11	1/8 d8	—	1d3	1	1d2
Fine	1	22–23	10–11	1/16 d8	—	1d2	—	1

Animal

An animal is a nonhumanoid creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. See Table: Animals for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude and Reflex (some animals have different good saves).

Skill Points: 10–15.

Feats: None.

Animals share the following additional traits.

Weapon and Armor Proficiency: Animals are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Animals have Intelligence scores of 1 or 2 (predatory animals tend to have Intelligence scores of 2). No creature with an Intelligence score of 3 or higher can be an animal.

Low-Light Vision (Ex): Most animals have low-light vision.

Table: Animals

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d8	2d6	4d6	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d8	1d8	2d8	2d6	2d8

Huge	26–27	10–11	20–21	4d8	1d6	2d6	2d4	2d6
Large	18–19	12–13	16–17	2d8	1d4	1d8	1d6	1d8
Medium-size	10–11	14–15	12–13	1d8	1d3	1d6	1d4	1d6
Small	6–7	16–17	10–11	½ d8	1d2	1d4	1d3	1d4
Tiny	2–3	18–19	10–11	¼ d8	1	1d3	1d2	1d3
Diminutive	1	20–21	10–11	1/8 d8	—	1d2	1	1d2
Fine	1	22–23	10–11	1/16 d8	—	1	—	1

Construct

A construct is an animated object or artificially constructed creature. See Table: Constructs for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: None.

Skill Points: None.

Feats: None.

Constructs share the following additional traits.

Weapon and Armor Proficiency: Constructs are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Constructs have no Constitution score and usually no Intelligence score.

Extra Hit Points: Constructs gain extra hit points according to size, as shown on Table: Constructs.

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

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

Repairable: Constructs cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a construct, and each check represents 1 hour of work. A construct reduced to 0 hit points is immediately destroyed and cannot be repaired.

Special: Constructs cannot be raised from the dead.

Table: Constructs

Size	Str	Dex	Con	Minimum HD	Extra Hit Points	Slam	Bite	Claw	Gore
Colossal	44–47	6–7	—	32d10	120	4d6	2d6	2d8	4d6
Gargantuan	36–39	6–7	—	16d10	80	2d8	1d8	2d6	2d8
Huge	28–31	6–7	—	8d10	40	2d6	1d6	2d4	2d6
Large	20–23	8–9	—	2d10	20	1d8	1d4	1d6	1d8
Medium-size	12–15	10–11	—	1d10	10	1d6	1d3	1d4	1d6
Small	8–11	12–13	—	½ d10	5	1d4	1d2	1d3	1d4
Tiny	4–7	14–15	—	¼ d10	—	1d3	1	1d2	1d3
Diminutive	2–5	16–17	—	1/8 d10	—	1d2	—	1	1d2
Fine	1	18–19	—	1/16 d10	—	1	—	—	1

Dragon

A dragon is a reptilian creature, usually winged, with magical or unusual abilities. See Table: Dragons for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d12.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: 6 + Int modifier per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Dragons share the following additional traits.

Weapon and Armor Proficiency: Dragons are proficient with their natural weapons only. They are not proficient with armor.

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

Immunities: Dragons are immune to sleep, hold, and paralysis effects.

Table: Dragons

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	46–47	6–7	30–31	38d12	2d8	4d8	4d6	4d6
Gargantuan	38–39	6–7	26–27	27d12	2d6	4d6	2d8	2d8
Huge	30–31	6–7	22–23	19d12	1d8	2d8	2d6	2d6
Large	22–23	8–9	18–19	10d12	1d6	2d6	1d8	1d8
Medium-size	14–15	10–11	14–15	7d12	1d4	1d8	1d6	1d6
Small	10–11	12–13	12–13	4d12	—	1d6	1d4	1d4
Tiny	6–7	14–15	12–13	3d12	—	1d4	1d3	1d3
Diminutive	4–5	16–17	12–13	1d12	—	1d3	1d2	1d2
Fine	4–5	18–19	12–13	½ d12	—	1d2	1	1

Elemental

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water. See Table: Elementals for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table 8–2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Varies by element: Fortitude (earth, water) or Reflex (air, fire).

Skill Points: 2 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Elementals share the following additional traits.

Weapon and Armor Proficiency: Elementals are proficient with their natural weapons only. They are not proficient with armor.

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

Immunities: Elementals are immune to poison, sleep, paralysis, and stunning. They are not subject to critical hits, flanking, or the effects of massive damage.

Special: Elementals cannot be raised from the dead.

Table: Elementals

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	28–29	32d8	4d6	4d6	2d8	2d6
Gargantuan	36–37	6–7	24–25	16d8	2d8	2d8	2d6	1d8
Huge	28–29	6–7	20–21	8d8	2d6	2d6	2d4	1d6
Large	20–21	8–9	16–17	4d8	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	12–13	2d8	1d6	1d6	1d4	1d3
Small	8–9	12–13	10–11	1d8	1d4	1d4	1d3	1d2
Tiny	6–7	14–15	10–11	½ d8	1d3	1d3	1d2	1
Diminutive	4–5	16–17	10–11	¼ d8	1d2	1d2	1	—
Fine	4–5	18–19	10–11	1/8 d8	1	1	—	—

Fey

A fey is a creature with supernatural abilities and connections to nature or some other force or place. Fey are usually human-shaped. See Table: Fey for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d6.

Base Attack Bonus: 1/2 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 3 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Fey share the following additional traits.

Weapon and Armor Proficiency: A fey receives either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. Fey are proficient with any weapon mentioned in their entries. Fey noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Low-Light Vision (Ex): Most fey have low-light vision.

Table: Fey

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	8–9	26–27	32d6	2d6	2d8	2d8	4d6
Gargantuan	34–35	8–9	22–23	16d6	1d8	2d6	2d6	2d8
Huge	26–27	8–9	18–19	8d6	1d6	1d8	2d4	2d6
Large	18–19	10–11	14–15	2d6	1d4	1d6	1d6	1d8
Medium-size	10–11	12–13	10–11	1d6	1d3	1d4	1d4	1d6
Small	6–7	14–16	8–9	½ d6	1d2	1d3	1d3	1d4
Tiny	2–3	16–17	8–9	¼ d6	1	1d2	1d2	1d3
Diminutive	1	18–19	8–9	1/8 d6	—	1	1	1d2
Fine	1	20–21	8–9	1/16 d6	—	—	—	1

Giant

A giant is a humanoid creature of Large size or larger. Giants are known for their great strength. See Table: Giants for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude.

Skill Points: 6 + Int modifier (minimum 1), plus 1 points per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Giants share the following additional traits.

Size: Giants must be Large or larger.

Weapon and Armor Proficiency: Giants receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural weapons and any weapon mentioned in their entries. Giants noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Low-Light Vision (Ex): Most giants have low-light vision.

Table: Giants

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	46–47	6–7	28–31	32d8	2d6	2d8	2d8	4d6
Gargantuan	38–39	6–7	24–27	16d8	1d8	2d6	2d6	2d8
Huge	30–31	6–7	20–23	8d8	1d6	1d8	2d4	2d6
Large	22–23	8–9	16–19	2d8	1d4	1d6	1d6	1d8

Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. A humanoid has few or no supernatural or extraordinary abilities. See Table: Humanoids for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Choose one (usually Reflex).

Skill Points: 6 + Int modifier, plus 1 point per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Humanoids share the following additional traits.

Size: Humanoids must be Medium-size or smaller.

Weapon and Armor Proficiency: Humanoids with more than 1 Hit Die receive one bonus feat selected from the following list: Archaic Weapons Proficiency, Armor Proficiency (light), or Simple Weapons Proficiency.

Keen Sight (Ex): Humanoids accustomed to living underground may have darkvision with a range of 60 feet, low-light vision, or both (as noted in their entries).

Table: Humanoids

Size	Str	Dex	Con	Minimum HD	Slam ¹	Bite	Claw	Gore
Medium-size	10–15	10–13	10–11	1d8	1d3	1d4	1d4	1d6
Small	6–11	12–15	8–9	½ d8	1d2	1d3	1d3	1d4
Tiny	2–7	14–17	8–9	¼ d8	1	1d2	1d2	1d3
Diminutive	1	16–19	8–9	1/8 d8	—	1	1	1d2
Fine	1	18–21	8–9	1/16 d8	—	—	—	1

¹ Unarmed attacks qualify as slam attacks that deal nonlethal damage.

Magical Beast

A magical beast is similar to an animal but can have an Intelligence score higher than 2. A magical beast might possess supernatural or extraordinary abilities, or it might be bizarre in appearance and habits. See Table: Magical Beasts for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude, Reflex.

Skill Points: 2 x Int score, plus 1 point per Hit Dice beyond 1 HD, or 10–15 points if Int score is 1 or 2.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Magical beasts share the following additional traits.

Weapon and Armor Proficiency: Magical beasts are proficient with their natural weapons only. They are not proficient with armor.

Keen Sight (Ex): Magical beasts have darkvision with a range of 60 feet and low-light vision (unless noted otherwise).

Table: Magical beasts

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d10	2d6	4d6	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d10	1d8	2d8	2d6	2d8
Huge	26–27	10–11	20–21	8d10	1d6	2d6	2d4	2d6
Large	18–19	12–13	16–17	2d10	1d4	1d8	1d6	1d8
Medium-size	10–11	14–15	12–13	1d10	1d3	1d6	1d4	1d6
Small	6–7	16–17	10–11	½ d10	1d2	1d4	1d3	1d4
Tiny	2–3	18–19	10–11	¼ d10	1	1d3	1d2	1d3
Diminutive	1	20–21	10–11	1/8 d10	—	1d2	1	1d2
Fine	1	22–23	10–11	1/16 d10	—	1	—	1

Monstrous Humanoid

A monstrous humanoid is a humanoid creature with monstrous or animalistic features. A monstrous humanoid often possesses supernatural abilities as well. See Table: Monstrous Humanoids for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Reflex, Will.

Skill Points: 2 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Monstrous humanoids share the following additional traits.

Weapon and Armor Proficiency: Monstrous humanoids receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural attacks and any weapon mentioned in their entries. Monstrous humanoids noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Darkvision (Ex): Most monstrous humanoids have darkvision with a range of 60 feet.

Table: Monstrous Humanoids

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	8–9	26–27	32d8	2d6	2d8	2d8	4d6
Gargantuan	34–35	8–9	22–23	16d8	1d8	2d6	2d6	2d8
Huge	26–27	8–9	18–19	8d8	1d6	1d8	2d4	2d6
Large	18–19	10–11	14–15	2d8	1d4	1d6	1d6	1d8
Medium-size	10–11	12–13	10–11	1d8	1d3	1d4	1d4	1d6
Small	6–7	14–15	8–9	½ d8	1d2	1d3	1d3	1d4
Tiny	2–3	16–17	8–9	¼ d8	1	1d2	1d2	1d3
Diminutive	1	18–19	8–9	1/8 d8	—	1	1	1d2
Fine	1	20–21	8–9	1/16 d8	—	—	—	1

Ooze

An ooze is an amorphous or mutable creature. See Table: Oozes for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: None.

Skill Points: None.

Feats: None.

Oozes share the following additional traits.

Weapon and Armor Proficiency: Oozes are proficient with their natural weapons only, but not with armor.

Ability Scores: Oozes have no Intelligence score.

Extra Hit Points: An ooze has no natural armor rating but is difficult to kill because of its protoplasmic body. It gains extra hit points (in addition to those from its Hit Dice and Constitution score) according to size, as shown on Table: Oozes.

Immunities: Oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.

Blindsight (Ex): Most oozes have blindsight with a range of 60 feet.

Table: Oozes

Size	Str	Dex	Con	Minimum HD	Extra Hit Points	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	26–29	32d10	40	4d6	4d6	2d8	2d6
Gargantuan	36–37	6–7	22–25	16d10	30	2d8	2d8	2d6	1d8
Huge	28–29	6–7	18–21	8d10	20	2d6	2d6	2d4	1d6
Large	20–21	8–9	14–17	2d10	15	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	10–13	1d10	10	1d6	1d6	1d4	1d3
Small	8–9	12–13	8–9	½ d10	5	1d4	1d4	1d3	1d2
Tiny	4–5	14–15	8–9	¼ d10	—	1d3	1d3	1d2	1
Diminutive	2–3	16–17	8–9	1/8 d10	—	1d2	1d2	1	—
Fine	2–3	18–19	8–9	1/16 d10	—	1	1	—	—

Outsider

An outsider is a nonelemental creature originating from some other dimension, reality, or plane. See Table: Outsiders for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: 8 + Int modifier per Hit Dice.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Outsiders share the following additional traits.

Weapon and Armor Proficiency: Outsiders receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural weapons and any weapon mentioned in their entries. Outsiders noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

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

Special: Outsiders cannot be raised from the dead.

Table: Outsiders

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44–47	6–7	28–29	32d8	4d6	4d6	2d8	2d6
Gargantuan	36–39	6–7	24–25	16d8	2d8	2d8	2d6	1d8
Huge	28–31	6–7	20–21	8d8	2d6	2d6	2d4	1d6
Large	20–23	8–9	16–17	2d8	1d8	1d8	1d6	1d4
Medium-size	12–15	10–11	12–13	1d8	1d6	1d6	1d4	1d3
Small	8–11	12–13	10–11	½ d8	1d4	1d4	1d3	1d2
Tiny	4–7	14–15	10–11	¼ d8	1d3	1d3	1d2	1
Diminutive	2–3	16–17	10–11	1/8 d8	1d2	1d2	1	—
Fine	2–3	18–19	10–11	1/16 d8	1	1	—	—

Plant

A plant is a vegetable creature. See Table: Plants for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude.

Skill Points: None.

Feats: None.

Plants share the following additional traits.

Weapon and Armor Proficiency: Plants are proficient with their natural weapons only. They are not proficient with armor.

Immunities: Plants are immune to sleep, paralysis, stunning, and mind-affecting effects. They are not subject to critical hits or the effects of massive damage.

Low-Light Vision (Ex): Most plants with visual sensory organs have low-light vision.

Blindsight (Ex): Most plants without visual sensory organs have blindsight with a range of 60 feet.

Table: Plants

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	28–29	32d8	4d6	2d6	2d8	4d6
Gargantuan	36–37	6–7	24–25	16d8	2d8	1d8	2d6	2d8
Huge	28–29	6–7	20–21	4d8	2d6	1d6	2d4	2d6
Large	20–21	8–9	16–17	2d8	1d8	1d4	1d6	1d8
Medium-size	12–13	10–11	12–13	1d8	1d6	1d3	1d4	1d6
Small	8–9	12–13	10–11	½ d8	1d4	1d2	1d3	1d4

Tiny	4–5	14–15	10–11	¼ d8	1d3	1	1d2	1d3
Diminutive	2–3	16–17	10–11	1/8 d8	1d2	—	1	1d2
Fine	2–3	18–19	10–11	1/16 d8	1	—	—	1

Undead

An undead is a once-living creature animated by spiritual or supernatural forces. See Table: Undead for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d12.

Base Attack Bonus: 1/2 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 3 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + Int modifier, plus 1 feat per 4 HD beyond 1 HD.

Undead share the following additional traits.

Weapon and Armor Proficiency: Undead receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. An undead is proficient with its natural weapons and any weapon mentioned in its entry. Undead noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Ability Scores: An undead has no Constitution score. It uses its Charisma modifier for Concentration checks.

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

Immunities: Undead are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless.

Healing: Undead cannot heal damage on their own if they have no Intelligence score. Undead can be healed with negative energy (usually only available through the use of magic). Most undead are destroyed immediately if reduced to 0 hit points or less.

Special: Undead cannot be raised from the dead.

Table: Undead

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44–45	6–7	—	32d12	4d6	4d6	2d8	2d6
Gargantuan	36–37	6–7	—	21d12	2d8	2d8	2d6	1d8
Huge	28–29	6–7	—	10d12	2d6	2d6	2d4	1d6
Large	20–21	8–9	—	4d12	1d8	1d8	1d6	1d4
Medium-size	12–13	10–11	—	1d12	1d6	1d6	1d4	1d3
Small	8–9	12–13	—	½ d12	1d4	1d4	1d3	1d2
Tiny	4–5	14–15	—	¼ d12	1d3	1d3	1d2	1
Diminutive	2–3	16–17	—	1/8 d12	1d2	1d2	1	—
Fine	2–3	18–19	—	1/16 d12	1	1	—	—

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. See Table: Vermin for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude.

Skill Points: 10–15.

Feats: None.

Vermin share the following additional traits.

Weapon and Armor Proficiency: Vermin are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Vermin have no Intelligence score.

Potent Venom: Medium-size or larger poisonous vermin get a bonus to the save DC of their poison based on their size, as follows: Medium-size +2, Large +4, Huge +6, Gargantuan +8, Colossal +10.

Darkvision (Ex): Most vermin with visual sensory organs have darkvision with a range of 60 feet.

Blindsight (Ex): Most vermin without visual sensory organs have blindsight with a range of 60 feet.

Immunities: Vermin are immune to mind-affecting effects.

Resistance to Massive Damage (Ex): Vermin gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Table: Vermin

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	6–7	26–27	32d8	2d6	4d6	2d8	4d6
Gargantuan	34–35	6–7	22–23	16d8	1d8	2d8	2d6	2d8
Huge	26–27	6–7	18–19	8d8	1d6	2d6	2d4	2d6
Large	18–19	8–9	14–15	2d8	1d4	1d8	1d6	1d8
Medium-size	10–11	10–11	10–11	1d8	1d3	1d6	1d4	1d6
Small	6–7	12–13	8–9	½ d8	1d2	1d4	1d3	1d4
Tiny	2–3	14–15	8–9	¼ d8	1	1d3	1d2	1d3
Diminutive	1	16–17	8–9	1/8 d8	—	1d2	1	1d2
Fine	1	18–19	8–9	1/16 d8	—	1	—	1

CREATURE SUBTYPES

Beyond the 15 fundamental creature types, there are many more subtypes that further help classify a creature and define its abilities. A creature will typically have one or two subtypes, but some have three; very few have four or more subtypes.

Air Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane Air. Air creatures always have fly speeds and usually have perfect maneuverability.

Angel Subtype

Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes.

Traits

An angel possesses the following traits (unless otherwise noted in a creature's entry);

—Darkvision out to 60 feet and low-light vision.

—Immunity to acid, cold, and petrification.

—Resistance to electricity 10 and fire 10.

—+4 racial bonus on saves against poison.

—**Protective Aura (Su):** Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel.

Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals angel's HD). (The defensive benefits from the circle are not included in an angel's statistics block.)

—**Tongues (Su):** All angels can speak with any creature that has a language, as though using a tongues spell (caster level equal to angel's Hit Dice). This ability is always active.

Aquatic Subtype

These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Archon Subtype

Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes.

Traits

An archon possesses the following traits (unless otherwise noted in a creature's entry);

—Darkvision out to 60 feet and low-light vision.

—**Aura of Menace (Su):** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Immunity to electricity and petrification.

—+4 racial bonus on saves against poison.

—**Magic Circle against Evil (Su):** A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

—**Tongues (Su):** All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Augmented Subtype

A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type. A creature with the augmented subtype usually has the traits of its current type, but the features of its original type.

Chaotic Subtype

A subtype usually applied only to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned (see Damage Reduction, below).

Cold Subtype

A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Earth Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Evil Subtype

A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction, above).

Extraplanar Subtype

The most transitive of the subtypes, the Extraplanar subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature

whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fire Subtype

A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Goblinoid Subtype

Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Good Subtype

A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction, above).

Incorporeal Subtype

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 has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as magic missile, or attacks made with ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

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 hex 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 farther from 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 Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. 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.

Lawful Subtype

A subtype usually applied only to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this

subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction, above).

Mutant Subtype

The mutant subtype can be either inherited or acquired, granting the creature so many Mutation Points (MP) to be spent on taking Advantages or, if the scenario permits and the creature has the Supernatural Mutation feat, the mutant may have super-powers. A super-power is defined as any supernatural ability (usually based on a magic spell or psionic power) acquired through the expenditure of Mutation Points. This subtype cannot be applied to construct, elemental, outsider, or undead types. The racial level modifier of the mutant subtype is based on the amount of Mutation Points the creature received directly (not through Drawbacks or Unstable Mutation feats), at a rate of +1 racial level modifier for every 10 Mutation Points received. It is used to generate the creature's Effective Manifester Level (EML) for purposes of how many super-power points the creature has and what effective level the creature manifests its super-powers at.

Mutant Racial Level Adjustment and Effective Manifester Level (EML): The mutant subtype is the sole exception as a racial level modifier having an impact on any game dynamic beyond the required experience points for advancement. In the case of the mutant subtype, the racial level modifier from mutant (and only the racial modifier from the mutant subtype) is added to a creature's Hit Dice (HD) for purposes of determining what their Effective Manifester Level (EML) is. The mutant creature uses its EML to determine the power level of its mutant super-powers, the maximum number of power points they can invest in a single manifestation of a super-power, as well as using the EML to determine the mutant's super-power point pool.

$$\text{Effective Manifester Level (EML)} = \text{creature's HD} + \text{Mutant racial level modifier}$$

A creature's EML, along with its Mutation Points (MP), is used to determine how many power points the mutant gets per day, and at what level they manifest their super-power(s).

$$\text{Super-Power Points per day} = \text{Mutation Points} + (\text{EML})^2 + (\text{Wisdom mod.} \times \text{EML})/2$$

Here is a chart of the power points per day (PP/day) based on Effective Manifester Level (EML);

Table: Power Points per Day (PP/day) by Effective Manifester Level (EML)

EML	PP/day	EML	PP/day	EML	PP/day	EML	PP/day
1	1 + MP	6	36 + MP	11	121 + MP	16	256 + MP
2	4 + MP	7	49 + MP	12	144 + MP	17	289 + MP
3	9 + MP	8	64 + MP	13	169 + MP	18	324 + MP
4	16 + MP	9	81 + MP	14	196 + MP	19	361 + MP
5	25 + MP	10	100 + MP	15	225 + MP	20	400 + MP

Native Subtype

A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

Psionic Subtype

The psionic subtype applies to creatures that can use psionic powers or abilities or that have the ability to manifest psionic powers. (In other words, a creature with the psionic subtype either has a power point reserve or has psi-like abilities.) It also applies to creatures from other sources that have spell-like abilities labeled as "psionics."

Characters who have levels in any class that grants the use of psionics, or who have psi-like abilities as racial traits, gain the psionic subtype.

Traits: Other than the fact that all psionic creatures have psionic powers or psi-like abilities, psionic creatures have no specific traits. The psionic subtype simply identifies creatures that may be vulnerable to powers, spells, and effects targeting psionic creatures.

Reptilian Subtype

These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Shapechanger Subtype

A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shape has the shapechanger subtype.

Traits

A shapechanger possesses the following traits (unless otherwise noted in a creature's entry);

—Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.

—Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Swarm Subtype

A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies an area of seven contiguous 5-foot hexes (based on a Large swarm; larger swarms will occupy more 5-foot hexes), but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through hexes occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot space (2-polyhex) based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous hexes.

Traits

—A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

—A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

—Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same

size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and it does not reform until its hit points exceed its nonlethal damage.

Swarm HD	Swarm Base Damage
1-5	1d6
6-10	2d6
11-15	3d6
16-20	4d6
21 or more	5d6

Swarm Attack

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown in the table.

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

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

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its hex is nauseated for 1 round; a Fortitude save (DC 10 + ½ swarm's HD + swarm's Con modifier; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Tech Subtype



This subtype is used exclusively for constructs; any construct with the Tech subtype has several weaknesses magical constructs don't. Tech constructs take full damage from electricity and ionic sources of damage. In the case of electricity, the damage is half-lethal and half-nonlethal damage, while ionic damage is 100% nonlethal damage. When a Tech construct reaches 0 hit points by any combination of lethal and nonlethal damage, it becomes disabled, its systems short-circuited. Tech constructs can also suffer critical hits, unlike magical constructs.

Water Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

"MONSTERS" IN D&D20

This folio offers over 400 creatures and templates in making challenges for your PCs. From mundane animals to legendary dragons, from power armor troops to massive mecha, from starfighters to star carriers, the rules are here to create "monsters".

As the GM, you have the prerogative to use ANY monster in this book in ANY scenario, regardless of the Six Levels as set forth in Session Zero. It could be a seemingly mundane world the PCs are in (i.e. Arcane / Divine / Mutation / Psionic Levels 0), yet the PC could encounter supernatural or psychic horrors that they must contend with in order to survive, or it could be a medieval magic scenario is suddenly set upon by a hi-tech (Tech Level 6+) invasion of mecha and starships. Do not feel constrained by the Six Levels you set for your scenario in using the monsters of this book; every monster is compatible to be used in any scenario.

Just keep in mind, especially regarding damage reductions and immunities, to ensure that your group has a way to defeat anything they meet (unless of course the objective is to throw something unbeatable at them!). If

you're going to use a creature with significant immunities or damage reduction or Hardness, confirm that the party can deal with the threat (at least theoretically).

Of course, "monster" is usually considered a pejorative term, as something unpleasant and/or unfriendly, suggesting that all the creatures herein are meant solely to be enemies for the PCs. However, exceptions happen, and it may be possible to meet a civil ogre or a refined orc in one's travels.

With that in mind, many monster races have a sub-entry giving the ruleset for using members of that race "as characters". Some of these races have a substantial racial level adjustment, meaning that, even as a 1st-level character in chosen class, the monster character is already considered significantly higher than 1st level, with racial HD and/or abilities that give it an advantage. Thus the monster character, travelling with other 1st level mainly-human characters, will either easily win most fights the party encounters, robbing the fight of tension for the others, or the fight challenges the monster character but is now lethal for the other PCs, leading to high casualty rates and general game dissatisfaction.

Basically speaking, characters within 2 levels of one another should be able to keep company safely, where the fights are still going to be challenging enough for the powerful characters yet not always lethal for the lower-level characters. In fact, if experience points are awarded properly, then characters of disparate level who travel together will slowly grow closer in level (see the DxD20 GM's Guide for more on Experience Points). But ultimately, if you're going to allow one PC to take a monster race with a +5 racial level modifier, thus effectively starting at 6th level, you should find a way to make all the other PCs at least 4th level to start, either by selecting their own monster races with roughly equivalent racial level modifiers, or by advancing their class levels.

And, as always, the final caveat regarding the rules presented herein; they are all privy to the final adjudication of the GM. If a player proposes to put together some sort of crazy mutant phrenic lich fiend combo that threatens to break your game, then don't allow it. Stroke the player's ego as to how "killer" the combo is, but explain that it's going to hurt the game for everyone else, and try to find an alternative that works for everyone.

IMPROVING MONSTERS

Each of the monster entries describes a typical creature of its kind. However, there are several methods by which extraordinary or unique monsters can be created using a typical creature as the foundation: by adding character classes, increasing a monster's Hit Dice, or by adding a template to a monster. These methods are not mutually exclusive—it's possible for a monster with a template to be improved by both increasing its Hit Dice and adding character class levels.

Improved Attribute Scores: All of the creature entries given below assume a completely average specimen (ie. Base attribute score of 10 or 11 in every stat), unless otherwise noted. As there will always be exceptional creatures, the attributes can be increased as necessary.

Class Levels: Intelligent creatures that are reasonably humanoid in shape most commonly advance by adding class levels. Creatures that fall into this category have an entry of "By character class" in their Advancement line. When a monster adds a class level, that level usually represents an increase in experience and learned skills and capabilities.

Increased Hit Dice: Intelligent creatures that are not humanoid in shape, and nonintelligent monsters, can advance by increasing their Hit Dice. Creatures with increased Hit Dice are usually superior specimens of their race, bigger and more powerful than their run-of-the-mill fellows.

Templates: Both intelligent and nonintelligent creatures with an unusual heritage or an inflicted change in their essential nature may be modified with a template. Templates usually result in tougher monsters with capabilities that differ from those of their common kin.

Each of these four methods for improving monsters is discussed in more detail below.

IMPROVED ATTRIBUTE SCORES

Monsters are assumed to have completely average (or standard) ability scores—a 10 or an 11 in each ability, as modified by their racial bonuses. However, improved monsters are individuals and often have better than normal ability scores, and usually make use of either the elite array or the nonelite array of ability scores. Monsters who improve by adding a template, and monsters who improve by increasing their Hit Dice, may use any of the three arrays (standard, nonelite, or elite). Any monster unique enough to be improved could easily be considered elite.

Elite Array: The elite array is 15, 14, 13, 12, 10, 8. While the monster has one weakness compared to a typical

member of its race, it is significantly better overall. The elite array is most appropriate for monsters who add levels in a player character class.

Nonelite Array: The nonelite array is 13, 12, 11, 10, 9, 8. The nonelite array does not necessarily make a monster better than normal, but it does customize the monster as an individual with strengths and weaknesses compared to a typical member of its race. The nonelite array is most appropriate for monsters who add class levels in a NPC class.

Ability Score Improvement: Treat monster Hit Dice the same as character level for determining ability score increases. This only applies to Hit Dice increases, monsters do not gain ability score increases for levels they “already reached” with their racial Hit Dice, since these adjustments are included in their basic ability scores.

MONSTERS AND CLASS LEVELS

If a creature acquires a character class, it follows the rules for multiclass characters.

The creature’s Hit Dice equal the number of class levels it has plus its racial Hit Dice. A creature’s “monster class” is always a favored class, and the creature never takes XP penalties for having it. Additional Hit Dice gained from taking levels in a character class never affect a creature’s size.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels. The monster is considered to have experience points equal to the minimum needed to be a character of its ECL.

If you choose to equip a monster with gear, use its ECL as its character level for purposes of determining how much equipment it can purchase. Generally, only monsters with an Advancement entry of “By character class” receive NPC gear; other creatures adding character levels should be treated as monsters of the appropriate CR and assigned treasure, not equipment.

Feat Acquisition and Ability Score Increases: A monster’s total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases.

INCREASING HIT DICE

As a creature gains Hit Dice, many of its game statistics change.

Size: Adding Hit Dice to a creature can also increase its size. An increase in size affects a creature’s Defense, attack rolls, and grapple checks, as shown on Table: Creature Sizes, as well as physical ability scores and damage, as shown in the descriptions of the creature types.

Defense: An increase in size affects a creature’s Armor Class, as shown on Table: Creature Sizes. An increase in size might also improve a creature’s natural armor bonus, as shown on Table: Adjustments to Physical Abilities and Natural Armor. Note that a natural armor bonus stacks with an equipment bonus from armor.

Attack Bonus: Table: Creature Saves and Base Attack Bonuses shows how a creature’s base attack bonus improves as it gains Hit Dice. A change in the creature’s size also modifies its attack rolls, as shown on Table: Creature Sizes. Both values must be counted when recalculating a creature’s attack bonus.

Grapple Modifier: An increase in size affects a creature’s grapple modifier, as shown on Table: Creature Sizes.

Damage: An increase in size also increases the amount of damage a creature deals with its natural weapons.

Saving Throws: Table: Creature Saves and Base Attack Bonuses shows how a creature’s saving throw bonuses improve as it gains Hit Dice.

Ability Scores: An increase in size affects a creature’s Strength, Dexterity, and Constitution, as shown on Table: Adjustments to Physical Abilities and Natural Armor.

Skills and Feats: As shown on Table: Bonus Skill Points and Feats by Creature Type, a creature may gain additional skill points and feats depending on its type.

Table: Adjustments to Physical Abilities and Natural Armor

Old Size ¹	New Size	Str	Dex	Con	Natural Armor Improvement
Fine	Diminutive	—	–2	—	—

Diminutive	Tiny	+2	-2	—	—
Tiny	Small	+4	-2	—	—
Small	Medium-size	+4	-2	+2	—
Medium-size	Large	+8	-2	+4	+2
Large	Huge	+8	-2	+4	+3
Huge	Gargantuan	+8	—	+4	+4
Gargantuan	Colossal	+8	—	+4	+5

¹ Repeat the adjustment if the creature moves up more than one size category.

Table: Bonus Skill Points and Feats by Creature Type

Type	Bonus Skill Points	Bonus Feats
Aberration	+2 per extra HD	+1 per 4 extra HD
Animal	—	—
Construct	—	—
Dragon	6 + Int modifier per extra HD	+1 per 4 extra HD
Elemental	+2 per extra HD	+1 per 4 extra HD
Fey	+2 per extra HD	+1 per 4 extra HD
Giant	+2 per extra HD	+1 per 4 extra HD
Humanoid	+1 per extra HD	+1 per 4 extra HD
Magical beast	+1 per extra HD ¹	+1 per 4 extra HD
Monstrous humanoid	+2 per extra HD	+1 per 4 extra HD
Ooze	—	—
Outsider	8 + Int modifier per 4 extra HD	+1 per extra HD
Plant	—	—
Undead	+2 per extra HD	+1 per 4 extra HD
Vermin	—	—

¹ Magical beasts with Intelligence 1 or 2 gain no skills as they advance.

TEMPLATES

Certain creatures are created by adding a template to an existing creature. A templated creature can represent a freak of nature, the individual creation of a single experimenter, or the first generation of offspring from parents of different species.

ACQUIRED AND INHERITED TEMPLATES

Some templates can be added to creatures anytime. Templates such as these are referred to as acquired templates, indicating that the creature did not always have the attributes of the template.

Other templates, known as inherited templates, are part of a creature from the beginning of its existence. Creatures are born with these templates. It's possible for a certain kind of template to be of either type.

READING A TEMPLATE

A template's description provides a set of instructions for altering an existing creature, known as the base creature. The changes that a template might cause to each line of a creature's statistics block are discussed below. Generally, if a template does not cause a change to a certain statistic, that entry is missing from the template description. For clarity, the entry for a statistic or attribute that is not changed is sometimes given as "Same as the base creature."

Size & Type: Templates often change a creature's type, and may change the creature's size.

If a template changes the base creature's type, the creature also acquires the augmented subtype unless the template description indicates otherwise. The augmented subtype is always paired with the creature's original

type. Unless a template indicates otherwise, the new creature has the traits of the new type but the features of the original type.

If a template changes a creature's size, use Table: Changes to Statistics by Size to calculate changes to natural armor, Armor Class, attack rolls, and grapple bonus.

Hit Dice and Hit Points: Most templates do not change the number of Hit Dice a monster has, but some do. Some templates change the size of a creature's Hit Dice (usually by changing the creature type). A few templates change previously acquired Hit Dice, and continue to change Hit Dice gained with class levels, but most templates that change Hit Dice change only the creature's original HD and leave class Hit Dice unchanged.

If the Hit Dice entry in a template description is missing, Hit Dice and hit points do not change unless the creature's Constitution modifier changes.

Initiative / Speed: If a template changes the monster's Dexterity, or if it adds or removes the Improved Initiative feat, this entry changes; if a template modifies a creature's speed, the template states how that happens. More commonly, a template adds a new movement mode.

Touch/Full AC: If a template changes the creature's size, see Table: Changes to Statistics by Size to determine its new Armor Class and to see whether its natural armor changes. In some cases the method of determining Armor Class changes radically, usually due to more natural armor; the template description explains how to adjust the creature's AC.

Base Attack (BA) / Grapple: Templates usually do not change a creature's base attack bonus. If a template modifies a creature's base attack bonus, the template description states how that happens. Changes to a creature's Strength score can change a creature's grapple bonus, as can changes to its size.

Attack and Full Attack: Most templates do not change a creature's attack bonus or modes of attack, even when the creature's type changes (the creature's base attack bonus is the same as a creature of the original type). Of course, any change in ability scores may affect attack bonuses. If Strength or Dexterity changes, use the new modifier to determine attack bonuses. A change in a monster's size also changes its attack bonus; see Table: Changes to Statistics by Size.

Damage: Damage changes with Strength. If the creature uses a two-handed weapon or has a single natural weapon, it adds 1-1/2 times its Strength bonus to the damage. If it has more than a single attack then it adds its Strength bonus to damage rolls for the primary attack and 1/2 its Strength bonus to all secondary attacks.

Space/Reach: A template may change this entry if it changes the monster's size. Note that this table does not take into account special situations such as exceptional reach.

Special Attacks: A template may add or remove special attacks. The template description gives the details of any special attacks a template provides, including how to determine saving throw DCs, if applicable.

Special Qualities: A template may add or remove special qualities. The template description gives the details of any special qualities a template provides, including how to determine saving throw DCs, if applicable. Even if the special qualities entry is missing from a template description, the creature still gains any qualities associated with its new type.

Saves: As with attacks, changing a monster's type does not always change its base saving throw bonuses. You only need to adjust them for new modifiers for Constitution, Dexterity, or Wisdom. A template may, however, state that a monster has a different "good" saving throw.

Attributes: If a template changes one or more attribute scores, these changes are noted here.

Skills: As with attacks, changing a monster's type does not always change its skill points. Most templates don't change the number of Hit Dice a creature has, so you don't need to adjust skills in that case unless the key abilities for those skills have changed, or the template gives a bonus on one or more skills, or unless the template gives a feat that provides a bonus on a skill check.

Some templates change how skill points are determined, but this change usually only affects skill points gained after the template is applied. Treat skills listed in the base creature's description as class skills, as well as any new skills provided by the template.

Feats: Since most templates do not change the number of Hit Dice a creature has, a template will not change the number of feats the creature has. Some templates grant one or more bonus feats.

Environment: Usually the same as the base creature.

Organization: Usually the same as the base creature.

Challenge Rating: Most templates increase the creature's Challenge Rating. A template might provide a modifier to be added to the base creature's CR, or it might specify a range of modifiers depending on the base creature's

original Hit Dice or CR.

Treasure: Usually the same as the base creature.

Alignment: Usually the same as the base creature, unless the template is associated with a certain alignment.

Advancement: Usually the same as the base creature.

Level Adjustment: This entry is a modifier to the base creature's level adjustment. Any level adjustment is meaningless unless the creature retains a high enough Intelligence (minimum 3) to gain class levels after applying the template.

Adding More Than One Template

In theory, there's no limit to the number of templates you can add to a creature. To add more than one template, just apply each template one at a time. Always apply inherited templates before applying acquired templates. Whenever you add multiple templates, pay attention to the creature's type—you may add a template that makes the creature ineligible for other templates you might want to add.

MONSTER FEATS

Whether through racial level advancement or by character class, monsters gain feats just like characters do. These feats apply to abilities most commonly found amongst monsters or are related to monsters.

ABILITY FOCUS [GENERAL]

Choose one of the creature's special attacks.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

AWESOME BLOW [FIGHTER]

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll with any bludgeoning weapon and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet per size category difference in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the hex it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage per 10 feet travelled in this manner, and the opponent stops in the space adjacent to the obstacle.

Special: A character with one or more Super-Strong Talents that treat the character as one or more size categories larger for purposes of their natural attack damage dice and their Jump skill is also treated as being that much larger for purposes of delivering an Awesome Blow.

ENCHANT / IMBUE CONSTRUCT [MAGIC; POWER; ITEM CREATION]

Prerequisites: Enchant Arms & Armor and Enchant Wondrous Item for magical constructs, Imbue Arms & Armor and Imbue Universal Item for psionic constructs.

Benefit: A creature with this feat can create any construct whose prerequisites it meets. Enchanting / imbuing a construct takes one day for each 1,000 gp in its market price. To enchant / imbue a construct, its creator must spend 1/20th the item's price in XP and use up raw materials costing half of this price (see individual construct entries for details).

A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired. A newly created construct has average hit points for its Hit Dice.

EMPOWER SPELL-LIKE / PSI-LIKE ABILITY [MAGIC; POWER]

Prerequisite: Spell-like ability at caster level 6th or higher or psi-like ability at manifester level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

FLYBY ATTACK [FIGHTER]

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

HOVER [GENERAL]

Prerequisite: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Normal: Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

IMPROVED NATURAL ARMOR [GENERAL]

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by 1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

IMPROVED NATURAL ATTACK [GENERAL]

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

MULTIATTACK [GENERAL]

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

MULTIWEAPON FIGHTING [FIGHTER]

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

QUICKEN SPELL-LIKE / PSI-LIKE ABILITY [GENERAL]

Prerequisite: Spell-like ability at caster level 10th or higher or psi-like ability at manifester level 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described below. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –4. For a summary, see the table below.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.



Empower and Quicken Spell-Like / Psi-Like Ability		
Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

SNATCH [GENERAL]

Prerequisite: Size Huge or larger.

Benefits: The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount of falling damage, whichever is greater.

WINGOVER [GENERAL]

Prerequisite: Fly speed.

Benefits: A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive.

The change of direction consumes 10 feet of flying movement.

MONSTER WEAKNESSES

Although a creature's type and species determine many of its traits and abilities, GMs are encouraged to alter a creature's physiology, behavior, abilities, tactics, and defenses when it serves the story or to confound players who think they know everything about their opponents. Conversely, using creature weaknesses allows the GM to use creatures that would otherwise be undefeatable to help create a sense of desperation in the scenario.

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

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

Source Effects

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

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

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



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

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

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

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

Attraction: The creature is compelled to move as fast as it can toward the source. On a successful Will save, the creature resists the compulsion. On a failed save, the creature moves toward the source at its maximum speed, taking the safest and most direct route. Once it reaches the source, the compelled creature seeks to possess it. If

the source isn't something the creature can easily possess, it gets a new save every round to break the compulsion. Even creatures immune to mind-affecting effects are susceptible to a source-induced attraction.

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

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

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

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

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

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

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

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

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

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

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

Table: Sample Sources of Weakness

d%	Source	d%	Source
01	Alcohol or moonshine	49	Lilac-scented candles
02	Amber	50	Mathematical equations
03	Animated cartoons	51	Morphine
04	Archways	52–53	Nerve gas
05–06	Bells or chimes	54	Nitrous oxide (laughing gas)
07	Books written by William Blake	55	Novocaine
08	Bunnies	56–57	Number “8”
09–10	Cancerous organs	58	Pearls
11	Carbonated soft drinks	59	Penicillin

12–13	Cats	60	Photo flashes
14	Chrome	61–62	Plastic or vinyl
15–16	Classical music	63–64	Played violin or electric guitar
17	Clocks	65	Playgrounds
18	Clowns	66–67	Plutonium
19	Cocaine	68	Poppies
20–21	Country music	69	Pulsing strobe lights
22–23	Crosses or crucifixes	70–71	Radiation
24	Crows	72	Radio waves
25	Dogs	73	Rubber
26	Elvis Presley memorabilia	74	Running water
27	Fast cars	75–76	Silver
28	Fast foods	77	Sodium benzoate (food preservative)
29–30	Fluorescent lights	78–79	Sodium chloride (salt)
31	Games of chance	80–81	Specific phrase or word
32	Gold or iron pyrite (fool's gold)	82	Specific song
33	Grave dirt	83	Spoken Latin
34–35	Heavy metal music	84	Stuffed animals
36–37	Holy symbols	85	Sumerian or Egyptian hieroglyphs
38–39	Holy water	86–87	Sunlight
40	Hospitals	88–89	The Bible
41	Ice cream	90	Tinfoil
42	Insecticide (DDT)	91–92	Toxic waste
43	Jack o'-lanterns	93–94	Triangles
44	Keys	95	Television infomercials
45–46	Laughter of children	96	Television static
47	Laundry detergent	97–98	White rice
48	Lavender	99–100	X-rays

RESEARCHING MONSTERS

Researching a creature and learning its weaknesses will increase the likelihood of victory in the ultimate confrontation. This can be done one of two ways; either research it within the game using the Research skill, or by making a Knowledge skill check to see if your character may have already been exposed to such knowledge in their past studies. A Knowledge skill check is resolved immediately; either the character does or doesn't know it.

If a hero doesn't already know something via their Knowledge skills, they can uncover secrets about a particular creature or type of creature through research. The success of any such endeavor is measured with Research skill checks. Of course, these DCs assume that the answer to the researcher's question is somewhere within the library of accessed information. However, if the answer would not be immediately available, but instead must be teased out through multiple sources, then the DC to find all the necessary references to discover the requested information may be anywhere from +5 to +20 or more, depending on how esoteric or hidden the sought-after knowledge is (GM's adjudication).

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

Type of Information	Research/Knowledge Check DC
Type Traits	
Reveals a creature's type and any traits common to that type	15/20
Species Traits	
Reveals a specific creature's Species Traits	20/30
Unique Traits	

READING THE ENTRIES

Each monster description is organized in the same general format, as outlined below.

STATISTICS BLOCK

This portion of a monster description contains basic game information on the creature.

Name

This is the name by which the creature is generally known. The descriptive text may provide other names.

Size & Type

This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below).

The size and type line also gives the creature's type (see the section on "Creature Types", below). Type determines how magic affects a creature. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points.

Hit Dice

This line gives the creature's number and type of Hit Dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill. This section will also show any natural hardness the creature has as a result of a natural AC bonus, denoted in points (and, if applicable, dice) of damage ignored. Where appropriate, conversions for dice ("d") and capital dice ("D") are offered.



T/AC System Adjustment

This line gives the different stats required to adjudicate a creature's natural armor in a T/ACtical system scenario. It gives the creature a "natural hardness" based on their natural armor AC modifier, as well as gaining an additional +5 HP per +1 of natural armor bonus in a natural armor HP pool. The creature can opt to assign damage to the HP in its natural armor HP pool when an attack roll hits their natural armor (i.e., when an attack roll beats the touch AC of the creature but not the total AC of the creature). Once a creature's natural armor HP pool reaches zero, any further damage must be assigned to the creature's base HP, but the creature continues to apply their natural hardness to any attacks that do not hit the creature's total AC.

If the creature has damage reduction (DR) vulnerable to magic (i.e., damage reduction 5/magic), then its natural attacks are considered magical for purposes of overcoming others' damage reduction. Furthermore, it ignores an amount of Hardness with its natural attacks equal to the amount of its damage reduction. Using the example given above, a creature with damage reduction 5/magic would have an additional entry, "Ignore 5/1d Hardness", denoting how much Hardness the creature's natural attacks ignore. Only creatures with damage reduction */magic will have a listing to Ignore Hardness in the T/ACtical combat system.

Initiative / Speed

This line gives the creature's modifier on initiative checks, demarcated by a semi-colon from the creature's speed. Given is the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical).

Burrow: The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot run while burrowing.

Climb: A creature with a climb speed has the Climb skill at no cost and gains a +8 species bonus on Climb checks. The creature must make a Climb check to climb any wall or slope with a DC greater than 0, but it always can

choose to take 10, even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it attempts an accelerated climb, it moves at double the given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Creatures cannot use the run action while climbing. The creature retains its Dexterity bonus to Defense (if any) while climbing, and opponents get no special bonus on their attack rolls against the climbing creature.

Fly: The creature can fly at the given speed if carrying no more than a medium load. All fly speeds include a parenthetical note indicating maneuverability:

–Perfect: The creature can perform almost any aerial maneuver it wishes.

–Good: The creature is agile in the air, but cannot change direction as readily as one with perfect maneuverability.

–Average: The creature can fly as adroitly as a small bird.

–Poor: The creature flies as well as a very large bird.

–Clumsy: The creature can barely fly at all.

Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal double damage. Creatures can use the run action while flying, provided they fly in a straight line.

Swim: A creature with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if distracted or endangered when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

Touch/Full AC (T/AC)

This line gives the creature's Armor Class (AC) for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually Defense Bonus [DB], size, Dexterity, and natural armor). The creature's touch AC is followed by their combat-ready AC, to give the T/ACtual AC (touch AC / full AC) armor class of the creature. The flat-footed AC follows that T/AC entry.

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor, as well as shields.

BA / Grapple / Parry

The number before the slash on this line is the creature's Base Attack (BA) bonus (before any modifiers are applied). This number won't often be used, but it can be handy sometimes, especially if the creature has the Power Attack or Combat Expertise feats.

The number after the first slash is the creature's grapple bonus, which is used when the creature makes a grapple check, or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks (base attack bonus, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

The number after the second slash is the parry bonus, which is used when the creature attempts to parry and make an opposed attack roll to deflect an incoming melee attack that would otherwise hit. The parry bonus includes all modifiers that apply to the creature's parry attempt (base attack bonus, Strength modifier, Weapon Focus modifier if using the appropriate weapon or shield equipment AC modifier if using shield, and any other applicable modifier, such as the Defensive Martial Arts feat bonus).

If the entry for the creature's Parry is denoted with an asterisk ("*"), then the creature has the Defensive Martial Arts feat, and can declare their Parry attempt as a swift action (instead of a move action). If the entry for the Parry bonus denotes a slash ("—"), then the creature does not have the requisite intelligence (minimum Int 3) to consider parrying an incoming attack.

Attack

This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat

can use its Dexterity modifier on melee attacks. If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or." A creature can use one of its secondary natural weapons when making an attack action, but if it does it takes an attack penalty, as noted in the Full Attack section below. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Full Attack

This line shows all the physical attacks the creature makes when it uses a full-round action to make a full attack. It gives the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, with an attack bonus including modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. The remaining weapons are secondary, and attacks with them are made with a –5 penalty to the attack roll, no matter how many there are. Creatures with the Multiattack feat take only a –2 penalty on secondary attacks. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

A creature's primary attack damage includes its full Strength modifier (1-1/2 times its Strength bonus if the attack is with the creature's sole natural weapon) and is given first. Secondary attacks add only 1/2 the creature's Strength bonus and are given second in the parentheses.

If any attacks also have some special effect other than damage, that information is given here.

Unless noted otherwise, creatures using natural weapons deal double damage on critical hits.

Manufactured Weapons: Creatures that use swords, bows, spears, and the like follow the same rules as characters do. The bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus) and is given first. Offhand weapons add only 1/2 the Strength bonus and are given second in the parentheses.

Space/Reach

This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies.

The standard is a 5' hex for a Medium-sized creature, with a ring of 5' hexes added for each additional size category beyond Medium-sized, given as a polyhex in brackets. A Large creature occupies a 2-polyhex, a composite hex space of 7 hexes, composed of a central hex and the 6 hexes bordering it. A Huge creature occupies a 3-polyhex, a composite space of 19 hexes; a central hex, the ring of 6 hexes around it, and the ring of 12 hexes around them. A Gargantuan creature occupies a 4-polyhex of 37 hexes, while the smallest Colossal creature occupies a 5-polyhex of 61 hexes.

Conversely, a Small creature occupies 1/7th of a 5' hex (technically 7 smaller 1.5' "microhexes") or a 2-microhex, and a Tiny creature occupies 1/19th of a 5' hex, or a 3-microhex. A Diminutive creature occupies 1/37th of a 5' hex, a 4-microhex, while a Fine creature occupies 1/61st of a 5' hex, a 5-microhex. Long creatures have a shorter reach than other creatures of the same size category;

Creature Size	Hex Space	# of Hexes Occupied	Reach
Fine	5-microhex (3 inches)	1/61 st of a hex	3" (One 5-microhex)
Diminutive	4-microhex (6 inches)	1/37 th of a hex	6" (One 4-microhex)
Tiny	3-microhex (1 foot)	1/19 th of a hex	1" (One 3-microhex)
Small	2-microhex (2 feet)	1/7 th of a hex	2' (One 2-microhex)
Medium-sized	1 Hex (5 feet)	1 hex	5' (One hex)
Large	2-polyhex (10 feet)	7 hexes	10' (Two hexes)
Huge	3-polyhex (15 feet)	19 hexes	10' (Two hexes)
Gargantuan	4-polyhex (20 feet)	37 hexes	15' (Three hexes)
Colossal	5-polyhex (30 feet)	61 hexes	15' (Three hexes)

The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a

weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities

Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's racial Hit Dice + the relevant ability modifier.

The save DC is given in the creature's description along with the ability on which the DC is based.

Saves / Dodge

This line gives the creature's Fortitude, Reflex/Dodge, and Will save modifiers.

Dodge is an opposed Reflex save against an opponent's attack roll, calculated using the character's Reflex save modifier, Defense bonus from class (if any), any Dodge modifiers to AC, and size modifier to AC, if any, as bonuses (or penalties, in the case of Large and larger creatures) on the roll to match or exceed the attack roll. If the entry for the creature's Dodge is denoted with an asterisk ("*"), then the creature has the Dodge feat, and can declare their Dodge attempt as a swift action (as opposed to a move action). If the entry for the Dodge bonus denotes a slash ("—"), then the creature does not have the requisite intelligence (minimum Int 1) to consider dodging an incoming attack.

Attributes

This line lists the creature's attribute scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of attribute scores before racial adjustments (all 11s and 10s). To determine any creature's racial attribute adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a creature's descriptive text.)

Strength: Quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once.

Intelligence: A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Common, unless noted otherwise).

Non-Abilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a non-ability is +0.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it is immobile. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can act (such as by casting spells), the creature applies its Intelligence modifier instead of its Dexterity modifier to initiative checks. The creature fails all Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and it always fails Constitution checks.

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-affecting effects and automatically fails Intelligence checks.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1

point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Skills

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from feats or racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it receives.

The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers.

An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations.

Natural Tendencies: Some creatures simply aren't made for certain types of physical activity. If it seems clear that a particular creature simply is not made for a particular physical activity, that creature takes a –8 penalty on skill checks that defy its natural tendencies.

In extreme circumstances the creature fails the check automatically.

Feats

The line gives the creature's feats. A monster gains feats just as a character does. Sometimes a creature has one or more bonus feats, marked with a bracketed B "(B)". Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Environment

This line gives a type of climate and terrain where the creature is typically found. This describes a tendency and is not exclusionary.

Organization

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures, whom it serves in some capacity.

Challenge Rating

This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Treasure

This line reflects how much wealth the creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home.

Alignment

This line gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole ("Always, Usually", etc.). While alignments are more intrinsic to a race (and even then there always exceptions), most allegiances are on a per-being basis, and thus not included here. However, sometimes a creature is listed as having an "allegiance" to an alignment (chaos, evil, good, law), which is the functional equivalent of the alignment.

Advancement

The monster entry usually describes only the most commonly encountered version of a creature. The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

Level Adjustment

This line is included in the entries of creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A character's ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character's starting equipment.

MONSTERS (A)

ABOLETH

	Aboleth	Aboleth Mage, 10th-Level Wizard
Size & Type:	Huge Aberration (Aquatic)	Huge Aberration (Aquatic)
Hit Dice:	8d8+40 (76 hp)	8d8+56 plus 10d4+70 (177 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP	Hardness 5/1d; +35 HP
Initiative / Speed:	+1; 10 ft. (2 hexes), swim 60 ft.	+7; 10 ft. (2 hexes), swim 60 ft.
Touch/Full AC (T/AC):	9/16 (–2 size, +1 Dex, +7 natural), flat-footed 15	14/21 (+3 DB, –2 size, +3 Dex, +7 natural), flat-footed 15
BA / Grapple / Parry:	+6/+22/+14	+11/+28/+23
Attack:	Tentacle +12 melee (1d6+8 plus slime)	Tentacle +18 melee (1d6+9 plus slime)
Full Attack:	4 tentacles +12 melee (1d6+8 plus slime)	4 tentacles +18 melee (1d6+9 plus slime)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Enslave, psionics, slime	Enslave, psionics, slime, spells
Special Qualities:	Aquatic subtype, darkvision 60 ft., mucus cloud	Aquatic subtype, darkvision 60 ft., mucus cloud, summon familiar
Saves / Dodge:	Fort +7, Ref +3, Will +11, Dodge +1	Fort +15, Ref +10, Will +15, Dodge +11
Attributes:	Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17	Str 28, Dex 16, Con 24, Int 20, Wis 16, Cha 14
Skills:	Concentration +16, Knowledge (any one) +13, Listen +16, Spot +16, Swim +8	Bluff +13, Concentration +25, Decipher Script +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +4, Knowledge (arcana) +15, Knowledge (dungeoneering) +25, Knowledge (history) +15, Knowledge (the planes) +15, Listen +15, Search +10, Sense Motive +15, Spellcraft +20, Spot +17, Survival +3 (+5 following tracks, on other planes, and underground), Swim +8
Feats:	Alertness, Combat Casting, Iron Will	Combat Casting, Empower Spell, Eschew Materials, Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (illusion), Spell Focus (enchantment), Spell Penetration
Environment	Underground	Underground
Organization:	Solitary, brood (2–4), or slaver brood (1d3+1 plus 7–12 skum)	Solitary
Challenge Rating:	7	17

Treasure:	Double standard	Double standard
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	9–16 HD (Huge); 17–24 HD (Gargantuan)	By character class
Level Adjustment:	+9	—

The aboleth is a revolting massive fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly, with four pulsating blueblack orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds. Aboleths speak their own language, as well as Undercommon and Aquan.

COMBAT

An aboleth attacks by flailing with its long, slimy tentacles, though it prefers to fight from a distance using its illusion powers.

Psi-Like Abilities: At will—*Disable* (30-ft. cone, 12 HD, DC 20*), *False Sensory Input* (five targets, DC 16*), *Mental Disruption* (20-ft. radius, DC 18*), *Mindlink* (unwilling, nine targets, DC 14*); 3/day—*Ego Whip* (ML 7th, 2d4, DC 17*), *Id Insinuation* (ML 7th, three targets, DC 17*), *Dominate Being* (any target, 24 hours, DC 20*), *Thought Shield* (power resistance 21, 3 rounds*); 1/day—*Modify Memory* (DC 17), *Remote Viewing* (DC 17), *Wall of Ectoplasm* (DC 17). Manifest level 13th. The save DCs are Charisma-based.

*Includes augmentation for the aboleth's manifester level.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *Remove Disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *Heal* spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ABOLETH MAGE

COMBAT

The save DC for the aboleth mage's transformation tentacle attack (DC 21) and its mucus cloud (DC 21) are adjusted for its higher Constitution score. The aboleth mage uses a number of spells, such as *Displacement*, *Greater Invisibility*, and *Wall of Force*, to protect itself while seizing control of its foes with spells and innate abilities.

Typical Wizard Spells Prepared (4/6/5/4/4/3 or 100 PP; save DC 15 + spell level): 0—*daze*, *Detect Magic & Psionics* (2), *Resistance*; 1st—*Alarm*, *Charm Person*, *Color Spray*, *Mage Armor*, *Magic Missile* (2); 2nd—*Blur*, *Bull's Strength*, *Darkness*, *Fox's Cunning*, *See Invisibility*; 3rd—*Dispel Magic & Psionics*, *Displacement*, *Fly*, *Lightning Bolt*; 4th—*Greater Invisibility*, *Phantasmal Killer*, *Scrying*, *Stoneskin*; 5th—*Hold Monster*, empowered *Lightning Bolt*, *Wall of Force*.

ACHAIERAI

Size & Type:	Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	6d8+12 (39 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP
Initiative / Speed:	+1; 50 ft. (10 hexes)

Touch/Full AC (T/AC):	11/21 (–1 size, +1 Dex, +1 dodge, +10 natural), flat-footed 19
BA / Grapple / Parry:	+6/+14/+10
Attack:	Claw +9 melee (2d6+4)
Full Attack:	2 claws +9 melee (2d6+4) and bite +4 melee (4d6+2)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Black cloud
Special Qualities:	Darkvision 60 ft., spell resistance 19
Saves/ Dodge:	Fort +7, Ref +6, Will +7, Dodge +6*
Attributes:	Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16
Skills:	Balance +10, Climb +13, Diplomacy +5, Hide +6, Jump +21, Listen +11, Move Silently +10, Sense Motive +11, Spot +11
Feats:	Dodge, Mobility, Spring Attack
Environment:	A lawful-aligned plane
Organization:	Solitary or flock (5–8)
Challenge Rating:	5
Treasure:	Double standard
Alignment:	Always lawful evil
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

Achaierais are massive, 15-foot-tall flightless birds that inhabit lawful planes of battle and are only occasionally encountered elsewhere. Achaierais speak Infernal. They weigh about 750 pounds.

COMBAT

In close combat, an achaierai lashes out with two of its four legs and snaps with its powerful beak. It makes frequent use of its Spring Attack feat to strike quickly and then retreat out of range before an enemy can counterattack. An achaierai's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an *Insanity* spell (caster level 16th). The save DC is Constitution-based.

ALICORN

	Alicorn	Advanced Alicorn Champion of Good
Size & Type:	Large Magical Beast	Large Magical Beast
Hit Dice:	8d10+40 (84 hp)	16d10+80 (168 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP; (Ignore 15/3d Hardness with horn)	Hardness 5/1d; +30 HP; (Ignore 15/3d Hardness with horn)
Initiative / Speed:	+7; 60 ft. (12 hexes), fly 150' (good)	+8; 60 ft. (12 hexes), fly 200' (good)
Touch/Full AC (T/AC):	12/18 (–1 size, +3 Dex, +6 natural), flat-footed 15	15/21 (–1 size, +1 competence, +4 Dex, +1 dodge, +6 natural), flat-footed 15
BA / Grapple / Parry:	+8/+17/+14	+16/+25/+25*
Attack:	Horn +14 melee (1d8+8)	Horn +25 melee (2d4+8)
Full Attack:	Horn +14 melee (2d4+8) and 2 hooves +8 melee (1d4+2)	Horn +25 melee (2d4+8) and 2 hooves +16 melee (1d4+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Spells	Spells
Special Qualities:	Blinding beauty (DC 19), damage reduction 10/evil, darkvision 60 ft., divine grace, spell-like abilities, immunity to poison, charm, and compulsion, low-light vision, magic circle against evil, scent, wild empathy	Blinding beauty (DC 23), damage reduction 10/evil, darkvision 60 ft., divine grace, immunity to poison, charm, and compulsion, low-light vision, magic circle against evil, scent, spell-like abilities, spell resistance 20,

		wild empathy
Saves / Dodge:	Fort +21, Ref +19, Will +17, Dodge +19	Fort +25, Ref +24, Will +20, Dodge +25*
Attributes:	Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 30	Str 20, Dex 18, Con 21, Int 10, Wis 22, Cha 30
Skills:	Jump +21, Listen +11, Move Silently +5, Spot +11, Survival +5	Concentration +11, Knowledge (nature) +9, Knowledge (religion) +8, Jump +25, Listen +15, Move Silently +8, Spot +15, Survival +15
Feats:	Alertness, Improved Initiative, Weapon Focus (horn)	Alertness, Combat Casting, Defensive Martial Arts, Dodge, Improved Initiative, Weapon Focus (horn)
Environment:	Any temperate	Any
Organization:	Solitary (possibly with unicorn and pegasus parents if juvenile or younger)	Solitary
Challenge Rating:	8	16
Treasure:	None	None
Alignment:	Always neutral good	Always neutral good
Advancement:	9–16 HD (Large)	By character class
Level Adjustment:	+10	–

The blessed union of a pegasus and a unicorn, an alicorn is not only born with the gifts of both its parents, it is favored by the gods, wielding divine power in the name of Good. With a rapier-like horn, powerful wings, and a shimmering coat and mane, the alicorn can only be gazed upon by those of good heart and intent.

COMBAT

An alicorn uses its blinding beauty to determine the alignment of those near it, as any evil onlookers must avert their eyes or go blind. If any are stricken blind, the alicorn will calmly reproach them for their moral stance. If the wayward individual is repentant, the alicorn will charge them with a quest to prove their newfound position. If the evil being insists on attacking the alicorn, it will respond in kind, always with a mind to prevent bloodshed or death. The alicorn's horn is a +3 magic weapon, though its power fades if removed.

Blinding Beauty (Su): The alicorn's countenance glows with unearthly beauty, striking blind any of evil alignment who attempt to look at the alicorn (Fort DC 19 to save). This save must be made every round that an evil being attempts to look directly at the alicorn.

Divine Grace (Ex): The alicorn receives a luck bonus to its saving throws equal to its Charisma modifier (typically +10).

Magic Circle versus Evil (Su): This ability continuously duplicates the effect of the spell. An alicorn cannot suppress this ability.

Spell-Like abilities: All alicorns possess spell-like abilities equivalent to a Saint of equal level to the alicorn's hit dice. The alicorn's domains include Good, Healing, and two other domains of choice (but those choices cannot include the Death, Destruction, Evil, or War domains).

Typical Saint Domain Spells Known: Good, Healing, Luck, Protection (Up to 4th level spells available, 116 PP, cast as an 8th-level Saint); 1st—*Cure Light Wounds*, *Entropic Shield*, *Protection from Evil*, *Sanctuary*; 2nd—*Aid*, *Cure Moderate Wounds*, *Shield Other*; 3rd—*Cure Serious Wounds*, *Magic Circle versus Evil*, *Protection from Energy*; 4th—*Cure Critical Wounds*, *Freedom of Movement*, *Neutralize Poison*, *Spell Immunity*.

Once per day an alicorn can use *Greater Teleport* to move anywhere within its home region.

Wild Empathy (Ex): This power works like the Druid's wild empathy class feature, except that a alicorn has a +10 racial bonus on the check.

ADVANCED ALICORN CHAMPION OF GOOD

This regal being is likely centuries old, having worked alongside the likes of ancient good dragons and noble celestial champions in their communal desire to serve the greater good. It has all the abilities of a typical alicorn as given above, except as noted below.

Blinding Beauty (Su): The advanced alicorn's DC to save against being blinded is Fort DC 23.

Spell-Like Abilities: The advanced alicorn has spell-like abilities mimicking the spell list of a 16th-level Saint. The

advanced alicorn's domains include Good, Healing, Luck, and Protection, although other combos are available (see above).

Typical Saint Domain Spells Known: Good, Healing, Luck, Protection (Up to 8th level spells available, 412 PP, cast as a 16th-level Saint, save DC 20 + spell level); 1st—*Cure Light Wounds, Entropic Shield, Protection from Evil, Sanctuary*; 2nd—*Aid, Cure Moderate Wounds, Shield Other*; 3rd—*Cure Serious Wounds, Magic Circle versus Evil, Protection from Energy*; 4th—*Cure Critical Wounds, Freedom of Movement, Neutralize Poison, Spell Immunity*; 5th—*Break Enchantment, Dispel Evil, Mass Cure Light Wounds, Spell Resistance*; 6th—*Blade Barrier, Heal, Mislead, Null Power Field*; 7th—*Holy Word, Regenerate, Repulsion, Spell Turning*; 8th—*Holy Aura, Mass Cure Critical Wounds, Mind Blank, Moment of Prescience*.

ALIEN (see EXTRATERRESTRIAL)

ALLIP

Size & Type:	Medium Undead (Incorporeal)
Hit Dice:	4d12 (26 hp)
T/AC System Adj:	--
Initiative / Speed:	+5; Fly 30 ft. (perfect) (6 hexes)
Touch/Full AC (T/AC):	15/15 (+1 Dex, +4 deflection), flat-footed 14
BA / Grapple / Parry:	+2/—/—
Attack:	Incorporeal touch +3 melee (1d4 Wisdom drain)
Full Attack:	Incorporeal touch +3 melee (1d4 Wisdom drain)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Babble, madness, Wisdom drain
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
Saves / Dodge:	Fort +1, Ref +4, Will +4, Dodge +4
Attributes:	Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18
Skills:	Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +2
Feats:	Improved Initiative, Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–12 HD (Medium)
Level Adjustment:	—

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink. An allip cannot speak intelligibly.

COMBAT

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack.

On each such successful attack, it gains 5 temporary hit points.

ANGEL

Angels are a race of celestials, beings who live on the good-aligned Outer Planes. Angels can be of any good alignment. Regardless of their alignment, angels never lie, cheat, or steal. They are impeccably honorable in all their dealings and often prove the most trustworthy and diplomatic of all the celestials. All angels are blessed with comely looks, though their actual appearances vary widely. Serving in the defense of their god / principles, angels rarely leave their upper plane of origin, except by direct order from above. More likely, a celestial is dispatched to attend to the god's business in the Prime Material Plane.

Angels speak Celestial, Infernal, and Draconic, though they can speak with almost any creature because of their Tongues ability.

COMBAT

In combat, most angels make full use of their mobility and their ability to attack at a distance.

Angel Traits: An angel possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—Immunity to acid, cold, and petrification.

—Resistance to electricity 10 and fire 10.

— +4 racial bonus on saves against poison.

—**Protective Aura (Su):** Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *Magic Circle Versus Evil* effect and a *Lesser Globe of Invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

—**Tongues (Su):** All angels can speak with any creature that has a language, as though using a *Tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

ANGEL, ASTRAL DEVA



Size & Type:	Medium Outsider (Angel, Extraplanar, Good)
Hit Dice:	12d8+48 (102 hp)
T/AC System Adj:	Hardness 15/3d; +75 HP; Ignore 5/1d Hardness
Initiative / Speed:	+8; 50 ft. (10 hexes), fly 100 ft. (good)
Touch/Full AC (T/AC):	14/29 (+4 Dex, +15 natural), flat-footed 25
BA / Grapple / Parry:	+12/+18/+21
Attack:	+3 <i>heavy mace of disruption</i> +21 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
Full Attack:	+3 <i>heavy mace of disruption</i> +21/+16/+11 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities, stun
Special Qualities:	Damage reduction 5/evil and magic, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, spell resistance 30, tongues, uncanny dodge
Saves / Dodge:	Fort +14 (+18 against poison), Ref +12, Will +12, Dodge +12
Attributes:	Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20
Skills:	Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +6
Feats:	Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack
Environment:	Any good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	14
Treasure:	No coins; double goods; standard items

Alignment:	Always good (any)
Advancement:	13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment:	+12

An astral deva is about 7-1/2 feet tall and weighs about 250 pounds. It is a perfectly-sculpted being, typically with copper skin and irisless emerald eyes.

COMBAT

An astral deva is not afraid to enter melee combat. It takes a fierce joy in bashing evil foes with its powerful +3 *heavy mace of disruption*.

An astral deva's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*Aid*, *Continual Flame*, *Detect Evil*, *Discern Lies* (DC 19), *Dispel Evil* (DC 20), *Dispel Magic* & *Psionics*, *Holy Aura* (DC 23), *Holy Smite* (DC 19), *Holy Word* (DC 22), *Invisibility* (self only), *Plane Shift* (DC 22), *Polymorph* (self only), *Remove Curse* (DC 18), *Remove Disease* (DC 18), *Remove Fear* (DC 16); 7/day—*Cure Light Wounds* (DC 16), *See Invisibility*; 1/day—*Blade Barrier* (DC 21), *Heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

ANGEL, PLANETAR

Size & Type:	Large Outsider (Angel, Extraplanar, Good)
Hit Dice:	14d8+70 (133 hp)
T/AC System Adj:	Hardness 15, +95 HP; Ignore 10/2d Hardness
Initiative / Speed:	+8; 30 ft. (6 hexes), fly 90 ft. (good)
Touch/Full AC (T/AC):	13/32 (–1 size, +4 Dex, +19 natural), flat-footed 28
BA / Grapple / Parry:	+14/+25/+28
Attack:	+3 <i>greatsword</i> +23 melee (3d6+13/19–20) or slam +20 melee (2d8+10)
Full Attack:	+3 <i>greatsword</i> +23/+18/+13 melee (3d6+13/19–20) or slam +20 melee (2d8+10)
Space/Reach:	10 ft. (2-polyhex) / 10 ft. (2 hexes)
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 10/evil and magic, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 10, resistance to electricity 10 and fire 10, spell resistance 30, tongues
Saves / Dodge:	Fort +14 (+18 against poison), Ref +13, Will +15, Dodge +12
Attributes:	Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22
Skills:	Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Listen +23, Move Silently +21, Sense Motive +23, Search +23, Spot +23, Use Rope +6
Feats:	Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack
Environment:	Any good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	16
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	15–21 HD (Large); 22–42 HD (Huge)
Level Adjustment:	—

A planetar is nearly 9 feet tall and weighs about 500 pounds. Proud and righteous, this perfect specimen of their

god's will has silver skin with eyes of sapphire blue.

COMBAT

Despite their vast array of magical powers, planetars are likely to wade into melee with their +3 *greatswords*. They particularly enjoy fighting fiends.

A planetary's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Regeneration: A planetary takes damage from evil-aligned weapons and from spells and effects with the evil descriptor.

Spell-Like Abilities: At will—*Continual Flame*, *Dispel Magic & Psionics*, *Holy Smite* (DC 20), *Invisibility* (self only), *Lesser Restoration* (DC 18), *Remove Curse* (DC 19), *Remove Disease* (DC 19), *Remove Fear* (DC 17), *Speak with Dead* (DC 19); 3/day—*Blade Barrier* (DC 22), *Flame Strike* (DC 21), *Polymorph* (self only), *Power Word Stun*, *Raise Dead*, *Waves of Fatigue*; 1/day—*Earthquake* (DC 24), *Greater Restoration* (DC 23), *Mass Charm Being* (DC 24), *Waves of Exhaustion*. Caster level 17th. The save DCs are Charisma-based.

The following abilities are always active on the planetary's person, as the spells (caster level 17th): *Detect Evil*, *Detect Snares and Pits*, *Discern Lies* (DC 20), *See Invisibility*, and *True Seeing*. They can be dispelled, but the planetary can reactivate them as a free action.

Spells: Planetars can cast divine spells as 17th-level Clerics. A planetary has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/7/7/6/6/4/3/2 or 374 PP; save DC 16 + spell level): 0—*Create Water*, *Detect Magic & Psionics*, *Guidance*, *Resistance* (2), *Virtue*; 1st—*Bless* (2), *Cause Fear*, *Divine Favor* (2), *Entropic Shield*, *Inflict Light Wounds**, *Shield of Faith*; 2nd—*Aid**, *Align Weapon*, *Bear's Endurance*, *Bull's Strength* (2), *Consecrate*, *Eagle's Splendor*, *Hold Person*; 3rd—*Contagion**, *Daylight*, *Dispel Magic & Psionics*, *Invisibility Purge*, *Prayer* (2), *Summon Monster III*, *Wind Wall*; 4th—*Death Ward*, *Dismissal*, *Inflict Critical Wounds**, *Neutralize Poison* (2), *Summon Monster IV*; 5th—*Break Enchantment*, *Circle of Doom**, *Dispel Evil*, *Mark of Justice*, *Plane Shift*, *Righteous Might*; 6th—*Banishment*, *Harm**, *Heal*, *Heroes' Feast*, *Mass Cure Moderate Wounds*; 7th—*Dictum*, *Disintegrate**, *Holy Word*, *Regenerate*; 8th—*Holy Aura**, *Mass Cure Critical Wounds*, *Shield of Law*; 9th—*Implosion*, *Summon Monster IX (good)**.

*Domain spell. Domains: Destruction and Good.

ANGEL, SOLAR

Size & Type:	Large Outsider (Angel, Extraplanar, Good)
Hit Dice:	22d8+110 (209 hp)
T/AC System Adj:	Hardness 20/4d/1D; +105 HP; Ignore 15/3d Hardness
Initiative / Speed:	+9; 50 ft. (10 hexes), fly 150 ft. (good)
Touch/Full AC (T/AC):	16/37 (–1 size, +1 competence, +5 Dex, +1 dodge, +21 natural), flat-footed 30
BA / Grapple / Parry:	+22/+35/+37*
Attack:	+5 <i>dancing greatsword</i> +35 melee (3d6+18/19–20) or +2 <i>composite longbow</i> (+5 Str bonus) +28 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
Full Attack:	+5 <i>dancing greatsword</i> +35/+30/+25/+20/+15 melee (3d6+18/19–20) or +2 <i>composite longbow</i> (+5 Str bonus) +28/+23/+18/+13/+8 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
Space/Reach:	10 ft. (2-polyhex) / 10 ft. (2 hexes)
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 15/epic and evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 15, resistance to electricity 10 and fire 10, spell resistance 32, tongues
Saves / Dodge:	Fort +18 (+22 against poison), Ref +18, Will +20, Dodge +18*
Attributes:	Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25
Skills:	Concentration +30, Craft or Knowledge (any five) +33, Diplomacy +34, Escape Artist +30, Hide +26, Listen +32, Move Silently +30, Search +31, Sense Motive +32, Spellcraft +31, Spot +32, Survival +9, Use Rope +7

Feats:	Cleave, Defensive Martial Arts, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack
Environment:	Any good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	23
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	23–33 HD (Large); 34–66 HD (Huge)
Level Adjustment:	—

A solar has a deep and commanding voice, standing about 9 feet tall. With golden skin and diamond-white eyes, the solar is both beautiful and breathtaking to behold. It weighs about 500 pounds.

COMBAT

Solars are puissant champions of good. Only the most powerful fiends approach their power. Even more fearsome than their +5 *dancing greatswords* are their +2 *composite longbows* that create any sort of *slaying arrow* when drawn. A solar's natural weapons, as well as any weapons it wields, are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Regeneration (Ex): A solar takes normal damage from epic evil-aligned weapons, and from spells or effects with the evil descriptor.

Spell-Like Abilities: At will—*Aid*, *Animate Objects*, *Commune*, *Continual Flame*, *Dimensional Anchor*, *Dispel Magic & Psionics*, *Holy Smite* (DC 21), *Imprisonment* (DC 26), *Invisibility* (self only), *Lesser Restoration* (DC 19), *Polymorph* (self only), *Power Word Stun*, *Remove Curse* (DC 20), *Remove Disease* (DC 20), *Remove Fear* (DC 18), *Resist Energy*, *Summon Monster VII*, *Speak with Dead* (DC 20), *Waves of Fatigue*; 3/day—*Blade Barrier* (DC 23), *Earthquake* (DC 25), *Heal* (DC 23), *Mass Charm Being* (DC 25), *Permanency*, *Resurrection*, *Waves of Exhaustion*; 1/day—*Greater Restoration* (DC 24), *Power Word Blind*, *Power Word Kill*, *Power Word Stun*, *Prismatic Spray* (DC 24), *Wish*. Caster level 20th. The save DCs are Charisma-based.

The following abilities are always active on a solar's person, as the spells (caster level 20th): *Detect Evil*, *Detect Snares and Pits*, *Discern Lies* (DC 21), *See Invisibility*, *True Seeing*. They can be dispelled, but the solar can reactivate them as a free action.

Spells: Solars can cast divine spells as 20th-level Clerics. A solar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/8/7/7/6/6/5/5 or 509 PP; save DC 17 + spell level): 0—*Create Water*, *Detect Magic & Psionics*, *Guidance* (2), *Resistance* (2); 1st—*Bless* (2), *Cause Fear*, *Divine Favor* (2), *Entropic Shield*, *Obscuring Mist**, *Shield of Faith*; 2nd—*Align Weapon*, *Bear's Endurance* (2), *Bull's Strength* (2), *Consecrate*, *Eagle's Splendor*, *Spiritual Weapon**; 3rd—*Daylight*, *Invisibility Purge*, *Magic Circle versus Evil*, *Magic Vestment**, *Prayer* (2), *Protection from Energy*, *Wind Wall*; 4th—*Death Ward* (2), *Dismissal* (2), *Divine Power**, *Neutralize Poison* (2); 5th—*Break Enchantment*, *Control Winds**, *Dispel Evil*, *Plane Shift*, *Righteous Might* (2), *Symbol of Pain*; 6th—*Banishment*, *Chain Lightning**, *Heroes' Feast*, *Mass Cure Moderate Wounds*, *Undeath to Death*, *Word of Recall*; 7th—*Control Weather**, *Destruction*, *Dictum*, *Ethereal Jaunt*, *Holy Word*, *Regenerate*; 8th—*Fire Storm*, *Holy Aura*, *Mass Cure Critical Wounds* (2), *Whirlwind**; 9th—*Etherealness*, *Elemental Swarm (air)**, *Mass Heal*, *Miracle*, *Storm of Vengeance*.

*Domain spell. Domains: Air and War.

ANIMAL, Dire

Dire animals are larger, tougher, meaner versions of ordinary animals. Each kind tends to have a feral, prehistoric, or even demonic appearance.

DIRE APE

Size & Type:	Large Animal
Hit Dice:	5d8+13 (35 hp)
T/AC System Adj:	Hardness 4; +20 HP

Initiative / Speed:	+2; 30 ft. (6 hexes), climb 15 ft.
Touch/Full AC (T/AC):	11/15 (–1 size, +2 Dex, +4 natural), flat-footed 13
BA / Grapple / Parry:	+3/+13/—
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Rend 2d6+9
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +6, Ref +6, Will +5, Dodge +5
Attributes:	Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Listen +5, Move Silently +4, Spot +6
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary or company (5–8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–15 HD (Large)
Level Adjustment:	—

A dire ape stands about 9 feet tall and weighs from 800 to 1,200 pounds.

COMBAT

Dire apes attack anything that enters their territory, even other dire apes. If an opponent's armor foils a dire ape's attacks, the creature will attempt to grapple and pin, then rend the prone opponent.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Skills: Dire apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

DIRE BADGER

Size & Type:	Medium Animal
Hit Dice:	3d8+15 (28 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+3; 30 ft. (6 hexes), burrow 10 ft.
Touch/Full AC (T/AC):	13/16 (+3 Dex, +3 natural), flat-footed 13
BA / Grapple / Parry:	+2/+4/—
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +7, Ref +6, Will +4, Dodge +6
Attributes:	Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +6, Spot +6
Feats:	Alertness, Toughness, Track (B)
Environment:	Temperate forests
Organization:	Solitary or cete (2–5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–9 HD (Large)

Level Adjustment:	—

These vicious creatures tolerate no intrusions. They cannot burrow into solid rock, but it can move through just about any material softer than that. A dire badger usually leaves behind a usable tunnel 5 feet in diameter when burrowing unless the material it's moving through is very loose. A dire badger is from 5 to 7 feet in length and can weigh up to 500 pounds.

COMBAT

Dire badgers attack with their sharp claws and teeth.

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

DIRE BAT

Size & Type:	Large Animal
Hit Dice:	4d8+12 (30 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+6; 20 ft. (4 hexes), fly 40 ft. (good)
Touch/Full AC (T/AC):	15/20 (–1 size, +6 Dex, +5 natural), flat-footed 14
BA / Grapple / Parry:	+3/+10/—
Attack:	Bite +5 melee (1d8+4)
Full Attack:	Bite +5 melee (1d8+4)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Blindsense 40 ft.
Saves / Dodge:	Fort +7, Ref +10, Will +6, Dodge +9
Attributes:	Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6
Skills:	Hide +4, Listen +12*, Move Silently +11, Spot +8*
Feats:	Alertness, Stealthy
Environment:	Temperate deserts
Organization:	Solitary or colony (5–8)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5–12 HD (Large)
Level Adjustment:	—

A dire bat has a wingspan of 15 feet and weighs about 200 pounds.

COMBAT

Dire bats swoop down upon unsuspecting prey from above.

Blindsense (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

DIRE BEAR

Size & Type:	Large Animal
Hit Dice:	12d8+51 (105 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	10/17 (–1 size, +1 Dex, +7 natural), flat-footed 16

BA / Grapple / Parry:	+9/+23/—
Attack:	Claw +19 melee (2d4+10)
Full Attack:	2 claws +19 melee (2d4+10) and bite +13 melee (2d8+5)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +12, Ref +9, Will +9, Dodge +8
Attributes:	Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +10, Spot +10, Swim +13
Feats:	Alertness, Endurance, Run, Toughness, Weapon Focus (claw)
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	13–16 HD (Large); 17–36 HD (Huge)
Level Adjustment:	—

The omnivorous dire bear usually does not bother creatures that try to avoid it, but it will aggressively defend a kill or other source of food. It will not hesitate to rip apart anything that might contain something edible. A typical dire bear is 12 feet long and weighs as much as 8,000 pounds.

COMBAT

A dire bear attacks by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

DIRE BOAR



Size & Type:	Large Animal
Hit Dice:	7d8+21 (52 hp);
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+0; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	9/15 (–1 size, +6 natural), flat-footed 15
BA / Grapple / Parry:	+5/+17/—
Attack:	Gore +12 melee (1d8+12)
Full Attack:	Gore +12 melee (1d8+12)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +8, Ref +5, Will +8, Dodge +4
Attributes:	Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8
Skills:	Listen +8, Spot +8
Feats:	Alertness, Endurance, Iron Will
Environment:	Temperate forests
Organization:	Solitary or herd (5–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–16 HD (Large); 17–21 HD (Huge)
Level Adjustment:	—

Dire boars are omnivorous and spend most of their time rooting around, much as ordinary pigs do. They viciously

attack anything that approaches them, however. Dire boars grow up to 12 feet long and weigh as much as 2,000 pounds.

COMBAT

A dire boar charges its opponent, trying to rip the target open with its tusks.

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

DIRE LION

Size & Type:	Large Animal
Hit Dice:	8d8+24 (60 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	11/15 (–1 size, +2 Dex, +4 natural), flat-footed 13
BA / Grapple / Parry:	+6/+17/—
Attack:	Claw +13 melee (1d6+7)
Full Attack:	2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Improved grab, pounce, rake 2d6+10
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +9, Ref +8, Will +7, Dodge +7
Attributes:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +2*, Listen +7, Move Silently +5, Spot +7
Feats:	Alertness, Run, Weapon Focus (claw)
Environment:	Warm plains
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	—

Dire lions are patient hunters, just like their smaller cousins, but apt to take on bigger prey. Dire lions grow to be up to 15 feet long and weigh up to 3,500 pounds.

COMBAT

A dire lion attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws. It often jumps onto a creature larger than itself.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including a rake if the bite hits.

Rake (Ex): Attack bonus +12 melee, damage 2d6+10.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

DIRE RAT

Size & Type:	Small Animal
Hit Dice:	1d8+1 (5 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+3; 40 ft. (8 hexes), climb 20 ft.
Touch/Full AC (T/AC):	14/15 (+1 size, +3 Dex, +1 natural), flat-footed 12

BA / Grapple / Parry:	+0/-4/—
Attack:	Bite +4 melee (1d4 plus disease)
Full Attack:	Bite +4 melee (1d4 plus disease)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Disease
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +3, Ref +5, Will +3, Dodge +6
Attributes:	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills:	Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11
Feats:	Alertness, Weapon Finesse (B)
Environment:	Any
Organization:	Solitary or pack (11–20)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Small); 4–6 HD (Medium)
Level Adjustment:	—

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories. A dire rat can grow to be up to 4 feet long and weigh over 50 pounds.

COMBAT

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

DIRE SHARK

Size & Type:	Huge Animal (Aquatic)
Hit Dice:	18d8+66 (147 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+2; Swim 60 ft. (12 hexes)
Touch/Full AC (T/AC):	10/17 (–2 size, +2 Dex, +7 natural), flat-footed 15
BA / Grapple / Parry:	+13/+27/—
Attack:	Bite +18 melee (2d8+9)
Full Attack:	Bite +18 melee (2d8+9)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Keen scent
Saves / Dodge:	Fort +14, Ref +13, Will +12, Dodge +11
Attributes:	Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10
Skills:	Listen +12, Spot +11, Swim +14
Feats:	Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)
Environment:	Cold aquatic
Organization:	Solitary or school (2–5)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	19–32 (Huge); 33–54 (Gargantuan)
Level Adjustment:	—

Dire sharks attack anything they perceive to be edible, even larger creatures. This monstrous fish can grow to a length of 25 feet and weigh more than 20,000 pounds.

COMBAT

Dire sharks bite with their powerful jaws, swallowing smaller creatures in one gulp.

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Skills: A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

DIRE TIGER

Size & Type:	Large Animal
Hit Dice:	16d8+48 (120 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	11/17 (–1 size, +2 Dex, +6 natural), flat-footed 15
BA / Grapple / Parry:	+12/+24/—
Attack:	Claw +20 melee (2d4+8)
Full Attack:	2 claws +20 melee (2d4+8) and bite +14 melee (2d6+4)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Improved grab, pounce, rake 2d8+12
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +13, Ref +12, Will +11, Dodge +11
Attributes:	Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +7*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10
Feats:	Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)
Environment:	Warm forests
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	17–32 HD (Large); 33–48 (Huge)
Level Adjustment:	—

Dire tigers prey on just about anything that moves. They will patiently stalk a potential meal, striking whenever the creature lets down its guard. Dire tigers grow to be over 12 feet long and can weigh up to 6,000 pounds.

COMBAT

A dire tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

Improved Grab (Ex): To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including a rake attack if its bite hits.

Rake (Ex): Attack bonus +18 melee, damage 2d8+12.

Skills: Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

DIRE WEASEL

Size & Type:	Medium Animal
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+4; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	14/16 (+4 Dex, +2 natural), flat-footed 12
BA / Grapple / Parry:	+2/+4/—
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Attach, blood drain
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +3, Ref +7, Will +4, Dodge +7
Attributes:	Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11
Skills:	Hide +8, Listen +3, Move Silently +8, Spot +5
Feats:	Alertness, Stealthy, Weapon Finesse (B)
Environment:	Temperate hills
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

Dire weasels grow to be up to 10 feet long and can reach a weight of 700 pounds.

COMBAT

Dire weasels stalk their prey in the dark and then leap on it, biting and clawing.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

DIRE WOLF

Size & Type:	Large Animal
Hit Dice:	6d8+18 (45 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	11/14 (–1 size, +2 Dex, +3 natural), flat-footed 12
BA / Grapple / Parry:	+4/+15/—
Attack:	Bite +11 melee (1d8+10)
Full Attack:	Bite +11 melee (1d8+10)

Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +8, Ref +7, Will +6, Dodge +6
Attributes:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*
Feats:	Alertness, Run, Track (B), Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Solitary or pack (5–8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	7–18 HD (Large)
Level Adjustment:	—

Dire wolves are efficient pack hunters that will kill anything they can catch, taking advantage of flanking to harry and tire their quarry. Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.

COMBAT

Dire wolves prefer to attack in packs, surrounding and flanking a foe when they can.

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*It also has a +4 racial bonus on Survival checks when tracking by scent.

DIRE WOLVERINE

Size & Type:	Large Animal
Hit Dice:	5d8+23 (45 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+3; 30 ft. (6 hexes), climb 10 ft.
Touch/Full AC (T/AC):	12/16 (–1 size, +3 Dex, +4 natural), flat-footed 13
BA / Grapple / Parry:	+3/+13/—
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +8, Ref +7, Will +5, Dodge +6
Attributes:	Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +14, Listen +7, Spot +7
Feats:	Alertness, Toughness, Track (B)
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6–15 HD (Large)
Level Adjustment:	—

Dire wolverines grow to about 12 feet in length and can weigh as much as 2,000 pounds.

COMBAT

Dire wolverines attack opponents wantonly, fearing no other creatures.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

Skills: A dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ANIMAL, Natural

This section provides statistics and basic information for many common kinds of mundane animals. These creatures generally operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened.

Animals are not capable of detailed reasoning, although with the Handle Animal skill it is possible to tame an animal and teach it to perform certain tricks. Also, as a minimum Intelligence score of 3 is required to recognize and parry an incoming melee attack, animals cannot parry, and there is no modifier for it on their profile.

Some herbivorous animals do not normally use their natural weapons to attack. As such, their natural weapons are treated as secondary attacks. The animal's attack and damage entries note this fact, with an explanatory footnote.

Animal Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

—Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal). Animals do not have the requisite Intelligence to consider parrying an attack.

—Low-light vision.

—*Alignment:* Always neutral. Animals are not governed by a human sense of morality.

—*Treasure:* None. Animals never possess treasure.

APE

Size & Type:	Large Animal
Hit Dice:	4d8+11 (29 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 30 ft. (6 hexes), climb 30 ft.
Touch/Full AC (T/AC):	11/14 (–1 size, +2 Dex, +3 natural), flat-footed 12
BA / Grapple:	+3/+12
Attack:	Slam +7 melee (1d6+5)
Full Attack:	2 slams +7 melee (1d6+5) and bite +2 melee (1d6+2)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +6, Ref +6, Will +2, Dodge +5
Attributes:	Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Listen +6, Spot +6
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary, pair, or company (3–5)
Challenge Rating:	2
Advancement:	5–8 HD (Large)
Level Adjustment:	—

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

COMBAT

An ape will typically maul its target with pummeling blows and vicious bites.

Skills: Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BABOON

Size & Type:	Medium Animal
Hit Dice:	1d8+1 (5 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+2; 40 ft. (8 hexes), climb 30 ft.
Touch/Full AC (T/AC):	12/13 (+2 Dex, +1 natural), flat-footed 11
BA / Grapple:	+0/+2
Attack:	Bite +2 melee (1d6+3)
Full Attack:	Bite +2 melee (1d6+3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +3, Ref +4, Will +1, Dodge +4
Attributes:	Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4
Skills:	Climb +10, Listen +5, Spot +5
Feats:	Alertness
Environment:	Warm plains
Organization:	Solitary or troop (10–40)
Challenge Rating:	1/2
Advancement:	2–3 HD (Medium)
Level Adjustment:	—

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog.

Males can be 2 to 4 feet long and weigh as much as 90 pounds.

COMBAT

Baboons usually attack in groups.

Skills: Baboons have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BADGER

Size & Type:	Small Animal
Hit Dice:	1d8+2 (6 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+3; 30 ft. (6 hexes), burrow 10 ft.
Touch/Full AC (T/AC):	14/15 (+1 size, +3 Dex, +1 natural), flat-footed 12
BA / Grapple:	+0/–5
Attack:	Claw +4 melee (1d2–1)
Full Attack:	2 claws +4 melee (1d2–1) and bite –1 melee (1d3–1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +4, Ref +5, Will +1, Dodge +6
Attributes:	Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Escape Artist +7, Listen +3, Spot +3
Feats:	Track ^B , Weapon Finesse

Environment:	Temperate forests
Organization:	Solitary, pair, or cete (3–5)
Challenge Rating:	1/2
Advancement:	2 HD (Small)
Level Adjustment:	—

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

COMBAT

Badgers attack with their sharp claws and teeth.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: A badger has a +4 racial bonus on Escape Artist checks.

BAT

Size & Type:	Diminutive Animal
Hit Dice:	1/4 d8 (1 hp)
T/AC System Adj:	--
Initiative / Speed:	+2; 5 ft (1 hex), fly 40 ft. (good)
Touch/Full AC (T/AC):	16 (+4 size, +2 Dex), touch 16, flat-footed 14
BA / Grapple:	+0/–17
Attack:	—
Full Attack:	—
Space/Reach:	3 in. (4-microhex) / 3 in. (One 4-microhex)
Special Attacks:	—
Special Qualities:	Blindsense 20 ft., low-light vision
Saves / Dodge:	Fort +2, Ref +4, Will +2, Dodge +8
Attributes:	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills:	Hide +14, Listen +8*, Move Silently +6, Spot +8*
Feats:	Alertness
Environment:	Temperate deserts
Organization:	Colony (10–40) or crowd (10–50)
Challenge Rating:	1/10
Advancement:	—
Level Adjustment:	—

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

COMBAT

Bats avoid combat if at all possible, but swarms of them can possibly obscure vision.

Blindsense (Ex): A bat notices and locates creatures within 40 feet. Opponents still have 100% concealment against a creature with blindsense.

Skills: *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

BEAR, BLACK

Size & Type:	Medium Animal
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)

Touch/Full AC (T/AC):	11/13 (+1 Dex, +2 natural), flat-footed 12
BA / Grapple:	+2/+6
Attack:	Claw +6 melee (1d4+4)
Full Attack:	2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +5, Ref +4, Will +2, Dodge +4
Attributes:	Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Climb +4, Listen +4, Spot +4, Swim +8
Feats:	Endurance, Run
Environment:	Temperate forests
Organization:	Solitary or pair
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply. Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

COMBAT

Black bears rip prey with their claws and teeth.

Skills: A black bear has a +4 racial bonus on Swim checks.

BEAR, BROWN

Size & Type:	Large Animal
Hit Dice:	6d8+24 (51 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	10/15 (–1 size, +1 Dex, +5 natural), flat-footed 14
BA / Grapple:	+4/+16
Attack:	Claw +11 melee (1d8+8)
Full Attack:	2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +9, Ref +6, Will +3, Dodge +5
Attributes:	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +7, Swim +12
Feats:	Endurance, Run, Track
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	4
Advancement:	7–10 HD (Large)
Level Adjustment:	—

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly.

COMBAT

A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A brown bear has a +4 racial bonus on Swim checks.

BEAR, POLAR

Size & Type:	Large Animal
Hit Dice:	8d8+32 (68 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+1; 40 ft. (8 hexes), swim 30 ft.
Touch/Full AC (T/AC):	10/15 (–1 size, +1 Dex, +5 natural), flat-footed 14
BA / Grapple:	+6/+18
Attack:	Claw +13 (1d8+8)
Full Attack:	2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +10, Ref +7, Will +3, Dodge +6
Attributes:	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills:	Hide –2*, Listen +5, Spot +7, Swim +16
Feats:	Endurance, Run, Track
Environment:	Cold plains
Organization:	Solitary or pair
Challenge Rating:	4
Advancement:	9–12 HD (Large)
Level Adjustment:	—

These long, lean carnivores are slightly taller than brown bears.

COMBAT

Polar bears fight just as brown bears do.

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

BISON

Size & Type:	Large Animal
Hit Dice:	5d8+15 (37 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+0; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	9/13 (–1 size, +4 natural), flat-footed 13
BA / Grapple:	+3/+13
Attack:	Gore +8 melee (1d8+9)
Full Attack:	Gore +8 melee (1d8+9)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Stampede
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +7, Ref +4, Will +1, Dodge +3

Attributes:	Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4
Skills:	Listen +7, Spot +5
Feats:	Alertness, Endurance
Environment:	Temperate plains
Organization:	Solitary or herd (6–30)
Challenge Rating:	2
Advancement:	6–7 HD (Large)
Level Adjustment:	—

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

COMBAT

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

BOAR

Size & Type:	Medium Animal
Hit Dice:	3d8+12 (25 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+0; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	10/16 (+6 natural), flat-footed 16
BA / Grapple:	+2/+4
Attack:	Gore +4 melee (1d8+3)
Full Attack:	Gore +4 melee (1d8+3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +6, Ref +3, Will +2, Dodge +3
Attributes:	Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
Skills:	Listen +7, Spot +5
Feats:	Alertness, Toughness
Environment:	Temperate forests
Organization:	Solitary or herd (5–8)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

COMBAT

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

CAMEL

Size & Type:	Large Animal
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+3; 50 ft. (10 hexes)

Touch/Full AC (T/AC):	12/13 (–1 size, +3 Dex, +1 natural), flat-footed 10
BA / Grapple:	+2/+10
Attack:	Bite +0 melee (1d4+2*)
Full Attack:	Bite +0 melee* (1d4+2*)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +5, Ref +6, Will +1, Dodge +5
Attributes:	Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Alertness, Endurance
Environment:	Warm deserts
Organization:	Domesticated or herd (6–30)
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

Camels are known for their ability to travel long distances without food or water. The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed 40 feet), and has a higher Constitution score (16).

Carrying Capacity: A light load for a camel is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A camel can drag 4,500 pounds.

COMBAT

*A camel's bite is treated as a secondary attack and adds only half the camel's Strength bonus to the damage roll.



CAT

Size & Type:	Small Animal
Hit Dice:	½ d8 (2 hp)
T/AC System Adj:	--
Initiative / Speed:	+2; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	13/13 (+1 size, +2 Dex), flat-footed 11
BA / Grapple:	+0/–12
Attack:	Claw +4 melee (1d2–4)
Full Attack:	2 claws +4 melee (1d2–4) and bite –1 melee (1d3–4)
Space/Reach:	2 ft. (2-microhex) /2 ft. (One 2-microhex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +2, Ref +4, Will +1, Dodge +6
Attributes:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7
Skills:	Balance +10, Climb +6, Hide +14*, Jump +10, Listen +3, Move Silently +6, Spot +3
Feats:	Weapon Finesse
Environment:	Temperate plains
Organization:	Domesticated or solitary
Challenge Rating:	1/4
Advancement:	—
Level Adjustment:	—

The statistics presented here describe a common housecat.

COMBAT

Cats prefer to sneak up on their prey.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

CHEETAH

Size & Type:	Medium Animal
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+4; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	14/15 (+4 Dex, +1 natural), flat-footed 11
BA / Grapple:	+2/+5
Attack:	Bite +6 melee
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d2+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent, sprint
Saves / Dodge:	Fort +5, Ref +7, Will +2, Dodge +7
Attributes:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +6, Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Weapon Finesse
Environment:	Warm plains
Organization:	Solitary, pair, or family (3–5)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

Cheetahs are swift feline predators of the plains. A cheetah is 3 to 5 feet long and weighs 110 to 130 pounds.

COMBAT

Cheetahs make sudden sprints to bring down prey.

Trip (Ex): A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cheetah.

Sprint (Ex): Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

CROCODILE

Size & Type:	Large Animal
Hit Dice:	3d8+9 (22 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+1; 20 ft. (4 hexes), swim 30 ft.
Touch/Full AC (T/AC):	10/14 (-1 size, +1 Dex, +4 natural), flat-footed 13
BA / Grapple:	+2/+6
Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Full Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Improved grab
Special Qualities:	Hold breath, low-light vision
Saves / Dodge:	Fort +6, Ref +4, Will +2, Dodge +4
Attributes:	Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

Skills:	Hide +7*, Listen +4, Spot +4, Swim +12
Feats:	Alertness, Skill Focus (Hide)
Environment:	Warm marshes
Organization:	Solitary or colony (6–11)
Challenge Rating:	2
Advancement:	4–5 HD (Large)
Level Adjustment:	—

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach.

COMBAT

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

CROCODILE, GIANT

Size & Type:	Huge Animal
Hit Dice:	7d8+28 (59 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+1; 20 ft. (4 hexes), swim 30 ft.
Touch/Full AC (T/AC):	9/16 (–2 size, +1 Dex, +7 natural), flat-footed 15
BA / Grapple:	+5/+21
Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Full Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Improved grab
Special Qualities:	Hold breath, low-light vision
Saves / Dodge:	Fort +9, Ref +6, Will +3, Dodge +4
Attributes:	Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
Skills:	Hide +1*, Listen +5, Spot +5, Swim +16
Feats:	Alertness, Endurance, Skill Focus (Hide)
Environment:	Warm marshes
Organization:	Solitary or colony (6–11)
Challenge Rating:	4
Advancement:	8–14 HD (Huge)
Level Adjustment:	—

These huge creatures usually live in salt water and can be more than 20 feet long. Giant crocodiles fight and behave like their smaller cousins (see above).

DOG

Size & Type:	Small Animal
Hit Dice:	1d8+2 (6 hp)

T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+3; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	14/15 (+1 size, +3 Dex, +1 natural), flat-footed 12
BA / Grapple:	+0/-3
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	2 ft. (2-microhex) /2 ft. (One 2-microhex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +4, Ref +5, Will +1, Dodge +6
Attributes:	Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Jump +7, Listen +5, Spot +5, Survival +1*
Feats:	Alertness, Track (B)
Environment:	Temperate plains
Organization:	Solitary or pack (5–12)
Challenge Rating:	1/3
Advancement:	—
Level Adjustment:	—

The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes, jackals, and African wild dogs.

COMBAT

Dogs generally hunt in packs, chasing and exhausting prey until they can drag it down.

Skills: Dogs have a +4 racial bonus on Jump checks. *Dogs have a +4 racial bonus on Survival checks when tracking by scent.



DOG, RIDING

Size & Type:	Medium Animal
Hit Dice:	2d8+4 (13 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/14 (+2 Dex, +2 natural), flat-footed 12
BA / Grapple:	+1/+3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +5, Ref +5, Will +1, Dodge 5
Attributes:	Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*
Feats:	Alertness, Track (B)
Environment:	Temperate plains
Organization:	Solitary or pack (5–12)
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

This category includes working breeds such as collies, huskies, and St. Bernards.

Carrying Capacity: A light load for a riding dog is up to 100 pounds; a medium load, 101–200 pounds; and a heavy

load, 201–300 pounds. A riding dog can drag 1,500 pounds.

COMBAT

If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Skills: Riding dogs have a +4 racial bonus on Jump checks. *Riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

DONKEY

Size & Type:	Medium Animal
Hit Dice:	2d8+2 (11 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/13 (+1 Dex, +2 natural), flat-footed 12
BA / Grapple:	+1/+1
Attack:	Bite +1 melee (1d2)
Full Attack:	Bite +1 melee (1d2)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +4, Ref +4, Will +0, Dodge +4
Attributes:	Str 10, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills:	Balance +3, Listen +3, Spot +2
Feats:	Endurance
Environment:	Temperate deserts
Organization:	Solitary
Challenge Rating:	1/6
Advancement:	—
Level Adjustment:	—

These long-eared, horselike creatures are surefooted and sturdy. The statistics presented here could also describe burros.

Carrying Capacity: A light load for a donkey is up to 50 pounds; a medium load, 51–100 pounds; and a heavy load, 101–150 pounds. A donkey can drag 750 pounds.

COMBAT

A donkey bites only when it has no way to escape.

Skills: Donkeys have a +2 racial bonus on Balance checks.

EAGLE

Size & Type:	Small Animal
Hit Dice:	1d8+1 (5 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+2; 10 ft. (2 hexes), fly 80 ft. (average)
Touch/Full AC (T/AC):	13/15 (+1 size, +2 Dex, +2 natural), flat-footed 13
BA / Grapple:	+0/–4
Attack:	Talons +3 melee (1d4)
Full Attack:	2 talons +3 melee (1d4) and bite –2 melee (1d4)
Space/Reach:	2 ft. (2-microhex) /2 ft. (One 2-microhex)
Special Attacks:	—
Special Qualities:	Low-light vision

Saves / Dodge:	Fort +3, Ref +4, Will +2, Dodge +5
Attributes:	Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills:	Listen +2, Spot +14
Feats:	Weapon Finesse
Environment:	Temperate mountains
Organization:	Solitary or pair
Challenge Rating:	1/2
Advancement:	2–3 HD (Medium)
Level Adjustment:	—

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots. A typical eagle is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey.

COMBAT

Eagles dive at prey, raking with their powerful talons.

Skills: Eagles have a +8 racial bonus on Spot checks.

ELEPHANT

Size & Type:	Huge Animal
Hit Dice:	11d8+55 (104 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+0; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	8/15 (–2 size, +7 natural), flat-footed 15
BA / Grapple:	+8/+26
Attack:	Gore +16 melee (2d8+15)
Full Attack:	Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Trample 2d8+15
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +12, Ref +7, Will +6, Dodge +5
Attributes:	Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills:	Listen +12, Spot +10
Feats:	Alertness, Endurance, Iron Will, Skill Focus (Listen)
Environment:	Warm plains
Organization:	Solitary or herd (6–30)
Challenge Rating:	7
Advancement:	12–22 HD (Huge)
Level Adjustment:	—

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden. This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength 28), but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

COMBAT

Elephants tend to charge at threatening creatures.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

HAWK

Size & Type:	Tiny Animal
Hit Dice:	1d8 (4 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+3; 10 ft. (2 hexes), fly 60 ft. (average)
Touch/Full AC (T/AC):	15/17 (+2 size, +3 Dex, +2 natural), flat-footed 14
BA / Grapple:	+0/−10
Attack:	Talons +5 melee (1d4−2)
Full Attack:	Talons +5 melee (1d4−2)
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex)
Special Attacks:	—
Special Qualities:	Low-light vision
Saves / Dodge:	Fort +2, Ref +5, Will +2, Dodge +7
Attributes:	Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +2, Spot +14
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or pair
Challenge Rating:	1/3
Advancement:	—
Level Adjustment:	—

These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

COMBAT

Hawks combine both talons into a single attack.

Skills: Hawks have a +8 racial bonus on Spot checks.

HORSE

Horse, Heavy

Size & Type:	Large Animal
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+1; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	10/13 (−1 size, +1 Dex, +3 natural), flat-footed 12
BA / Grapple:	+2/+9
Attack:	Hoof −1 melee (1d6+1*)
Full Attack:	2 hooves −1 melee (1d6+1*)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +5, Ref +4, Will +2, Dodge +3
Attributes:	Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while carrying a rider. Horses are widely domesticated for riding and as beasts of burden.

COMBAT

A horse not trained for war does not normally use its hooves to attack. Its hoof attack is treated as a secondary attack and adds only half the horse's Strength bonus to damage. (These secondary attacks are noted with an asterisk in the Attack and Full Attack entries for the heavy horse and the light horse.)

Carrying Capacity: A light load for a heavy horse is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. A heavy horse can drag 3,000 pounds.

Horse, Light

Size & Type:	Large Animal
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+1; 60 ft. (12 hexes)
Touch/Full AC (T/AC):	10/13 (–1 size, +1 Dex, +3 natural), flat-footed 12
BA / Grapple:	+2/+8
Attack:	Hoof –2 melee (1d4+1*)
Full Attack:	2 hooves –2 melee (1d4+1*)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +5, Ref +4, Will +2, Dodge +3
Attributes:	Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated or herd (6–30)
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151–300 pounds; and a heavy load, 301–450 pounds. A light horse can drag 2,250 pounds.

Warhorse, Heavy

Size & Type:	Large Animal
Hit Dice:	4d8+12 (30 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+1; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	10/14 (–1 size, +1 Dex, +4 natural), flat-footed 13
BA / Grapple:	+3/+11
Attack:	Hoof +6 melee (1d6+4)
Full Attack:	2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	—

Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +7, Ref +5, Will +2
Attributes:	Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +5, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	2
Advancement:	—
Level Adjustment:	—

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a heavy warhorse is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A heavy warhorse can drag 4,500 pounds.

Warhorse, Light

Size & Type:	Large Animal
Hit Dice:	3d8+9 (22 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+1; 60 ft. (12 hexes)
Touch/Full AC (T/AC):	10/14 (–1 size, +1 Dex, +4 natural), flat-footed 13
BA / Grapple:	+2/+9
Attack:	Hoof +4 melee (1d4+3)
Full Attack:	2 hooves +4 melee (1d4+3) and bite –1 melee (1d3+1)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +6, Ref +4, Will +2, Dodge +3
Attributes:	Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +4, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

These animals are similar to light horses but are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a light warhorse is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A light warhorse can drag 3,450 pounds.

HYENA

Size & Type:	Medium Animal
Hit Dice:	2d8+4 (13 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	12/15 (+2 Dex, +3 natural), flat-footed 13
BA / Grapple:	+1/+3

Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +5, Ref +5, Will +1, Dodge +5
Attributes:	Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6
Skills:	Hide +3*, Listen +6, Spot +4
Feats:	Alertness
Environment:	Warm deserts
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4–5 HD (Large)
Level Adjustment:	—

Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3 feet long and weighs about 120 pounds.

COMBAT

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Skills: *Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

LEOPARD

Size & Type:	Medium Animal
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+4; 40 ft (8 hexes), climb 20 ft.
Touch/Full AC (T/AC):	14/15 (+4 Dex, +1 natural), flat-footed 11
BA / Grapple:	+2/+5
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Improved grab, pounce, rake 1d3+1
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +5, Ref +7, Will +2, Dodge +7
Attributes:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6, Move Silently +8, Spot +6
Feats:	Alertness, Weapon Finesse
Environment:	Warm forests
Organization:	Solitary or pair
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

These jungle cats are about 4 feet long and weigh about 120 pounds. They usually hunt at night. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions.

COMBAT

Improved Grab (Ex): To use this ability, a leopard must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a leopard charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d3+1.

Skills: Leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Leopards have a +8 racial bonus on Balance and Climb checks. A leopard can always choose to take 10 on a Climb check, even if rushed or threatened. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

LION

Size & Type:	Large Animal
Hit Dice:	5d8+10 (32 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+3; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/15 (–1 size, +3 Dex, +3 natural), flat-footed 12
BA / Grapple:	+3/+12
Attack:	Claw +7 melee (1d4+5)
Full Attack:	2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Pounce, improved grab, rake 1d4+2
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +6, Ref +7, Will +2, Dodge +6
Attributes:	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5
Feats:	Alertness, Run
Environment:	Warm plains
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	3
Advancement:	6–8 HD (Large)
Level Adjustment:	—

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

COMBAT

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Skills: Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

LIZARD

Size & Type:	Tiny Animal
Hit Dice:	½ d8 (2 hp)
T/AC System Adj:	--
Initiative / Speed:	+2; 20 ft. (4 hexes), climb 20 ft.
Touch/Full AC (T/AC):	14/14 (+2 size, +2 Dex), flat-footed 12
BA / Grapple:	+0/–12

Attack:	Bite +4 melee (1d4–4)
Full Attack:	Bite +4 melee (1d4–4)
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex)
Special Attacks:	—
Special Qualities:	Low-light vision
Saves / Dodge:	Fort +2, Ref +4, Will +1, Dodge +6
Attributes:	Str 3, Dex 15, Con 10, Int 1, Wis 12, Cha 2
Skills:	Balance +10, Climb +12, Hide +10, Listen +3, Spot +3
Feats:	Weapon Finesse
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	1/6
Advancement:	—
Level Adjustment:	—

The statistics presented here describe small, nonvenomous lizards of perhaps a foot or two in length, such as an iguana.

COMBAT

Lizards prefer flight to combat, but they can bite painfully if there is no other option.

Skills: Lizards have a +8 racial bonus on Balance checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Lizards use their Dexterity modifier instead of their Strength modifier for Climb checks.

LIZARD, MONITOR

Size & Type:	Medium Animal
Hit Dice:	3d8+9 (22 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 30 ft. (6 hexes), swim 30 ft.
Touch/Full AC (T/AC):	12/15 (+2 Dex, +3 natural), flat-footed 13
BA / Grapple:	+2/+5
Attack:	Bite +5 melee (1d8+4)
Full Attack:	Bite +5 melee (1d8+4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision
Saves / Dodge:	Fort +8, Ref +5, Will +2, Dodge +5
Attributes:	Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills:	Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11
Feats:	Alertness, Great Fortitude
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

This category includes fairly large, carnivorous lizards from 3 to 5 feet long.

COMBAT

Monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies.

Skills: A monitor lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard.

It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Monitor lizards have a +4 racial bonus on Hide and Move Silently checks. *In forested or overgrown areas, the Hide bonus improves to +8.

MANTA RAY

Size & Type:	Large Animal (Aquatic)
Hit Dice:	4d8 (18 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+0; Swim 30 ft. (6 hexes)
Touch/Full AC (T/AC):	9/12 (–1 size, +3 natural), flat-footed 12
BA / Grapple:	+3/+9
Attack:	Ram –1 melee* (1d6+1)
Full Attack:	Ram –1 melee* (1d6+1)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision
Saves / Dodge:	Fort +4, Ref +4, Will +2, Dodge +3
Attributes:	Str 15, Dex 11, Con 10, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +6, Swim +10
Feats:	Alertness, Endurance
Environment:	Warm aquatic
Organization:	Solitary or school (2–5)
Challenge Rating:	1
Advancement:	5–6 HD (Medium)
Level Adjustment:	—

These fish are nonaggressive and generally avoid contact with other creatures. They filter plankton and similar small organisms from the water through their gaping, toothless maws.

Combat

*If threatened, a manta ray uses its size and weight to ram opponents. This is treated as a secondary attack.

Skills: A manta ray has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

MONKEY

Size & Type:	Small Animal
Hit Dice:	1d8 (4 hp)
T/AC System Adj:	--
Initiative / Speed:	+2; 30 ft. (6 hexes), climb 30 ft.
Touch/Full AC (T/AC):	13/13 (+1 size, +2 Dex), flat-footed 11
BA / Grapple:	+0/–12
Attack:	Bite +4 melee (1d3–4)
Full Attack:	Bite +4 melee (1d3–4)
Space/Reach:	2 ft. (2-microhex) /2 ft. (One 2-microhex)
Special Attacks:	—
Special Qualities:	Low-light vision
Saves / Dodge:	Fort +2, Ref +4, Will +1, Dodge +6
Attributes:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance +10, Climb +10, Hide +10, Listen +3, Spot +3
Feats:	Weapon Finesse
Environment:	Warm forests

Organization:	Troop (10–40)
Challenge Rating:	1/6
Advancement:	2–3 HD (Small)
Level Adjustment:	—

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

COMBAT

Monkeys generally flee into the safety of the trees, but if cornered can fight ferociously.

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

MULE

Size & Type:	Large Animal
Hit Dice:	3d8+9 (22 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/13 (–1 size, +1 Dex, +3 natural), flat-footed 12
BA / Grapple:	+2/+9
Attack:	Hoof +4 melee (1d4+3)
Full Attack:	2 hooves +4 melee (1d4+3)
Space/Reach:	10 ft. (2-polyhex) / 5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +6, Ref +4, Will +1, Dodge +3
Attributes:	Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6
Skills:	Listen +6, Spot +6
Feats:	Alertness, Endurance
Environment:	Warm plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

Mules are sterile crossbreeds of donkeys and horses. A mule is similar to a light horse, but slightly stronger and more agile.

COMBAT

A mule's powerful kick can be dangerous.

Carrying Capacity: A light load for a mule is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A mule can drag 3,450 pounds.

Skills: Mules have a +2 racial bonus on Dexterity checks to avoid slipping or falling.

OCTOPUS

Size & Type:	Small Animal (Aquatic)
Hit Dice:	2d8 (9 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+3; 20 ft. (4 hexes), swim 30 ft.
Touch/Full AC (T/AC):	14/16 (+1 size, +3 Dex, +2 natural), flat-footed 13

BA / Grapple:	+1/+2
Attack:	Arms +5 melee (0)
Full Attack:	Arms +5 melee (0) and bite +0 melee (1d3)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex) with tentacle
Special Attacks:	Improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves / Dodge:	Fort +3, Ref +6, Will +1, Dodge +7
Attributes:	Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3
Skills:	Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9
Feats:	Weapon Finesse
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	1
Advancement:	3–6 HD (Medium)
Level Adjustment:	—

These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they usually try to escape.

COMBAT

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: An octopus can change colors, giving it a +4 racial bonus on Hide checks. An octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. An octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

OCTOPUS, GIANT

Size & Type:	Large Animal (Aquatic)
Hit Dice:	8d8+11 (47 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+2; 20 ft. (4 hexes), swim 30 ft.
Touch/Full AC (T/AC):	11/18 (–1 size, +2 Dex, +7 natural), flat-footed 16
BA / Grapple:	+6/+15
Attack:	Tentacle +10 melee (1d4+5)
Full Attack:	8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes), 20 ft. (4 hexes) with tentacle
Special Attacks:	Improved grab, constrict
Special Qualities:	Ink cloud, jet, low-light vision
Saves / Dodge:	Fort +7, Ref +8, Will +3, Dodge +7
Attributes:	Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3
Skills:	Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13
Feats:	Alertness, Skill Focus (Hide), Toughness
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	8

Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	—

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers.

COMBAT

An opponent can attack a giant octopus's tentacles with a sunder attempt as if they were weapons. A giant octopus's tentacles have 10 hit points each. If a giant octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant octopus's tentacles deals 5 points of damage to the creature. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant octopus deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant octopus can change colors, giving it a +4 racial bonus on Hide checks. A giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A giant octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



OWL

Size & Type:	Tiny Animal
Hit Dice:	1d8 (4 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+3; 10 ft. (2 hexes), fly 40 ft. (average)
Touch/Full AC (T/AC):	15/17 (+2 size, +3 Dex, +2 natural), flat-footed 14
BA / Grapple:	+0/–11
Attack:	Talons +5 melee (1d4–3)
Full Attack:	Talons +5 melee (1d4–3)
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex)
Special Attacks:	—
Special Qualities:	Low-light vision
Saves / Dodge:	Fort +2, Ref +5, Will +2, Dodge +7
Attributes:	Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4
Skills:	Listen +14, Move Silently +17, Spot +6*
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	2 HD (Small)
Level Adjustment:	—

The statistics presented here describe nocturnal birds of prey from 1 to 2 feet long, with wingspans up to 6 feet. They combine both talons into a single attack.

COMBAT

Owls swoop quietly down onto prey, attacking with their powerful talons.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

PONY

Size & Type:	Medium Animal
Hit Dice:	2d8+2 (11 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	11/13 (+1 Dex, +2 natural), flat-footed 12
BA / Grapple:	+1/+2
Attack:	Hoof –3 melee (1d3*)
Full Attack:	2 hooves –3 melee (1d3*)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +4, Ref +4, Will +0, Dodge +4
Attributes:	Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Endurance
Environment:	Temperate plains
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	—
Level Adjustment:	—

The statistics presented here describe a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to light horses and cannot fight while carrying a rider.

COMBAT

*A pony not trained for war does not normally use its hooves to attack but rather to run. Its hoof attack is treated as a secondary attack and adds only half the pony's Strength bonus to damage.

Carrying Capacity: A light load for a pony is up to 75 pounds; a medium load, 76–150 pounds; and a heavy load, 151–225 pounds. A pony can drag 1,125 pounds.

PONY, WAR

Size & Type:	Medium Animal
Hit Dice:	2d8+4 (13 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	11/13 (+1 Dex, +2 natural), flat-footed 12
BA / Grapple:	+1/+3
Attack:	Hoof +3 melee (1d3+2)
Full Attack:	2 hooves +3 melee (1d3+2)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +5, Ref +4, Will +0, Dodge +4
Attributes:	Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4

Skills:	Listen +5, Spot +5
Feats:	Endurance
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	1/2
Advancement:	—
Level Adjustment:	—

Warponies are bred for strength and aggression and are similar to light warhorses.

COMBAT

A warpony can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a warpony is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. A warpony can drag 1,500 pounds.

PORPOISE

Size & Type:	Medium Animal
Hit Dice:	2d8+2 (11 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+3; Swim 80 ft. (16 hexes)
Touch/Full AC (T/AC):	13/15 (+3 Dex, +2 natural), flat-footed 12
BA / Grapple:	+1/+1
Attack:	Slam +4 melee (2d4)
Full Attack:	Slam +4 melee (2d4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves / Dodge:	Fort +4, Ref +6, Will +1, Dodge +6
Attributes:	Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6
Skills:	Listen +8*, Spot +7*, Swim +8
Feats:	Weapon Finesse
Environment:	Temperate aquatic
Organization:	Solitary, pair, or school (3–20)
Challenge Rating:	1/2
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

Porpoises are mammals that tend to be playful, friendly, and helpful. A typical porpoise is 4 to 6 feet long and weighs 110 to 160 pounds. The statistics presented here can describe any small whale of similar size.

COMBAT

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

Hold Breath (Ex): A porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Skills: A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

RAT

Size & Type:	Tiny Animal
Hit Dice:	¼ d8 (1 hp)
T/AC System Adj:	--
Initiative / Speed:	+2; 15 ft. (3 hexes), climb 15 ft., swim 15 ft.
Touch/Full AC (T/AC):	14/14 (+2 size, +2 Dex), flat-footed 12
BA / Grapple:	+0/-12
Attack:	Bite +4 melee (1d3-4)
Full Attack:	Bite +4 melee (1d3-4)
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +2, Ref +4, Will +1, Dodge +6
Attributes:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10
Feats:	Weapon Finesse
Environment:	Any
Organization:	Plague (10-100)
Challenge Rating:	1/8
Advancement:	—
Level Adjustment:	—

These omnivorous rodents thrive almost anywhere.

COMBAT

Rats usually run away. They bite only as a last resort.

Skills: Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

RAVEN

Size & Type:	Tiny Animal
Hit Dice:	¼ d8 (1 hp)
T/AC System Adj:	--
Initiative / Speed:	+2; 10 ft. (2 hexes), fly 40 ft. (average)
Touch/Full AC (T/AC):	14/14 (+2 size, +2 Dex), flat-footed 12
BA / Grapple:	+0/-13
Attack:	Claws +4 melee (1d2-5)
Full Attack:	Claws +4 melee (1d2-5)
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex)
Special Attacks:	—
Special Qualities:	Low-light vision
Saves / Dodge:	Fort +2, Ref +4, Will +2, Dodge +6
Attributes:	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +3, Spot +5
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary

Challenge Rating:	1/6
Advancement:	—
Level Adjustment:	—

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single attack. The statistics presented here can describe most nonpredatory birds of similar size.

RHINOCEROS

Size & Type:	Large Animal
Hit Dice:	8d8+40 (76 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	9/16 (–1 size, +7 natural), flat-footed 16
BA / Grapple:	+6/+18
Attack:	Gore +13 melee (2d6+12)
Full Attack:	Gore +13 melee (2d6+12)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Powerful charge
Special Qualities:	Low-light vision
Saves / Dodge:	Fort +11, Ref +6, Will +3, Dodge +5
Attributes:	Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2
Skills:	Listen +14, Spot +3
Feats:	Alertness, Endurance, Improved Natural Attack (gore)
Environment:	Warm plains
Organization:	Solitary or herd (2–12)
Challenge Rating:	4
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	—

The rhinoceros is infamous for its bad temper and willingness to charge intruders. The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

COMBAT

When it is harassed or annoyed, a rhinoceros lowers its head and charges.

Powerful Charge (Ex): A rhinoceros deals 4d6+24 points of damage when it makes a charge.

SHARK

	Shark, Medium	Shark, Large	Shark, Huge
Size & Type:	Medium Animal (Aquatic)	Large Animal (Aquatic)	Huge Animal (Aquatic)
Hit Dice:	3d8+3 (16 hp)	7d8+7 (38 hp)	10d8+20 (65 hp)
T/AC System Adj:	Hardness 3; +15 HP	Hardness 4; +20 HP	Hardness 5/1d; +25 HP
Initiative / Speed:	+2; Swim 60 ft. (12 hexes)	+6; Swim 60 ft. (12 hexes)	+6; Swim 60 ft. (12 hexes)
Touch/Full AC (T/AC):	12/15 (+2 Dex, +3 natural), flat-footed 13	11/15 (–1 size, +2 Dex, +4 natural), flat-footed 13	10/15 (–2 size, +2 Dex, +5 natural), flat-footed 13
BA / Grapple:	+2/+3	+5/+12	+7/+20
Attack:	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
Full Attack:	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	10 ft. (2-polyhex) /5 ft.	15 ft. (3-polyhex) /10 ft.
Special Attacks:	—	—	—

Special Qualities:	Blindsense, keen scent	Blindsense, keen scent	Blindsense, keen scent
Saves / Dodge:	Fort +4, Ref +5, Will +2, Dodge +5	Fort +8, Ref +7, Will +3, Dodge +6	Fort +11, Ref +9, Will +4, Dodge +7
Attributes:	Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6, Swim +9	Listen +8, Spot +7, Swim +11	Listen +10, Spot +10, Swim +13
Feats:	Alertness, Weapon Finesse	Alertness, Great Fortitude, Improved Initiative	Alertness, Great Fortitude, Improved Initiative, Iron Will
Environment:	Cold aquatic	Cold aquatic	Cold aquatic
Organization:	Solitary, school (2–5), or pack (6–11)	Solitary, school (2–5), or pack (6–11)	Solitary, school (2–5), or pack (6–11)
Challenge Rating:	1	2	4
Advancement:	4–6 HD (Medium)	8–9 HD (Large)	11–17 HD (Huge)
Level	—	—	—
Adjustment:			

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

COMBAT

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

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

Skills: A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SNAKE

Snakes usually are not aggressive and flee when confronted.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Constrictor Snake

Size & Type:	Medium Animal
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+3; 20 ft. (4 hexes), climb 20 ft., swim 20 ft.
Touch/Full AC (T/AC):	13/15 (+3 Dex, +2 natural), flat-footed 12
BA / Grapple:	+2/+5
Attack:	Bite +5 melee (1d3+4)
Full Attack:	Bite +5 melee (1d3+4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Constrict 1d3+4, improved grab

Special Qualities:	Scent
Saves / Dodge:	Fort +4, Ref +6, Will +2, Dodge +6
Attributes:	Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4–5 HD (Medium); 6–10 HD (Large)
Level Adjustment:	—

Constrictor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict.

COMBAT

Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrictor Snake, Giant

Size & Type:	Huge Animal
Hit Dice:	11d8+14 (63 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+3; 20 ft. (4 hexes), climb 20 ft., swim 20 ft.
Touch/Full AC (T/AC):	11/15 (–2 size, +3 Dex, +4 natural), flat-footed 12
BA / Grapple:	+8/+23
Attack:	Bite +13 melee (1d8+10)
Full Attack:	Bite +13 melee (1d8+10)
Space/Reach:	15 ft. (3-polyhex) / 10 ft. (2 hexes)
Special Attacks:	Constrict 1d8+10, improved grab
Special Qualities:	Scent
Saves / Dodge:	Fort +8, Ref +10, Will +4, Dodge +8
Attributes:	Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16
Feats:	Alertness, Endurance, Skill Focus (Hide), Toughness
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	5
Advancement:	12–16 HD (Huge); 17–33 HD (Gargantuan)
Level Adjustment:	—

Giant constrictor snakes are more aggressive than their smaller cousins, principally because they need a great amount of food to survive.

Viper Snake

	Snake, Tiny Viper	Snake, Small Viper
Size & Type:	Tiny Animal	Small Animal
Hit Dice:	1/4 d8 (1 hp)	1d8 (4 hp)
T/AC System Adj:	Hardness 1; +5 HP	Hardness 2; +10 HP

Initiative / Speed:	+3; 15 ft. (3 hexes), climb 15 ft., swim 15 ft.	+3; 20 ft. (4 hexes), climb 20 ft., swim 20 ft.
Touch/Full AC (T/AC):	15/16 (+2 size, +3 Dex, +1 natural), flat-footed 13	14/16 (+1 size, +3 Dex, +2 natural), flat-footed 13
BA / Grapple:	+0/–11	+0/–6
Attack:	Bite +5 melee (1 plus poison)	Bite +4 melee (1d2–2 plus poison)
Full Attack:	Bite +5 melee (1 plus poison)	Bite +4 melee (1d2–2 plus poison)
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex)	2 ft. (2-microhex) /2 ft. (One 2-microhex)
Special Attacks:	Poison	Poison
Special Qualities:	Scent	Scent
Saves / Dodge:	Fort +2, Ref +5, Will +1	Fort +2, Ref +5, Will +1
Attributes:	Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5	Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6
Feats:	Weapon Finesse	Weapon Finesse
Environment:	Temperate marshes	Temperate marshes
Organization:	Solitary	Solitary
Challenge Rating:	1/3	1/2
Advancement:	—	—
Level	—	—
Adjustment:		

	Snake, Medium Viper	Snake, Large Viper	Snake, Huge Viper
Size & Type:	Medium Animal	Large Animal	Huge Animal
Hit Dice:	2d8 (9 hp)	3d8 (13 hp)	6d8+6 (33 hp)
T/AC System Adj:	Hardness 3; +15 HP	Hardness 3; +15 HP	Hardness 5/1d; +25 HP
Initiative / Speed:	+3; 20 ft. (4 hexes), climb 20 ft., swim 20 ft.	+7; 20 ft. (4 hexes), climb 20 ft., swim 20 ft.	+6; 20 ft. (4 hexes), climb 20 ft., swim 20 ft.
Touch/Full AC (T/AC):	13/16 (+3 Dex, +3 natural), flat-footed 13	12/15 (–1 size, +3 Dex, +3 natural), flat-footed 12	10/15 (–2 size, +2 Dex, +5 natural), flat-footed 15
BA / Grapple:	+1/+0	+2/+6	+4/+15
Attack:	Bite +4 melee (1d4–1 plus poison)	Bite +4 melee (1d4 plus poison)	Bite +6 melee (1d6+4 plus poison)
Full Attack:	Bite +4 melee (1d4–1 plus poison)	Bite +4 melee (1d4 plus poison)	Bite +6 melee (1d6+4 plus poison)
Space/Reach:	5 ft.(1 hex) /5 ft. (1 hex)	10 ft. (2-polyhex) /5 ft.	15 ft. (3-polyhex) /10 ft.
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Scent	Scent	Scent
Saves / Dodge:	Fort +3, Ref +6, Will +1, Dodge +6	Fort +3, Ref +6, Will +2, Dodge +5	Fort +6, Ref +7, Will +3, Dodge +5
Attributes:	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7	Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8	Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11
Feats:	Weapon Finesse	Improved Initiative, Weapon Finesse	Improved Initiative, Run, Weapon Focus (bite)
Environment:	Temperate marshes	Temperate marshes	Temperate marshes
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	2	3
Advancement:	—	—	7–18 HD (Huge)
Level	—	—	—

Adjustment:

These creatures range widely in size. They are not particularly aggressive, but they will often lash out with a bite attack before attempting to retreat.

COMBAT

Viper snakes rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake's size, as shown on the table below. The save DCs are Constitution-based.

Size	Fort DC
Tiny	10
Small	10
Medium	11
Large	11
Huge	14

SQUID

Size & Type:	Medium Animal (Aquatic)
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+3; Swim 60 ft. (12 hexes)
Touch/Full AC (T/AC):	13/16 (+3 Dex, +3 natural), flat-footed 13
BA / Grapple:	+2/+8*
Attack:	Tentacles +4 melee (0)
Full Attack:	Tentacles +4 melee (0) and bite –1 melee (1d6+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex), 10 ft. (2 hexes) with tentacles
Special Attacks:	Improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves / Dodge:	Fort +3, Ref +6, Will +2, Dodge +6
Attributes:	Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +7, Swim +10
Feats:	Alertness, Endurance
Environment:	Temperate aquatic
Organization:	Solitary or school (6–11)
Challenge Rating:	1
Advancement:	4–6 HD (Medium); 7–11 HD (Large)
Level Adjustment:	—

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

COMBAT

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. *A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line

SQUID, GIANT

Size & Type:	Huge Animal (Aquatic)
Hit Dice:	12d8+18 (72 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+3; Swim 80 ft. (16 hexes)
Touch/Full AC (T/AC):	11/17 (–2 size, +3 Dex, +6 natural), flat-footed 14
BA / Grapple:	+9/+29
Attack:	Tentacle +15 melee (1d6+8)
Full Attack:	10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4)
Space/Reach:	15 ft. (3-polyhex) /15 ft. (3 hexes), 30 ft. (6 hexes) with tentacle
Special Attacks:	Constrict 1d6+8, improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves / Dodge:	Fort +9, Ref +11, Will +5, Dodge +9
Attributes:	Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +10, Spot +11, Swim +16
Feats:	Alertness, Diehard, Endurance, Toughness (2)
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	9
Advancement:	13–18 HD (Huge); 19–36 HD (Gargantuan)
Level Adjustment:	—

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet.

COMBAT

An opponent can attack a giant squid's tentacles with a sunder attempt as if they were weapons. A giant squid's tentacles have 10 hit points each. If a giant squid is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant squid's tentacles deals 5 points of damage to the creature. A giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A giant squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

TIGER

Size & Type:	Large Animal
Hit Dice:	6d8+18 (45 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	11/14 (–1 size, +2 Dex, +3 natural), flat-footed 12
BA / Grapple:	+4/+14

Attack:	Claw +9 melee (1d8+6)
Full Attack:	2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)
Space/Reach:	10 ft. (2-polyhex) / 5 ft. (1 hex)
Special Attacks:	Improved grab, pounce, rake 1d8+3
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +8, Ref +7, Will +3, Dodge +6
Attributes:	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6
Skills:	Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11
Feats:	Alertness, Improved Natural Weapon (bite), Improved Natural Weapon (claw)
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	4
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

COMBAT

Improved Grab (Ex): To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Skills: Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.



TOAD

Size & Type:	Diminutive Animal
Hit Dice:	¼ d8 (1 hp)
T/AC System Adj:	--
Initiative / Speed:	+1; 5 ft. (1 hex)
Touch/Full AC (T/AC):	15/15 (+4 size, +1 Dex), flat-footed 14
BA / Grapple:	+0/–17
Attack:	—
Full Attack:	—
Space/Reach:	½ ft. (4-microhex) / ½ ft. (One 4-microhex)
Special Attacks:	—
Special Qualities:	Amphibious, low-light vision
Saves / Dodge:	Fort +2, Ref +3, Will +2, Dodge +7
Attributes:	Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4
Skills:	Hide +21, Listen +4, Spot +4
Feats:	Alertness
Environment:	Temperate marshes
Organization:	Swarm (10–100)
Challenge Rating:	1/10
Advancement:	—
Level Adjustment:	—

These diminutive amphibians are innocuous and beneficial, since they eat insects.

Skills: A toad's coloration gives it a +4 racial bonus on Hide checks.

WEASEL

Size & Type:	Tiny Animal
Hit Dice:	½ d8 (2 hp)
T/AC System Adj:	--
Initiative / Speed:	+2; 20 ft. (4 hexes), climb 20 ft.
Touch/Full AC (T/AC):	14/14 (+2 size, +2 Dex), flat-footed 12
BA / Grapple:	+0/-12
Attack:	Bite +4 melee (1d3-4)
Full Attack:	Bite +4 melee (1d3-4)
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex)
Special Attacks:	Attach
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +2, Ref +4, Will +1, Dodge +6
Attributes:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3
Feats:	Weapon Finesse
Environment:	Temperate hills
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	—
Level Adjustment:	—

These little mammals are aggressive predators but usually confine themselves to smaller prey. The statistics presented here can also apply to ferrets.

COMBAT

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

WHALE

Some varieties of these seagoing mammals are among the largest animals known. Relatively small whales (such as the orca presented here) can be vicious predators, attacking virtually anything they detect.

Blindsight (Ex): Whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *Silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

Baleen Whale

Size & Type:	Gargantuan Animal
Hit Dice:	12d8+78 (132 hp)

T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	+1; Swim 40 ft. (8 hexes)
Touch/Full AC (T/AC):	7/16 (–4 size, +1 Dex, +9 natural), flat-footed 15
BA / Grapple:	+9/+33
Attack:	Tail slap +17 melee (1d8+18)
Full Attack:	Tail slap +17 melee (1d8+18)
Space/Reach:	20 ft. (4-polyhex) /15 ft. (3 hexes)
Special Attacks:	—
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves / Dodge:	Fort +14, Ref +9, Will +5, Dodge +5
Attributes:	Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6
Skills:	Listen +15*, Spot +14*, Swim +20
Feats:	Alertness, Diehard, Endurance, Toughness (2)
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	6
Advancement:	13–18 HD (Gargantuan); 19–36 HD (Colossal)
Level Adjustment:	—

The statistics here describe a plankton-feeding whale between 30 and 60 feet long, such as gray, humpback, and right whales. These massive creatures are surprisingly gentle. If harassed or provoked, they are as likely to flee as they are to retaliate.

Cachalot Whale

Size & Type:	Gargantuan Animal
Hit Dice:	12d8+87 (141 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	+1; Swim 40 ft. (8 hexes)
Touch/Full AC (T/AC):	7/16 (–4 size, +1 Dex, +9 natural), flat-footed 15
BA / Grapple:	+9/+33
Attack:	Bite +17 melee (4d6+12)
Full Attack:	Bite +17 melee (4d6+12) and tail slap +12 melee (1d8+6)
Space/Reach:	20 ft. (4-polyhex) /15 ft. (3 hexes)
Special Attacks:	—
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves / Dodge:	Fort +15, Ref +9, Will +6, Dodge +5
Attributes:	Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 6
Skills:	Listen +15*, Spot +14*, Swim +20
Feats:	Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness
Environment:	Temperate aquatic
Organization:	Solitary or pod (6–11)
Challenge Rating:	7
Advancement:	13–18 HD (Gargantuan); 19–36 HD (Colossal)
Level Adjustment:	—

Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids.

Orca

Size & Type:	Huge Animal
Hit Dice:	9d8+48 (88 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP

Initiative / Speed:	+2; Swim 50 ft. (10 hexes)
Touch/Full AC (T/AC):	10/16 (–2 size, +2 Dex, +6 natural), flat-footed 14
BA / Grapple:	+6/+22
Attack:	Bite +12 melee (2d6+12)
Full Attack:	Bite +12 melee (2d6+12)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	—
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves / Dodge:	Fort +11, Ref +8, Will +5, Dodge +6
Attributes:	Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6
Skills:	Listen +14*, Spot +14*, Swim +16
Feats:	Alertness, Endurance, Run, Toughness
Environment:	Cold aquatic
Organization:	Solitary or pod (6–11)
Challenge Rating:	5
Advancement:	10–13 HD (Huge); 14–27 HD (Gargantuan)
Level Adjustment:	—

These ferocious creatures are about 30 feet long. They eat fish, squid, seals, and other whales.

WOLF

Size & Type:	Medium Animal
Hit Dice:	2d8+4 (13 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+2; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	12/14 (+2 Dex, +2 natural), flat-footed 12
BA / Grapple:	+1/+2
Attack:	Bite +3 melee (1d6+1)
Full Attack:	Bite +3 melee (1d6+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +5, Ref +5, Will +1, Dodge +5
Attributes:	Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*
Feats:	Track (B), Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4–6 HD (Large)
Level Adjustment:	—

Wolves are pack hunters known for their persistence and cunning.

COMBAT

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

WOLVERINE

Size & Type:	Medium Animal
Hit Dice:	3d8+15 (28 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+2; 30 ft. (6 hexes), burrow 10 ft., climb 10 ft.
Touch/Full AC (T/AC):	12/14 (+2 Dex, +2 natural), flat-footed 12
BA / Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +7, Ref +5, Will +2, Dodge +5
Attributes:	Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +10, Listen +6, Spot +6
Feats:	Alertness, Toughness, Track (B)
Environment:	Cold forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4–5 HD (Large)
Level Adjustment:	—

These creatures are similar to badgers but are bigger, stronger, and even more ferocious.

COMBAT

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ANIMATED OBJECT

	Animated Object, Tiny	Animated Object, Small	Animated Object, Medium
Size & Type:	Tiny Construct	Small Construct	Medium Construct
Hit Dice:	1/2 d10 (2 hp)	1d10+10 (15 hp)	2d10+20 (31 hp)
T/AC System Adj:	Hardness (see below)	Hardness (see below); +10 HP	Hardness (see below); +20 HP
Initiative / Speed:	+2; 40 ft. (8 hexes); 50 ft. legs, 60 ft. multiple legs; 80 ft. wheels	+1; 30 ft. (6 hexes); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels	+0; 30 ft. (6 hexes); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels
Touch/Full AC (T/AC):	14/14 (+2 size, +2 Dex), flat-footed 12	12/14 (+1 size, +1 Dex, +2 natural), flat-footed 13	10/14 (+4 natural), flat-footed 14
BA / Grapple / Parry:	+0/–9/—	+0/–4/—	+1/+2/—
Attack:	Slam +1 melee (1d3–1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
Full Attack:	Slam +1 melee (1d3–1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
Space/Reach:	1 ft.(3-microhex) /1 ft.	2 ft. (2-microhex) /2 ft.	5 ft. (1 hex) /5 ft.
Special Attacks:	See text	See text	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also	Construct traits, darkvision 60 ft., low-light vision; also	Construct traits, darkvision 60 ft., low-light vision; also

	see text	see text	see text
Saves / Dodge:	Fort +0, Ref +2, Will –5, Dodge --	Fort +0, Ref +1, Will –5, Dodge --	Fort +0, Ref +0, Will –5, Dodge --
Attributes:	Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1	Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1	Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organization:	Group (4)	Pair	Solitary
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Animated Object, Large	Animated Object, Huge	Animated Object, Gargantuan
Size & Type:	Large Construct	Huge Construct	Gargantuan Construct
Hit Dice:	4d10+30 (52 hp)	8d10+40 (84 hp)	16d10+60 (148 hp)
T/AC System Adj:	Hardness (see below); +25 HP	Hardness (see below); +30 HP	Hardness (see below); +40 HP
Initiative / Speed:	+0; 20 ft. (4 hexes); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	–1; 20 ft. (4 hexes); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	–2; 10 ft. (2 hexes); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Touch/Full AC (T/AC):	9/14 (–1 size, +5 natural), flat-footed 14	7/13 (–2 size, –1 Dex, +6 natural), flat-footed 13	4/12 (–4 size, –2 Dex, +8 natural), flat-footed 12
BA / Grapple / Parry:	+3/+10/—	+6/+19/—	+12/+31/—
Attack:	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
Full Attack:	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
Space/Reach:	10 ft./5 ft. (long) 10 ft./10 ft. (tall)	15 ft./10 ft. (long) 15 ft./15 ft. (tall)	20 ft./15 ft. (long) 20 ft./20 ft. (tall)
Special Attacks:	See text	See text	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves / Dodge:	Fort +1, Ref +1, Will –4, Dodge --	Fort +2, Ref +1, Will –3, Dodge --	Fort +5, Ref +3, Will +0, Dodge --
Attributes:	Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1	Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1	Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	5	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Animated Object, Colossal
Size & Type:	Colossal Construct
Hit Dice:	32d10+80 (256 hp)

T/AC System Adj:	Hardness (see below); +60 HP
Initiative / Speed:	-3; 10 ft. (2 hexes); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Touch/Full AC (T/AC):	-1/11 (-8 size, -3 Dex, +12 natural), flat-footed 11
BA / Grapple / Parry:	+24/+49/—
Attack:	Slam +25 melee (4d6+13)
Full Attack:	Slam +25 melee (4d6+13)
Space/Reach:	30 ft. (5-polyhex) /20 ft. (4 hexes; long) 30 ft. (5-polyhex) /30 ft. (6 hexes; tall)
Special Attacks:	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves / Dodge:	Fort +10, Ref +7, Will +5, Dodge --
Attributes:	Str 28, Dex 4, Con —, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Animated objects come in all sizes, shapes, and colors. They owe their existence as creatures to spells such as *Animate Objects* or similar supernatural abilities.

COMBAT

Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions.

An animated object can have one or more of the following special abilities, depending on its form.

Blind (Ex): A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible animated object such as a rope, vine, or rug deals damage equal to its slam damage value plus 1- 1/2 times its Strength bonus with a successful grapple check against a creature up to one size larger than itself.

An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

Hardness (Ex): An animated object has the same hardness it had before it was animated. Typical hardness ratings include Hardness 0 for soft flesh, Hardness 2 for leather, Hardness 5 for wood, Hardness 10 for steel, and Hardness 20 for adamantite.

Improved Speed (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Trample (Ex): An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1-1/2 times its Strength bonus. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + 1/2 object's HD + object's Str modifier) to halve the damage.

ANKHEG

Size & Type:	Large Magical Beast
Hit Dice:	3d10+12 (28 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	+0; 30 ft. (6 hexes), burrow 20 ft.
Touch/Full AC (T/AC):	9/18 (–1 size, +9 natural), flat-footed 18
BA / Grapple / Parry:	+3/+12/—
Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Full Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Improved grab, spit acid
Special Qualities:	Darkvision 60 ft., low-light vision, tremorsense 60 ft.
Saves / Dodge:	Fort +6, Ref +3, Will +2, Dodge +2
Attributes:	Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
Skills:	Climb +8, Listen +6, Spot +3
Feats:	Alertness, Toughness
Environment:	Warm plains
Organization:	Solitary or cluster (2–4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4 HD (Large); 5–9 HD (Huge)
Level Adjustment:	—

The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but it can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long ([1d10 + 5] x10).

COMBAT

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the ankheg does not need to move 10 feet before attacking.) Clusters of ankhegs share the same territory but do not cooperate.

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

ARANEA

Size & Type:	Medium Magical Beast (Shapechanger)
Hit Dice:	3d10+6 (22 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+6; 50 ft. (10 hexes), climb 25 ft.
Touch/Full AC (T/AC):	12/13 (+2 Dex, +1 natural), flat-footed 11
BA / Grapple / Parry:	+3/+3/+5
Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged

Full Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Poison, spells, web
Special Qualities:	Change shape, darkvision 60 ft., low-light vision
Saves / Dodge:	Fort +5, Ref +5, Will +4, Dodge +5
Attributes:	Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14
Skills:	Climb +14, Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6
Feats:	Improved Initiative, Iron Will (B), Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or colony (3–6)
Challenge Rating:	4
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. An aranea weighs about 150 pounds. The hump on its back houses its brain. Araneas speak Common and Sylvan.

COMBAT

An aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents for ransom.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spells: An aranea casts spells as a 3rd-level sorcerer. It prefers illusions and enchantments and avoids fire spells. *Typical Sorcerer Spells Known* (6/6; save DC 12 + spell level): 0— *Daze, Detect Magic & Psionics, Ghost Sound, Light, Resistance*; 1st—*Mage Armor, Silent Image, Sleep*.

Web (Ex): In spider or hybrid form (see below), an aranea can throw a web up to six 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 of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Change Shape (Su): An aranea's natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider–humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 feet (6 hexes).

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A *True Seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

ARCHON

Archons are celestials from a lawful good-aligned plane. Archons exemplify the upholding of the law towards the

service of the greater good. In this way, their rigid hierarchy sets them apart from other types of celestials. Lantern archons and hound archons can be found serving the worshippers of lawful good gods in the Prime Material Plane, but trumpet archons are almost exclusively found on the upper planes.

Archons speak Celestial, Infernal, and Draconic, but can speak with almost any creature because of their Tongues ability.

COMBAT

Archons generally prefer to meet a foe head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and run tactics or standing off and engaging a foe with magic before moving into melee).

Archon Traits: An archon possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—**Aura of Menace (Su):** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

—Immunity to electricity and petrification.

— +4 racial bonus on saves against poison.

—**Magic Circle versus Evil (Su):** A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

—**Teleport (Su):** Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

—**Tongues (Su):** All archons can speak with any creature that has a language, as though using a *Tongues* spell (caster level 14th). This ability is always active.

LANTERN ARCHON



Size & Type:	Small Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice:	1d8 (4 hp)
T/AC System Adj:	Hardness 4; +20 HP; Ignore 10/2d Hardness
Initiative / Speed:	+4; Fly 60 ft. (perfect) (12 hexes)
Touch/Full AC (T/AC):	11/15 (+1 size, +4 natural), flat-footed 15
BA / Grapple / Parry:	+1/–8/–4
Attack:	Light ray +2 ranged touch (1d6)
Full Attack:	2 light rays +2 ranged touch (1d6)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities
Special Qualities:	Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues
Saves / Dodge:	Fort +2 (+6 against poison), Ref +2, Will +2, Dodge +3
Attributes:	Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
Skills:	Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4
Feats:	Improved Initiative
Environment:	A lawful good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always lawful good
Advancement:	2–4 HD (Small)
Level Adjustment:	—

Lantern archons appear as floating balls of light that glow about as brightly as a torch. Only their destruction can extinguish the glow, though they can try to hide it.

COMBAT

A lantern archon has little reason to get within melee range. It usually hovers just close enough to bring the enemy within its aura of menace, then blasts away with its light rays. Lantern archons prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

Aura of Menace (Su): Will DC 12 negates.

Light Ray (Ex): A lantern archon's light rays have a range of 30 feet. This attack overcomes damage reduction of any type.

Spell-Like Abilities: At will—*Aid*, *Detect Evil*, *Continual Flame*. Caster level 3rd.

HOUND ARCHON

	Hound Archon	Hound Archon Champion, 11 th -lvl Paladin
Size & Type:	Medium Outsider (Archon, Extraplanar, Good, Lawful)	Medium Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice:	6d8+6 (33 hp)	6d8+18 plus 11d10+33 (143 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP	Hardness 5/1d; +45 HP
Initiative / Speed:	+4; 40 ft. (8 hexes)	+4; 30 ft. in full plate armor (6 hexes); base speed 40 ft.
Touch/Full AC (T/AC):	10/19 (+9 natural), flat-footed 19	14/34 (DB +4, +9 natural, +11 +3 <i>full plate</i> [Hard: 15/3d, HP:110]), flat-footed 30
BA / Grapple / Parry:	+6/+8/+8	+17/+22/+29
Attack:	Bite +8 melee (1d8+2) or greatsword +8 melee (2d6+3/19–20)	+2 <i>cold iron greatsword</i> +25 melee (2d6+9/19–20) or bite +22 melee (1d8+5)
Full Attack:	Bite +8 melee (1d8+2) and slam +3 melee (1d4+1); or greatsword +8/+3 melee (2d6+3/19–20) and bite +3 melee (1d8+1)	+2 <i>cold iron greatsword</i> +25/+20/+15/+10 melee (2d6+9/19–20) and bite +17 melee (1d8+2); or bite +22 melee (1d8+5) and slam +17 melee (1d4+2)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities	Smite evil, spells, spell-like abilities, turn undead 6/day
Special Qualities:	Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, spell resistance 16, teleport, tongues	Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, paladin abilities, scent, spell resistance 27, teleport, tongues
Saves / Dodge:	Fort +6 (+10 against poison), Ref +5, Will +6, Dodge +5	Fort +18 (+22 against poison), Ref +11, Will +13, Dodge +15
Attributes:	Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12	Str 21, Dex 10, Con 16, Int 8, Wis 14, Cha 16
Skills:	Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks)	Concentration +20, Diplomacy +19, Hide +2*, Jump +0, Listen +10, Ride +14, Sense Motive +19, Spot +10, Survival +2*
Feats:	Improved Initiative, Power Attack, Track	Improved Initiative, Leadership, Mounted Combat, Ride-By Attack, Track, Weapon Focus (greatsword)
Environment	A lawful good-aligned plane	A lawful good-aligned plane
Organization:	Solitary, pair, or squad (3–5)	Solitary or with juvenile bronze dragon
Challenge Rating:	4	16
Treasure:	No coins; double goods; standard items	Standard

Alignment:	Always lawful good	Always lawful good
Advancement:	7–9 HD (Medium); 10–18 HD (Large)	By character class
Level Adjustment:	+8	–

Hound archons look like well-muscled humans with canine heads.

COMBAT

Hound archons prefer to attack with their natural weapons but occasionally use greatswords. A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*Aid*, *Continual Flame*, *Detect Evil*, *Message*. Caster level 6th.

Aura of Menace (Su): Will DC 16 negates.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. 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 doglike or wolflike animal of the animal type.

Skills: *While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

HOUD ARCHON HERO

The hound archon hero is a mighty champion of justice, devoted to the pursuit and destruction of evil in all its forms.

COMBAT

Hound archon heroes have over time developed a love for their weapons. They prefer to use their *holy greatswords* over their bite and slam attacks.

Spell-Like Abilities: At will—*Aid*, *Continual Flame*, *Detect Evil*, *Message*. Caster level 6th.

Aura of Menace (Su): The save DC for the hound archon hero's aura of menace (DC 18) is adjusted for its higher Charisma score.

Smite Evil (Su): Three times per day a hound archon hero can make a normal melee attack with a +3 bonus that deals an extra 11 points of damage against an evil foe.

Change Shape (Su): A hound archon hero can assume any canine form of Small to Large size. 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 doglike or wolflike animal of the animal type.

Skills: *While in canine form, a hound archon hero gains a +4 circumstance bonus on Hide and Survival checks.

Paladin Abilities: Aura of courage, aura of good, *Detect Evil*, divine grace, divine health, lay on hands (33 points/day), *Remove Disease* 2/week, special mount (juvenile bronze dragon).

Typical Paladin Spells (6 PP; save DC 12 + spell level): 1st— *Divine Favor*, *Protection from Evil*; 2nd— *Bull's Strength*, *Eagle's Splendor*.

Possessions: +3 full plate armor, +2 cold iron greatsword.

HOUD ARCHON HERO MOUNTS

In the course of their adventures, many hound archon heroes befriend bronze dragons, which may come to serve as their mounts. The relationship between these mounts and their celestial riders goes beyond even the special bond between paladin and mount. The dragon and the archon are naturally allies and friends, as can be expected of two powerful servants of cosmic justice. The juvenile bronze dragon mount gains 2 additional HD, 4 points of Strength, an additional 4 points of natural armor, improved evasion, and +10 feet to speed in all its movement forms. The dragon cannot, however, command other creatures of its type as other kinds of paladin mounts can.

HOUD ARCHONS AS CHARACTERS

Hound archon characters possess the following racial traits.

- +4 Strength, +2 Constitution, +2 Wisdom, +2 Charisma.
- Medium size.
- A hound archon's base land speed is 40 feet.

- Racial Hit Dice: A hound archon begins with six levels of outsider, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.
- Racial Skills: A hound archon's outsider levels give it skill points equal to $9 \times (8 + \text{Int modifier})$. Its class skills are Concentration, Hide, Jump, Listen, Move Silently, Sense Motive, Spot, and Survival.
- Racial Feats: A hound archon's outsider levels give it three feats.
- +9 natural armor bonus.
- Natural Weapons: Bite (1d8) and slam (1d4).
- Archon Traits (see page 16): Darkvision 60 ft., low-light vision, aura of menace (Will DC 15 + character's Cha modifier), immunity to electricity and petrification, +4 racial bonus on saves against poison, magic circle against evil, teleport, tongues.
- Special Attacks: Spell-like abilities.
- Special Qualities: Change shape, damage reduction 10/evil, scent, spell resistance equal to 16 + class levels.
- Automatic Languages: Celestial. Bonus Languages: Common, Draconic, Infernal.
- Favored class: Ranger.
- Level adjustment +8.

TRUMPET ARCHON

Size & Type:	Medium Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice:	12d8+72 (126 hp)
T/AC System Adj:	Hardness 10/2d; +70 HP; Ignore 5/1d Hardness
Initiative / Speed:	+7; 40 ft. (8 hexes), fly 90 ft. (good)
Touch/Full AC (T/AC):	13/27 (+3 Dex, +14 natural), flat-footed 24
BA / Grapple / Parry:	+12/+17/+21
Attack:	+4 <i>greatsword</i> +21 melee (2d6+11/19–20)
Full Attack:	+4 <i>greatsword</i> +21/+16/+11 melee (2d6+11/19–20)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	Spell-like abilities, spells, trumpet
Special Qualities:	Aura of menace, damage reduction 5/magic and evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, spell resistance 29, teleport, tongues
Saves / Dodge:	Fort +14 (+18 against poison), Ref +11, Will +11, Dodge +11
Attributes:	Str 20, Dex 17, Con 23, Int 16, Wis 16, Cha 16
Skills:	Concentration +21, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (any one) +18, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3 (+5 with bindings)
Feats:	Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack
Environment:	A lawful good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	14
Treasure:	No coins; double goods; standard items
Alignment:	Always lawful good
Advancement:	13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment:	+14

A resplendent representative of their god or principle, a trumpet archon is always finely dressed and coifed, with metallic tones to both their skin and eyes. Each trumpet archon carries a gleaming silver trumpet about 6 feet long.

COMBAT

A trumpet archon usually disdains physical combat, preferring to obliterate foes with spells quickly and return to its duties. If forced into an extended battle, it sounds its trumpet and attacks with a vengeance. A trumpet archon's natural weapons, as well as any weapons it wields, are treated as magic, good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*Detect Evil, Continual Flame, Message*. Caster level 12th.

Aura of Menace (Su): Will DC 21 negates.

Spells: Trumpet archons can cast divine spells as 14th-level Clerics. A trumpet archon has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3 or 218 PP; DC 13 + spell level): 0—*Detect Magic & Psionics, Light, Purify Food and Drink, Read Magic, Resistance* (2); 1st—*Bless* (2), *Divine Favor* (2), *Protection from Chaos**, *Sanctuary, Shield of Faith*; 2nd—*Aid**, *Bull's Strength* (2), *Consecrate, Lesser Restoration, Owl's Wisdom* (2); 3rd—*Daylight, Invisibility Purge, Magic Circle versus Chaos*, Magic Vestment, Protection from Energy* (2); 4th—*Dismissal, Divine Power, Holy Smite*, Neutralize Poison, Spell Immunity*; 5th—*Dispel Evil*, Mass Cure Light Wounds, Plane Shift, Raise Dead*; 6th—*Blade Barrier*, Banishment, Heal, Undeath to Death*; 7th—*Dictum*, Holy Word, Mass Cure Serious Wounds*.

*Domain spell. Domains: Good and Law.

Trumpet (Su): An archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except archons within 100 feet of the blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a +4 *greatsword* as a free action.

If a trumpet is ever stolen, it becomes a chunk of useless metal until the owner can recover it. Woe betide any thief caught with one.

ARROWHAWK

	Juvenile Arrowhawk	Adult Arrowhawk	Elder Arrowhawk
Size & Type:	Small Outsider (Air, Extraplanar)	Medium Outsider (Air, Extraplanar)	Large Outsider (Air, Extraplanar)
Hit Dice:	3d8+3 (16 hp)	7d8+7 (38 hp)	15d8+45 (112 hp)
T/AC System Adj:	Hardness 4; +20 HP	Hardness 5/1d; +30 HP	Hardness 5/1d; +40 HP
Initiative / Speed:	+5; Fly 60 ft. (perfect) (12 hexes)	+5; Fly 60 ft. (perfect) (12 hexes)	+5; Fly 60 ft. (perfect) (12 hexes)
Touch/Full AC (T/AC):	17/21 (+1 size, +5 Dex, +1 dodge, +4 natural), flat-footed 15	16/22 (+5 Dex, +1 dodge, +6 natural), flat-footed 16	15/23 (–1 size, +5 Dex, +1 dodge, +8 natural), flat-footed 17
BA / Grapple / Parry:	+3/+0/+8	+7/+9/+12	+15/+25/+21
Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)	Electricity ray +19 ranged touch (2d8) or bite +21 melee (2d6+9)
Full Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)	Electricity ray +19 ranged touch (2d8) or bite +20 melee (2d6+9)
Space/Reach:	2 ft. (2-microhex) /2 ft.	5 ft. (1 hex) /5 ft. (1 hex)	10 ft. (2-polyhex) /5 ft.
Special Attacks:	Electricity ray	Electricity ray	Electricity ray
Special Qualities:	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10
Saves / Dodge:	Fort +4, Ref +8, Will +4, Dodge +10*	Fort +6, Ref +10, Will +6, Dodge +11*	Fort +12, Ref +14, Will +10, Dodge +14*
Attributes:	Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Escape Artist +11, Knowledge (the planes) +6, Listen	Diplomacy +3, Escape Artist +15, Knowledge (the planes) +10, Listen +11,	Diplomacy +3, Escape Artist +23, Knowledge (the planes) +18, Listen +21, Move Silently

	+7, Move Silently +11, Search +6, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks, +9 Plane of Air), Use Rope +5 (+7 with bindings)	Move Silently +15, Search +10, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks, +13 Plane of Air), Use Rope +5 (+7 with bindings)	+23, Search +18, Sense Motive +19, Spot +21, Survival +19 (+21 following tracks, +21 Plane of Air), Use Rope +5 (+7 involving bindings)
Feats:	Dodge, Weapon Finesse	Dodge, Flyby Attack, Weapon Finesse	Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite) (B)
Environment	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary or clutch (2–4)	Solitary or clutch (2–4)	Solitary or clutch (2–4)
Challenge Rating:	3	5	8
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–24 HD (Large); 25–32 HD (Gargantuan)
Level Adjustment:	—	—	—

An arrowhawk is a predator and scavenger from the Elemental Plane of Air. By twisting its body and varying the cadence of its wingbeats, an arrowhawk can fly at top speed in any direction. A juvenile arrowhawk (1 to 10 years old) is about 5 feet long from beak to tail, with the body accounting for about one-third of that length. Its wingspan is about 7 feet, and it weighs about 20 pounds. An adult (11 to 40 years old) is about 10 feet long from beak to tail, with a wingspan of about 15 feet and a weight of about 100 pounds. An elder arrowhawk (41 to 75 years old) is about 20 feet long with a wingspan of 30 feet and a weight of about 800 pounds.

Arrowhawks speak Auran, but they are not usually talkative creatures.

COMBAT

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature also bites, but it prefers to stay out of reach.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

ASSASSIN VINE

Size & Type:	Large Plant
Hit Dice:	4d8+12 (30 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+0; 5 ft. (1 hex)
Touch/Full AC (T/AC):	9/15 (–1 size, +6 natural), flat-footed 15
BA / Grapple / Parry:	+3/+12/—
Attack:	Slam +7 melee (1d6+7)
Full Attack:	Slam +7 melee (1d6+7)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes), 20 ft. (4 hexes) with vine
Special Attacks:	Constrict 1d6+7, entangle, improved grab
Special Qualities:	Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10
Saves / Dodge:	Fort +7, Ref +1, Will +2, Dodge —
Attributes:	Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9
Skills:	—
Feats:	—
Environment:	Temperate forests

Organization:	Solitary or patch (2–4)
Challenge Rating:	3
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	5–16 HD (Huge); 17–32 HD (Gargantuan); 33+ HD (Colossal)
Level Adjustment:	—

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine. An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity.

A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

COMBAT

An assassin vine uses simple tactics: It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

ASTRAL CONSTRUCT

Astral constructs are brought into being by the metacreativity power *astral construct*. They are formed from raw ectoplasm (a portion of the astral medium drawn into the Material Plane). The power points spent by the construct's creator during the manifestation of the power determine the level of the astral construct created. However, even astral constructs of the same level vary somewhat from each other, depending on the whims of their creators.

COMBAT

Astral constructs act as directed by their creators. As a free action, a construct's manifester can direct the construct to attack particular enemies, use specific tactics or powers, perform other actions, or do nothing at all. The construct does exactly what its creator directs it to do.

An astral construct generally appears as an animate clump of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt one according to his or her whim within the limits imposed by the creature's size. The quality of such "construct sculpture" is determined by a Craft (sculpting) check. A result of 10 to 19 creates a creature that is recognizably similar to the desired creature shape; a result of 20 to 29 creates a construct that looks like an accurate portrayal of that creature type; a result of 30 or higher creates a construct that looks

like a specific individual. No matter how high the Craft (sculpting) check result, though, an astral construct's appearance can't hide the otherworldly material from which it is formed.

Construct Traits: An astral construct has immunity to poison, *Sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Special Abilities: Every time an astral construct is created, the manifester can choose to apply one special ability to the construct. When the manifester begins to manifest the *astral construct* power, he chooses one or more special abilities from a menu of abilities appropriate to that level of astral construct.

Creating an Astral Construct

When manifesting the *Astral Construct* power, the manifester either assembles the desired creature from a menu of choices, as specified in the construct's statistics block, or creates a Second Skin (see feat for more details on Second Skin). A manifester can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed. An astral construct does not need to meet the prerequisites for a feat granted by a menu choice.

Some menu choices grant an astral construct the ability to manifest specific powers as psi-like abilities. Unless using the ability is a free action, an astral construct manifesting such a power does so as a standard action that provokes attacks of opportunity. All such powers have a manifester level equal to the astral construct's Hit Dice or the creator's manifester level, whichever is lower.

Astral Construct Menu A

A manifester creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one special ability from this menu.

Buff (Ex): The astral construct gains an extra 5 hit points.

Celerity (Ex): The astral construct's land speed is increased by 10 feet.

Cleave (Ex): The astral construct gains the Cleave feat.

Deflection (Ex): The astral construct gains a +1 deflection bonus to Armor Class.

Fly (Ex): The astral construct has physical wings and a fly speed of 20 feet (average).

Improved Bull Rush (Ex): The astral construct gains the Improved Bull Rush feat.

Improved Slam Attack (Ex): The astral construct gains the Improved Natural Attack feat.

Mobility (Ex): The astral construct gains the Mobility feat.

Power Attack (Ex): The astral construct gains the Power Attack feat.

Resistance (Ex): Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The astral construct gains resistance 5 against that energy type.

Swim (Ex): The astral construct is streamlined and shark like, gaining a swim speed of 30 feet.

Trip (Ex): If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Astral Construct Menu B

A manifester creating a 4th-level, 5th-level, or 6th-level astral construct can choose one special ability from this menu. Alternatively, the construct can have two special abilities from Menu A.

Energy Touch (Ex): If you are a kineticist, the astral construct's physical attacks are wreathed in your energy type, dealing an extra 1d6 points of energy damage. If you are not a kineticist, the astral construct deals an extra 1d4 points of damage of an energy type you choose (fire, cold, acid, or electricity) when you manifest the construct.

Extra Attack: If the astral construct is Medium or smaller, it gains two slam attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier x 1-1/2. If the astral construct is Large or larger, it gains three slams instead of two when it makes a full attack. Its attacks are otherwise unchanged.

Fast Healing (Ex): The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.

Heavy Armor (Ex): The astral construct gains a +4 natural armor bonus to Armor Class.

Improved Buff (Ex): The astral construct gains an extra 20 hit points.

Improved Critical (Ex): The astral construct gains the Improved Critical feat with its slam attacks.

Improved Damage Reduction (Su): The astral construct's surface forms a supernaturally hard carapace, providing an additional 5 points of damage reduction (or damage reduction 5/magic if it does not already have damage reduction). (In the T/ACTical combat system, Improved Damage Reduction would also increase the Astral Construct's amount of Hardness ignored by 5/1d).

Improved Fly (Ex): The astral construct has physical wings and a fly speed of 40 feet (average).

Improved Grab (Ex): To use this ability, the construct must hit with its slam attack. A construct can use this ability only on a target that is at least one size smaller than itself.

Improved Swim (Ex): The astral construct is streamlined and sharklike and gains a swim speed of 60 feet.

Muscle (Ex): The astral construct gains a +4 bonus to its Strength score.

Poison Touch (Ex): If the astral construct hits with a melee attack, the target must make an initial Fortitude save (DC 10 + 1/2 astral construct's HD + astral construct's Cha modifier) or take 1 point of Constitution damage. One minute later, the target must save again or take 1d2 points of Constitution damage.

Pounce (Ex): If the astral construct charges a foe, it can make a full attack.

Smite (Su): Once per day the astral construct can make one attack that deals extra damage equal to its Hit Dice.

Trample (Ex): As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Str modifier. The target can attempt a Reflex save (DC 10 + 1/2 astral construct's Hit Dice + astral construct's Str modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a -4 penalty.

Astral Construct Menu C

A manifester creating a 7th-level, 8th-level, or 9th-level astral construct can choose one special ability from this menu. Alternatively, the astral construct can have two special abilities from Menu B. (One or both Menu B choices can be swapped for two choices from Menu A.)

Blindsight (Ex): The astral construct has blindsight out to 60 feet.

Concussion (Sp): The astral construct can manifest *Concussion Blast* (manifester level 7th) as a free action once per round.

Constrict (Ex): The astral construct has the improved grab ability with its slam attack. In addition, on a successful grapple check, the astral construct deals damage equal to its slam damage.

Deflection Field (Ex): The astral construct gains a +4 deflection bonus to Armor Class.

Dimension Slide (Sp): The astral construct can manifest *Dimension Slide* (manifester level equal to Hit Dice) as a move action once per round.

Duodimensional Claws (Ex): The astral construct's natural weaponry includes a set of claws, with ectoplasm so sharp it slices between molecules; the construct's Slam damage inflicts slashing damage now, and the attack ignores the first 20 points of its target's Hardness.

Energy Bolt (Sp): The astral construct can manifest *Energy Bolt* (manifester level 8th) as a standard action once per round. The creator sets the energy type that the astral construct can manifest when he creates it.

Extra Buff (Ex): The astral construct gains an extra 40 hit points.

Natural Invisibility (Su): The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the *Invisibility Purge* spell.

Power Resistance (Ex): The astral construct gains power resistance equal to 10 + its Hit Dice.

Rend (Ex): The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1-1/2 times its Str modifier.

Spring Attack (Ex): The astral construct gains the Spring Attack feat.

Whirlwind Attack (Ex): The astral construct gains the Whirlwind Attack feat.

1ST-LEVEL ASTRAL CONSTRUCT

Size & Type:	Small Construct
Hit Dice:	1d10+10 (15 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+2; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	13/18 (+2 Dex, +5 natural, +1 size), flat-footed 16
BA / Grapple / Parry:	+2/-1/—
Attack:	Slam +3 melee (1d4+3)
Full Attack:	Slam +3 melee (1d4+3)
Space/Reach:	2 ft. (2-microhex) /2 ft. (One 2-microhex)
Special Attacks:	—
Special Qualities:	One ability from Menu A, construct traits, darkvision 60 ft., low-light vision
Saves / Dodge:	Fort +0, Ref +2, Will +0, Dodge —
Attributes:	Str 15, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

2ND-LEVEL ASTRAL CONSTRUCT

Size & Type:	Medium Construct
Hit Dice:	2d10+20 (31 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/18 (+2 Dex, +6 natural), flat-footed 16
BA / Grapple / Parry:	+3/+4/—
Attack:	Slam +4 melee (1d6+4)
Full Attack:	Slam +4 melee (1d6+4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	traits, darkvision 60 ft., low-light vision
Saves / Dodge:	Fort +0, Ref +2, Will +0, Dodge —
Attributes:	Str 17, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

3RD-LEVEL ASTRAL CONSTRUCT

Size & Type:	Medium Construct

Hit Dice:	3d10+20 (36 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/20 (+2 Dex, +8 natural), flat-footed 18
BA / Grapple / Parry:	+4/+7/—
Attack:	Slam +7 melee (1d6+7)
Full Attack:	Slam +7 melee (1d6+7)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	One ability from Menu A, construct traits, darkvision 60 ft., low-light vision
Saves / Dodge:	Fort +1, Ref +3, Will +1, Dodge —
Attributes:	Str 21, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

4TH-LEVEL ASTRAL CONSTRUCT

Size & Type:	Medium Construct
Hit Dice:	5d10+20 (47 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/22 (+2 Dex, +10 natural), flat-footed 20
BA / Grapple / Parry:	+5/+10/—
Attack:	Slam +10 melee (1d6+10)
Full Attack:	Slam +10 melee (1d6+10)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	One ability from Menu B, construct traits, darkvision 60 ft., low-light vision
Saves / Dodge:	Fort +1, Ref +3, Will +1, Dodge —
Attributes:	Str 25, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

5TH-LEVEL ASTRAL CONSTRUCT

Size & Type:	Large Construct
Hit Dice:	7d10+30 (68 hp)
T/AC System Adj:	Hardness 10/2d; +65 HP; Ignore 5/1d Hardness
Initiative / Speed:	+1; 40 ft. (8 hexes)

Touch/Full AC (T/AC):	10/23 (+1 Dex, +13 natural, –1 size), flat-footed 22
BA / Grapple / Parry:	+7/+18/—
Attack:	Slam +13 melee (1d8+9)
Full Attack:	2 slams +13 melee (1d8+9)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	—
Special Qualities:	One ability from Menu B, construct traits, damage reduction 5/magic, darkvision 60 ft., lowlight vision
Saves / Dodge:	Fort +2, Ref +3, Will +2, Dodge —
Attributes:	Str 29, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

6TH-LEVEL ASTRAL CONSTRUCT

Size & Type:	Large Construct
Hit Dice:	10d10+30 (85 hp)
T/AC System Adj:	Hardness 15/3d; +75 HP; Ignore 10/2d Hardness
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	10/25 (+1 Dex, +15 natural, –1 size), flat-footed 24
BA / Grapple / Parry:	+9/+22/—
Attack:	Slam +17 melee (1d8+11)
Full Attack:	2 slams +17 melee (1d8+11)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	—
Special Qualities:	One ability from Menu B, construct traits, damage reduction 10/magic, darkvision 60 ft., lowlight vision
Saves / Dodge:	Fort +3, Ref +4, Will +3, Dodge —
Attributes:	Str 33, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

7TH-LEVEL ASTRAL CONSTRUCT

Size & Type:	Large Construct
Hit Dice:	13d10+30 (101 hp)
T/AC System Adj:	Hardness 15/3d; +85 HP; Ignore 10/2d Hardness
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	10/27 (+1 Dex, +17 natural, –1 size), flat-footed 26

BA / Grapple / Parry:	+11/+25/—
Attack:	Slam +20 melee (1d8+12)
Full Attack:	2 slams +20 melee (1d8+12)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	—
Special Qualities:	One ability from Menu C, construct traits, damage reduction 10/magic, darkvision 60 ft., lowlight vision
Saves / Dodge:	Fort +4, Ref +5, Will +4, Dodge —
Attributes:	Str 35, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

8TH-LEVEL ASTRAL CONSTRUCT

Size & Type:	Large Construct
Hit Dice:	16d10+30 (118 hp)
T/AC System Adj:	Hardness 15/3d; +95 HP; Ignore 15/3d Hardness
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	10/29 (+1 Dex, +19 natural, –1 size), flat-footed 28
BA / Grapple / Parry:	+14/+30/—
Attack:	Slam +25 melee (1d8+14)
Full Attack:	2 slams +25 melee (1d8+14)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	—
Special Qualities:	One ability from Menu C, construct traits, damage reduction 15/magic, darkvision 60 ft., lowlight vision
Saves / Dodge:	Fort +5, Ref +6, Will +5, Dodge —
Attributes:	Str 39, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

9TH-LEVEL ASTRAL CONSTRUCT

Size & Type:	Huge Construct
Hit Dice:	19d10+40 (144 hp)
T/AC System Adj:	Hardness 25/5d/1D; +125 HP; Ignore 15/3d Hardness
Initiative / Speed:	+0; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	8/33 (+25 natural, –2 size), flat-footed 33
BA / Grapple / Parry:	+16/+38/—

Attack:	Slam +28 melee (2d6+16)
Full Attack:	2 slams +28 melee (2d6+16)
Space/Reach:	15 ft. (3-polyhex) /15 ft. (3 hexes)
Special Attacks:	—
Special Qualities:	Two abilities from Menu C, construct traits, damage reduction 15/magic, darkvision 60 ft., lowlight vision
Saves / Dodge:	Fort +6, Ref +6, Will +6, Dodge —
Attributes:	Str 43, Dex 11, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

As Constructs, Astral Constructs have all the same advantages and vulnerabilities as the Construct type. They are not Tech Constructs, and therefore cannot be critically hit. Astral Constructs with damage reduction hit with their natural attacks as if they were magic for purposes of overcoming damage reduction.

ATHACH

Size & Type:	Huge Aberration
Hit Dice:	14d8+70 (133 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+1; 35 ft. in hide armor (7 hexes); base speed 50 ft.
Touch/Full AC (T/AC):	9/20 (–2 size, +1 Dex, +3 hide armor [Hard: 3, HP: 15], +8 natural), flat-footed 19
BA / Grapple / Parry:	+10/+26/+18
Attack:	Morningstar +16 melee (3d6+8) or rock +9 ranged (2d6+8)
Full Attack:	Morningstar +12/+7/+2 melee (3d6+8), and 2 morningstars +12 melee (3d6+4), and bite +12 melee (2d8+4 plus poison); or rock +5 ranged (2d6+8), and 2 rocks +5 ranged (2d6+4)
Space/Reach:	15 ft. (3-polyhex) /15 ft. (3 hexes)
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +9, Ref +5, Will +10, Dodge +3
Attributes:	Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 6
Skills:	Climb +9, Jump +18, Listen +7, Spot +7
Feats:	Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, gang (2–4), or tribe (7–12)
Challenge Rating:	8
Treasure:	1/2 coins; double goods; standard items
Alignment:	Often chaotic evil
Advancement:	15–28 HD (Huge)
Level Adjustment:	+12

The athach is a hulking, misshapen biped born with a third arm mounted in the middle of its chest. An adult stands some 18 feet tall and weighs about 4,500 pounds. Athachs speak a crude dialect of Giant.

COMBAT

Athachs charge into melee combat unless their opponents are out of reach, in which case they throw rocks. They sometimes try to overrun armored opponents to reach unarmored opponents in back ranks. With its first few melee attacks, an athach tends to flail about indiscriminately. After a few rounds, it concentrates on foes that have been hitting it most often and uses its bite on whoever has dealt it the most damage.

Poison (Ex): Injury, Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

AZER

Size & Type:	Medium Outsider (Extraplanar, Fire)
Hit Dice:	2d8+2 (11 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+1; 20 ft. in scale mail (4 hexes); base speed 30 ft.
Touch/Full AC (T/AC):	11/23 (+1 Dex, +6 natural, +4 scale mail [Hard: 5, HP: 20], +2 heavy shield [Hard: 10, HP: 20]), flat-footed 22
BA / Grapple / Parry:	+2/+3/+5
Attack:	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Full Attack:	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Heat
Special Qualities:	Darkvision 60 ft., immunity to fire, spell resistance 13, vulnerability to cold
Saves / Dodge:	Fort +4, Ref +4, Will +4, Dodge +4
Attributes:	Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9
Skills:	Appraise +6, Climb +0, Craft (any two) +6, Hide +0, Jump –6, Listen +6, Search +6, Spot +6
Feats:	Power Attack
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, team (3–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or clan (30–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	2
Treasure:	Standard coins; double goods (nonflammables only); standard items (nonflammables only)
Alignment:	Always lawful neutral
Advancement:	By character class
Level Adjustment:	+3

Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

COMBAT

Azers use broad-headed spears or well-crafted hammers in combat. When unarmed, they attempt to grapple foes.

Although unfriendly and taciturn, azers rarely provoke a fight except to relieve a foe of gems, which they love. If threatened, they fight to the death, but they see the value of taking prisoners themselves.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

AZERS AS CHARACTERS

Azer characters possess the following racial traits.

- +2 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, –2 Charisma.
- Medium size.
- An azer's base land speed is 30 feet.
- Darkvision: Azers can see in the dark up to 60 feet.
- Racial Hit Dice: An azer begins with two levels of outsider, which provide 2d8 Hit Dice, a base attack bonus of +2,

and base saving throw bonuses of Fort +3, Ref +3, and Will +3.

—Racial Skills: An azer's outsider levels give it skill points equal to 5 x (8 + Int modifier). Its class skills are Appraise, Climb, Craft, Hide, Jump, Listen, Search, and Spot.

—Racial Feats: An azer's outsider levels give it one feat.

— +6 natural armor bonus.

—Special Attacks (see above): Heat.

—Special Qualities (see above): Immunity to fire, spell resistance equal to 13 + class levels, vulnerability to cold.

—Automatic Languages: Common, Ignan. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Infernal, Terran.

—Favored Class: Fighter.

—Level adjustment +3.

MONSTERS (B)

BARGHEST

	Barghest	Greater Barghest
Size & Type:	Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger)	Large Outsider (Evil, Extraplanar, Lawful, Shapechanger)
Hit Dice:	6d8+6 (33 hp)	9d8+27 (67 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP; Ignore 5/1d Hardness	Hardness 5/1d; +45 HP; Ignore 10/2d Hardness
Initiative / Speed:	+6; 30 ft. (6 hexes)	+6; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/18 (+2 Dex, +6 natural), flat-footed 16	11/20 (–1 size, +2 Dex, +9 natural), flat-footed 18
BA / Grapple / Parry:	+6/+9/+9	+9/+18/+14
Attack:	Bite +9 melee (1d6+3)	Bite +13 melee (1d8+5)
Full Attack:	Bite +9 melee (1d6+3) and 2 claws +4 melee (1d4+1)	Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)	10 ft. (2-polyhex) / 5 ft. (1 hex)
Special Attacks:	Spell-like abilities, feed	Spell-like abilities, feed
Special Qualities:	Change shape, damage reduction 5/magic, darkvision 60 ft., scent	Change shape, damage reduction 10/magic, darkvision 60 ft., scent
Saves / Dodge:	Fort +6, Ref +7, Will +7, Dodge +7	Fort +9, Ref +8, Will +10, Dodge +7
Attributes:	Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14	Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18
Skills:	Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks)	Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Tumble +16
Feats:	Combat Reflexes, Improved Initiative, Track	Combat Casting, Combat Reflexes, Improved Initiative, Track
Environment	An evil-aligned plane	An evil-aligned plane
Organization:	Solitary or pack (3–6)	Solitary or pack (3–6)
Challenge Rating:	4	5
Treasure:	Double standard	Double standard
Alignment:	Always lawful evil	Always lawful evil
Advancement:	Special (see below)	Special (see below)
Level Adjustment:	—	—

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin–wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves,

except for their size and claws. As they grow larger and stronger, their skin darkens to bluish-red and eventually becomes blue altogether.

A full-grown barghest is about 6 feet long and weighs 180 pounds. A barghest's eyes glow orange when the creature becomes excited. Barghests speak Goblin, Worg, and Infernal.

COMBAT

Barghests can claw and bite, no matter what their form, and usually disdain weapons. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Barghests start a combat by using *Crushing Despair* and *Charm Being* to keep opponents off balance. They try to stay away from the enemy's main strength.

A barghest's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*Blink*, *Levitate*, *Misdirection* (DC 14), *Rage* (DC 15); 1/day—*Charm Being* (DC 16), *Crushing Despair* (DC 16), *Dimension Door*. Caster level equals the barghest's HD. The save DCs are Charisma-based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

GREATER BARGHEST

A barghest that reaches 9 Hit Dice through feeding becomes a greater barghest. These creatures can change shape into a goblinlike creature of Large size (about 8 feet tall and 400 pounds) or a dire wolf. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In dire wolf form, a greater barghest loses its claw attacks but retains its bite attack.

A greater barghest can reach a maximum of 18 Hit Dice through feeding.

Spell-Like Abilities: In addition to the spell-like abilities all barghests possess, a greater barghest gains the following abilities. At will—*Invisibility Sphere*; 1/day—*Mass Bull's Strength*, *Mass Enlarge*. Caster level equals greater barghest's HD.

COMBAT

Occasionally, a greater barghest uses a magic two-handed weapon in combat instead of its claws, giving it multiple attacks (attack bonus +13/+8). It can also make one bite attack (attack bonus +8) each round. The save DC against a greater barghest's spell-like abilities is 14 + spell level.

BASILISK

	Basilisk	Abyssal Greater Basilisk
Size & Type:	Medium Magical Beast	Large Outsider (Magical Beast, Extraplanar)

Hit Dice:	6d10+12 (45 hp)	18d10+90 (189 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP	Hardness 5/1d; +45 HP; Ignore 10/2d Hardness
Initiative / Speed:	-1; 20 ft. (4 hexes)	-1; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	9/16 (–1 Dex, +7 natural), flat-footed 16	8/17 (–1 Dex, –1 size, +9 natural), flat-footed 17
BA / Grapple / Parry:	+6/+8/—	+18/+29/+25
Attack:	Bite +8 melee (1d8+3)	Bite +25 melee (2d8+10)
Full Attack:	Bite +8 melee (1d8+3)	Bite +25 melee (2d8+10)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Petrifying gaze	Petrifying gaze, smite good
Special Qualities:	Darkvision 60 ft., low-light vision	Resistance to cold 10 and fire 10, damage reduction 10/magic, darkvision 60 ft., low-light vision, spell resistance 23
Saves / Dodge:	Fort +9, Ref +4, Will +3, Dodge +4	Fort +18, Ref +12, Will +8, Dodge +11
Attributes:	Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11	Str 24, Dex 8, Con 21, Int 3, Wis 10, Cha 15
Skills:	Hide +0*, Listen +7, Spot +7	Hide +0*, Listen +10, Spot +10
Feats:	Alertness, Blind-Fight, Great Fortitude	Alertness, Blind-Fight, Great Fortitude, Iron Will, Improved Natural Attack (bite), Lightning Reflexes, Weapon Focus (bite)
Environment:	Warm deserts	A chaotic evil plane
Organization:	Solitary or colony (3–6)	Solitary or colony (3–6)
Challenge Rating:	5	12
Treasure:	None	Standard
Alignment:	Always neutral	Always chaotic evil
Advancement:	7–10 HD (Medium); 11–18 HD (Large)	—
Level Adjustment:	—	—

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

COMBAT

A basilisk relies on its gaze attack, biting only when opponents come within reach. Though it has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Intruders who flee a basilisk rather than fight can expect, at best, a halfhearted pursuit. These creatures tend to spend most of their time lying in wait for prey, which includes small mammals, birds, reptiles, and similar creatures.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude DC 13 negates. The save DC is Charisma-based.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

ABYSSAL GREATER BASILISK

The experiment of an insane wizard, and abyssal basilisk has been infused with the power of the Lower Planes. Its appearance betrays its demonic heritage, with glowing eyes and a red-tinged complexion.

COMBAT

The save DC for the abyssal greater basilisk's petrifying gaze (DC 21) is adjusted for its greater Hit Dice and higher Charisma score. An abyssal greater basilisk's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Smite Good (Su): Once per day an abyssal greater basilisk can make a normal melee attack to deal an extra 18 points of damage against a good foe.

BEHIR

Size & Type:	Huge Magical Beast
Hit Dice:	9d10+45 (94 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP
Initiative / Speed:	+1; 40 ft. (8 hexes), climb 15 ft.
Touch/Full AC (T/AC):	9/20 (–2 size, +1 Dex, +11 natural), flat-footed 19
BA / Grapple / Parry:	+9/+25/+17
Attack:	Bite +15 melee (2d4+12)
Full Attack:	Bite +15 melee (2d4+12)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole
Special Qualities:	Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent
Saves / Dodge:	Fort +11, Ref +7, Will +5, Dodge +5
Attributes:	Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12
Skills:	Climb +16, Hide +5, Listen +4, Spot +4, Survival +2
Feats:	Alertness, Cleave, Power Attack, Track
Environment:	Warm hills
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	Standard
Alignment:	Often neutral
Advancement:	10–13 HD (Huge); 14–27 HD (Gargantuan)
Level Adjustment:	—

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long and weighs about 4,000 pounds. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting. Behirs speak Common.

COMBAT

A behir usually bites and grabs its prey first, then either swallows or constricts the opponent. It can employ its claws only against foes caught in its coils. If beset by a large number of foes, it uses its breath weapon.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: Behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BELKER

Size & Type:	Large Elemental (Air, Extraplanar)
Hit Dice:	7d8+7 (38 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+5; 30 ft. (6 hexes), fly 50 ft. (perfect)
Touch/Full AC (T/AC):	14/22 (–1 size, +5 Dex, +8 natural), flat-footed 17
BA / Grapple / Parry:	+5/+11/+10
Attack:	Wing +9 melee (1d6+2)
Full Attack:	2 wings +9 melee (1d6+2) and bite +4 melee (1d4+1) and 2 claws +4 melee (1d3+1)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Smoke claws
Special Qualities:	Darkvision 60 ft., elemental traits, smoke form
Saves / Dodge:	Fort +3, Ref +10, Will +2, Dodge +9
Attributes:	Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11
Skills:	Listen +7, Move Silently +9, Spot +7
Feats:	Alertness, Multiattack, Weapon Finesse
Environment:	Elemental Plane of Air
Organization:	Solitary, pair, or clutch (3–4)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

Belkers are creatures from the Plane of Air. They are composed primarily of smoke. Although undeniably evil, they are very reclusive and usually have no interest in the affairs of others. A belker's winged shape makes it look distinctly demonic. It is about 7 feet long and weighs about 8 pounds. Belkers speak Auran.

COMBAT

In most cases, a belker fights with its nasty claws and painful bite.

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *Gaseous Form* spell (caster level 7th).

Skills: Belkers have a +4 racial bonus on Move Silently checks.

BLINK DOG

Size & Type:	Medium Magical Beast
Hit Dice:	4d10 (22 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+3; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	13/16 (+3 Dex, +3 natural), flat-footed 13
BA / Grapple / Parry:	+4/+4/+4
Attack:	Bite +4 melee (1d6)
Full Attack:	Bite +4 melee (1d6)

Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Blink, darkvision 60 ft., dimension door, low-light vision, scent
Saves / Dodge:	Fort +4, Ref +7, Will +4, Dodge +7
Attributes:	Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11
Skills:	Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4
Feats:	Iron Will, Run, Track (B)
Environment:	Temperate plains
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful good
Advancement:	5–7 HD (Medium); 8–12 HD (Large)
Level Adjustment:	+4

The blink dog is an intelligent canine that has a limited teleportation ability. Born of the dimensional damage inflicted upon Mythera, blink dogs have developed their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information.

COMBAT

Blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing some of them to take advantage of flanking.

Blink (Su): A blink dog can use *Blink* as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as *Dimension Door* (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

BODAK



Size & Type:	Medium Undead (Extraplanar)
Hit Dice:	9d12 (58 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+6; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	13/21 (+2 Dex, +1 dodge, +8 natural), flat-footed 18
BA / Grapple / Parry:	+4/+5/+6
Attack:	Slam +6 melee (1d8+1)
Full Attack:	Slam +6 melee (1d8+1)
Space/Reach:	5 ft. (1 hex)/5 ft. (1 hex)
Special Attacks:	Death gaze
Special Qualities:	Damage reduction 15/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 20 and fire 20, undead traits, vulnerability to sunlight
Saves / Dodge:	Fort +3, Ref +5, Will +7, Dodge +6*
Attributes:	Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12
Skills:	Listen +11, Move Silently +10, Spot +11
Feats:	Alertness, Dodge, Improved Initiative, Weapon Focus (slam)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (2–4)
Challenge Rating:	10
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	10–13 HD (Medium); 14–27 HD (Large)
Level Adjustment:	—

Bodaks are the undead remnants of humanoids who have been destroyed by the touch of absolute evil. A bodak retains fleeting memories of its past life and can speak Common (or some other humanoid language).

COMBAT

Slow but implacable, bodaks use their death gaze whenever possible.

Death Gaze (Su): Death, range 30 feet, Fortitude save (DC 15 typically, 10 + 1/2 the bodak's Hit Dice + its Charisma modifier) or die instantly. This ability is usable at will. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

Flashbacks (Ex): Occasionally, a bodak sees something that reminds it of its past life. At the start of every encounter, there is a 5% chance that a bodak notices something about an opponent (randomly determined if more than one opponent is present) that triggers its memory of the past. When such a flashback occurs, the bodak takes no actions for 1 round, though it can defend itself normally. Thereafter, it takes a –2 morale penalty on all attack rolls directed at that opponent for the remainder of the combat.

Vulnerability to Sunlight (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 10 points of damage to the creature.

BOGEYMAN (Template)

The relentless psychopath who is seemingly immune to damage, inured to pain, a bogeyman is the classic slasher of every B-list horror movie.

Template Traits

"Bogeyman" is an acquired template that can be added to any corporeal humanoid (referred to hereafter as the "base creature"). The creature retains its humanoid type. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating / Level Adjustment: Same as base creature +1.

Defense: The base creature's natural armor bonus improves by +3 (increasing natural hardness by 3 and its natural armor HP pool +15 HP in the T/AC combat system).

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

Death's Door (Su): A bogeyman appears to die if reduced to –10 hit points. However, unless it is reduced to its negative Constitution score in hit points, its "death" is only temporary; when the bogeyman's fast healing ability (see below) brings its hit point total to 1 or higher, it springs back to life.

Fast Healing 5 (Su): A bogeyman heals 5 points of damage per round until it is reduced to its negative Constitution score, at which point it dies. This ability does not enable the bogeyman to regrow or reattach severed body parts.

Immunities (Ex): A bogeyman is immune to disease, mind-affecting effects, necromantic effects, paralysis, poison, and Sleep. It is not subject to nonlethal damage.

Allegiances: Previous allegiances are lost; Replaced by an allegiance to evil. Changed allegiances might cause the loss of particular class abilities.

Saves / Dodge: Same as the base creature, modified by new ability scores.

Ability Scores: A bogeyman gains the following ability score increases: Str +2, Con +4. A bogeyman must have a minimum Constitution score of 11.

Languages: A bogeyman rarely speaks, but it can read, write, and understand whatever languages the base creature could.

Feats: A bogeyman gains Great Fortitude and Improved Damage Threshold as bonus feats, assuming that it meets the prerequisites and the base creature did not already have those feats. A human bogeyman keeps the extra feat it gained as a 1st-level human character.

Advancement: By character class.

BRAIN MOLE

Size & Type:	Tiny Magical Beast (Psionic)
Hit Dice:	1d10–2 (3 hp)
T/AC System Adj:	--

Initiative / Speed:	+2; 15 ft. (3 hexes), burrow 15 ft.
Touch/Full AC (T/AC):	14/14 (+2 size, +2 Dex), flat-footed 12
BA / Grapple / Parry:	+1/–11/–
Attack:	Bite +5 melee (1d3–4)
Full Attack:	Bite +5 melee (1d3–4)
Space/Reach:	1 ft. (3-microhex) / 1 ft. (One 3-microhex)
Special Attacks:	Cascade flu, psi-like abilities
Special Qualities:	Low-light vision, power conversion, scent
Saves / Dodge:	Fort +0, Ref +4, Will +2, Dodge +6
Attributes:	Str 2, Dex 14, Con 7, Int 2, Wis 14, Cha 11
Skills:	Hide +15, Move Silently +7, Listen +6, Spot +2
Feats:	Alertness, Weapon Finesse (B)
Environment:	Temperate forest
Organization:	Nest (3–8)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Brain moles are burrowing animals that use psionic powers to overcome large psionic prey. Small, furry, and nearly blind, brain moles are almost indistinguishable from their common animal cousins. Brain moles eat small insects when they can't get psionic energy.

COMBAT

Brain moles hunger for psionic energy. They hide in loose dirt and detritus on forest floors, watching for the approach of psionic creatures with their *Detect Magic & Psionics* power. When a suitable target comes in range, the brain moles then attack with their *Power Leech* ability. The moles remain hidden as long as possible. If threatened, they use *Aversion* and *Mind Thrust* to discourage attackers, using their bite only as a last resort.

Cascade Flu (Ex): Disease—bite; Fortitude DC 9, incubation period one day, damage psionic cascade (every time an afflicted character manifests a power, she must make a DC 16 Concentration check; on a failed check, a psionic cascade is triggered [see Psionic Maladies]). The save DC is Constitution-based.

Psi-Like Abilities: At will—*Detect Magic & Psionics*, *Power Leech* (ML 5th, DC 14); 3/day—*Aversion* (DC 12), *Mind Thrust* (DC 11). Manifesters level 1st. The save DCs are Charisma-based.

Hide Mind (Su): A brain mole cannot be identified as psionic by divination spells or clairsentience powers.

Power Conversion (Su): When a brain mole drains a power point by means of its *power leech* power, it immediately heals 1 hit point. If it is already at full normal hit points, it instead gains psionic sustenance sufficient to supply its need for nourishment for 24 hours.

Skills: Brain moles have a +4 racial bonus on Hide and Move Silently checks and a –2 racial penalty on Spot checks.

BUGBEAR

Size & Type:	Medium Humanoid (Goblinoid)
Hit Dice:	3d8+3 (16 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/17 (+1 Dex, +3 natural, +2 from leather armor [Hard: 2, HP: 10], +1 from light wooden shield [Hard: 5, HP: 10]), flat-footed 16
BA / Grapple / Parry:	+2/+4/+5
Attack:	Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
Full Attack:	Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	—

Special Qualities:	Darkvision 60 ft., powerful build, scent
Saves / Dodge:	Fort +2, Ref +4, Will +1, Dodge +4
Attributes:	Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9
Skills:	Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Weapon Focus (morningstar)
Environment:	Temperate mountains
Organization:	Solitary, gang (2–4), or band (11–20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd–5th level)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+3

Great brutes with oversized tusks and a layer of mangy fur, Bugbears speak Goblin and Common. They respect brute strength and are often found in the company of stronger creatures.

COMBAT

Bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group that, if they spy prey, return to report and bring up reinforcements. Bugbear attacks are coordinated, and their tactics are sound if not brilliant.

Powerful Build (Ex): The physical stature of bugbears lets them function in many ways as if they were one size category larger. Whenever a bugbear is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the bugbear is treated as one size larger if doing so is advantageous to them. A bugbear is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect them. A bugbear can use weapons designed for a creature one size larger without penalty. However, the bugbear's space and reach remain those of a creature of their actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

BUGBEARS AS CHARACTERS

Bugbear characters possess the following racial traits.

- +4 Strength, +2 Dexterity, +2 Constitution, –2 Charisma.
- Medium size, with a Powerful Build (see above).
- A bugbear's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A bugbear begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.
- Racial Skills: A bugbear's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.
- Racial Feats: A bugbear's humanoid levels give it two feats.
- +3 natural armor bonus.
- +4 racial bonus on Move Silently checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.
- Favored Class: Rogue.
- Level adjustment +3.

BUGBEAR

Size & Type:	Huge Magical Beast
Hit Dice:	9d10+45 (94 hp)
T/AC System Adj:	Hardness 10/2d; +60 HP

Initiative / Speed:	+2; 40 ft. (8 hexes), burrow 10 ft.
Touch/Full AC (T/AC):	10/22 (–2 size, +2 Dex, +12 natural), flat-footed 20
BA / Grapple / Parry:	+9/+25/—
Attack:	Bite +16 melee (2d8+8)
Full Attack:	Bite +16 melee (2d8+8) and 2 claws +10 melee (2d6+4)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Leap
Special Qualities:	Darkvision 60 ft., lowlight vision, scent, tremorsense 60 ft.
Saves / Dodge:	Fort +11, Ref +8, Will +6, Dodge +6
Attributes:	Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6
Skills:	Jump +18, Listen +9, Spot +3
Feats:	Alertness, Iron Will, Track, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10–16 HD (Huge); 17–27 HD (Gargantuan)
Level Adjustment:	—

Also known as the landshark, the bulette is a terrifying predator that lives only to eat. It is a fearsome combination of creatures, with the mass of a rhino, the aggression of a shark, the shell of a porpoise, and the burrowing of a beetle.

COMBAT

A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, a landshark relies on its tremorsense ability to detect prey. When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

MONSTERS (C)

CALLER IN DARKNESS

Size & Type:	Large Undead (Incorporeal, Psionic)
Hit Dice:	11d12 (71 hp)
T/AC System Adj:	--
Initiative / Speed:	+7; 30 ft. (6 hexes), fly 60 ft. (good)
Touch/Full AC (T/AC):	14/14 (–1 size, +3 Dex, +2 deflection), flat-footed 11
BA / Grapple / Parry:	+5/—/—
Attack:	Incorporeal touch +7 melee (2d6)
Full Attack:	4 incorporeal touches +7 melee (2d6)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Psi-like abilities, steal essence
Special Qualities:	Incorporeal traits, undead traits, unnatural aura, vulnerability to sunlight
Saves / Dodge:	Fort +3, Ref +6, Will +9, Dodge +5
Attributes:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills:	Hide +9, Intimidate +12, Knowledge (psionics) +12, Listen +14, Psicraft +12, Search +12, Sense Motive +12, Spot +14
Feats:	Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Finesse
Environment:	Underground

Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	12–22 HD (Large); 23–33 HD (Huge)
Level Adjustment:	—

A caller in darkness is an incorporeal creature composed of the minds of dozens of victims who died together in terror. It seeks to draw others into its fearwacked, hellish existence. Callers in darkness rarely speak, but when they do, they speak Common.

COMBAT

Upon detecting a living being, a caller in darkness will seek to add the detected being's misery and pain to its own. It will always focus its attacks on any being that demonstrates an affinity for positive energy (ie. Clerics, Paladins, and Saints).

Psi-Like Abilities: At will—*Clairvoyant Sense*, *Concussion Blast* (two targets, 3d6*), *Detect Magic & Psionics*, *Ego Whip* (2d4, DC 16*), *Mind Thrust* (7d10, DC 16*); 3/day—*Death Urge* (DC 16), *Psychic Crush* (DC 13**), *Suggestion* (three targets, DC 14*); 1/ day—*Co-Opt Concentration* (DC 18). Manifesters level 7th. The save DCs are Charisma-based.

*Includes augmentation for the caller's manifester level.

**Includes the inherent +4 save adjustment described in the power.

Steal Essence (Su): Any living, intelligent creature slain by a caller in darkness's touch attack is mentally absorbed into the monster's consciousness. (The physical body of the victim remains intact). Stealing a victim's essence is a free action; it grants the caller 12 temporary hit points, and a new screaming face appears within its cloud.

A caller in darkness can also steal the essence of living, intelligent creatures within 30 feet that are paralyzed or *Sleeping*, or that are helpless due to having a mental ability score reduced to 0 (often by the caller's *Ego Whip* attack). Doing so is a standard action that provokes attacks of opportunity. The victim dies, and the caller gains 12 temporary hit points.

Incorporeal Traits: A caller in darkness is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. The creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Undead Traits: A caller in darkness is immune to mind-affecting effects, poison, *Sleep*, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and *resurrection* works only if it is willing. It has darkvision out to 60 feet.

Unnatural Aura (Su): Animals can sense the unnatural presence of a caller in darkness. Any animal within 30 feet must make a DC 17 Will save or become panicked until it is no longer within 30 feet of the caller in darkness. A panicked creature that is cornered begins cowering. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Callers in darkness are utterly powerless in natural sunlight (not merely a *Daylight* spell) and flee from it. A caller caught in sunlight cannot attack and can take only a single move action or standard action each turn, but not both (nor can it take full-round actions).

CAT FOLK

Size & Type:	Medium-size Monstrous Humanoid
Hit Dice:	2d8-2 (7 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+7; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	13/14 (+3 Dex, +1 natural), flat-footed 11
BA / Grapple / Parry:	+2/+2/+2

Attack:	2 claws +2 melee (1d4+1) or by weapon
Full Attack:	2 claws +2 melee (1d4+1) or by weapon
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Alternate form, claws, feline aversion (DC 14), mesmerizing gaze, scent
Saves / Dodge:	Fort -1, Ref +6, Will +5, Dodge +6
Attributes:	Str 10, Dex 16, Con 9, Int 12, Wis 14, Cha 16
Skills:	Balance +8, Hide +8, Listen +7
Feats:	Alertness, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency
Environment:	Urban
Organization:	Solitary, company (3-8), or city
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+3

In its natural form, a cat folk is an attractive biped standing approximately 6 feet tall and weighing about 120 pounds. Its face and body are humanlike except for several distinctly feline features: a short muzzle, whiskers, vertical pupils, a long, graceful tail, and legs shaped like those of big cats. Its body is covered in soft fur—usually black, although almost any shade is possible. If desired, a cat folk can assume the form of a normal (albeit a bit large) house cat with fur the same color as it has in its normal form. The creature most often takes cat form to hide or run from attackers.

COMBAT

Alternate Form (Su): As an attack or move action, a cat folk can assume the form of a normal-sized cat or revert to its natural form. In cat form, the creature has the same physical statistics and attributes as a normal cat but retains its normal Intelligence, Wisdom, and Charisma scores, as well as its normal hit points. A cat folk can remain in either form indefinitely.

Automatic Languages: A cat folk reads, writes, and speaks Cat Folk. It can also speak the language of other felines (cats, panthers, tigers, and the like).

Bonus Feats: A cat folk receives Alertness as a bonus feat.

Claws (Ex): A cat folk has retractable claws that function as natural weapons. Each claw deals 1d4 points of slashing damage (plus the creature's Strength bonus) and threatens a critical hit on a natural 20.

Feline Aversion (Ex): Any normal feline that can smell or see a cat folk must make a successful Will save (DC 10 + 1/2 the cat folk's Hit Dice + its Charisma modifier) or flee in fear. A successful save means the feline is shaken but does not flee. In either case, the feline attacks the cat folk only if cornered. A cat folk is immune to its own feline aversion effect and to those of other cat folk.

Mesmerizing Gaze (Su): Any mammalian creature within 30 feet of a cat folk that meets its gaze must make a successful Will save (DC 10 + 1/2 the cat folk's Hit Dice + its Charisma modifier) or be dazed.

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

Slow Fall (Ex): A cat folk ignores falling damage from heights of 30 feet or less. When falling from a greater height, it can attempt a Reflex save (DC 15) to halve the damage.

CELESTIAL

Celestials are beings originating from the upper planes, the planes of good. Servants to the gods and principles of freedom and good, celestial vary vastly in their appearance. However, in capability, they share certain commonalities; they all have harder-than-normal skin, they are all capable of speaking with any sentient creature, and they all have the ability to smite evil. Many are immune to one or more energy types, many are resistant to two or more energy types, and many have damage reduction against physical weapons. While all celestials are dedicated to good, they have a further focus on the concept of chaos-as-freedom, as freedom is the fundamental

condition for morality. As such, they are the most likely of the good races (angels, archons, and celestials) to be found anywhere amongst the heavens, exercising their right to travel freely amongst the Upper Planes.

AVORAL

Size & Type:	Medium Outsider (Extraplanar, Good)
Hit Dice:	7d8+35 (66 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+6; 40 ft. (8 hexes), fly 90 ft. (good)
Touch/Full AC (T/AC):	16/24 (+6 Dex, +8 natural), flat-footed 18
BA / Grapple / Parry:	+7/+9/+13
Attack:	Claw +13 melee (2d6+2) or wing +13 melee (2d8+2)
Full Attack:	2 claws +13 melee (2d6+2) or 2 wings +13 melee (2d8+2)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities, fear aura, smite evil
Special Qualities:	Damage reduction 10/evil or silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, speak with animals, spell resistance 25, true seeing
Saves / Dodge:	Fort +10 (+14 against poison), Ref +11, Will +8, Dodge +11
Attributes:	Str 15, Dex 23, Con 20, Int 15, Wis 16, Cha 16
Skills:	Bluff +13, Concentration +15, Diplomacy +7, Disguise +3 (+5 acting), Handle Animal +13, Hide +16, Intimidate +5, Knowledge (any one) +12, Listen +13, Move Silently +16, Ride +8, Sense Motive +13, Spellcraft +12, Spot +21
Feats:	Empower Spell-Like Ability (<i>Magic Missile</i>), Flyby Attack, Weapon Finesse
Environment:	A good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	9
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	8–14 HD (Medium); 15–21 HD (Large)
Level Adjustment:	+10

An avian humanoid with a brilliant plumage and piercing eyes, an avoral's bones are strong but hollow, so even the largest specimens weigh no more than 120 pounds. An avoral is about 7 feet tall. Each of an avoral's wings has a small hand at the midpoint. When the wings are folded, these appendages are about where human hands would be and can do nearly anything hands can do.

An avoral's visual acuity is virtually unmatched: It can see detail on objects up to 10 miles away and is said to be able to discern the color of a creature's eyes at 200 paces. Avorals speak Celestial, Infernal, and Draconic, but can speak with almost any creature, thanks to their *Tongues* ability.

COMBAT

On the ground, an avoral can lash out with its wings to deliver punishing blows. However, it prefers to meet its foes in the air, where it can employ its talons and make full use of its aerial speed and agility. It can't make wing attacks while flying, however.

An avoral's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*Aid*, *Blur* (self only), *Command* (DC 14), *Detect Magic & Psionics*, *Dimension Door*, *Dispel Magic & Psionics*, *Gust of Wind* (DC 15), *Hold Person* (DC 16), *Light*, *Magic Circle versus Evil* (self only), *Magic Missile*, *See Invisibility*; 3/day—*Lightning Bolt* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Fear Aura (Su): Once per day an avoral can create an aura of fear in a 20-foot radius. It is otherwise identical with *Fear* from an 8th-level caster (save DC 17). The save DC is Charisma-based.

Lay on Hands (Su): As the Paladin class feature, except that each day, an avoral can heal an amount of damage equal to its full normal hit points.

Smite Evil (Su): Once per day an avoral can make a normal melee attack to deal extra damage equal to its HD (normally +8, maximum of +20) against an evil foe.

Speak with Animals (Su): This ability works like *Speak with Animals* (caster level 8th) but is a free action and does not require sound.

True Seeing (Su): This ability is identical with *True Seeing* (caster level 14th), except that it has personal range and the avoral must concentrate for 1 full round before it takes effect. Thereafter the ability remains in effect as long as the avoral concentrates on it.

Skills: An avoral's sharp eyes give it a +8 racial bonus on Spot checks.

BRALANI

Size & Type:	Medium Outsider (Chaotic, Extraplanar, Good)
Hit Dice:	6d8+18 (45 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+8; 40 ft. (8 hexes), fly 100 ft. (perfect)
Touch/Full AC (T/AC):	14/20 (+4 Dex, +6 natural), flat-footed 16
BA / Grapple / Parry:	+6/+10/+11
Attack:	+1 <i>holy scimitar</i> +11 melee (1d6+4/18–20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11 ranged (1d8+5/x3) or slam +10 melee (1d6+4)
Full Attack:	+1 <i>holy scimitar</i> +11/+6 melee (1d6+4/18–20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11/+6 ranged (1d8+5/x3) or slam +10 melee (1d6+4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities, whirlwind blast, smite evil
Special Qualities:	Alternate form, damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, tongues
Saves / Dodge:	Fort +8, Ref +9, Will +7, Dodge +9
Attributes:	Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14
Skills:	Concentration +12, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +6
Feats:	Alertness, Blind-Fight, Improved Initiative
Environment:	A good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	6
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment:	+8

Appearing as stocky but nonetheless graceful elves, most bralani have silver-white hair, and their eyes are capable of flashing through the rainbow of colors depending on the bralani's mood. In addition to their natural form, the celestial bralani can assume the shape of a whirlwind or zephyr of dust, snow, or sand. Bralanis speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their *Tongues* ability.

COMBAT

Bralanis prefer the scimitar and bow, the weapons of the desert nomads they most closely resemble. A bralani's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will— *Blur*, *Charm Person* (DC 13), *Gust of Wind* (DC 14), *Mirror Image*, *Wind Wall*; 2/day— *Lightning Bolt* (DC 15), *Cure Serious Wounds* (DC 15). Caster level 6th. The save DCs are Charisma-based.

Smite Evil (Su): Once per day a bralani can make a normal melee attack to deal extra damage equal to its HD (normally +6, maximum of +20) against an evil foe.

Whirlwind Blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 16 half). The save DC is Constitution-based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A *True Seeing* spell, however, reveals both forms simultaneously.

Tongues (Su): Bralanis can speak with any creature that has a language, as though using a *Tongues* spell (caster level 14th). This ability is always active.

GHAELE

Size & Type:	Medium Outsider (Chaotic, Extraplanar, Good)
Hit Dice:	10d8+20 (65 hp)
T/AC System Adj:	Hardness 10/2d; +70 HP (in humanoid form)
Initiative / Speed:	+5; 50 ft. (humanoid; 10 hexes), fly 150 ft. (light orb; perfect)
Touch/Full AC (T/AC):	11/25 (humanoid; +1 Dex, +14 natural), flat-footed 24, or 14/14 (light orb; +1 Dex, +3 deflection), flat-footed 13
BA / Grapple / Parry:	+10/+17/+21
Attack:	+4 <i>holy greatsword</i> +21 melee (2d6+14/19–20) or light ray +11 ranged touch (4d6)
Full Attack:	+4 <i>holy greatsword</i> +21/+16/+11 melee (2d6+14/19–20) or 2 light rays +11 ranged touch (4d6 energy)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities, spells, gaze
Special Qualities:	Alternate form, damage reduction 10/evil and cold iron, darkvision 60 ft., immunity to electricity and petrification, lowlight vision, protective aura, resistance to cold 10 and fire 10 spell resistance 28, tongues
Saves / Dodge:	Fort +9, Ref +8, Will +10, Dodge +8
Attributes:	Str 25, Dex 12, Con 15, Int 16, Wis 17, Cha 16
Skills:	Concentration +15, Diplomacy +5, Escape Artist +14, Handle Animal +16, Hide +14, Knowledge (any two) +16, Listen +16, Move Silently +14, Ride +16, Sense Motive +16, Spot +16, Use Rope +1 (+3 with bindings)
Feats:	Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip
Environment:	A good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	13
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	11–15 HD (Medium); 16–30 HD (Large)
Level Adjustment:	—

A ghaele takes the concept of freedom to the next level, travelling throughout the planes to help subjugated and oppressed peoples cast down tyrants. They can take either the form of an incorporeal globe of eldritch colors, 5 feet in diameter, or a well-proportioned, physically-perfect elf. A ghaele is about 6 feet tall and weighs about 170 pounds. Ghaeles speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their *Tongues* ability.

COMBAT

Ghaeles who enter combat prefer direct confrontation and damaging attacks to more subtle or insidious methods. They usually fight in their humanoid form, wielding incandescent +4 *holy greatswords*. If a ghaele desires mobility, it assumes its globe form and blasts the enemy with light rays. A ghaele's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

(Note to GMs: The ghaele is a great mentor for a starting party, akin to Gandalf of the *Lord of the Rings* series, seemingly innocuous in appearance but wielding sufficient power to be able to aid the party in tackling truly desperate scenarios.)

Spell-Like Abilities: At will—*Aid*, *Charm Being* (DC 17), *Color Spray* (DC 14), *Comprehend Languages*, *Continual Flame*, *Cure Light Wounds* (DC 14), *Dancing Lights*, *Detect Evil*, *Detect Thoughts* (DC 15), *Disguise Self*, *Dispel Magic & Psionics*, *Hold Being* (DC 18), *Greater Invisibility* (self only), *Major Image* (DC 16), *See Invisibility*, *Greater Teleport* (self plus 50 pounds of objects only); 1/day—*Chain Lightning* (DC 19), *Prismatic Spray* (DC 20), *Wall of Force*. Caster level 12th. The save DCs are Charisma-based.

Spells: Ghaeles in humanoid form can cast divine spells as 14th-level Clerics. A ghaele has access to two of the following domains: Air, Animal, Chaos, Good, or Plant (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3 or 218 PP; save DC 13 + spell level): 0—*Cure Minor Wounds*, *Detect Magic & Psionics*, *Guidance*, *Light*, *Resistance*, *Virtue*; 1st—*Bless*, *Calm Animals**, *Command*, *Divine Favor*, *Obscuring Mist*, *Sanctuary*, *Shield of Faith*; 2nd—*Aid*, *Align Weapon*, *Bear's Endurance*, *Hold Animal**, *Lesser Restoration*, *Remove Paralysis*, *Zone of Truth*; 3rd—*Daylight*, *Gaseous Form**, *Prayer*, *Remove Curse*, *Searing Light*, *Water Breathing*; 4th—*Death Ward*, *Dismissal*, *Divine Power*, *Restoration*, *Summon Nature's Ally IV (animal)**; 5th—*Control Winds**, *Flame Strike*, *Raise Dead*, *True Seeing*; 6th—*Banishment*, *Blade Barrier*, *Chain Lightning**, *Heal*; 7th—*Animal Shapes**, *Holy Word*, *Summon Monster VII*.

*Domain spell. Domains: Air and Animal.

Gaze (Su): In humanoid form—slay evil creatures of 5 or less HD, range 60 feet, Will DC 18 negates. Even if the save succeeds, the creature is affected as though by a *Fear* spell for 2d10 rounds. Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or suffer the *fear* effect. The save DCs are Charisma-based.

Light Ray (Ex): A ghaele in globe form can project light rays with a range of 300 feet. This attack overcomes damage reduction of any type, being of a non-specific energy type.

Alternate Form (Su): A ghaele can shift between its humanoid and globe forms as a standard action. In humanoid form, it cannot fly or use its light rays, but it can use its gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, it can fly, use its light rays, and use spell-like abilities, but it cannot cast spells or use its gaze attack. The globe form is incorporeal, and the ghaele has no Strength score while in that form.

A ghaele remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the ghaele revert to any particular form when killed. A *True Seeing* spell or ability, however, reveals both forms simultaneously.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the ghaele. Otherwise, it functions as a *Magic Circle versus Evil* effect and a *Lesser Globe of Invulnerability*, both with a radius of 20 feet (caster level equals ghaele's HD). (The defensive benefits from the circle are not included in a ghaele's statistics block.)

Tongues (Su): Ghaeles can speak with any creature that has a language, as though using a *Tongues* spell (caster level 14th). This ability is always active.

LEONAL

Size & Type:	Medium Outsider (Chaotic, Extraplanar, Good)
Hit Dice:	12d8+60 (114 hp)
T/AC System Adj:	Hardness 10/2d; +70 HP; Ignore 10/2d Hardness
Initiative / Speed:	+3; 60 ft. (12 hexes)
Touch/Full AC (T/AC):	14/28 (+3 Dex, +1 dodge, +14 natural), flat-footed 24
BA / Grapple / Parry:	+12/+20/+20
Attack:	Claw +20 melee (1d6+8)
Full Attack:	2 claws +20 melee (1d6+8) and bite +15 melee (1d8+4)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	Roar, pounce, improved grab, rake 1d6+8, spell-like abilities
Special Qualities:	Damage reduction 10/evil magic silver, darkvision 60 ft., immunity to electricity and

	petrification, lay on hands, lowlight vision, protective aura, resistance to cold 10 and sonic 10, speak with animals, spell resistance 28, tongues
Saves / Dodge:	Fort +13 (+17 against poison), Ref +11, Will +10, Dodge +12*
Attributes:	Str 27, Dex 17, Con 20, Int 14, Wis 14, Cha 15
Skills:	Balance +22, Concentration +12, Diplomacy +4, Hide +22, Intimidate +10, Jump +35, Knowledge (any) +17, Listen +17, Move Silently +22, Sense Motive +17, Spot +17, Survival +17
Feats:	Ability Focus (roar), Dodge, Mobility, Spring Attack, Track
Environment:	A good-aligned plane.
Organization:	Solitary or pride (4–9)
Challenge Rating:	12
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment:	—

Staunch champions of good, leonals are the knights errant of the celestial realms. They travel the darker corners of the Prime Material Plane to challenge evil where it reigns unchallenged. They use their *Polymorph* ability to seamlessly fit in with any society while they determine how best to help the local populace.

COMBAT

Leonals like their battles as straightforward as can be. They begin with a roar to put their foes off balance, then follow up with a frenzy of claw and bite attacks. They closely coordinate with others in their pride, watching one another's flanks and setting up devastating attacks. A leonal's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Roar (Su): A leonal can roar up to three times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a *Holy Word* spell and deals an extra 2d6 points of sonic damage (Fortitude DC 20 negates). The save DC is Charisma-based.

Pounce (Ex): If a leonal charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a leonal must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +20 melee, damage 1d6+8.

Spell-Like Abilities: At will—*Detect Thoughts*, *Fireball* (DC 15), *Hold Being* (DC 17), *Polymorph*, *Wall of Force*; 3/day—*Cure Critical Wounds* (DC 16), *Neutralize Poison*, *Remove Disease*; 1/day—*Heal* (DC 18). Caster level 10th. The save DCs are Charisma-based.

Lay on Hands (Su): As the paladin class feature, except that each day, a leonal can heal an amount of damage equal to its full normal hit points.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the leonal. Otherwise, it functions as a *Magic Circle versus Evil* effect and a *Lesser Globe of Invulnerability*, both with a radius of 20 feet (caster level equals leonal's HD). (The defensive benefits from the circle are not included in a leonal's statistics block.)

Speak with Animals (Su): This ability works like *Speak with Animals* (caster level 8th) but is a free action and does not require sound.

Skills: Leonals have a +4 racial bonus on Balance, Hide, and Move Silently checks.

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

CELESTIAL (Template)

A Celestial is an avatar and servant of a god or principle, always good in nature. Sometimes they are referred to as "celestial beings" (if created spontaneously by their god) or "celestial saints" (if celestial power is granted on an

already-existent being by their god). However, the main difference between a Celestial and a celestial being / saint is that a Celestial is always chaotic / good, typically protecting the interests of freedom as the necessary precursor to being truly good, while a celestial being or saint represents the power of their god projected onto the Prime Material Plane, and as such can be of any good alignment representing any good principle or deity.

Celestial beings originate from the upper planes, the realms of good, although they usually resemble beings found on the Material Plane. They are more regal and more beautiful than their earthly counterparts. However, the ways in which a celestial being may manifest are many, limited only by the imagination of their creator. Celestial beings sometimes come in metallic colors (usually silver, gold, or platinum), but they can just as easily appear as perfectly normal versions of their non-celestial equivalent (sometimes the case with regard to celestial saints).

Species Traits

Celestials have the following traits: “Celestial” is an inherited template that can be added to any corporeal animal, aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin of good or neutral alignment (referred to hereafter as the base creature).

A celestial creature uses all the base creature’s statistics and abilities except as noted here; Wis +2, Cha +2. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Creatures bestowed with celestial power (i.e. pre-existing creatures being given the Celestial template) gain the extraplanar subtype (Animals or vermin with this template become magical beasts) but otherwise the creature type is unchanged. Size is unchanged. Created celestials (i.e. divine equivalents of mortal creature types with the Celestial template added) are Outsiders.

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

Natural Armor: Celestials gain a natural armor bonus to AC equal to 3 + the celestial’s Hit Dice (increasing any natural hardness and HP accordingly in the T/ACTical combat system).

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

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

Damage Reduction (Ex): Some (67% of) celestials have damage reduction, as determined by selecting from or rolling on Table: Celestial Immunities, Resistances, and Damage Reduction.

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

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

Alignment: Celestials have an alignment and primary allegiance to good. They may also have allegiances to law or chaos. Fallen celestials may revoke any or all of their prior alignments or allegiances, but they lose all abilities, including the Smite Evil and Natural Armor bonus, gained from Celestial if they revoke any aspect of alignment.

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

Table: Celestial Immunities, Resistances, and Damage Reduction

Roll d%	Damage Immunity	Roll d%	Resistance	Roll d%	Damage Reduction
01–06	Acid	01–21	None (do not roll again)	01–33	None (do not roll again)
07–12	Cold	22–27	Acid Resist 10	34–45	5/specific weapon type ¹
13–18	Sonic/Concussion	28–30	Acid Resist 20	46–57	10/specific weapon type ¹
19–24	Electricity	31–36	Cold Resist 10	58–63	20/specific weapon type ¹
25–30	Fire	37–39	Cold Resist 20	64–72	5/magic ³
31–36	Ballistic	40–45	Sonic/Concussion Resist 10	73–81	10/magic ³
37–42	Bludgeoning	46–48	Sonic/Concussion Resist 20	82–84	15/magic ³
43–48	Piercing	49–54	Electricity Resist 10	85–87	20/magic ³
49–54	Slashing	55–57	Electricity Resist 20	88–90	5/evil
55–60	Poison	58–63	Fire Resist 10	91–93	10/evil

61–66	Radiation	64–66	Fire Resist 20	94–98	10/magic and evil ³
67–100	Choose & roll again ²	67–100	Choose & roll again	99–100	20/magic and evil ³

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

² If a creature is given two immunities by the Celestial template, then increase the Level Adjustment by +1, for a total modifier of +4.

³ If a creature has damage reduction versus magic weapons, then their natural attacks are likewise considered magical for purposes of what they can hit. In the T/ACTical combat system, the creature's natural attacks also ignore an amount of Hardness equal to the amount of their Celestial damage reduction.

Special Attacks: A celestial creature retains all the special attacks of the base creature and also gains the following attack. If desired, additional powers can be granted using the Mutation Point system (i.e., a +1 Level Adjustment for every 10 Mutation Points granted).

Smite Evil (Su): Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Special Qualities: A celestial creature retains all the special qualities of the base creature and also gains the following (If the base creature already has one or more of these special qualities, use the better value);

- Darkvision out to 60 feet.
- Damage reduction (see the table above).
- Energy immunity (see the table above).
- Energy resistance (see the table above).
- Spell resistance equal to the creature's HD + 5 (maximum 25).

If a celestial creature gains damage reduction requiring magic weapons to overcome, then its natural weapons are treated as magic weapons for the purpose of overcoming others' damage reduction. A celestial creature with damage reduction requiring magical weapons to overcome also ignores an amount of hardness with its natural attacks equal to the amount of their damage reduction in the T/ACTical combat system.

Attributes: Same as the base creature except Wis +2 and Cha +2, but Intelligence is at least 3.

Environment: Any good-aligned plane.

Challenge Rating: HD 3 or less, as base creature +1; HD 4 to 7, as base creature +2; HD 8 or more, as base creature +3.

Alignment: Always good (any).

Level Adjustment: Same as the base creature +3 (+4 if the creature receives two immunities from Celestial template, more if Mutation Points are used to augment the celestial).

CENTAUR

Size & Type:	Large Monstrous Humanoid
Hit Dice:	4d8+8 (26 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	11/14 (–1 size, +2 Dex, +3 natural), flat-footed 12
BA / Grapple / Parry:	+4/+12/+9
Attack:	Longsword +7 melee (2d6+6/19–20) or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
Full Attack:	Longsword +7 melee (2d6+6/19–20) and 2 hooves +3 melee (1d6+2); or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
Space/Reach:	10 ft. (2-polyhex) / 5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +3, Ref +6, Will +5, Dodge +6*
Attributes:	Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11
Skills:	Listen +3, Move Silently +4, Spot +3, Survival +2
Feats:	Dodge, Weapon Focus (hoof)
Environment:	Temperate forests
Organization:	Solitary, company (5–8), troop (8–18 plus 1 leader of 2nd–5th level), or tribe (20–150 plus

	30% noncombatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 leader of 5th–9th level)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	By character class
Level Adjustment:	+4

A centaur is as big as a heavy horse, but much taller and slightly heavier, with the lower body of a horse but the upper torso of a human where the head would be. A centaur is about 7 feet tall and weighs about 2,100 pounds. Centaurs speak Sylvan and Elven.

COMBAT

A centaur employing a lance deals double damage when it charges, just as a rider on a mount does. Centaurs will use skirmishing tactics as well if an opponent poses a serious threat.

CENTAURS AS CHARACTERS

A centaur druid is usually a tribe's designated leader and speaker. Centaur characters possess the following racial traits.

- +8 Strength, +4 Dexterity, +4 Constitution, –2 Intelligence, +2 Wisdom.
- Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/5 feet.
- A centaur's base land speed is 50 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A centaur begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- Racial Skills: A centaur's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier). Its class skills are Listen, Move Silently, Spot, and Survival.
- Racial Feats: A centaur's monstrous humanoid levels give it two feats.
- +3 natural armor bonus.
- Automatic Languages: Sylvan, Elven. Bonus Languages: Common, Gnome, Halfling.
- Favored Class: Ranger.
- Level adjustment +4.

CHANGELING (Template)

One with more than a touch of fey blood in their veins, a changeling is a cousin of the faerie folk, with many of their strange powers and resistances. Every changeling has some minor visual detail, however small, that sets them apart from the normal specimen of their species.

Template Traits

"Changeling" is an inherited template that can be added to any Small or Medium Humanoid or Monstrous Humanoid (referred to hereafter as the base creature). The changeling uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating / Level Adjustment: Same as the base creature +2.

Type: The creature's type changes to fey.

Hit Dice: Change to d6.

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

Spell-like Abilities: 1/day—*Charm Person*, *Object Reading*; 3/day—*Detect Magic & Psionics*. The changeling's manifester level is equal to his or her character level.

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

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

Damage Reduction 5/magic (Su): A changeling ignores the first 5 points of damage dealt by a nonmagical weapon. However, the changeling's natural attacks are NOT considered magical.

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

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

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

Feats: As the base creature.

CHAOS BEAST

Size & Type:	Medium Outsider (Chaotic, Extraplanar)
Hit Dice:	8d8+8 (44 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+5; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	12/17 (+1 Dex, +1 dodge, +5 natural), flat-footed 15
BA / Grapple / Parry:	+8/+10/+10
Attack:	Claw +10 melee (1d3+2 plus corporeal instability)
Full Attack:	2 claws +10 melee (1d3+2 plus corporeal instability)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Corporeal instability
Special Qualities:	Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15
Saves / Dodge:	Fort +7, Ref +7, Will +6, Dodge +8*
Attributes:	Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10
Skills:	Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +3
Feats:	Dodge, Improved Initiative, Mobility
Environment:	Ever-Changing Chaos of Limbo
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	9–12 HD (Medium); 13–24 HD (Large)
Level Adjustment:	—

The horrific creatures known as chaos beasts have mutable, ever-changing forms. A chaos beast's dimensions vary, but it always weighs about 200 pounds. Chaos beasts do not speak.

COMBAT

For all its fearsome appearances, whether it has claws, fangs, pincers, tentacles, or spines, a chaos beast does little physical harm. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more. A chaos beast's claw attacks, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal,

whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim 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). Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim’s Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (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. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *Shapechange* or *Stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *Restoration*, *Heal*, or *Greater Restoration* spell removes the affliction (a separate *Restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast’s form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

CHARRED ONE

Size & Type:	Medium Undead (fire, incorporeal)
Hit Dice:	5d12 (32 hp)
T/AC System Adj:	--
Initiative / Speed:	+1; Fly 30 ft. (6 hexes; perfect)
Touch/Full AC (T/AC):	12/12 ((+1 Dex, +1 deflection), flat-footed 11)
BA / Grapple / Parry:	+2/—/—
Attack:	+4 melee (2d10 fire, incorporeal touch)
Full Attack:	+4 melee (2d10 fire, incorporeal touch)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Incorporeal touch
Special Qualities:	Darkvision 60 ft., fire subtype, heat (DC 13), incorporeal subtype, locate killer, undead
Saves / Dodge:	Fort +1, Ref +4, Will +7, Dodge +4
Attributes:	Str —, Dex 13, Con —, Int 6, Wis 17, Cha 13
Skills:	Hide +6, Intimidate +6, Listen +11, Spot +11
Feats:	Lightning Reflexes, Weapon Focus (incorporeal touch)
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	6-10 HD (Medium); 11-15 HD (Large).
Level Adjustment:	—

A charred one resembles a human being that has been burned to a blackened husk. Its glowing-red eyes glitter with hatred and malice. A charred one speaks one language that it knew in life. Its voice sounds like crackling flames.

Despite its solid appearance, a charred one has no physical form and can glide through solid objects. It gives off a shimmering, intense heat that can ignite flammable objects it touches. In combat, a charred one uses its incorporeal touch attack to set opponents afire.

COMBAT

A charred one is always on the hunt for its killer. It will incinerate any that stand in its way, but its aura and incorporeal nature usually cause would-be opponents to flee its vicinity.

Fire Subtype: A charred one is immune to fire damage. It takes 50% more damage from cold.

Heat (Su): The intense heat generated by a charred one’s body deals 2d10 points of fire damage to anything it

touches. This heat is usually enough to melt nonmagical weapons, so normal bullets and arrows are destroyed before they even hit the charred one, but a magic weapon subjected to this effect receives a Fortitude save (DC 10 + 1/2 the charred one's Hit Dice + its Charisma modifier). Flammable items, such as clothing, wood, or paper, are automatically ignited by the touch of a charred one.

Incorporeal Subtype: A charred one has no physical form and can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, though it has a 50% chance to ignore any damage from a corporeal source. The charred one can pass through solid objects at will, and its own attacks pass through armor. The charred one moves in complete silence and cannot be heard at all.

Locate Killer (Su): If the charred one was created as the result of arson or careless use of fire, it gains the ability to hunt down the perpetrator. This ability is similar to the effect of a *Locate Object* spell (as if cast by a 5th-level spellcaster), but the creature can locate only the creature responsible for its death. A charred one can use this ability once per day.

Undead: A charred one has the traits and immunities common to undead.

CHIMERA

Size & Type:	Large Magical Beast
Hit Dice:	9d10+27 (76 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	+1; 30 ft. (6 hexes), fly 50 ft. (poor)
Touch/Full AC (T/AC):	10/19 (–1 size, +1 Dex, +9 natural), flat-footed 18
BA / Grapple / Parry:	+9/+17/+13
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12 melee (dragon; 2d6+4) and bite +12 melee (lion; 1d8+4) and gore +12 melee (goat; 1d8+4) and 2 claws +10 melee (1d6+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves / Dodge:	Fort +9, Ref +7, Will +6, Dodge +6
Attributes:	Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10
Skills:	Hide +1*, Listen +9, Spot +9
Feats:	Alertness, Hover, Iron Will, Multiattack
Environment:	Temperate hills
Organization:	Solitary, pride (3–5), or flight (6–13)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	–

A nightmarish 3-headed beast with a lion's head, a goat's head, and a dragon's head, the chimera is a tenacious foe, almost too stupid to fear death. A chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds. A chimera's dragon head might be black, blue, green, red, or white. Chimeras can speak Draconic but seldom bother to do so, except when toadying to more powerful creatures.

COMBAT

The chimera prefers to surprise prey. It often swoops down from the sky or lies concealed until it charges. The dragon head can loose a breath weapon instead of biting. The several heads of the chimera attack in concert.

Breath Weapon (Su): A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 6d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

1d10	Head Color	Breath Weapon

1–2	Black	40-foot line of acid
3–4	Blue	40-foot line of lightning
5–6	Green	20-foot cone of gas (acid)
7–8	Red	20-foot cone of fire
9–10	White	20-foot cone of cold

Skills: A chimera's three heads give it a +2 racial bonus on Spot and Listen checks.

*In areas of scrubland or brush, a chimera gains a +4 racial bonus on Hide checks.

Carrying Capacity: A light load for a chimera is up to 348 pounds; a medium load, 349–699 pounds, and a heavy load, 700–1,050 pounds.

CHOKER

Size & Type:	Small Aberration
Hit Dice:	3d8+3 (16 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+6; 20 ft. (4 hexes), climb 10 ft.
Touch/Full AC (T/AC):	13/17 (+1 size, +2 Dex, +4 natural), flat-footed 15
BA / Grapple / Parry:	+2/+5/+5
Attack:	Tentacle +6 melee (1d3+3)
Full Attack:	2 tentacles +6 melee (1d3+3)
Space/Reach:	5 ft. (1 hex) /10 ft. (2 hexes)
Special Attacks:	Improved grab, constrict 1d3+3
Special Qualities:	Darkvision 60 ft., quickness
Saves / Dodge:	Fort +2, Ref +5, Will +4, Dodge +6
Attributes:	Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7
Skills:	Climb +13, Hide +10, Move Silently +6
Feats:	Improved Initiative, Lightning Reflexes, Stealthy
Environment:	Underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	4–6 HD (Small); 7–12 HD (Medium)
Level Adjustment:	—

These vicious little predators lurk underground, grabbing whatever prey happens by. Its hands and feet have spiny pads that help the choker grip almost any surface. The creature weighs about 35 pounds. Chokers speak Undercommon.

COMBAT

A choker likes to perch near the ceiling, often at intersections, archways, wells, or staircases, and reach down to attack its prey. A choker attacks creatures of almost any size, but prefers lone prey of its size or larger. If one is very hungry, it may attack a group, but it waits to grab the last creature in line.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A chokers has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if

rushed or threatened.

CHUUL

Size & Type:	Large Aberration (Aquatic)
Hit Dice:	11d8+44 (93 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP
Initiative / Speed:	+7; 30 ft. (6 hexes), swim 20 ft.
Touch/Full AC (T/AC):	12/22 (–1 size, +3 Dex, +10 natural), flat-footed 19
BA / Grapple / Parry:	+8/+17/+13
Attack:	Claw +12 melee (2d6+5)
Full Attack:	2 claws +12 melee (2d6+5)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Constrict 3d6+5, improved grab, paralytic tentacles
Special Qualities:	Amphibious, darkvision 60 ft., immunity to poison
Saves / Dodge:	Fort +7, Ref +6, Will +9, Dodge +5
Attributes:	Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5
Skills:	Hide +13, Listen +11, Spot +11, Swim +13
Feats:	Alertness, Blind-Fight, Combat Reflexes, Improved Initiative
Environment:	Temperate marshes
Organization:	Solitary, pair, or pack (3–5)
Challenge Rating:	7
Treasure:	1/10th coins; 50% goods; standard items
Alignment:	Usually chaotic evil
Advancement:	12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment:	—

A horrible mix of crustacean, insect, and serpent, the chuul is an abomination that lurks submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. A chuul is about 8 feet long and weighs 650 pounds. Chuuls speak Common (or Undercommon, for the underground variety).

COMBAT

A chuul prefers to wait by the shore, submerged in murky water, until it hears nearby prey (in or out of the water) that it can attack with surprise. A chuul grabs with its claws and constricts its foe, then passes the opponent to its paralytic tentacles. It tries to always have one claw free, so if it faces a large number of opponents, it drops a paralyzed or dead victim and continues attempting to grab, constrict, and paralyze the rest.

Constrict (Ex): On a successful grapple check, a chuul deals 3d6+5 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Skills: A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CLOAKER

Size & Type:	Large Aberration

Hit Dice:	6d8+18 (45 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+7; 10 ft. (2 hexes), fly 40 ft. (average)
Touch/Full AC (T/AC):	12/19 (–1 size, +3 Dex, +7 natural), flat-footed 16
BA / Grapple / Parry:	+4/+13/+9
Attack:	Tail slap +8 melee (1d6+5)
Full Attack:	Tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes), 5 ft. (1 hex) with bite
Special Attacks:	Moan, engulf
Special Qualities:	Darkvision 60 ft., shadow shift
Saves / Dodge:	Fort +5, Ref +5, Will +7, Dodge +4
Attributes:	Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15
Skills:	Hide +8, Listen +13, Move Silently +12, Spot +13
Feats:	Alertness, Combat Reflexes, Improved Initiative
Environment:	Underground
Organization:	Solitary, mob (3–6), or flock (7–12)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	—

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent. A cloaker has a wingspan of about 8 feet. It weighs about 100 pounds. Cloakers speak Undercommon.



COMBAT

Cloakers usually lie still, watching and listening for prey. If facing a single opponent, a cloaker uses its engulf attack. Against multiple foes, it lashes with its tail in concert with its moan and shadow shift abilities to reduce the opposition's numbers, then engulfs a survivor. Multiple cloakers usually split up, leaving one or two behind to use special abilities while the rest make melee attacks.

Moan (Ex): A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mindaffecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness. Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a *Hold Being* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su): A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a *Mirror Image* spell (caster level 6th).

Silent Image: This effect duplicates a *Silent Image* spell (DC 15, caster level 6th). The save DC is Charisma-based.

COCKATRICE

Size & Type:	Small Magical Beast
Hit Dice:	5d10 (27 hp)
T/AC System Adj:	--
Initiative / Speed:	+3; 20 ft. (4 hexes), fly 60 ft. (poor)
Touch/Full AC (T/AC):	15/15 (+1 size, +3 Dex, +1 dodge), flat-footed 11
BA / Grapple / Parry:	+5/-1/-
Attack:	Bite +9 melee (1d4-2 plus petrification)
Full Attack:	Bite +9 melee (1d4-2 plus petrification)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Petrification
Special Qualities:	Darkvision 60 ft., low-light vision
Saves / Dodge:	Fort +4, Ref +7, Will +2, Dodge +9*
Attributes:	Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9
Skills:	Listen +7, Spot +7
Feats:	Alertness, Dodge, Weapon Finesse
Environment:	Temperate plains
Organization:	Solitary, pair, flight (3-5), or flock (6-13)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Small); 9-15 HD (Medium)
Level Adjustment:	—

A male cockatrice has wattles and a comb, just like a rooster. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds.

COMBAT

A cockatrice fiercely attacks anything that it deems a threat to itself or its lair. Flocks of cockatrices do their utmost to overwhelm and confuse their foes, and sometimes fly directly into their opponents' faces.

Petrification (Su): Creatures (including Constructs and characters in Power Armor, but not Mecha or Starships) hit by a cockatrice's bite attack must succeed on a DC 12 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

COUATL

Size & Type:	Large Outsider (Native, Psionic)
Hit Dice:	9d8+18 (58 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	+7; 20 ft. (4 hexes), fly 60 ft. (good)
Armor Class:	13/22 (-1 size, +3 Dex, +1 dodge, +9 natural), flat-footed 18
BA / Grapple / Parry:	+9/+17/+13
Attack:	Bite +12 melee (1d3+6 plus poison)
Full Attack:	Bite +12 melee (1d3+6 plus poison)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Constrict 2d8+6, improved grab, poison, psionics, spells
Special Qualities:	Darkvision 60 ft., ethereal jaunt, telepathy 90 ft.

Saves / Dodge:	Fort +8, Ref +9, Will +10, Dodge +9*
Attributes:	Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17
Skills:	Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)
Feats:	Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative
Environment:	Warm forests
Organization:	Solitary, pair, or flight (3–6)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always lawful good
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	+10

A serpentine creature covered with feathers in lieu of scales but with an ophidian head and rainbow-feathered wings, a couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds. Couatls speak Celestial, Common, and Draconic, and also have the power of telepathy (see below).

COMBAT

A couatl uses its *Detect Thoughts* ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If travelling with allies, they discuss their strategy before a battle.

Constrict (Ex): A couatl deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a couatl must hit a creature of up to two size categories larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str. The save DC is Constitution-based.

Psi-Like Abilities: At will—*Aura Sight*, *Cloud Mind* (DC 15), *Detect Magic & Psionics*, *Read Thoughts* (DC 15); 3/day—*Mental Barrier* (2 rounds*), *Metamorphosis*, *Plane Shift*, *Thought Shield* (power resistance 19*). Manifesters level 9th. The save DCs are Charisma-based.

Spells: A couatl casts spells as a 9th-level Sorcerer. However, it can choose its spells known from the Sorcerer list, the Cleric list, and from the lists for the Air, Good, and Law domains. The Cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (110 PP; save DC 13 + spell level): 0 (1 PP)—*Cure Minor Wounds*, *Daze*, *Disrupt Undead*, *Light*, *Obscuring Mist*, *Ray of Frost*, *Read Magic*, *Resistance*; 1st—*Endure Elements*, *Mage Armor*, *Protection from Chaos*, *True Strike*, *Wind Wall*; 2nd—*Cure Moderate Wounds*, *Eagle's Splendor*, *Scorching Ray*, *Silence*; 3rd—*Gaseous Form*, *Magic Circle versus Evil*, *Summon Monster III*; 4th—*Charm Being*, *Freedom of Movement*.

Ethereal Jaunt (Su): This ability works like the *Ethereal Jaunt* spell (caster level 16th).

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes—no common language is needed.

CRAWFORDSVILLE MONSTER

Size & Type:	Huge Ooze
Hit Dice:	8d10+52 (96 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	-2; 5 ft. (1 hex), fly 30 ft. (6 hexes; average)
Touch/Full AC (T/AC):	6/11 (-2 size, -2 Dex, +5 natural), flat-footed 11
BA / Grapple / Parry:	+6/+23/—
Attack:	Slam +13 melee (2d6+9 plus 1d6 acid)
Full Attack:	2 slams +13 melee (2d6+9 plus 1d6 acid)
Space/Reach:	15 ft. (3-polyhex) / 10 ft. (2 hexes)

Special Attacks:	Engulf
Special Qualities:	Acidic enzymes, blindsight 60 ft., immune to piercing weapons, natural invisibility, ooze traits, sonic/concussion vulnerability
Saves / Dodge:	Fort +6, Ref +0, Will —, Dodge —
Attributes:	Str 28, Dex 6, Con 18, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	—
Alignment:	Neutral
Advancement:	9–18 HD (Huge); 19–27 HD (Gargantuan)
Level Adjustment:	—

Named for the first hapless explorer to encounter one and survive, a Crawfordsville monster appears (when it appears at all) as a gigantic amoeba floating through the air. A typical specimen measures 20 feet in diameter but weighs only 500 pounds.

COMBAT

The Crawfordsville monster has no discernible origin, purpose, or anatomy; its purpose is simply to feed.

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

Engulf (Ex): A Crawfordsville monster can simply bowl over opponents up to one size category smaller than itself as a attack action during a move action. This attack affects as many opponents as the monster's body can cover. Each target can make either an attack of opportunity against the Crawfordsville monster or a Reflex save (DC 13) to avoid being engulfed. A successful saving throw indicates that the target has been pushed back or aside (target's choice) as the monster moves forward. An engulfed creature is considered grappled and trapped within the monster's body. A Crawfordsville monster cannot make a slam attack during a round in which it attempts to engulf, but each engulfed creature takes 2d6 points of acid damage on that round and every round thereafter that it remains trapped.

Immunities (Ex): A Crawfordsville monster is immune to damage from piercing weapons.

Natural Invisibility (Su): A Crawfordsville monster remains invisible even when attacking. Any creature that correctly discerns its location despite being unable to see it has a 50% miss chance on melee and ranged attacks. The miss chance drops to 20% after the Crawfordsville monster has successfully engulfed at least one Small or larger creature or four or more Tiny creatures, because of the pink shade its body acquires. This ability is always active.

Ooze: A Crawfordsville monster has the traits and immunities common to oozes.

Sonic/Concussion Vulnerability (Ex): A Crawfordsville monster takes double damage from attacks that deal sonic or concussion damage.

CRYSMAL

Size & Type:	Small Elemental (Earth, Psionic)
Hit Dice:	6d8+6 (33 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+2; 30 ft. (6 hexes), burrow 20 ft.
Touch/Full AC (T/AC):	13/21 (+1 size, +2 Dex, +8 natural), flat-footed 19
BA / Grapple / Parry:	+4/+2/+6
Attack:	Sting +7 melee (1d3+3)
Full Attack:	Sting +7 melee (1d3+3)

Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Psi-like abilities
Special Qualities:	Damage reduction 5/bludgeoning, elemental traits, immunity to fire and cold, resistance to electricity 15
Saves / Dodge:	Fort +8, Ref +6, Will +2, Dodge +7
Attributes:	Str 15, Dex 14, Con 12, Int 6, Wis 10, Cha 14
Skills:	Appraise +9, Climb +5, Jump +5, Listen +2, Spot +10
Feats:	Alertness, Great Fortitude, Lightning Reflexes
Environment:	Underground
Organization:	Solitary or facet (2–5)
Challenge Rating:	3
Treasure:	Double goods (gems only)
Alignment:	Any lawful
Advancement:	7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment:	—

A conglomerate of stone and crystal forming a massive stony scorpion, a crysmal above all else seeks to perpetuate its kind. Crysmals transform mundane minerals into juvenile crysmals. Gems are the perfect substance for this reproductive cycle: To make a single juvenile, a crysmal generally needs eight to ten gems, each of 25 gp value or more. Crysmals understand Terran but do not speak.

COMBAT

Crysmals are very intelligent for appearing as vermin, and they use their control of sound to create sounds they've heard before that might lure a potential meal in. Because they eat minerals and gems, most lifeforms hold no appeal for them, but if they should detect anyone with gems (ie. Rings, necklaces, periapts, psicrowns, etc.), they will attempt to get the food for a new juvenile. Using *Control Object* and *Dimension Door* they flank their target, but if the fight goes badly they will *Dimension Door* away to another part of their hive.

Psi-Like Abilities: At will—*Control Object*, *Control Sound*, *Detect Magic & Psionics*, *Empty Mind*, *Mind Thrust* (2d10, DC 13*); 3/day—*Dimension Door*. Manifesters level 2nd. The save DCs are Charisma-based.

*Includes augmentation for the crysmal's manifesters level.

Skills: Crysmals have a +8 racial bonus on Appraise checks and Spot checks.

MONSTERS (D)

DARKMANTLE

Size & Type:	Small Magical Beast
Hit Dice:	1d10+1 (6 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+4; 20 ft. (4 hexes), fly 30 ft. (poor)
Touch/Full AC (T/AC):	11/17 (+1 size, +6 natural), flat-footed 17
BA / Grapple / Parry:	+1/+0/—
Attack:	Slam +5 melee (1d4+4)
Full Attack:	Slam +5 melee (1d4+4)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Darkness, improved grab, constrict 1d4+4
Special Qualities:	Blindsight 90 ft.
Saves / Dodge:	Fort +3, Ref +2, Will +0, Dodge +3
Attributes:	Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10
Skills:	Hide +10, Listen +5*, Spot +5*
Feats:	Improved Initiative
Environment:	Underground

Organization:	Solitary, pair, clutch (3–9), or swarm (6–15)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Small)
Level Adjustment:	—

The darkmantle hangs from a ceiling by a muscular “foot” at the top of its body. It can look like a stalactite, by holding its tentacles stiffly under itself, or like a lump of rock, spreading its tentacles so the membrane between them covers its body. Its shell and skin usually resemble limestone, but a darkmantle can change its color to match almost any type of stony background. A darkmantle is about 4 feet long from the tips of its tentacles to the top of its head. It weighs about 30 pounds.

COMBAT

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the opponent’s head. Once attached, it squeezes and tries to suffocate the foe. A darkmantle that misses its initial attack often flies up and tries to drop on the opponent again.

Darkness (Su): Once per day a darkmantle can cause darkness as the *Darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it attaches to the opponent’s head and can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A darkmantle can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *Silence* spell negates this ability and effectively blinds the darkmantle.

Skills: A darkmantle has a +4 racial bonus on Listen and Spot checks.

These bonuses are lost if its blindsight is negated. The creature’s variable coloration gives it a +4 racial bonus on Hide checks.

DELVER

Size & Type:	Huge Aberration
Hit Dice:	15d8+78 (145 hp)
T/AC System Adj:	Hardness 15/3d; +75 HP
Initiative / Speed:	+5; 30 ft. (6 hexes), burrow 10 ft.
Touch/Full AC (T/AC):	9/24 (–2 size, +1 Dex, +15 natural), flat-footed 23
BA / Grapple / Parry:	+11/+27/+19
Attack:	Slam +17 melee (1d6+8 plus 2d6 acid)
Full Attack:	2 slams +17 melee (1d6+8 plus 2d6 acid)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Corrosive slime
Special Qualities:	Darkvision 60 ft., immunity to acid, stone shape, tremorsense 60 ft.
Saves / Dodge:	Fort +12, Ref +6, Will +11, Dodge +4
Attributes:	Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12
Skills:	Knowledge (dungeoneering) +14, Knowledge (nature) +4, Listen +20, Move Silently +17, Spot +20, Survival +14 (+16 underground)
Feats:	Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Toughness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral

Advancement:	16–30 HD (Huge); 31–45 HD (Gargantuan)
Level Adjustment:	—

Akin to a massive slug glistening with ooze, a delver is about 15 feet long and 10 feet wide. It has two forward pseudopods with which it paws at its enemies. A typical delver weighs about 6,000 pounds and speaks Terran and Undercommon.

COMBAT

A delver prefers to fight from its tunnel, which it uses to protect its flanks while lashing out with its flippers.

A delver expecting trouble may honeycomb an area with tunnels, leaving most closed with layers of stone 1 or 2 inches thick. The delver can quickly dissolve the stone cover and pop up to attack unexpectedly.

Corrosive Slime (Ex): A delver produces a mucuslike slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver's mere touch deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 22 Reflex save. A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 22 Reflex save. These save DCs are Constitution-based.

Stone Shape (Ex): A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as a *stone shape* spell (caster level 15th).

DEMON

Demons are a race of creatures native to chaotic evil-aligned planes. They are ferocity personified and will attack any creature just for the sheer fun of it—even other demons.

Demon Traits: Most demons possess the following traits (unless otherwise noted in a creature's entry).

—Immunity to electricity and poison.

—Resistance to acid 10, cold 10, and fire 10.

—*Summon* (Sp): Many demons share the ability to summon others of their kind (the success chance and type of demon summoned are noted in each monster description). Demons are often reluctant to use this power until in obvious peril or extreme circumstances.

—Telepathy.

Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

BABAU

Size & Type:	Medium Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	7d8+35 (66 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/19 (+1 Dex, +8 natural), flat-footed 18
BA / Grapple / Parry:	+7/+12/+12
Attack:	Claw +12 melee (1d6+5)
Full Attack:	2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Sneak attack +2d6, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.
Saves / Dodge:	Fort +10, Ref +6, Will +6, Dodge +6
Attributes:	Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16

Skills:	Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)
Feats:	Cleave, Multiattack, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (3–6)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8–14 HD (Large); 15–21 HD (Huge)
Level Adjustment:	—

With a skeletal countenance, if it weren't for the curved spike sticking out of the back of its skull like a scorpion stinger, a babau might be mistaken for a skeleton or mummy. A babau is about 6 feet tall and weighs about 140 pounds.

COMBAT

Babaus are sneaky and sly. They attack the most powerful foe first, hoping to eliminate the true threats quickly and then toy with the rest. When ambushing their opponents, they make excellent use of the combination of multiple attacks and sneak attacks. A babau's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—*Darkness*, *Dispel Magic* & *Psionics*, *See Invisibility*, *Greater Teleport* (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

BALOR

Size & Type:	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	20d8+200 (290 hp)
T/AC System Adj:	Hardness 20/4d/1D; +100 HP; Ignore 15/3d Hardness
Initiative / Speed:	+11; 40 ft. (8 hexes), fly 90 ft. (good)
Touch/Full AC (T/AC):	16/36 (–1 size, +7 Dex, +20 natural), flat-footed 28
BA / Grapple / Parry:	+20/+36/+34
Attack:	+1 vorpal longsword +33 melee (2d6+8/19–20)
Full Attack:	+1 vorpal longsword +31/+26/+21/+16/+11 melee (2d6+8/19–20) and +1 flaming whip +30/+25 melee (1d4+4 plus 1d6 fire plus entangle); or 2 slams +31 melee (1d10+7)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes), 20 ft. (4 hexes) with +1 flaming whip
Special Attacks:	Death throes, entangle, spell-like abilities, <i>summon demon</i> , vorpal sword
Special Qualities:	Damage reduction 15/magic good cold iron, darkvision 60 ft., flaming body, immunity to electricity, fire, and poison, resistance to acid 10 and cold 10, spell resistance 28, telepathy 100 ft., true seeing
Saves / Dodge:	Fort +22, Ref +19, Will +19, Dodge +18
Attributes:	Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26
Skills:	Bluff +31, Concentration +33, Diplomacy +35, Disguise +8 (+10 acting), Hide +26,

	Intimidate +33, Knowledge (any two) +30, Listen +38, Move Silently +30, Search +30, Sense Motive +30, Spellcraft +30 (+32 scrolls), Spot +38, Survival +7 (+9 following tracks), Use Magic Device +31 (+33 scrolls)
Feats:	Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (<i>telekinesis</i>), Two-Weapon Fighting, Weapon Focus (longsword)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 balor, 1 marilith, and 2–5 hezrous)
Challenge Rating:	20
Treasure:	Standard coins; double goods; standard items, plus +1 <i>vorpal greatsword</i> and +1 <i>flaming whip</i>
Alignment:	Always chaotic evil
Advancement:	21–30 HD (Large); 31–60 HD (Huge)
Level Adjustment:	—

The classic demonic visage, a balor stands about 12 feet tall. Its skin is usually dark red, with great leathery bat wings and a pair of bloodstained horns. It weighs about 4,500 pounds.

COMBAT

Balors love to join battle armed with their swords and whips. If they face stiff resistance, they may teleport away to loose a few spell-like effects at the foe.

A balor's +1 *flaming whip* is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon deals bludgeoning and slashing damage, in addition to fire damage.

A balor's natural weapons, as well as any weapons it wields, are treated as magic, chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Death Throes (Ex): When killed, a balor explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 30 half). This explosion automatically destroys any weapons the balor is holding. The save DC is Constitution-based.

Entangle (Ex): A balor's +1 *flaming whip* entangles foes much like an attack with a net. The whip has 20 hit points. The whip needs no folding. If it hits, the target and the balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip.

Spell-Like Abilities: At will—*Blasphemy* (DC 25), *Dominate Being* (DC 27), *Dispel Magic & Psionics*, *Greater Teleport* (self plus 50 pounds of objects only), *Insanity* (DC 25), *Power Word Stun*, *Telekinesis* (DC 23), *Unholy Aura* (DC 26); 1/day—*Fire Storm* (DC 26), *Implosion* (DC 27). Caster level 20th. The save DCs are Charisma-based.

Vorpal Sword (Su): Every balor carries a +1 *vorpal longsword* that looks like a flame or a bolt of lightning. Vorpal weapons automatically confirm any threat as a critical. If the target has to make a Massive Damage check against the damage of a vorpal sword, the DC of the Massive Damage is 15 plus the bonus of the weapon (in this case +1) plus one-half the wielder's Base Attack (BA), for a total Massive Damage Fort DC 26 check. If the check is failed, the target is killed, its head decapitated.

Summon Demon (Sp): Once per day a balor can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a 9th-level spell.

Flaming Body (Su): The body of a balor is wreathed in flame.

Anyone grappling a balor takes 6d6 points of fire damage each round.

True Seeing (Su): Balors have a continuous *True Seeing* ability, as the spell (caster level 20th).

Skills: Balors have a +8 racial bonus on Listen and Spot checks.

Tactics Round-by-Round

The balor is most effective as a ranged combatant, using its spell-like abilities to attack from a distance.

Prior to combat: Unholy Aura.

Round 1: Fire Storm or Implosion and quickened Telekinesis or summon additional demons. If the balor does not deem itself seriously threatened, it conserves abilities usable only once per day and uses Blasphemy instead.

Round 2: Dominate Being, Insanity, or Power Word Stun.

Round 3: Full melee attack with weapons, including entangle with whip.

Round 4: Teleport or fly away with entangled foe to reestablish range; repeat round 1 and continue.

BEBILITH

Size & Type:	Huge Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	12d8+96 (150 hp)
T/AC System Adj:	Hardness 10/2d; +65 HP
Initiative / Speed:	+5; 40 ft. (8 hexes), climb 20 ft.
Touch/Full AC (T/AC):	9/22 (–2 size, +1 Dex, +13 natural), flat-footed 21
BA / Grapple / Parry:	+12/+29/+21
Attack:	Bite +19 melee (2d6+9 plus poison) or web +11 ranged
Full Attack:	Bite +19 melee (2d6+9 plus poison) and 2 claws +14 melee (2d4+4); or web +11 ranged
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Poison, rend armor, web
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., plane shift, scent, telepathy 100 ft.
Saves / Dodge:	Fort +16, Ref +9, Will +9, Dodge +7
Attributes:	Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13
Skills:	Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks)
Feats:	Cleave, Improved Initiative, Improved Grapple, Power Attack, Track
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	13–18 HD (Huge); 19–36 HD (Gargantuan)
Level Adjustment:	—

Bebiliths are enormous, predatory, arachnid demons that hunt other demons. A bebilith has a body the size of a plow horse, with legs spanning more than 14 feet. It weighs more than two tons. Bebiliths understand but do not speak Abyssal. Their telepathy allows them to communicate silently with one another.

COMBAT

A bebilith attacks any creature it sees. It usually picks one target and concentrates its attacks on that opponent, using its webs to isolate the target from its comrades. Should the bebilith become overwhelmed by tougher opponents, it often attempts to bite one or more of its victims and retreats, allowing its poison to do its work. A bebilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 24, initial damage 1d6 Con, secondary damage 2d6 Con. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. The save DC is Constitution-based.

Rend Armor (Ex): If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check. (In the T/ACTical system, this also applies to any creature with a natural AC modifier of +5 or greater struck by both claw attacks.)

Web (Ex): A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any sort of fire is applied to it (check each round).

Plane Shift (Su): This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

Skills: A bebilith has mottled coloration that gives it a +8 racial bonus on Hide checks.

CEREBRILITH

Size & Type:	Large Outsider (Chaotic, Evil, Extraplanar, Psionic)
Hit Dice:	9d8+63 (103 hp)
T/AC System Adj:	Hardness 15/3d; +75 HP
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/25 (–1 size, +1 Dex, +15 natural), flat-footed 24
BA / Grapple / Parry:	+9/+19/+15
Attack:	Bite +14 melee (1d8+6)
Full Attack:	Bite +14 melee (1d8+6) and 2 claws +9 melee (1d6+3)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Psi-like abilities, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, outsider traits, psionic traits, resistance to acid 10, cold 10, and fire 10, power resistance 20, telepathy 100 ft.
Saves/ Dodge:	Fort +13, Ref +7, Will +10, Dodge +6
Attributes:	Str 22, Dex 13, Con 25, Int 15, Wis 18, Cha 21
Skills:	Concentration +17, Hide +7, Jump +16, Knowledge (arcana) +12, Knowledge (psionics) +12, Knowledge (planes) +12, Listen +22, Move Silently +11, Psicraft +12, Search +12, Sense Motive +14, Spot +22
Feats:	Power Attack, Psionic Meditation, Power Fist, Unavoidable Strike, Wild Talent (B)
Environment:	Chaotic evil planes
Organization:	Solitary or gang (2–4)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment:	+11

Cerebriliths appears as massive black spiders with sickly-green eyes and an emaciated bony countenance.

COMBAT

Cerebriliths favor telepathic attacks, usually beginning a battle by launching a furious barrage of *ego whip* and *id insinuation* attacks. In melee, cerebriliths often use their Concentration skill to gain psionic focus, so that they can use Psionic Fist or Unavoidable Strike (the latter in conjunction with Power Attack).

A cerebrilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Psi-Like Abilities: At will—*Brain Lock* (any nonmindless, DC 17*), *Detect Magic & Psionics*, *Ego Whip* (2d4, DC 19*), *Id Insinuation* (four targets, DC 20*), *Mind Trap* (5 rounds*); 3/day—*Dominate Being* (24 hours, DC 20*), *Ectoplasmic Form*, *Mind Probe* (DC 20); 1/day—*Mind Thrust* (9d10, DC 20*). Manifesters level 9th. The save DCs are Charisma-based.

*Includes augmentation for the cerebrilith's manifesters level.

Spell-Like Abilities: At will—*Deeper Darkness*, *Desecrate*, *Detect Good*, *Dispel Good* (DC 20), *Greater Teleport* (self plus 50 pounds of objects only), *Magic Circle versus Good* (DC 18), *Unholy Blight* (DC 19). Caster level 9th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a cerebrilith can attempt to summon 4d6 dretches or another cerebrilith with a 35% chance of success. This ability is equivalent to a 4th-level spell.

Outsider Traits: A cerebrilith cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). It has darkvision out to 60 feet.

Skills: Cerebriliths have a +8 racial bonus on Listen and Spot checks.

DRETCH

Size & Type:	Small Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	2d8+4 (13 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+0; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	11/16 (+1 size, +5 natural), flat-footed 16
BA / Grapple / Parry:	+2/-1/+3
Attack:	Claw +4 melee (1d6+1)
Full Attack:	2 claws +4 melee (1d6+1) and bite +2 melee (1d4)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.
Saves / Dodge:	Fort +5, Ref +3, Will +3, Dodge +4
Attributes:	Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11
Skills:	Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks)
Feats:	Multiattack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary, pair, gang (3–5), crowd (6–15), or mob (10–40)
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3–6 HD (Small)
Level Adjustment:	–

A shapeless and pitiful humanoid with folds of pale skin and lifeless eyes, a dretch is about 4 feet tall and weighs about 60 pounds. Dretches cannot speak but can communicate telepathically.

COMBAT

Dretches are slow, stupid, and not very effective combatants. In one-on-one combat, they rely on their damage reduction to keep them alive. In groups, they depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death. A dretch's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: 1/day—*Scare* (DC 12), *Stinking Cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

GLABREZU

Size & Type:	Huge Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	12d8+120 (174 hp)
T/AC System Adj:	Hardness 15/3d; +95 HP; Ignore 10/2d Hardness
Initiative / Speed:	+0; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	8/27 (–2 size, +19 natural), flat-footed 27
BA / Grapple / Parry:	+12/+30/+22
Attack:	Pincers +20 melee (2d8+10)
Full Attack:	2 pincers +20 melee (2d8+10) and 2 claws +18 melee (1d6+5) and bite +18 melee (1d8+5)

Space/Reach:	15 ft. (3-polyhex) /15 ft. (3 hexes)
Special Attacks:	Improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/magic and good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing
Saves / Dodge:	Fort +18, Ref +8, Will +11, Dodge +6
Attributes:	Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20
Skills:	Bluff +22, Concentration +25, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Knowledge (any two) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3 (+5 following tracks)
Feats:	Cleave, Great Cleave, Multiattack, Persuasive, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 glabrezu, 1 succubus, and 2–5 vrocks)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	13–18 HD (Huge); 19–36 HD (Gargantuan)
Level Adjustment:	—

Glabrezu are massive wolf-headed humanoids, with a pair of pincers on its main arms, and second set of arms emerging from its chest with clawed hands. Like succubi, glabrezu tempt victims into ruin, but they lure their prey with power or wealth rather than passion. Glabrezu have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. A glabrezu stands about 15 feet tall and weighs about 5,500 pounds.

COMBAT

Glabrezu prefer subterfuge to combat. However, if their attempts to entice or deceive fail, these enormous demons attack with a vengeance. They follow a *confusion* attack with melee attacks, hoping to finish off wounded foes with *Chaos Hammer* or *Unholy Blight*. A glabrezu's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*Chaos Hammer* (DC 19), *Confusion* (DC 19), *Dispel Magic & Psionics*, *Mirror Image*, *Reverse Gravity* (DC 22), *Greater Teleport* (self plus 50 pounds of objects only), *Unholy Blight* (DC 19); 1/day—*Power Word Stun*. Caster level 14th. The save DCs are Charisma-based.

Once per month, a glabrezu can fulfill a *Wish* for a mortal humanoid. The demon can use this ability to offer a mortal whatever he or she desires—but unless the *Wish* is used to create pain and suffering in the world, the glabrezu demands either terrible evil acts or great sacrifice as compensation.

Summon Demon (Sp): Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su): Glabrezu continuously use *True Seeing* as the spell (caster level 14th).

Skills: Glabrezu have a +8 racial bonus on Listen and Spot checks.

HEZROU

Size & Type:	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	10d8+93 (138 hp)
T/AC System Adj:	Hardness 10/2d; +70 HP; Ignore 5/1d Hardness
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	9/23 (–1 size, +14 natural), flat-footed 23
BA / Grapple / Parry:	+10/+19/+15
Attack:	Bite +14 melee (4d4+5)
Full Attack:	Bite +14 melee (4d4+5) and 2 claws +9 melee (1d8+2)

Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Spell-like abilities, stench, improved grab, <i>summon demon</i>
Special Qualities:	Damage reduction 5/magic and good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 19, telepathy 100 ft.
Saves / Dodge:	Fort +16, Ref +7, Will +9, Dodge +6
Attributes:	Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18
Skills:	Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings)
Feats:	Blind-Fight, Cleave, Power Attack, Toughness
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (2–4)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	+12

A hezrou has a decidedly frog-like countenance, with a massive paunch and an equally massive mouth lined with shark's teeth. A hezrou can walk both upright and on all fours, but it always fights standing up. A hezrou is about 8 feet tall and weighs about 750 pounds.

COMBAT

Hezrous enjoy melee combat even more than vrock do. They eagerly press an attack deep into the heart of enemy forces, so their stench can take effect as quickly as possible. They enter most battles by using *Blasphemy* and follow it with an occasional *Chaos Hammer* or *Unholy Blight*, depending on the alignment of their opponents. A hezrou's natural weapons, as well as any weapons it wields, are treated as magic, chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*Chaos Hammer* (DC 18), *Greater Teleport* (self plus 50 pounds of objects only), *Unholy Blight* (DC 18); 3/day—*Blasphemy* (DC 21), *Gaseous Form*. Caster level 13th. The save DCs are Charisma-based.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A *Delay Poison* or *Neutralize Poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

MARILITH

Size & Type:	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	16d8+144 (216 hp)
T/AC System Adj:	Hardness 15/3d; +80 HP; Ignore 10/2d Hardness
Initiative / Speed:	+4; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	13/29 (–1 size, +4 Dex, +16 natural), flat-footed 25
BA / Grapple / Parry:	+16/+29/+26
Attack:	Longsword +25 melee (2d6+9/19–20) or slam +24 melee (1d8+9) or tail slap +24 melee (4d6+9)

Full Attack:	Primary longsword +25/+20/+15/+10 melee (2d6+9/19–20) and 5 longswords +25 melee (2d6+4/19–20) and tail slap +22 melee (4d6+4); or 6 slams +24 melee (1d8+9) and tail slap +22 melee (4d6+4)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Constrict 4d6+13, improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/magic good cold iron, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 25, telepathy 100 ft.
Saves / Dodge:	Fort +19, Ref/Dodge +14/+13, Will +14
Attributes:	Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24
Skills:	Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search 23, Sense Motive +23, Spellcraft +23 (+25 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls)
Feats:	Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or pair
Challenge Rating:	17
Treasure:	Standard coins; double goods; standard items, plus 1d4 magic weapons
Alignment:	Always chaotic evil
Advancement:	17–20 HD (Large); 21–48 HD (Huge)
Level Adjustment:	—

Both beautiful and terrible to behold, a marilith has the torso and head of a comely woman, but it has six arms and serpentine lower body. A marilith usually holds a longsword in each of its six hands and wears many bangles and jewels. A marilith stands about 9 feet tall and measures about 20 feet from head to tip of tail. It weighs about 4,000 pounds.

COMBAT

Though mariliths thrive on grand strategy and army-level tactics, they love physical combat and never pass up an opportunity to fight. Each of a marilith's six arms can wield a weapon, and the creature gets an additional three weapon attacks with its primary arm. Mariliths seldom rush headlong into battle, however, preferring to hang back and size up the situation first. They always seek to gain the best possible advantage from the local terrain, obstacles, and any vulnerability or weakness in their opponents. A marilith's natural weapons, as well as any weapons it wields, are treated as magic, chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A marilith deals 4d6+13 points of damage (ignoring 10/2d Hardness in a T/Actical scenario) with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: At will—*Align Weapon*, *Blade Barrier* (DC 23), *Magic Weapon*, *Project Image* (DC 23), *Polymorph*, *See Invisibility*, *Telekinesis* (DC 22), *Greater Teleport* (self plus 50 pounds of objects only), *Unholy Aura* (DC 25). Caster level 16th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Mariliths continuously use this ability, as the spell (caster level 16th).

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its

arms at no penalty.

NALFESHNEE

Size & Type:	Huge Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	14d8+112 (175 hp)
T/AC System Adj:	Hardness 15/3d; +90 HP; Ignore 10/2d Hardness
Initiative / Speed:	+1; 30 ft. (6 hexes), fly 40 ft. (poor)
Touch/Full AC (T/AC):	9/27 (–2 size, +1 Dex, +18 natural), flat-footed 26
BA / Grapple / Parry:	+14/+29/+21
Attack:	Bite +20 melee (2d8+7)
Full Attack:	Bite +20 melee (2d8+7) and 2 claws +17 melee (1d8+3)
Space/Reach:	15 ft. (3-polyhex) /15 ft. (3 hexes)
Special Attacks:	Smite, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/magic and good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 22, telepathy 100 ft., true seeing
Saves / Dodge:	Fort +17, Ref +10, Will +15, Dodge +8
Attributes:	Str 25, Dex 13, Con 27, Int 22, Wis 22, Cha 20
Skills:	Bluff +22, Concentration +25, Diplomacy +26, Disguise +5 (+7 acting), Hide +10, Intimidate +22, Knowledge (arcana) +23, Listen +31, Move Silently +18, Search +23, Sense Motive +23, Spellcraft +25 (+27 scrolls), Spot +31, Survival +6 (+8 following tracks), Use Magic Device +22 (+24 scrolls)
Feats:	Cleave, Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (bite)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 nalfeshnee, 1 hezrou, and 2–5 vrocks)
Challenge Rating:	14
Treasure:	Standard coins; double goods; standard items 
Alignment:	Always chaotic evil
Advancement:	15–20 HD (Huge); 21–42 HD (Gargantuan)
Level Adjustment:	—

At more than 20 feet tall and weighing over 8,000 pounds, a nalfeshnee is a capable lieutenant of the abyssal hordes. Strong enough to cow weaker demons and smart enough to pay deference to more powerful ones, this demon has disproportionately small bat wings (yet it can still fly), with a gorilla's husky frame and oversized arms. With a mangy coat of steelwire fur and jutting canine teeth, a nalfashnee is a ruthless mountain of demonic flesh.

COMBAT

When fulfilling their duties in the underworld, nalfeshnees usually disdain combat as being beneath them. Given the opportunity, they succumb to blood lust and do battle. They disable opponents with their smite ability and slaughter them while they can't fight back. A nalfeshnee's natural weapons, as well as any weapons it wields, are treated as magic, chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Smite (Su): Three times per day a nalfeshnee can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Any creature within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of its worst fears hound it. The creature receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. Other demons are immune to this effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*Call Lightning* (DC 18), *Feeblemind* (DC 20), *Dispel Magic & Psionics*, *Slow* (DC 18), *Greater Teleport* (self plus 50 pounds of objects only), *Unholy Aura* (DC 23). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Twice per day a nalfeshnee can attempt to summon 1d4 vrocks, 1d4 hezrous, or one glabrezu with a 50% chance of success, or another nalfeshnee with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Nalfeshnees continuously use *True Seeing*, as the spell (caster level 14th).

Skills: Nalfeshnees have a +8 racial bonus on Listen and Spot checks.

QUASIT

Size & Type:	Tiny Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+7; 20 ft. (4 hexes), fly 50 ft. (perfect)
Touch/Full AC (T/AC):	15/18 (+2 size, +3 Dex, +3 natural), flat-footed 15
BA / Grapple / Parry:	+3/−6/+6
Attack:	Claw +8 melee (1d3−1 plus poison)
Full Attack:	2 claws +8 melee (1d3−1 plus poison) and bite +3 melee (1d4−1)
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex)
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10
Saves / Dodge:	Fort +3, Ref +6, Will +4, Dodge +8
Attributes:	Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10
Skills:	Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6
Feats:	Improved Initiative, Weapon Finesse
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	4–6 HD (Tiny)
Level Adjustment:	— (Improved Familiar)

In its natural form, a quasit stands about 1-1/2 feet tall and weighs about 8 pounds, a bony, leathery creature with wings and a cruel countenance. Such creatures often serve as familiars to spellcasters with demonic pacts, to serve as a protector (of its true master's interests) and spy (for the same). Quasits speak Common and Abyssal.

COMBAT

Although quasits thirst for victory and power as other demons do, they are cowards at heart. They typically attack from ambush, using their alternate form ability and *Invisibility* to get within reach, then try to scuttle away. When retreating, they use their *Cause Fear* ability to deter pursuit. A quasit's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*Detect Good*, *Detect Magic & Psionics*, and *Invisibility* (self only); 1/day—*Cause Fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based.

Once per week a quasit can use *Commune* with its dark overlord to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *Polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

RETRIEVER

Size & Type:	Huge Construct (Extraplanar)

Hit Dice:	10d10+80 (135 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP
Initiative / Speed:	+3; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	11/21 (–2 size, +3 Dex, +10 natural), flat-footed 18
BA / Grapple / Parry:	+7/+25/—
Attack:	Claw +15 melee (2d6+10) and eye ray +8 ranged touch
Full Attack:	4 claws +15 melee (2d6+10) and bite +10 melee (1d8+5) and eye ray +8 ranged touch
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Eye rays, <i>find target</i> , improved grab
Special Qualities:	Construct traits, darkvision 60 ft., fast healing 5, low-light vision
Saves / Dodge:	Fort +3, Ref +6, Will +3, Dodge —
Attributes:	Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	11–15 HD (Huge); 16–30 HD (Gargantuan)
Level Adjustment:	—

Nothing so much as a massive mechanical monstrosity of a spider sporting 4 different-colored eyes, a retriever specializes in recovering lost or desired objects, runaway slaves, and enemies and bringing them back to its master. A retriever has a body the size of an ox, with legs spanning more than 14 feet. It weighs about 6,500 pounds.

COMBAT

Retrievers attack with four claws, but their eye rays are far more deadly.

Eye Rays (Su): A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks. The save DC for all rays is 18. The save DC is Dexterity-based.

The four eye effects are:

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

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

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

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

Find Target (Sp): When ordered to find an item or a creature, a retriever does so unerringly, as though guided by *Discern Location*.

The being giving the order must have seen (or must have an item belonging to) the creature to be found or must have touched the object to be located. This ability is the equivalent of an 8th-level spell.

Improved Grab (Ex): To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is the method by which it usually “retrieves” things.

SUCCUBUS

Size & Type:	Medium Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	6d8+6 (33 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	+1; 30 ft. (6 hexes), fly 50 ft. (average)
Touch/Full AC (T/AC):	12/21 (+1 Dex, +1 dodge, +9 natural), flat-footed 19
BA / Grapple / Parry:	+6/+7/+7
Attack:	Claw +7 melee (1d6+1)

Full Attack:	2 claws +7 melee (1d6+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Energy drain, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues
Saves / Dodge:	Fort +6, Ref +6, Will +7, Dodge +7*
Attributes:	Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26
Skills:	Bluff +19, Concentration +10, Diplomacy +12, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)
Feats:	Dodge, Mobility, Persuasive
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Medium)
Level Adjustment:	+8

The “honey pots” of the demonic underworld, succubi invariably appear as incredibly beautiful women. If not for their minor demonic traits (ie. A fine tail and small horns or fangs), they would be indistinguishable than the race they’re emulating. A succubus is 6 feet tall in its natural form and weighs about 125 pounds.

COMBAT

Succubi are not warriors. They flee combat whenever they can. If forced to fight, they can attack with their claws, but they prefer to turn foes against one another. Succubi use their *Polymorph* ability to assume humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Succubi are not above taking on the role of a damsel in distress when encountered within a dungeon. A succubus’s natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus’s kiss or embrace bestows one negative level. The kiss also has the effect of a *Suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the *Suggestion*. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will—*Charm Being* (DC 22), *Detect Good*, *Detect Thoughts* (DC 20), *Ethereal Jaunt* (self plus 50 pounds of objects only), *Polymorph* (humanoid form only, no limit on duration), *Suggestion* (DC 21), *Greater Teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent *Tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills: Succubi have a +8 racial bonus on Listen and Spot checks.

*While using her *Polymorph* ability, a succubus gains a +10 circumstance bonus on Disguise checks.

VROCK

Size & Type:	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	10d8+70 (115 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP; Ignore 5/1d Hardness

Initiative / Speed:	+2; 30 ft. (6 hexes), fly 50 ft. (average)
Touch/Full AC (T/AC):	11/22 (–1 size, +2 Dex, +11 natural), flat-footed 20
BA / Grapple / Parry:	+10/+20/+16
Attack:	Claw +15 melee (2d6+6)
Full Attack:	2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Dance of ruin, spell-like abilities, spores, stunning screech, <i>summon demon</i>
Special Qualities:	Damage reduction 5/magic and good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.
Saves / Dodge:	Fort +14, Ref +9, Will +10, Dodge +8
Attributes:	Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16
Skills:	Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks)
Feats:	Cleave, Combat Reflexes, Multiattack, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary, pair, gang (3–5), or squad (6–10)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11–14 HD (Large); 15–30 HD (Huge)
Level Adjustment:	+12

A vrock is a goliath of a humanoid, a sinewy body with a vulture's head, feathery wings, and vicious claws, standing about 8 feet tall and weighing about 500 pounds. The serve as the shock troops of the demon lords, reveling in battle no matter what the odds. However, if there is an opportunity with two brethren to perform a dance of ruin in the midst of battle, that will take precedence (see below).

COMBAT

Vrocks are vicious fighters who like to fly down into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. Despite their advantage in mobility, the vrocks' deep love of battle frequently leads them into melee combats against heavy odds. A vrock's natural weapons, as well as any weapons it wields, are treated as magic, chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will—*Mirror Image*, *Telekinesis* (DC 18), *Greater Teleport* (self plus 50 pounds of objects only); 1/day—*Heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *Delay Poison* spell stops the spores' growth for its duration. *Bless*, *Neutralize Poison*, or *Remove Disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Vrocks have a +8 racial bonus on Listen and Spot checks.

DEMONIC AUTO/VEHICLE

Size & Type:	Huge Construct
Hit Dice:	15d10+40 (102 hp)
T/AC System Adj:	Hardness 15/3d; +75 HP; Ignore 10/2d Hardness
Initiative / Speed:	+1; 400 ft. (80 hexes)
Touch/Full AC (T/AC):	10/25 (-2 size, +1 Dex, +1 dodge, +15 natural), flat-footed 23
BA / Grapple / Parry:	+11/—/—
Attack:	Slam +15 melee (1d6+9)
Full Attack:	3 slams +15/+10/+5 (1d6+6 each)
Space/Reach:	15 ft. (3-polyhex) /5 ft. (1 hex)
Special Attacks:	Trample
Special Qualities:	Construct, outsider traits, damage reduction 10/magic, vehicle movement, no limbs, repairable, darkvision 120 ft.
Saves / Dodge:	Fort +5, Ref +6, Will +5, Dodge +5*
Attributes:	Str 23, Dex 13, Con —, Int 10, Wis 10, Cha 5
Skills:	Bluff +15, Drive +21, Hide +3, Navigate +18, Repair +10, Sense Motive +18, Spot +18
Feats:	Drive-By Attack, Force Stop, Vehicle Dodge, Vehicle Expert
Environment:	Urban
Organization:	Solitary
Challenge Rating:	13
Treasure:	no coins; double goods; standard items
Alignment:	Usually chaotic evil
Advancement:	16-25 HD (Huge); 26-45 HD (Gargantuan); 46+ HD (Colossal)
Level Adjustment:	—

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

COMBAT

Demonic autos prefer to run down targets at night. They have the following traits:

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

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

Damage Reduction 10/magic (Ex): A demonic auto ignores the first 10 points of damage dealt by a nonmagical weapon. It is also considered magical for purposes of what it can damage with its natural attacks.

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

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

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

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

itself.

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

DEMONIC MACHINE (Template)

A demonic machine has the normal dimensions, weight, and appearance of its mundane counterpart, and to all outward appearances, it is a perfectly normal machine. Any sort of device that has sufficiently dangerous moving parts—a printing press, a farm combine, an industrial shredder, or the like—is an excellent candidate for fiendish possession.

A demonic machine has the exact same stats as an animated object, except it also has the abilities given below. Note that, because a demonic machine has independent intelligence (typically Int 10, Wis 10, Cha 5), it can Parry and Dodge.

COMBAT

A demonic machine revels in causing pain and death. To this end, the demon will try to subtly charm a victim into doing something stupid, causing them to expose themselves to injury. Once discovered for its true nature, it will try to destroy all who know, or barring that, when it's destroyed its essence will flee into another machine to lie quietly until things have blown over, and then start another campaign of terror anew.

Charm Person (Sp): Once per day, as a full-round action, the demonic machine can use *Charm Person* (manifesters level 5th; save DC 8).

Construct: A demonic machine has the traits and immunities common to constructs. Unlike most constructs, however, it has an Intelligence score (Int 10 or higher) supplied by the demonic force that animates it.

Damage Reduction 10/magic (Su): A demonic machine ignores the first 10 points of damage dealt by any nonmagical weapon. Its natural attacks are also considered magical for purposes of overcoming damage reduction. (In a T/ACtical scenario, the demonic machine ignores 10/2d Hardness with its natural attacks.)

Feats: Though technically a construct, a demonic machine is animated by a fell presence from beyond Shadow. It gains feats as an outsider (1, plus 1 feat per 4 HD beyond 1 HD).

Grind (Ex): A demonic machine may make a grind attack (at its normal attack bonus) against a grappled creature, dealing double claw damage plus its Strength modifier.

Improved Grab (Ex): To use this ability, the demonic machine must hit an opponent at least one size category smaller than itself with its claw attack. If it gets a hold, it automatically deals claw damage each round that the hold is maintained, and it can grind in the next round.

Machine Possession: The animating force in a demonic machine is a demon. This creature can, at any time, choose to abandon one machine as a free action and possess another within 30' as an attack action. The demon must either be deprived of a body (by destroying every machine within range), or it must be driven away by banishment magic or the like.

Skills: A demonic machine gains skills as if it were an outsider (8 + Int modifier per HD).

DERRO

Size & Type:	Small Monstrous Humanoid
Hit Dice:	3d8+3 (16 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+6; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	13/19 (+1 size, +2 Dex, +2 natural, +3 studded leather armor [Hard:3, HP: 15], +1 buckler [Hard: 5/1d, HP: 5]), flat-footed 17
BA / Grapple / Parry:	+3/−1/+4
Attack:	Short sword +4 melee (1d4/19–20) or repeating light crossbow +6 ranged (1d6/19–20 plus poison)
Full Attack:	Short sword +4 melee (1d4/19–20) or repeating light crossbow +6 ranged (1d6/19–20 plus poison)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Poison use, spell-like abilities, sneak attack +1d6

Special Qualities:	Madness, spell resistance 15, vulnerability to sunlight
Saves / Dodge:	Fort +2, Ref +5, Will +6, Dodge +6
Attributes:	Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*
Skills:	Bluff +5, Hide +10, Listen +1, Move Silently +8
Feats:	Blind-Fight, Improved Initiative
Environment:	Underground
Organization:	Team (2–4), squad (5–8 plus 1 3rd-level sorcerer), or band (11–20 plus 30% noncombatants plus 3 3rd-level sorcerers and 1 sorcerer of 5th–8th level)
Challenge Rating:	3
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	— (+3 if sane)

Believed to be a stricken subrace of the dwarves or duergar (but neither will admit to any such relation), derro are afflicted by a form of racial madness, which most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures. Derro are capable of holding their murderous impulses in check for short periods of time in order to cooperate with creatures of other races, but such arrangements rarely last more than a few weeks. Of course, no derro is capable of recognizing that he is out of his mind.

COMBAT

Derro are stealthy and bloodthirsty. They like to carefully arrange cruel traps and deadly ambushes and strike savagely from hiding. They delight in taking captives who can be tortured to death later, and favor traps and poisons that disable without killing.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and they have immunity to *Confusion* and *Insanity* effects. A derro cannot be restored to sanity by any means short of a *Miracle* or *Wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*Darkness*, *Ghost Sound*; 1/day—*Daze* (DC 13), *Sound Burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills: Derro have a +4 racial bonus on Hide and Move Silently checks.

DESTRACHAN

Size & Type:	Large Aberration
Hit Dice:	8d8+24 (60 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+5; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/19 (–1 size, +1 Dex, +1 dodge, +8 natural), flat-footed 17
BA / Grapple / Parry:	+6/+14
Attack:	Claw +9 melee (1d6+4)
Full Attack:	2 claws +9 melee (1d6+4)
Space/Reach:	10 ft. (2-polyhex) / 5 ft. (1 hex)
Special Attacks:	Destructive harmonics

Special Qualities:	Blindsight 100 ft., immunities, protection from sonics
Saves / Dodge:	Fort +5, Ref +5, Will +10, Dodge +5*
Attributes:	Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12
Skills:	Hide +8, Listen +25, Move Silently +7, Survival +9
Feats:	Dodge, Improved Initiative, Lightning Reflexes
Environment:	Underground
Organization:	Solitary or pack (3–5)
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	—

The dungeon-dwelling destrachan looks like some bizarre, nonintelligent beast, but it's an incredibly evil and crafty sadist. A destrachan has a pair of complex, three-part ears that it can adjust to be more or less sensitive to various sounds. It is blind, yet it hunts with a sense of hearing more precise than most creatures' sight.

From its tubular mouth a destrachan emits carefully focused harmonics, producing sonic energy so powerful it can shatter a stone wall. So skilled is a destrachan at controlling the sounds it emits that it can choose what type of material to affect with its attack. A destrachan is about 10 feet long from its mouth to the tip of the tail and weighs about 4,000 pounds.

A destrachan speaks no language but understands Common. If a destrachan must communicate, it does so through action.

COMBAT

A destrachan uses its claws only as a last resort or to finish off foes weakened by its sonic attacks. It often enters battle with surprise if possible. It first focuses on destroying metal armor and weapons and then changes to harmonics that disrupt flesh.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as *ghost sound* or *silence*), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

DEVIL

Devils are fiends from lawful evil-aligned planes. Many devils are surrounded by a fear aura, which they use to break up powerful groups and defeat opponents piecemeal. Devils with spell-like abilities use their illusion abilities to delude and confuse foes as much as possible. A favorite trick is to create illusory reinforcements; enemies can never be entirely sure if a threat is only a figment or real summoned devils joining the fray.

Devil Traits: Most devils possess the following traits (unless otherwise noted in a creature's entry).

- Immunity to fire and poison.
 - Resistance to acid 10 and cold 10.
 - See in Darkness (Su): Some devils can see perfectly in darkness of any kind, even that created by a *Deeper Darkness* spell.
 - Summon* (Sp): Some devils share the ability to summon others of their kind (the success chance and type of devils summoned are noted in each monster description).
 - Telepathy.
- Except when otherwise noted, devils speak Infernal, Celestial, and Draconic.

BARBED DEVIL (HAMATULA)

Size & Type:	Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	12d8+72 (126 hp)
T/AC System Adj:	Hardness 10/2d; +65 HP; Ignore 5/1d Hardness
Initiative / Speed:	+6; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	16/29 (+6 Dex, +13 natural), flat-footed 23
BA / Grapple / Parry:	+12/+22/+18
Attack:	Claw +18 melee (2d8+6 plus fear)
Full Attack:	2 claws +18 melee (2d8+6 plus fear)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	Fear, improved grab, impale 3d8+9, <i>summon devil</i>
Special Qualities:	Barbed defense, damage reduction 5/magic and good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.
Saves / Dodge:	Fort +14, Ref +14, Will +12, Dodge +14
Attributes:	Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18
Skills:	Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)
Feats:	Alertness, Cleave, Improved Grapple, Iron Will, Power Attack
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–5), or squad (6–10)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	13–24 (Medium); 25–36 HD (Large)
Level Adjustment:	—

A barbed devil is about 7 feet tall and weighs about 300 pounds. With an inky black chitinous outer skin covered in long deadly barbs and equally dead black eyes, the barbed devil strikes fear into its enemies with the least blow.

COMBAT

Barbed devils eagerly fight with their claws, trying to impale their opponents. They use *hold person* to immobilize those who avoid their hug attacks. A barbed devil's natural weapons, as well as any weapons it wields, are treated as magic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *Fear* (caster level 9th).

Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a

hold and can impale the opponent on its barbed body.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Spell-Like Abilities: At will—*Greater Teleport* (self plus 50 pounds of objects only), *Hold Person* (DC 16), *Major Image* (DC 17), *Scorching Ray* (2 rays only). 1/day—*Order's Wrath* (DC 18), *Unholy Blight* (DC 18). Caster level 12th. The save DCs are Charisma-based.

BEARDED DEVIL (BARBAZU)

Size & Type:	Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	6d8+18 (45 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+6; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/19 (+2 Dex, +7 natural), flat-footed 17
BA / Grapple / Parry:	+6/+8/+9
Attack:	Glaive +9 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2)
Full Attack:	Glaive +9/+4 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex), 10 ft. (2 hexes) with glaive
Special Attacks:	Infernal wound, beard, battle frenzy, <i>summon devil</i>
Special Qualities:	Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.
Saves / Dodge:	Fort +8, Ref +7, Will +5, Dodge +7
Attributes:	Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10
Skills:	Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9
Feats:	Improved Initiative, Power Attack, Weapon Focus (glaive)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–5), or squad (6–10)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment:	+6

Perpetually hunched over and poised to attack, every bearded devil carries a sawtoothed glaive. Their beards are more than just ornamental, a tangled weave of bedeviled hair as strong as steel wire that cause disease. A bearded devil stands 6 feet tall and weighs about 225 pounds.

COMBAT

Bearded devils are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes. A bearded devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will— *Greater Teleport* (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a *Cure* spell, or a *Heal* spell. However, a character attempting to cast a *Cure* spell or a *Heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-

based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the Berserker's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, –2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

BONE DEVIL (OSYLUTH)

Size & Type:	Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	10d8+50 (95 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP; Ignore 5/1d Hardness
Initiative / Speed:	+9; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	14/25 (–1 size, +5 Dex, +11 natural), flat-footed 20
BA / Grapple / Parry:	+10/+19/+15
Attack:	Bite +14 melee (1d8+5)
Full Attack:	Bite +14 melee (1d8+5) and 2 claws +12 melee (1d4+2) and sting +12 melee (3d4+2 plus poison)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Spell-like abilities, fear aura, poison, <i>summon devil</i>
Special Qualities:	Damage reduction 5/magic and good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.
Saves / Dodge:	Fort +12, Ref +12, Will +11, Dodge +11
Attributes:	Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14
Skills:	Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks)
Feats:	Alertness, Improved Initiative, Iron Will, Multiattack
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2–4), or squad (6–10)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	11–20 HD (Large); 21–30 HD (Huge)
Level Adjustment:	—

Skeletal humanoids with a scorpion's tail, bone devils stand about 9 feet tall and weigh about 500 pounds.

COMBAT

Bone devils hate all other creatures and attack ruthlessly. They freely use *Wall of Ice* to keep the enemy divided. A bone devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *Fear* spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—*Greater Teleport* (self plus 50 pounds of objects only), *Dimensional Anchor*, *Fly*, *Invisibility* (self only), *Major Image* (DC 15), *Wall of Ice*. Caster level 12th. The save DC is Charisma-based.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

CHAIN DEVIL (KYTON)

Size & Type:	Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	8d8+16 (52 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+6; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	12/20 (+2 Dex, +8 natural), flat-footed 18
BA / Grapple / Parry:	+8/+10/+10
Attack:	Chain +10 melee (2d4+2/19–20)
Full Attack:	2 chains +10 melee (2d4+2/19–20)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex), 10 ft. (2 hexes) with chains
Special Attacks:	Dancing chains, unnerving gaze
Special Qualities:	Damage reduction 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18
Saves / Dodge:	Fort +8, Ref +8, Will +6, Dodge +8
Attributes:	Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12
Skills:	Climb +13, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings)
Feats:	Alertness, Improved Critical (chain), Improved Initiative
Environment:	A lawful evil-aligned plane
Organization:	Solitary, gang (2–4), band (6–10), or mob (11–20)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	9–16 HD (Medium)
Level Adjustment:	+6

Kytons are humanlike devils, wrapped in chains instead of clothing with pitch-black eyes. A chain devil is 6 feet tall and weighs about 300 pounds, chains included. Chain devils speak Infernal and Common.

COMBAT

A chain devil attacks by flailing away with the spiked chains that serve as its clothing, armor, and weapons.

A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a –2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

ERINYES

Size & Type:	Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	9d8+45 (85 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+5; 30 ft. (6 hexes), fly 50 ft. (good)
Touch/Full AC (T/AC):	16/24 (+5 Dex, +1 dodge, +8 natural), flat-footed 18
BA / Grapple / Parry:	+9/+14/+14
Attack:	Longsword +14 melee (1d8+5/19–20) or +1 <i>flaming composite longbow</i> (+5 Str bonus) +15 ranged (1d8+6/x3 plus 1d6 fire) or rope +14 ranged (entangle)
Full Attack:	Longsword +14/+9 melee (1d8+5/19–20) or +1 <i>flaming composite longbow</i> (+5 Str bonus) +15/+10 ranged (1d8+6/x3 plus 1d6 fire) or rope +14 ranged (entangle)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Entangle, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft., true seeing
Saves / Dodge:	Fort +11, Ref +11, Will +10, Dodge +12*
Attributes:	Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20
Skills:	Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (any two) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings)
Feats:	Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run
Environment:	A lawful evil-aligned plane
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard, plus rope and +1 <i>flaming composite longbow</i> (+5 Str bonus)
Alignment:	Always lawful evil
Advancement:	10–18 HD (Medium)
Level Adjustment:	+7

Unlike other devils, erinyes appear attractive to humans, resembling very comely women or men, their infernal nature betrayed by their wings. An erinyes stands about 6 feet tall and weighs about 150 pounds. Erinyes speak Infernal, Celestial, and Draconic.

COMBAT

Erinyes prefer to engage in combat from a distance. They use *charm being* to distract or disorganize their opponents, then rain down fiery arrows from above. An erinyes's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *Animate Rope* spell (caster level 16th). An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Spell-Like Abilities: At will—*Greater Teleport* (self plus 50 pounds of objects only), *Charm Being* (DC 19), *Minor Image* (DC 17), *Unholy Blight* (DC 19). Caster level 12th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Erinyes continuously use *True Seeing*, as the spell (caster level 14th).

HELLCAT (BEZEKIRA)

Size & Type:	Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	8d8+24 (60 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP; Ignore 5/1d Hardness

Initiative / Speed:	+9; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	14/21 (–1 size, +5 Dex, +7 natural), flat-footed 16
BA / Grapple / Parry:	+8/+18/+14
Attack:	Claw +13 melee (1d8+6)
Full Attack:	2 claws +13 melee (1d8+6) and bite +8 melee (2d8+3)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Improved grab, pounce, rake 1d8+3
Special Qualities:	Damage reduction 5/magic and good, darkvision 60 ft., invisible in light, resistance to fire 10, scent, spell resistance 19, telepathy 100 ft.
Saves / Dodge:	Fort +9, Ref +11, Will +8, Dodge +11*
Attributes:	Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10
Skills:	Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17
Feats:	Dodge, Improved Initiative, Track
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	7
Treasure:	None
Alignment:	Always lawful evil
Advancement:	9–10 HD (Large); 11–24 HD (Huge)
Level Adjustment:	—

A great cat of smoke with smoldering eyes of coal that's only visible in the dark, the hellcat's appearance suggests it is incorporeal, but it has a corporeal body and can be harmed by physical attacks. Hellcats use a natural telepathy to communicate with one another and those they encounter. A hellcat measures about 9 feet long and weighs about 900 pounds.



COMBAT

A hellcat can hold its own in combat thanks to sharp claws and wicked fangs. It prefers to leap upon opponents, just as a lion does. A hellcat's natural weapons, as well as any weapons it wields, are treated as magic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hellcat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d8+3.

Invisible in Light (Ex): A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Skills: Hellcats have a +4 racial bonus on Listen and Move Silently checks.

HORNED DEVIL (CORNUGON)

Size & Type:	Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	15d8+105 (172 hp)
T/AC System Adj:	Hardness 15/3d; +95 HP; Ignore 10/2d Hardness
Initiative / Speed:	+7; 20 ft. (4 hexes), fly 50 ft. (average)
Touch/Full AC (T/AC):	16/35 (–1 size, +7 Dex, +19 natural), flat-footed 28
BA / Grapple / Parry:	+15/+29/+26
Attack:	Spiked chain +25 melee (2d6+15 plus stun) or claw +24 melee (2d6+10) or tail +24 melee (2d6+10 plus infernal wound)
Full Attack:	Spiked chain +25/+20/+15/+10 melee (2d6+15 plus stun) and bite +22 melee (2d8+5) and tail +22 melee (2d6+5 plus infernal wound); or 2 claws +24 melee (2d6+10) and bite

	+ 22 melee (2d8+5) and tail +22 melee (2d6+5 plus infernal wound)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes), 20 ft (4 hexes) with spiked chain
Special Attacks:	Fear aura, infernal wound, spell-like abilities, stun, <i>summon devil</i>
Special Qualities:	Damage reduction 10/magic good silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 28, telepathy 100 ft.
Saves / Dodge:	Fort +16, Ref +16, Will +15, Dodge +15
Attributes:	Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22
Skills:	Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6 (+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks)
Feats:	Combat Expertise, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain), choice of Improved Disarm or Improved Trip
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2–4), or squad (6–10)
Challenge Rating:	16
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	16–20 HD (Large); 21–45 HD (Huge)
Level Adjustment:	—

True to its name, a horned devil bears a wicked set of horns atop its classical devilish look, standing 9 feet tall and weighing about 600 pounds. Ironically, it does not use its horns in combat, relying on its spiked chain and scorpion's tail instead. They love the versatility of the spiked chain, favoring it universally over all other weapons. Horned devils typically serve as the shock troops of hellish forward units.

COMBAT

Horned devils are bold fighters. They rarely retreat, even against overwhelming odds. They love to fight with their spiked chains, usually singling out the most powerful foes to stun and eliminate quickly. A horned devil's natural weapons, as well as any weapons it wields, are treated as magic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*Dispel Chaos* (DC 21), *Dispel Good* (DC 21), *Magic Circle versus Good*, *Greater Teleport* (self plus 50 pounds of objects only); *Persistent Image* (DC 21) 3/day—*Fireball* (DC 19), *Lightning Bolt* (DC 19). Caster level 15th. The save DCs are Charisma-based.

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 23 Will save or be affected as though by a *Fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a horned devil's tail must succeed on a DC 24 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

ICE DEVIL (GELUGON)

Size & Type:	Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	14d8+84 (147 hp)
T/AC System Adj:	Hardness 15/3d; +90 HP; Ignore 5/1d Hardness
Initiative / Speed:	+5; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	14/32 (–1 size, +5 Dex, +18 natural), flat-footed 27
BA / Grapple / Parry:	+14/+24/+21
Attack:	Spear +20 melee (2d6+9/x3 plus slow) or claw +19 melee (1d10+6)
Full Attack:	Spear +20/+15/+10 melee (2d6+9/x3 plus slow) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow); or 2 claws +19 melee (1d10+6) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Fear aura, slow, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 5/magic and good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100 ft.
Saves / Dodge:	Fort +15, Ref +14, Will +15, Dodge +13
Attributes:	Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20
Skills:	Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks)
Feats:	Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2–4), squad (6–10), or troupe (1–2 ice devils, 7–12 bearded devils, and 1–4 bone devils)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	15–28 HD (Large); 29–42 HD (Huge)
Level Adjustment:	—

This devil is seemingly composed of pure ice, with an insectoid head bearing powerful mandibles and a long whiplike tail that crackles like breaking ice when used. An ice devil is about 12 feet tall and weighs about 700 pounds.

COMBAT

An ice devil prefers to fight only when doing so serves its mission, but it never hesitates to attack when it deems a battle necessary—or likely to end in its victory. An ice devil's natural weapons, as well as any weapons it wields, are treated as magic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): An ice devil can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *Fear* spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *Slow* spell for 1d6 rounds. The save DC is Constitution-based.

Spell-Like Abilities: At will—*Cone of Cold* (DC 20), *Fly*, *Ice Storm* (DC 19), *Greater Teleport* (self plus 50 pounds of objects only), *Persistent Image* (DC 20), *Unholy Aura* (DC 23), *Wall of Ice* (DC 19). Caster level 13th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

IMP

Size & Type:	Tiny Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+3; 20 ft. (4 hexes), fly 50 ft. (perfect)
Touch/Full AC (T/AC):	16/21 (+2 size, +3 Dex, +1 dodge, +5 natural), flat-footed 17
BA / Grapple / Parry:	+3/-5/+6
Attack:	Sting +8 melee (1d4 plus poison)
Full Attack:	Sting +8 melee (1d4 plus poison)
Space/Reach:	1 ft. (3-polyhex) /1 ft. (One 3-microhex)
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5
Saves / Dodge:	Fort +3, Ref +6, Will +4, Dodge +9*
Attributes:	Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14
Skills:	Diplomacy +8, Hide +17, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks)
Feats:	Dodge, Weapon Finesse
Environment:	A lawful evil-aligned plane
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always lawful evil
Advancement:	4–6 HD (Tiny)
Level Adjustment:	— (Improved Familiar)

An imp appears as a miniature devil in its natural form, standing almost 2 feet tall and weighing about 8 pounds. With red or black skin, tiny horns and wings, and a scorpion's tail, imps are also capable of taking a more mundane form when amongst the corruptible mortals.

COMBAT

Imps are craven, but not so timid as to pass up an opportunity for a surprise attack using their *invisibility* and alternate form ability. In its natural form, an imp attacks with the wicked stinger on its tail. It quickly flies out of reach if a foe manages to strike back effectively. An imp's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*Detect Good*, *Detect Magic & Psionics*, *Invisibility* (self only); 1/day—*Suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based.

Once per week an imp can use *Commune* to ask six questions of its dark master. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a *Polymorph* spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

LEMURE

Size & Type:	Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	2d8 (9 hp)

T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+0; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	10/14 (+4 natural), flat-footed 14
BA / Grapple / Parry:	+2/+2/—
Attack:	Claw +2 melee (1d4)
Full Attack:	2 claws +2 melee (1d4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, mindless, see in darkness
Saves / Dodge:	Fort +3, Ref +3, Will +3, Dodge —
Attributes:	Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5
Skills:	—
Feats:	—
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, gang (3–5), swarm (6–15), or mob (10–40)
Challenge Rating:	1
Treasure:	None
Alignment:	Always lawful evil
Advancement:	3–6 HD (Medium)
Level Adjustment:	—

Little more than a barely humanoid lump of corpulent and fetid flesh, a lemure is about 5 feet tall and weighs about 100 pounds. These are the condemned souls of mortals who were too weak-willed to resist temptation and too weak to amount to much, either in life or the afterlife. Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands.



COMBAT

Lemures surge toward anything they meet and try to claw it apart. Only a telepathic command from other devils or the complete destruction of the lemures can make them stop. A lemure's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Mindless (Ex): Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

PIT FIEND

Size & Type:	Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	18d8+144 (225 hp)
T/AC System Adj:	Hardness 20/4d/1D; +115 HP; Ignore 15/3d Hardness
Initiative / Speed:	+12; 40 ft. (8 hexes), fly 60 ft. (average)
Touch/Full AC (T/AC):	17/40 (–1 size, +8 Dex, +23 natural), flat-footed 32
BA / Grapple / Parry:	+18/+35/+31
Attack:	Claw +30 melee (2d8+13)
Full Attack:	2 claws +30 melee (2d8+13) and 2 wings +28 melee (2d6+6) and bite +28 melee (4d6+6 plus poison plus disease) and tail slap +28 melee (2d8+6)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Constrict 2d8+26, fear aura, improved grab, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 15/magic good silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 32, telepathy 100 ft.
Saves / Dodge:	Fort +19, Ref +19, Will +21, Dodge +18
Attributes:	Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26
Skills:	Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge

	(nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when tracking), Tumble +31
Feats:	Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (<i>Fireball</i>)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–4), or troupe (1–2 pit fiends, 2–5 horned devils, and 2–5 barbed devils)
Challenge Rating:	20
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	19–36 HD (Large); 37–54 HD (Huge)
Level Adjustment:	—

The quintessential devil in appearance and conduct, a pit fiend often wraps its wings around itself like a grotesque cloak and appears wreathed in flames. These lords of the pit are not averse to dealing with others diplomatically, but there must be something in it for them, and they do not suffer fools at all. A pit fiend is 12 feet tall and weighs 800 pounds.

COMBAT

Pit fiends are wily and resourceful fighters, using *Invisibility* to gain the upper hand and biting at foes seemingly able to see them. They don't hesitate to blanket an area with *Fireballs*, and they can call down the wrath of an inferno with *Meteor Swarm*. A pit fiend's natural weapons, as well as any weapons it wields, are treated as magic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A pit fiend deals 2d8+26 points of damage with a successful grapple check.

Disease (Su): A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su): A pit fiend can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a *Fear* spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a pit fiend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Spell-Like Abilities: At will—*Blasphemy* (DC 25), *Create Undead*, *Fireball* (DC 21), *Dispel Magic & Psionics*, *Greater Teleport* (self plus 50 pounds of objects only), *Invisibility*, *Magic Circle versus Good*, *Mass Hold Being* (DC 27), *Persistent Image* (DC 23), *Power Word Stun*, *Unholy Aura* (DC 26); 1/day—*Meteor Swarm* (DC 27). Caster level 18th. The save DCs are Charisma-based.

Once per year a pit fiend can use *Wish* as the spell (caster level 20th).

Summon Devil (Sp): Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

Regeneration (Ex): A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Tactics Round-by-Round

A pit fiend typically opens combat by using its spell-like abilities, attempting to neutralize dangerous opponents before entering melee.

Prior to combat: *Unholy Aura*; activate fear aura, *summon devil*.

Round 1: Quicken *Fireball* and *Mass Hold Being* if facing three or more visible, active opponents; otherwise

Power Word Stun against unarmored opponent (preferably a spellcaster).

Round 2: Meteor Swarm against as many foes as possible, approach worst-injured enemy.

Round 3: Full attack against injured enemy.

Round 4: Continue melee against injured enemy, or *Power Word Stun* against annoying spellcaster.

Round 5: Repeat from round 1, or *Greater Teleport* to safety if endangered.

DEVOURER

Size & Type:	Large Undead (Extraplanar)
Hit Dice:	12d12 (78 hp)
T/AC System Adj:	Hardness 15/3d; +75 HP
Initiative / Speed:	+4; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	9/24 (–1 size, +15 natural), flat-footed 24
BA / Grapple / Parry:	+6/+19/+16
Attack:	Claw +15 melee (1d6+9)
Full Attack:	2 claws +15 melee (1d6+9)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Energy drain, trap essence, spell-like abilities
Special Qualities:	Darkvision 60 ft., spell deflection, spell resistance 21, undead traits
Saves / Dodge:	Fort +4, Ref/Dodge +4/+3, Will +11
Attributes:	Str 28, Dex 10, Con —, Int 16, Wis 16, Cha 17
Skills:	Climb +24, Concentration +18, Diplomacy +5, Jump +24, Listen +18, Move Silently +15, Search +10, Sense Motive +11, Spot +18, Survival +3 (+5 following tracks)
Feats:	Blind-Fight, Combat Casting, Combat Expertise, Improved Initiative, Weapon Focus (claw)
Environment:	Any
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral evil
Advancement:	13–24 HD (Large); 25–36 HD (Huge)
Level Adjustment:	—

A devourer is a 9' tall featureless black humanoid with what appears to be another, smaller featureless black humanoid trapped behind the bones of its chest cavity like a cage. Devourers lurk on the Ethereal Plane and the Astral Plane, stalking both natives and travelers with equal sadistic glee. Devourers speak Common.

COMBAT

Even if it had no special abilities, a devourer would be a terrible opponent, for its bony claws can flay enemies alive. However, while it contains an essence in the midst of being devoured, it enjoys special protection and has access to a plethora of fell and powerful magicks.

Energy Drain (Su): Living creatures hit by a devourer's claw attack or *Spectral Hand* ability gain one negative level. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Trap Essence (Su): The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage. The save DC is Charisma-based. A slain creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence cannot be raised or resurrected, but a *Limited Wish*, *Miracle*, or *Wish* spell frees it, as does destroying the devourer. A devourer can hold one essence at a time.

The trapped essence provides a devourer with enough power to use five spell-like abilities for each Hit Die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence gains one negative level for every five times the devourer uses one of its spell-like abilities. When the essence's number of negative levels equals the creature's total Hit Dice or level, the essence is destroyed. If an essence is freed, the restored creature must succeed on a DC 19 Fortitude save for each

negative level or lose that level permanently.

Spell-Like Abilities: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough fuel for thirty to seventy-five uses). Once per round, a devourer can use one of the following Abilities: *Confusion* (DC 17), *Control Undead* (DC 20), *Ghoul Touch* (DC 15), *Lesser Planar Ally*, *Ray of Enfeeblement* (DC 14), *Spectral Hand*, *Suggestion* (DC 16), *True Seeing*. Caster level 18th. The save DCs are Charisma-based.

Spell Deflection (Su): The trapped essence provides a measure of magical protection. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *Banishment*, *Chaos Hammer*, *Confusion*, *Crushing Despair*, *Detect Thoughts*, *Dispel Evil*, *Dominate Person*, *Fear*, *Geas/Quest*, *Holy Word*, *Hypnosis*, *Imprisonment*, *Magic Jar*, *Maze*, *Suggestion*, *Trap the Soul*, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

DIGESTER

Size & Type:	Medium Magical Beast
Hit Dice:	8d10+24 (68 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+6; 60 ft. (12 hexes)
Touch/Full AC (T/AC):	12/17 (+2 Dex, +5 natural), flat-footed 15
BA / Grapple / Parry:	+8/+11/—
Attack:	Claw +11 melee (1d8+4)
Full Attack:	Claw +11 melee (1d8+4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Acid spray
Special Qualities:	Darkvision 60 ft., immunity to acid, low-light vision, scent
Saves / Dodge:	Fort +9, Ref +10, Will +3, Dodge +10
Attributes:	Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +9, Listen +6, Jump +21, Spot +6
Feats:	Alertness, Improved Initiative, Lightning Reflexes
Environment:	Warm forests
Organization:	Solitary or pack (3–6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9–12 HD (Medium); 13–24 HD (Large)
Level Adjustment:	—

Similar to a wingless, featherless ostrich in size and shape, a digester stands about 5 feet tall and is 7 feet long from snout to tail. The head has a tube-like snout with which it both shoots its acid spray and eats by sucking up anything destroyed by its acid. It weighs about 350 pounds.

COMBAT

A digester is a hunting and eating machine. When it is not hungry (which is rarely), it lies low and avoids most other creatures. When hunting, it looks about for a likely target, then charges forth and delivers a gout of acid. If the initial attack is insufficient to kill the prey, the digester attacks with its hind feet until it can spray acid again.

Acid Spray (Ex): A digester can spray acid in a 20-foot cone, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later.

The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5 feet. In either case, a DC 17 Reflex save halves the damage. The save DC is Constitution-based.

Skills: A digester's coloration gives it a +4 racial bonus on Hide checks. It also has a +4 racial bonus on Jump checks.

DINOSAUR

Dinosaurs come in many sizes and shapes. Bigger varieties have drab coloration, while smaller dinosaurs have

more colorful markings. Most dinosaurs have a pebbly skin texture.

COMBAT

Dinosaurs take full advantage of their size and speed. The swift carnivores stalk prey, staying hidden in cover until they can get into charge range and rush to the attack. Herbivores frequently overrun and trample their opponents.

DEINONYCHUS

Size & Type:	Large Animal
Hit Dice:	4d8+16 (34 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+2; 60 ft. (12 hexes)
Touch/Full AC (T/AC):	11/16 (–1 size, +2 Dex, +5 natural), flat-footed 14
BA / Grapple / Parry:	+3/+11/—
Attack:	Talons +6 melee (2d6+4)
Full Attack:	Talons +6 melee (2d6+4) and 2 foreclaws +1 melee (1d3+2) and bite +1 melee (2d4+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +8, Ref +6, Will +2, Dodge +5
Attributes:	Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Hide +8, Jump +26, Listen +10, Spot +10, Survival +10
Feats:	Run, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (3–6)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5–8 HD (Large)
Level Adjustment:	—

A deinonychus is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

COMBAT

A deinonychus uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Pounce (Ex): If a deinonychus charges, it can make a full attack.

Skills: A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

ELASMOSAURUS

Size & Type:	Huge Animal
Hit Dice:	10d8+66 (111 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 20 ft. (4 hexes), swim 50 ft.
Touch/Full AC (T/AC):	11/14 (–2 size, +2 Dex, +1 dodge, +3 natural), flat-footed 11
BA / Grapple / Parry:	+7/+23/—
Attack:	Bite +13 melee (2d8+12)
Full Attack:	Bite +13 melee (2d8+12)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	—

Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +15, Ref +9, Will +4, Dodge +8*
Attributes:	Str 26, Dex 14, Con 22, Int 2, Wis 13, Cha 9
Skills:	Hide –4*, Listen +4, Spot +9, Swim +16
Feats:	Dodge, Great Fortitude, Toughness (2)
Environment:	Warm aquatic
Organization:	Solitary, pair, or herd (5–8)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11–20 HD (Huge); 21–30 HD (Gargantuan)
Level Adjustment:	—

Though it resides primarily in the water, an elasmosaurus only breathes air. An elasmosaurus has a total length of some 30 feet, including a tail half as long as its entire body, and weighs about 5,000 pounds. Observers who see only its head or tail might easily mistake it for a massive snake.

COMBAT

An elasmosaurus is aggressive and attacks anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, it travels with its head out of the water, snapping down quickly to seize prey.

Skills: *An elasmosaurus has a +8 racial bonus on Hide checks in water.

MEGARAPTOR

Size & Type:	Huge Animal
Hit Dice:	8d8+43 (79 hp)
T/AC System Adj:	Hardness 5/1d; HP +30
Initiative / Speed:	+2; 60 ft. (12 hexes)
Touch/Full AC (T/AC):	10/16 (–2 size, +2 Dex, +6 natural), flat-footed 14
BA / Grapple / Parry:	+6/+19/—
Attack:	Talons +9 melee (2d8+5)
Full Attack:	Talons +9 melee (2d8+5) and 2 foreclaws +4 melee (1d4+2) and bite +4 melee (2d6+2)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +10, Ref +8, Will +4, Dodge +6
Attributes:	Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10
Skills:	Hide +5, Jump +27, Listen +12, Spot +12, Survival +12
Feats:	Run, Toughness, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (3–6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9–16 HD (Huge); 17–24 HD (Gargantuan)
Level Adjustment:	—

This creature is a larger version of the deinonychus, standing about 12 feet tall with a total length of 24 feet. It has the same appearance, habits, and abilities of the smaller version.

COMBAT

Twice the size of its smaller cousin, the megaraptor is at least twice as ferocious. Some have been known to

display an uncanny cunning in stalking prey.

Pounce (Ex): If a megaraptor charges, it can make a full attack.

Skills: A megaraptor has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

TRICERATOPS

Size & Type:	Huge Animal
Hit Dice:	16d8+124 (196 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP
Initiative / Speed:	-1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	7/18 (-2 size, -1 Dex, +11 natural), flat-footed 18
BA / Grapple / Parry:	+12/+30/—
Attack:	Gore +20 melee (2d8+15)
Full Attack:	Gore +20 melee (2d8+15)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Powerful charge, trample 2d12+15
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +19, Ref +9, Will +6, Dodge +7
Attributes:	Str 30, Dex 9, Con 25, Int 1, Wis 12, Cha 7
Skills:	Listen +13, Spot +12
Feats:	Alertness, Great Fortitude, Toughness (4)
Environment:	Temperate plains
Organization:	Solitary, pair, or herd (5–8)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	17–32 HD (Huge); 33–48 HD (Gargantuan)
Level Adjustment:	—

Akin to one of today's rhinos but twice as large in every way, a triceratops has a body about 25 feet long and weighs about 20,000 pounds. Their thick skullplate and hide are as durable as steel in offering them protection from injury.

COMBAT

These creatures are likely to charge and skewer any creature of at least Large size that infringes on their territory.

A triceratops uses its trample attack on smaller opponents.

Powerful Charge (Ex): When a triceratops charges, its gore attack deals 4d8+20 points of damage.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

TYRANNOSAURUS

Size & Type:	Huge Animal
Hit Dice:	18d8+99 (180 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	9/14 (-2 size, +1 Dex, +5 natural), flat-footed 13
BA / Grapple / Parry:	+13/+30/—
Attack:	Bite +20 melee (3d6+13)
Full Attack:	Bite +20 melee (3d6+13)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +16, Ref +12, Will +8, Dodge +10
Attributes:	Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10

Skills:	Hide –2, Listen +14, Spot +14
Feats:	Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track
Environment:	Warm plains
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	19–36 HD (Huge); 37–54 HD (Gargantuan)
Level Adjustment:	—

With the honorific translation “king of the dinosaurs” in draconic, the tyrannosaurus rex was moreso a tyrant to smaller animals, usually swallowing them in a single strike. Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail.

COMBAT

A tyrannosaurus pursues and eats just about anything it sees. Its tactics are simple—charge in and bite. However, it will always target something that it can hope to eat in one bite first (i.e. something two or more size categories smaller than itself).

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus’s gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus’s gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

DOPPELGANGER

Size & Type:	Medium Monstrous Humanoid (Shapechanger)
Hit Dice:	4d8+4 (22 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	12/16 (+1 Dex, +1 dodge, +4 natural), flat-footed 14
BA / Grapple / Parry:	+4/+5/+5
Attack:	Slam +5 melee (1d6+1)
Full Attack:	Slam +5 melee (1d6+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Detect thoughts
Special Qualities:	Change shape, immunity to <i>Sleep</i> and charm effects
Saves / Dodge:	Fort +4, Ref +5, Will +6, Dodge +6*
Attributes:	Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13
Skills:	Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6
Feats:	Dodge, Great Fortitude
Environment:	Any
Organization:	Solitary, pair, or gang (3–6)
Challenge Rating:	3
Treasure:	Double standard
Alignment:	Usually neutral

Advancement:	By character class
Level Adjustment:	+6

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived.

It is natural form a doppelganger is about 5-1/2 feet tall and weighs about 150 pounds.

COMBAT

When in its natural form, a doppelganger strikes with its fists. In the shape of a warrior or some other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses its detect thoughts ability to employ the same tactics and strategies as the person it is impersonating.

Detect Thoughts (Su): A doppelganger can continuously use *Detect Thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *True Seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

DOPPELGANGERS AS CHARACTERS

Doppelganger characters possess the following racial traits.

- +2 Strength, +2, Dexterity, +2 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma.
- Medium size.
- A doppelganger's base land speed is 30 feet.
- Darkvision: Doppelgangers can see in the dark up to 60 feet.
- Racial Hit Dice: A doppelganger begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- Racial Skills: A doppelganger's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier). Its class skills are Bluff, Diplomacy, Disguise, Intimidate, Listen, Sense Motive, and Spot.
- Racial Feats: A doppelganger's monstrous humanoid levels give it two feats.
- +4 natural armor bonus.
- +4 racial bonus on Bluff and Disguise checks. When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.
- Special Attacks (see above): Detect thoughts.
- Special Qualities (see above): Change shape, immunity to *Sleep* and charm effects.
- Automatic Languages: Common. Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran.
- Favored Class: Rogue.
- Level adjustment +4.

DRAGON, TRUE

The known varieties of true dragons (as opposed to other creatures that have the dragon type) fall into three broad categories: chromatic, gemstone, and metallic. The chromatic dragons are black, blue, green, red, and white; they are all evil and extremely fierce. The gemstone dragons are amethyst, emerald, garnet, ruby, sapphire, and

topaz; they are all neutral and all psionic in nature. The metallic dragons are brass, bronze, copper, gold, and silver; they are all good, usually noble, and highly respected by the wise.

All true dragons gain more abilities and greater power as they age. (Other creatures that have the dragon type do not.) They range in length from several feet upon hatching to more than 100 feet after attaining the status of great wyrm. The size of a particular dragon varies according to age and variety.

A dragon's metabolism operates like a highly efficient furnace and can metabolize even inorganic material. Most gemstone dragons have developed a taste for such fare.

Although goals and ideals vary among varieties, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. For dragons, there is no such thing as enough treasure. It's pleasing to look at, and they bask in its radiance. Dragons like to make beds of their hoards, shaping nooks and mounds to fit their bodies. By the time a dragon matures to the age of great wyrm, hundreds of gems and coins may be imbedded in its hide.

All dragons speak Draconic.

COMBAT

A dragon attacks with its powerful claws and bite, and it can also use a breath weapon and special physical attacks, depending on its size. It prefers to fight on the wing, staying out of reach until it has worn down the enemy with ranged attacks. Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies).

The table below provides space and reach statistics for dragons of various sizes, plus the natural weapons a dragon of a certain size can employ and the damage those attacks deal.

Bite: Bite attacks deal the indicated damage plus the dragon's Strength bonus. A dragon also can use its bite to snatch opponents if it has the Snatch feat.

Claw: Claw attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents if it has the Snatch feat. Claw attacks are secondary attacks, requiring a –5 penalty on the attack roll. (Many dragons choose the Multiattack feat to lessen this penalty to –2).

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down) and are treated as secondary attacks.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down) and is treated as a secondary attack.

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

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down).

Tail Sweep (Ex): This special attack allows a dragon of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Grappling: Dragons do not favor grapple attacks, though their crush attack (and Snatch feat, if they know it) use normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds on Concentration checks.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in

a direction of the dragon's choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age and variety and is given in each individual entry. Saves against nondamaging breath weapons use the same DC; the kind of saving throw is noted in the variety descriptions. The save DC against a breath weapon is $10 + 1/2$ dragon's HD + dragon's Con modifier.

Breath weapons come in two basic shapes; line and cone, whose areas vary with the dragon's size.

Dragon Breath Weapons

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

*A line is always 5 feet high and 5 feet wide.

**A cone is as high and wide as its length.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC $10 + 1/2$ dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells: Chromatic and metallic dragons know and cast arcane spells as a Sorcerer of the level indicated in their variety description, gaining bonus arcane power points for a high Charisma score. Some such dragons can also cast spells from the Cleric list or Cleric domain lists as arcane spells.

Gemstone dragons know and manifest psionic powers as a Wilder of the level indicated in their variety description, gaining bonus psionic power points for a high Charisma score. All gemstone dragons have access to the powers of their associated Discipline, but they are not obligated to select powers from their Discipline list.

Spell-Like Abilities: A dragon's spell-like / psi-like abilities depend on its age and variety. It gains the abilities indicated for its age plus all previous ones. Its age category or its Sorcerer / Wilder caster / manifester level, whichever is higher, is the caster / manifester level for these abilities. The save DC is $10 +$ dragon's Cha modifier + spell level. All spell-like / psi-like abilities are usable once per day unless otherwise noted.

Damage Reduction: Young adult and older dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. (In the T/ACTical combat system, the amount of their damage reduction also informs how much Hardness the dragon ignores with its natural attacks.)

Immunities (Ex): All dragons have immunity to *Sleep* and paralysis effects. Each variety of dragon has immunity to one or two additional forms of attack no matter what its age, as given in its description.

Spell Resistance (Ex): As dragons age, they become more resistant to spells and spell-like abilities, as indicated in the variety descriptions.

Blindsight (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment (50% miss chance) against the dragon.

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Skills: All dragons have skill points equal to $(6 +$ Int modifier, minimum 1) $\times$ (Hit Dice + 3). Most dragons purchase the following skills at the maximum ranks possible: Listen, Search, and Spot. The remaining skill points are generally spent on Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Sense Motive, and Use Magic / Psionic Device at a cost of 1 skill point per rank. All these skills are considered class skills for dragons. (Each dragon has other class skills as well, as noted in the variety descriptions.)

Feats: All dragons have one feat, plus additional feats based on Hit Dice just like any other creature. Dragons favor Alertness, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Quicken Spell-Like (Psi-Like) Ability, Snatch, Weapon Focus (claw or bite), Wingover, and any Magic feat or Power feat that is available and useful to Sorcerers / Wilders.

Dragon Age Categories

Category	Age (Years)
1 Wyrmling	0–5
2 Very young	6–15
3 Young	16–25
4 Juvenile	26–50
5 Young adult	51–100
6 Adult	101–200
7 Mature adult	201–400
8 Old	401–600
9 Very old	601–800
10 Ancient	801–1,000
11 Wyrm	1,001–1,200
12 Great wyrm	1,201 or more

Dragon Space/Reach, Attacks, and Damage

Size	Space/Reach*	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Sweep
Tiny	1 ft./1 ft. (2 ft. with bite)	1d4	1d3	—	—	—	—
Small	2 ft./2 ft. (5 ft. with bite)	1d6	1d4	—	—	—	—
Medium	5 ft./5 ft.	1d8	1d6	1d4	—	—	—
Large	10 ft./5 ft. (10 ft. with bite)	2d6	1d8	1d6	1d8	—	—
Huge	15 ft./10 ft. (15 ft. with bite)	2d8	2d6	1d8	2d6	2d8	—
Gargantuan	20 ft./15 ft. (20 ft. with bite)	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	30 ft./20 ft. (30 ft. with bite)	4d8	4d6	2d8	4d6	4d8	2d8

*A dragon's bite attack has reach as if the creature were one size category larger. All other attacks are made with the standard reach for the dragon's size.

Dragon Overland Movement

Chromatic and metallic dragons are exceedingly strong flyers and can cover vast distances quickly. A dragon's overland flying speed is a function of its tactical fly speed, as shown on the table below.

Dragon Overland Flying Speeds

	Dragon's Fly Speed ————			
	100 feet	150 feet	200 feet	250 feet
One Hour				
Normal	15 miles	20 miles	30 miles	40 miles
Hustle	24 miles	40 miles	60 miles	80 miles
One Day				
Normal	120 miles	160 miles	240 miles	320 miles

Dragons do not tire as quickly as other creatures when moving overland on the ground. If a dragon attempts a hustle or a forced march, check for nonlethal damage once every 4 hours instead of every hour.

DRAGONHIDE

Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality that can be enchanted up to +10 (total enhancement and enchantment bonus; see FX Items in the GM's Guide for more details). Dragonhide is supernaturally tougher than other materials, giving a dragon a bonus +5 HP per +1 natural

AC bonus (already incorporated below; if the T/ACTical system is used, these bonus HP count as the HP received for natural armor; do not apply the HP bonus from the T/ACTical system again).

CHROMATIC DRAGONS

Chromatic dragons form the evil branch of dragonkind. They are aggressive, greedy, vain, and nasty.

BLACK DRAGON

Dragon (Water)

Environment: Warm marshes

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 5; juvenile 7; young adult 9; adult 11; mature adult 14; old 16; very old 18; ancient 19; wyrm 20; great wyrm 22

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32–33 HD; wyrm 35–36 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +3; very young +3; young +3; juvenile +4; others —

Black Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	4d12+19 [3]	11	10	13	8	11	8	+4/−4	+6/+4	+5	+4/+6	+4	2d4 (13)	—
Very young	S	7d12+37 [5/1d]	13	10	13	8	11	8	+7/+4	+9/+8	+6	+5/+6	+5	4d4 (14)	—
Young	M	10d12+65 [5/1d]	15	10	15	10	11	10	+10/+12	+12/+12	+9	+7/+7	+7	6d4 (17)	—
Juvenile	M	13d12+86 [10/2d]	17	10	15	10	11	10	+13/+16	+16/+16	+10	+8/+8	+8	8d4 (18)	—
Young adult	L	16d12+123 [15/3d]	19	10	17	12	13	12	+16/+24	+19/+20	+13	+10/+9	+11	10d4 (21)	19
Adult	L	19d12+166 [15/3d]	23	10	19	12	13	12	+19/+29	+24/+25	+15	+11/+10	+12	12d4 (23)	20
Mature adult	H	22d12+215 [20/4d/1D]	27	10	21	14	15	14	+22/+38	+28/+30	+18	+13/+11	+15	14d4 (26)	23
Old	H	25d12+245 [20/4d/1D]	29	10	21	14	15	14	+25/+42	+32/+34	+19	+14/+12	+16	16d4 (27)	24
Very old	H	28d12+303 [25/5d/1D]	31	10	23	16	17	16	+28/+46	+36/+38	+22	+16/+14	+19	18d4 (30)	27
Ancient	H	31d12+336 [30/6d/1D]	33	10	23	16	17	16	+31/+50	+40/+42	+23	+17/+15	+20	20d4 (31)	28
Wyrm	G	34d12+403 [30/6d/1D]	35	10	25	18	19	18	+34/+58	+42/+46	+26	+19/+15	+23	22d4 (34)	31
Great wyrm	G	37d12+476 [35/7d/1D]	37	10	27	20	21	20	+37/+62	+46/+50	+28	+20/+16	+25	24d4 (36)	33

Black Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Caster Lvl (PP)	SR
Wyrmling	60 ft., fly 100 ft. (average), swim 60 ft.	+0	12/15 (+2 size, +3 natural), flat-footed 15	Immunity to acid, water breathing	—	—
Very young	60 ft., fly 100 ft. (average), swim 60 ft.	+0	11/17 (+1 size, +6 natural), flat-footed 17		—	—
Young	60 ft., fly 150 ft. (poor),	+0	10/19 (+9 natural), flat-		—	—

	swim 60 ft.		footed 19			
Juvenile	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	10/22 (+12 natural), flat-footed 22	<i>Darkness</i>	—	—
Young adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	9/24 (–1 size, +15 natural), flat-footed 24	DR 5/magic [Ignore 5/1d Hardness]	2 nd 11 PP	17
Adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	9/27 (–1 size, +18 natural), flat-footed 27	<i>Corrupt Water</i>	4 th 23 PP	18
Mature adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	8/29 (–2 size, +21 natural), flat-footed 29	DR 10/magic [Ignore 10/2d Hardness]	6 th 48 PP	21
Old	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	8/32 (–2 size, +24 natural), flat-footed 32	<i>Plant Growth</i>	8 th 84 PP	22
Very old	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	8/35 (–2 size, +27 natural), flat-footed 35	DR 15/magic [Ignore 15/3d Hardness]	10 th 137 PP	23
Ancient	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	8/38 (–2 size, +30 natural), flat-footed 38	<i>Insect Plague</i>	12 th 198 PP	25
Wyrms	60 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	6/39 (–4 size, +33 natural), flat-footed 39	DR 20/magic [Ignore 20/4d/1D Hard.]	14 th 278 PP	26
Great wyrms	60 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	6/42 (–4 size, +36 natural), flat-footed 42	<i>Charm Reptiles</i>	16 th 372 PP	28

Black dragons are sometimes known as skull dragons because of their skeletal faces. Adding to the skeletal impression is the gradual deterioration of the hide around the base of the horn and the cheekbones. This deterioration increases with age and does not harm the dragon. On hatching, a black dragon's scales are thin, small, and glossy. As the dragon ages, they become larger, thicker, and duller, helping it camouflage itself in swamps and marshes.

Black dragons are especially fond of coins. Older dragons sometimes capture and question humanoids about stockpiles of gold, silver, and platinum coins before killing them.

COMBAT

Black dragons prefer to ambush their targets, using their surroundings as cover. When fighting in heavily forested swamps and marshes, they try to stay in the water or on the ground; trees and leafy canopies limit their aerial maneuverability. When outmatched, a black dragon attempts to fly out of sight, so as not to leave tracks, and hide in a deep pond or bog.

Breath Weapon (Su): A black dragon has one type of breath weapon, a line of acid.

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Corrupt Water (Sp): Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or become fouled. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

Charm Reptiles (Sp): A great wyrm black dragon can use this ability three times per day. It works as a *Mass Charm* spell that affects only reptilian animals. The dragon can communicate with any charmed reptiles as though casting a *Speak with Animals* spell. This ability is the equivalent of a 1st-level spell.

Other Spell-Like Abilities: 3/day—*Darkness* (juvenile or older; radius 10 feet per age category), *Insect Plague* (ancient or older); 1/day—*Plant Growth* (old or older).

Skills: Hide, Move Silently, and Swim are considered class skills for black dragons.

BLUE DRAGON

Dragon (Air)

Environment: Temperate deserts and cold mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult,

old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrmling 23; great wyrmling 25

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: Wyrmling 7–8 HD; very young 10–11 HD; young 13–14 HD; juvenile 16–17 HD; young adult 19–20 HD; adult 22–23 HD; mature adult 25–26 HD; old 28–29 HD; very old 31–32 HD; ancient 34–35 HD; wyrmling 37–38 HD; great wyrmling 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +5; others —

Blue Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref / Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+31 [5/1d]	13	10	13	10	11	10	+6/+3	+8/+7	+6	+5/+6	+5	2d8 (14)	—
Very young	M	9d12+58 [5/1d]	15	10	15	10	11	10	+9/+11	+11/+11	+8	+6/+6	+6	4d8 (16)	—
Young	M	12d12+79 [10/2d]	17	10	15	12	13	12	+12/+15	+15/+15	+10	+8/+8	+9	6d8 (18)	—
Juvenile	L	15d12+115 [10/2d]	19	10	17	14	15	14	+15/+23	+18/+19	+12	+9/+8	+11	8d8 (20)	—
Young adult	L	18d12+157 [15/3d]	23	10	19	14	15	14	+18/+28	+23/+24	+15	+11/+10	+13	10d8 (23)	21
Adult	H	21d12+205 [20/4d/1D]	27	10	21	16	17	16	+21/+37	+27/+29	+17	+12/+10	+15	12d8 (25)	23
Mature adult	H	24d12+235 [20/4d/1D]	29	10	21	16	17	16	+24/+41	+31/+33	+19	+14/+12	+17	14d8 (27)	25
Old	H	27d12+292 [25/5d/1D]	31	10	23	18	19	18	+27/+45	+35/+37	+21	+15/+13	+19	16d8 (29)	27
Very old	H	30d12+325 [25/5d/1D]	33	10	23	18	19	18	+30/+49	+39/+41	+23	+17/+15	+21	18d8 (31)	29
Ancient	G	33d12+391 [30/6d/1D]	35	10	25	20	21	20	+33/+57	+41/+45	+25	+18/+14	+23	20d8 (33)	31
Wyrmling	G	36d12+463 [35/7d/1D]	37	10	27	20	21	20	+36/+61	+45/+49	+28	+20/+16	+25	22d8 (36)	33
Great wyrmling	G	39d12+502 [35/7d/1D]	39	10	27	22	23	22	+39/+65	+49/+53	+29	+21/+17	+27	24d8 (37)	35

Blue Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Caster Lvl (PP)	SR
Wyrmling	40 ft., fly 150 ft. (good)	+0	11/16 (+1 size, +5 natural), flat-footed 16	Immunity to electricity	—	—
Very young	40 ft., fly 200 ft. (average)	+0	10/18 (+8 natural), flat- footed 18		—	—
Young	40 ft., fly 200 ft. (average)	+0	10/21 (+11 natural), touch 10, flat-footed 21		—	—
Juvenile	40 ft., fly 200 ft. (average)	+0	9/23 (–1 size, +14 natural), flat-footed 23	Sound imitation	2 nd 12 PP	—
Young adult	40 ft., fly 200 ft. (average)	+0	9/26 (–1 size, +17 natural), flat-footed 26	DR 5/magic [Ignore 5/1d Hardness]	4 th 25 PP	19
Adult	40 ft., fly 200 ft. (average)	+0	8/28 (–2 size, +20 natural), flat-footed 28	Ventriloquism	6 th 51 PP	21
Mature adult	40 ft., fly 200 ft. (average)	+0	8/31 (–2 size, +23 natural), flat-footed 31	DR 10/magic [Ignore 10/2d Hardness]	8 th 88 PP	22
Old	40 ft., fly 200 ft. (average)	+0	8/34 (–2 size, +26 natural), flat-footed 34	Hallucinatory Terrain	10 th 142 PP	24

Very old	40 ft., fly 200 ft. (average)	+0	8/37 (–2 size, +29 natural), flat-footed 37	DR 15/magic [Ignore 15/3d Hardness]	12 th 204 PP	25
Ancient	40 ft., fly 250 ft. (poor)	+0	6/38 (–4 size, +32 natural), flat-footed 38	<i>Veil</i>	14 th 285 PP	27
Wyrmling	40 ft., fly 250 ft. (poor)	+0	6/41 (–4 size, +35 natural), flat-footed 41	DR 20/magic [Ignore 20/4d/1D Hard.]	16 th 372 PP	29
Great wyrmling	40 ft., fly 250 ft. (poor)	+0	6/44 (–4 size, +38 natural), flat-footed 44	<i>Mirage Arcana</i>	18 th 484 PP	31

*Can also cast cleric spells and those from the Air, Evil, and Law domains as arcane spells.

A blue dragon's scales vary in color from an iridescent azure to a deep indigo, polished to a glossy finish by incessant grooming, as blue dragons take pride in their appearance. The size of its scales increases little as the dragon ages, although they do become thicker and harder, akin to adamantite by adulthood. Their vibrant color makes blue dragons easy to spot, preferring to stay airborne as a result.

Blue dragons lair in remote desert oases or mountaintop aeries, where they also store their treasure. Although they collect anything that looks valuable, they are most fond of gems—especially sapphires.

COMBAT

Typically, blue dragons attack from above, having spotted their quarry while on a daytime flight. Older dragons use their special abilities, such as *Hallucinatory Terrain*, in concert with these tactics to mask the land and improve their chances to surprise the target. Blue dragons run from a fight only if they are severely damaged, since they view retreat as cowardly.

Breath Weapon (Su): A blue dragon has one type of breath weapon, a line of lightning.

Sound Imitation (Ex): A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a Will save (DC equal to that of the dragon's frightful presence) to detect the ruse.

Other Spell-Like Abilities: 3/day—*Ventriloquism* (adult or older); 1/day—*Hallucinatory Terrain* (old or older), *Veil* (ancient or older), *Mirage Arcana* (great wyrmling).

Skills: Bluff, Hide, and Spellcraft are considered class skills for blue dragons.

GREEN DRAGON

Dragon (Earth)

Environment: Temperate forests

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 5; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 21; wyrmling 22; great wyrmling 24

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31 HD; ancient 33–34 HD; wyrmling 36–37 HD; great wyrmling 39+ HD

Level Adjustment: Wyrmling +5; very young +5; young +5; juvenile +6; others —

Green Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	5d12+25 [4]	13	10	13	10	11	10	+5/+2	+7/+6	+5	+4 / +5	+4	2d6 (13)	—
Very young	M	8d12+51 [5/1d]	15	10	15	10	11	10	+8/+10	+10/+10	+8	+6 / +6	+6	4d6 (16)	—
Young	M	11d12+72 [10/2d]	17	10	15	12	13	12	+11/+14	+14/+14	+9	+7 / +7	+8	6d6 (17)	—
Juvenile	L	14d12+107	19	10	17	14	15	14	+14/+22	+17/+18	+12	+9 / +8	+11	8d6 (20)	—

		[10/2d]													
Young adult	L	17d12+148 [15/3d]	23	10	19	14	15	14	+17/+27	+22/+23	+14	+10 / +9	+12	10d6 (22)	20
Adult	H	20d12+195 [15/3d]	27	10	21	16	17	16	+20/+36	+26/+28	+17	+12 / +10	+15	12d6 (25)	23
Mature adult	H	23d12+225 [20/4d/1D]	29	10	21	16	17	16	+23/+40	+30/+32	+18	+13 / +11	+16	14d6 (26)	24
Old	H	26d12+281 [25/5d/1D]	31	10	23	18	19	18	+26/+44	+34/+36	+21	+15 / +13	+19	16d6 (29)	27
Very old	H	29d12+314 [25/5d/1D]	33	10	23	18	19	18	+29/+48	+38/+40	+22	+16 / +14	+20	18d6 (30)	28
Ancient	G	32d12+379 [30/6d/1D]	35	10	25	20	21	20	+32/+56	+40/+44	+25	+18 / +14	+23	20d6 (33)	31
Wyrmling	G	35d12+450 [30/6d/1D]	37	10	27	20	21	20	+35/+60	+44/+48	+27	+19 / +15	+24	22d6 (35)	32
Great wyrmling	G	38d12+489 [35/7d/1D]	39	10	27	22	23	22	+38/+64	+48/+52	+29	+21 / +17	+27	24d6 (37)	35

Green Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Caster Lvl (PP)	SR
Wyrmling	40 ft., fly 100 ft. (average), burrow 20 ft	+0	11/15 (+1 size, +4 natural), flat-footed 15	Immunity to acid	—	—
Very young	40 ft., fly 150 ft. (poor), burrow 20 ft	+0	10/17 (+7 natural), flat- footed 17		—	—
Young	40 ft., fly 150 ft. (poor), burrow 20 ft	+0	10/20 (+10 natural), flat- footed 20		—	—
Juvenile	40 ft., fly 150 ft. (poor), burrow 20 ft	+0	9/22 (–1 size, +13 natural), flat-footed 22	<i>Fascinate</i>	1 st 9 PP	—
Young adult	40 ft., fly 150 ft. (poor), burrow 20 ft	+0	9/25 (–1 size, +16 natural), flat-footed 25	DR 5/magic [Ignore 5/1d Hardness]	3 rd 14 PP	19
Adult	40 ft., fly 150 ft. (poor), burrow 20 ft	+0	8/27 (–2 size, +19 natural), flat-footed 27	<i>Suggestion</i>	5 th 38 PP	21
Mature adult	40 ft., fly 150 ft. (poor), burrow 20 ft	+0	8/30 (–2 size, +22 natural), flat-footed 30	DR 10/magic [Ignore 10/2d Hardness]	7 th 61 PP	22
Old	40 ft., fly 150 ft. (poor), burrow 20 ft	+0	8/33 (–2 size, +25 natural), flat-footed 33	<i>Plant Growth</i>	9 th 106 PP	24
Very old	40 ft., fly 150 ft. (poor), burrow 20 ft	+0	8/36 (–2 size, +28 natural), flat-footed 36	DR 15/magic [Ignore 15/3d Hardness]	11 th 160 PP	25
Ancient	40 ft., fly 200 ft. (clumsy), burrow 20 ft	+0	6/37 (–4 size, +31 natural), flat-footed 37	<i>Dominate Person</i>	13 th 233 PP	27
Wyrmling	40 ft., fly 200 ft. (clumsy), burrow 20 ft	+0	6/40 (–4 size, +34 natural), flat-footed 40	DR 20/magic [Ignore 20/4d/1D Hard.]	15 th 312 PP	28
Great wyrmling	40 ft., fly 200 ft. (clumsy), burrow 20 ft	+0	6/43 (–4 size, +37 natural), flat-footed 43	<i>Command Plants</i>	17 th 415 PP	30

A wyrmling green dragon's scales are thin, very small, and a deep shade of green that appears nearly black. As the dragon ages, the scales grow larger and lighter, turning shades of forest, emerald, and olive green, which helps it blend in with its wooded surroundings. When burrowing, the dragon takes steps to avoid damaging tree roots, especially tap roots.

COMBAT

Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target is intriguing or seems formidable, the dragon stalks the creature to determine the best time to strike and the most appropriate tactics to use. If the target appears weak, the dragon makes its presence known quickly—it enjoys evoking terror.

Sometimes the dragon elects to control a humanoid creature through intimidation and *suggestion*. Green dragons especially like to question adventurers to learn more about their society and abilities, what is going on in the countryside, and if there is treasure nearby.

Breath Weapon (Su): A green dragon has one type of breath weapon, a cone of corrosive (acid) gas.

Spell-Like Abilities: 3/day—*Fascinate* (juvenile or older), *Suggestion* (adult or older), *Dominate Person* (ancient or older); 1/day—*Plant Growth* (old or older), *Command Plants* (great wyrm).

Skills: Bluff, Hide, and Move Silently are considered class skills for green dragons.

RED DRAGON

Dragon (Fire)

Environment: Warm mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 8–9 HD; very young 11–12 HD; young 14–15 HD; juvenile 17–18 HD; young adult 20–21 HD; adult 23–24 HD; mature adult 26–27 HD; old 29–30 HD; very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD

Level Adjustment: Wyrmling +4; very young +5; young +6; others —

Red Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	7d12+44 [5/1d]	17	10	15	10	11	10	+7/+10	+10/+10	+7	+5 / +5	+5	2d10 (15)	—
Very young	L	10d12+75 [5/1d]	21	10	17	12	13	12	+10/+19	+14/+15	+10	+7 / +6	+8	4d10 (18)	—
Young	L	13d12+99 [10/2d]	25	10	17	12	13	12	+13/+24	+19/+20	+11	+8 / +7	+9	6d10 (19)	—
Juvenile	L	16d12+139 [15/3d]	29	10	19	14	15	14	+16/+29	+24/+25	+14	+10 / +9	+12	8d10 (22)	—
Young adult	H	19d12+185 [15/3d]	31	10	21	14	15	14	+19/+37	+27/+29	+16	+11 / +9	+13	10d10 (24)	21
Adult	H	22d12+215 [20/4d/1D]	33	10	21	16	19	16	+22/+41	+31/+33	+18	+13 / +11	+17	12d10 (26)	24
Mature adult	H	25d12+270 [20/4d/1D]	33	10	23	18	19	18	+25/+44	+34/+36	+20	+14 / +12	+18	14d10 (28)	26
Old	G	28d12+331 [25/5d/1D]	35	10	25	20	21	20	+28/+52	+36/+40	+23	+16 / +12	+21	16d10 (31)	29
Very old	G	31d12+398 [30/6d/1D]	37	10	27	22	23	22	+31/+56	+40/+44	+25	+17 / +13	+23	18d10 (33)	31
Ancient	G	34d12+471 [30/6d/1D]	39	10	29	24	25	24	+34/+60	+44/+48	+28	+19 / +15	+26	20d10 (36)	34
Wyrm	G	37d12+550 [35/7d/1D]	41	10	31	24	25	24	+37/+64	+48/+52	+30	+20 / +16	+27	22d10 (38)	35
Great wyrm	C	40d12+595 [35/7d/1D]	45	10	31	26	27	26	+40/+73	+49/+57	+32	+22 / +14	+30	24d10 (40)	38

Red Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Caster Lvl / PP	SR
Wyrmling	40 ft., fly 150 ft. (poor)	+0	10/16 (+6 natural), flat-footed 16	Immunity to fire, vulnerability to cold	—	—
Very young	40 ft., fly 150 ft. (poor)	+0	9/18 (–1 size, +9 natural), flat-footed 18		—	—

Young	40 ft., fly 150 ft. (poor)	+0	9/21 (–1 size, +12 natural), flat-footed 21		1 st 10 PP	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	9/24 (–1 size, +15 natural), flat-footed 24	<i>Locate Object</i>	3 rd 14 PP	—
Young adult	40 ft., fly 150 ft. (poor)	+0	8/26 (–2 size, +18 natural), flat-footed 26	DR 5/magic [Ignore 5/1d Hardness]	5 th 29 PP	19
Adult	40 ft., fly 150 ft. (poor)	+0	8/29 (–2 size, +21 natural), flat-footed 29		7 th 61 PP	21
Mature adult	40 ft., fly 150 ft. (poor)	+0	8/32 (–2 size, +24 natural), flat-footed 32	DR 10/magic [Ignore 10/2d Hardness]	9 th 106 PP	23
Old	40 ft., fly 200 ft. (clumsy)	+0	6/33 (–4 size, +27 natural), flat-footed 33	<i>Suggestion</i>	11 th 166 PP	24
Very old	40 ft., fly 200 ft. (clumsy)	+0	6/36 (–4 size, +30 natural), flat-footed 36	DR 15/magic [Ignore 15/3d Hardness]	13 th 239 PP	26
Ancient	40 ft., fly 200 ft. (clumsy)	+0	6/39 (–4 size, +33 natural), flat-footed 39	<i>Find the Path</i>	15 th 327 PP	28
Wyrmling	40 ft., fly 200 ft. (clumsy)	+0	6/42 (–4 size, +36 natural), flat-footed 42	DR 20/magic [Ignore 20/4d/1D Hard.]	17 th 424 PP	30
Great wyrmling	40 ft., fly 200 ft. (clumsy)	+0	2/41 (–8 size, +39 natural), flat-footed 41	<i>Discern Location</i>	19 th 538 PP	32

*Can also cast cleric spells and those from the Chaos, Evil, and Fire domains as arcane spells.

The small scales of a wyrmling red dragon are a bright glossy scarlet, making the dragon easily spotted by predators and hunters, so it stays underground and does not venture outside until it is more able to take care of itself. Toward the end of young age, the scales turn a deeper red, and the glossy texture is replaced by a smooth, dull finish. As the dragon grows older, the scales become large, thick, and as strong as metal. The neck frill and wings are an ash blue or purple-gray toward the edges, becoming darker with age. The pupils of a red dragon fade as it ages; the oldest red dragons have eyes that resemble molten lava orbs.

COMBAT

Because red dragons are so confident, they seldom pause to appraise an adversary. On spotting a target, they make a snap decision whether to attack, using one of many strategies worked out ahead of time. A red dragon lands to attack small, weak creatures with its claws and bite rather than obliterating them with its breath weapon, so as not to destroy any treasure they might be carrying.

Breath Weapon (Su): A red dragon has one type of breath weapon, a cone of fire.

Locate Object (Sp): A juvenile or older red dragon can use this ability as the spell of the same name, once per day per age category.

Other Spell-Like Abilities: 3/day—*Suggestion* (old or older); 1/day—*Find the Path* (ancient or older), *Discern Location* (great wyrmling).

Skills: Appraise, Bluff, and Jump are considered class skills for red dragons.

WHITE DRAGON

Dragon (Cold)

Environment: Arctic tundra and cold mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 2; very young 3; young 4; juvenile 6; young adult 8; adult 10; mature adult 12; old 15; very old 17; ancient 18; wyrmling 19; great wyrmling 21

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 4–5 HD; very young 7–8 HD; young 10–11 HD; juvenile 13–14 HD; young adult 16–17 HD; adult 19–20 HD; mature adult 22–23 HD; old 25–26 HD; very old 28–29 HD; ancient 31–32 HD; wyrmling 34–35 HD;

great wyrm 37+ HD

Level Adjustment: Wyrmling +2; very young +3; young +3; juvenile +5; others —

White Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	3d12+13 [2]	11	10	13	6	11	6	+3/−5	+5/+3	+4	+3 / +5	+3	1d6 (12)	—
Very young	S	6d12+31 [5/1d]	13	10	13	6	11	8	+6/+3	+8/+9	+6	+5 / +6	+5	2d6 (14)	—
Young	M	9d12+58 [5/1d]	15	10	15	6	11	10	+9/+11	+11/+11	+8	+6 / +6	+6	3d6 (16)	—
Juvenile	M	12d12+77 [10/2d]	17	10	15	8	11	10	+12/+15	+15/+15	+10	+8 / +8	+8	4d6 (18)	—
Young adult	L	15d12+115 [10/2d]	19	10	17	8	11	12	+15/+23	+18/+19	+12	+9 / +8	+9	5d6 (20)	17
Adult	L	18d12+157 [15/3d]	23	10	19	10	11	12	+18/+28	+23/+24	+15	+11 / +10	+11	6d6 (23)	20
Mature adult	H	21d12+205 [20/4d/1D]	27	10	21	12	13	12	+21/+37	+27/+29	+17	+12 / +10	+13	7d6 (25)	21
Old	H	24d12+235 [20/4d/1D]	29	10	21	12	13	14	+24/+41	+31/+33	+19	+14 / +12	+15	8d6 (27)	23
Very old	H	27d12+292 [25/5d/1D]	31	10	23	14	15	14	+27/+45	+35/+37	+21	+15 / +13	+17	9d6 (29)	25
Ancient	H	30d12+325 [30/6d/1D]	33	10	23	14	15	16	+30/+49	+39/+41	+23	+17 / +15	+19	10d6 (31)	27
Wyrm	G	33d12+391 [30/6d/1D]	35	10	25	14	15	16	+33/+57	+41/+45	+25	+18 / +14	+20	11d6 (33)	29
Great wyrm	G	36d12+463 [35/7d/1D]	37	10	27	18	19	18	+36/+61	+45/+49	+28	+20 / +16	+24	12d6 (36)	32

White Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Caster Lvl / PP	SR
Wyrmling	60 ft., burrow 30 ft., fly 150 ft. (ave.), swim 60 ft.	+0	12/14 (+2 size, +2 natural), flat-footed 14	Icewalking, immunity to cold, vulnerability to fire	—	—
Very young	60 ft., burrow 30 ft., fly 150 ft. (ave.), swim 60 ft.	+0	11/16 (+1 size, +5 natural), flat-footed 16		—	—
Young	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	10/18 (+8 natural), flat-footed 18		—	—
Juvenile	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	10/21 (+11 natural), flat-footed 21	<i>Fog Cloud</i>	—	—
Young adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	9/23 (−1 size, +14 natural), flat-footed 23	DR 5/magic [Ignore 5/1d Hardness]	1 st 9 PP	16
Adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	9/26 (−1 size, +17 natural), flat-footed 26	<i>Gust of Wind</i>	3 rd 13 PP	18
Mature adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	8/28 (−2 size, +20 natural), flat-footed 28	DR 10/magic [Ignore 10/2d Hardness]	5 th 27 PP	20
Old	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	8/31 (−2 size, +23 natural), flat-footed 31	<i>Freezing Fog</i>	7 th 57 PP	21
Very old	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	8/34 (−2 size, +26 natural), flat-footed 34	DR 15/magic [Ignore 15/3d Hardness]	9 th 97 PP	23
Ancient	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	8/37 (−2 size, +29 natural), flat-footed 37	<i>Wall of Ice</i>	11 th 155 PP	24
Wyrm	60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	6/38 (−4 size, +32 natural), flat-footed 38	DR 20/magic [Ignore 20/4d/1D Hard.]	13 th 220 PP	25

Great wyrm	60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	6/41 (–4 size, +35 natural), flat-footed 41	<i>Control Weather</i>	15 th 304 PP	27

The scales of a wyrmling white dragon glisten like mirrors. As the dragon ages, the sheen disappears, and by very old age, scales of pale blue and light gray are mixed in with the white.

COMBAT

White dragons prefer sudden assaults, swooping down from aloft or bursting from beneath water, snow, or ice. They loose their breath weapon, then try to knock out a single opponent with a follow-up attack.

Breath Weapon (Su): A white dragon has one type of breath weapon, a cone of cold.

Icwalking (Ex): This ability works like the *Spider Climb* spell, but the surfaces the dragon climbs must be icy.

Freezing Fog (Sp): An old or older white dragon can use this ability three times per day. It is similar to a *Solid Fog* spell but also causes slippery ice to form on any surface the fog touches, creating the effect of a *Grease* spell. The dragon is immune to the *Grease* effect because of its icwalking. This ability is the equivalent of a 5th-level spell.

Other Spell-Like Abilities: 3/day—*Fog Cloud* (juvenile or older), *Gust of Wind* (adult or older), *Wall of Ice* (ancient or older); 1/day—*Control Weather* (great wyrm).

Skills: Hide, Move Silently, and Swim are considered class skills for white dragons.

GEMSTONE DRAGONS

Chromatic dragons form the neutral branch of dragonkind. They are inquisitive, introspective, and cerebral.

AMETHYST DRAGON

Dragon (Earth, Psionic)

Environment: Deep underground, massive geodes

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26

Treasure: Triple standard

Alignment: Always lawful neutral

Advancement: Wyrmling 8–9 HD; very young 11–12 HD; young 14–15 HD; juvenile 17–18 HD; young adult 20–21 HD; adult 23–24 HD; mature adult 26–27 HD; old 29–30 HD; very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD

Level Adjustment: Wyrmling +4; very young +5; young +6; others —

Amethyst Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	7d12+44 [5/1d]	17	10	15	10	11	10	+7/+10	+10/+10	+7	+5 / +5	+5	2d6 (15)	—
Very young	L	10d12+75 [5/1d]	21	10	17	12	13	12	+10/+19	+14/+15	+10	+7 / +6	+8	4d6 (18)	—
Young	L	13d12+99 [10/2d]	25	10	17	12	13	12	+13/+24	+19/+20	+11	+8 / +7	+9	6d6 (19)	—
Juvenile	L	16d12+139 [15/3d]	29	10	19	14	15	14	+16/+29	+24/+25	+14	+10 / +9	+12	8d6 (22)	—
Young adult	H	19d12+185 [15/3d]	31	10	21	14	15	14	+19/+37	+27/+29	+16	+11 / +9	+13	10d6 (24)	21
Adult	H	22d12+215 [20/4d/1D]	33	10	21	16	19	16	+22/+41	+31/+33	+18	+13 / +11	+17	12d6 (26)	24
Mature adult	H	25d12+270 [20/4d/1D]	33	10	23	18	19	18	+25/+44	+34/+36	+20	+14 / +12	+18	14d6 (28)	26
Old	G	28d12+331 [25/5d/1D]	35	10	25	20	21	20	+28/+52	+36/+40	+23	+16 / +12	+21	16d6 (31)	29
Very old	G	31d12+398	37	10	27	22	23	22	+31/+56	+40/+44	+25	+17 / +13	+23	18d6 (33)	31

		[30/6d/1D]													
Ancient	G	34d12+471 [30/6d/1D]	39	10	29	24	25	24	+34/+60	+44/+48	+28	+19 / +15	+26	20d6 (36)	34
Wyrmling	G	37d12+550 [35/7d/1D]	41	10	31	24	25	24	+37/+64	+48/+52	+30	+20 / +16	+27	22d6 (38)	35
Great wyrmling	C	40d12+595 [35/7d/1D]	45	10	31	26	27	26	+40/+73	+49/+57	+32	+22 / +14	+30	24d6 (40)	38

Amethyst Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Manifest Lvl / PP	PR
Wyrmling	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	10/16 (+6 natural), flat-footed 16	<i>Entangling Ectoplasm</i> , Immunity to acid, Metacreativity discipline	—	—
Very young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	9/18 (–1 size, +9 natural), flat-footed 18		—	—
Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	9/21 (–1 size, +12 natural), flat-footed 21		1 st 10 PP	—
Juvenile	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	9/24 (–1 size, +15 natural), flat-footed 24	<i>Minor Creation</i>	3 rd 14 PP	—
Young adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	8/26 (–2 size, +18 natural), flat-footed 26	DR 5/magic [Ignore 5/1d Hardness]	5 th 29 PP	19
Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	8/29 (–2 size, +21 natural), flat-footed 29		7 th 61 PP	21
Mature adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	8/32 (–2 size, +24 natural), flat-footed 32	DR 10/magic [Ignore 10/2d Hardness]	9 th 106 PP	23
Old	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	6/33 (–4 size, +27 natural), flat-footed 33	<i>Concealing Amorpha</i> , <i>Greater</i>	11 th 166 PP	24
Very old	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	6/36 (–4 size, +30 natural), flat-footed 36	DR 15/magic [Ignore 15/3d Hardness]	13 th 239 PP	26
Ancient	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	6/39 (–4 size, +33 natural), flat-footed 39	<i>Major Creation</i>	15 th 327 PP	28
Wyrmling	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	6/42 (–4 size, +36 natural), flat-footed 42	DR 20/magic [Ignore 20/4d/1D Hard.]	17 th 424 PP	30
Great wyrmling	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	2/41 (–8 size, +39 natural), flat-footed 41	<i>Crystallize</i>	19 th 538 PP	32

Amethyst dragons are natural masters of ectoplasm. Mirroring their milky crystalline hides, their creations tend to have a swirl of purple mixed in for dramatic effect. Up until young adult, the amethyst dragon's scales appear light purple, sometimes ending in tips of translucent white. As the dragon ages, their scales become larger, thicker, and deeper purple.

Amethyst dragons are especially fond of gems. Older dragons tend to make their home in massive naturally-occurring geodes deep underground, making it exceptionally difficult to access by conventional means.

COMBAT

An amethyst dragon always enters battle cautiously, defending itself from its opponent's initial attacks while manifesting defensive measures like *Concealing Amorpha*. If, after a few rounds, the opponent does not look like a threat, the amethyst dragon will counterattack, but if it looks dangerous even after buffing for combat, the amethyst dragon will tactically retreat.

Breath Weapon (Su): An amethyst dragon has one type of breath weapon, a cloud of ectoplasmic acid.

Metacreativity Discipline: The amethyst dragon has access to the Metacreativity list of powers when selecting their psionic powers. Note that some powers are automatically gained when they are gained as psi-like abilities at different age categories.

Psi-Like Abilities: 3/day—*Entangling Ectoplasm* (from birth), *Major Creation* (ancient or older), *Minor Creation*

(juvenile or older), *Concealing Amorpha*, *Greater* (old or older) 1/day—*Crystallize* (DC 26; great wyrms).
Skills: Craft (mechanical), Craft (structural), and Repair are considered class skills for amethyst dragons.

EMERALD DRAGON

Dragon (Air, Psionic)

Environment: Any

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrms, or great wyrms: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 5; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 21; wyrms 22; great wyrms 24

Treasure: Triple standard (but no coins)

Alignment: Always neutral

Advancement: Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31 HD; ancient 33–34 HD; wyrms 36–37 HD; great wyrms 39+ HD

Level Adjustment: Wyrmling +5; very young +5; young +5; juvenile +6; others —

Emerald Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	5d12+25 [4]	13	10	13	10	11	10	+5/+2	+7/+6	+5	+4 / +5	+4	-- (13)	—
Very young	M	8d12+51 [5/1d]	15	10	15	10	11	10	+8/+10	+10/+10	+8	+6 / +6	+6	-- (16)	—
Young	M	11d12+72 [10/2d]	17	10	15	12	13	12	+11/+14	+14/+14	+9	+7 / +7	+8	-- (17)	—
Juvenile	L	14d12+107 [10/2d]	19	10	17	14	15	14	+14/+22	+17/+18	+12	+9 / +8	+11	-- (20)	—
Young adult	L	17d12+148 [15/3d]	23	10	19	14	15	14	+17/+27	+22/+23	+14	+10 / +9	+12	-- (22)	20
Adult	H	20d12+195 [15/3d]	27	10	21	16	17	16	+20/+36	+26/+28	+17	+12 / +10	+15	-- (25)	23
Mature adult	H	23d12+225 [20/4d/1d]	29	10	21	16	17	16	+23/+40	+30/+32	+18	+13 / +11	+16	-- (26)	24
Old	H	26d12+281 [25/5d/1d]	31	10	23	18	19	18	+26/+44	+34/+36	+21	+15 / +13	+19	-- (29)	27
Very old	H	29d12+314 [25/5d/1d]	33	10	23	18	19	18	+29/+48	+38/+40	+22	+16 / +14	+20	-- (30)	28
Ancient	G	32d12+379 [30/6d/1d]	35	10	25	20	21	20	+32/+56	+40/+44	+25	+18 / +14	+23	-- (33)	31
Wyrms	G	35d12+450 [30/6d/1d]	37	10	27	20	21	20	+35/+60	+44/+48	+27	+19 / +15	+24	-- (35)	32
Great wyrms	G	38d12+489 [35/7d/1d]	39	10	27	22	23	22	+38/+64	+48/+52	+29	+21 / +17	+27	-- (37)	35

Emerald Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Manifest Lvl (PP)	PR
Wyrmling	40 ft., fly 100 ft. (average)	+0	11/15 (+1 size, +4 natural), flat-footed 15	Immunity to disintegration, <i>Know Direction & Location</i> , Psychoporation discipline	—	—
Very young	40 ft., fly 150 ft. (poor)	+0	10/17 (+7 natural), flat- footed 17		—	—
Young	40 ft., fly 150 ft. (poor)	+0	10/20 (+10 natural), flat- footed 20		—	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	9/22 (–1 size, +13 natural),	<i>Detect Teleportation</i>	1 st	—

			flat-footed 22		9 PP	
Young adult	40 ft., fly 150 ft. (poor)	+0	9/25 (–1 size, +16 natural), flat-footed 25	DR 5/magic [Ignore 5/1d Hardness]	3 rd 14 PP	19
Adult	40 ft., fly 150 ft. (poor)	+0	8/27 (–2 size, +19 natural), flat-footed 27	<i>Dimension Door</i>	5 th 38 PP	21
Mature adult	40 ft., fly 150 ft. (poor)	+0	8/30 (–2 size, +22 natural), flat-footed 30	DR 10/magic [Ignore 10/2d Hardness]	7 th 61 PP	22
Old	40 ft., fly 150 ft. (poor)	+0	8/33 (–2 size, +25 natural), flat-footed 33	<i>Teleport</i> , 2 nd ectoplasmic breath weapon (see below)	9 th 106 PP	24
Very old	40 ft., fly 150 ft. (poor)	+0	8/36 (–2 size, +28 natural), flat-footed 36	DR 15/magic [Ignore 15/3d Hardness]	11 th 160 PP	25
Ancient	40 ft., fly 200 ft. (clumsy)	+0	6/37 (–4 size, +31 natural), flat-footed 37	<i>Temporal Acceleration</i>	13 th 233 PP	27
Wyrmling	40 ft., fly 200 ft. (clumsy)	+0	6/40 (–4 size, +34 natural), flat-footed 40	DR 20/magic [Ignore 20/4d/1D Hard.]	15 th 312 PP	28
Great wyrmling	40 ft., fly 200 ft. (clumsy)	+0	6/43 (–4 size, +37 natural), flat-footed 43	<i>Time Regression</i>	17 th 415 PP	30

An emerald dragon's scales vary in color from a light green to a shadowy green, going darker over the centuries. Its scales increase to become thicker and harder over time, and their color becomes easily distinguishable from the chromatic green dragon's hide.

Nomadic to the extreme, emerald dragons wander the planes in search of knowledge regarding the nature of time. They are fascinated by it, and the oldest amongst them learn how to manipulate it. Of all the dragons, emerald dragons covet hoards the least, instead preferring powerful portable items to help them in their journeys.

COMBAT

Typically, emerald dragons take a defensive posture, determining whether an enemy is worth fighting. If an enemy tries to pin an emerald dragon down with a *Dimensional Anchor* or *Dimensional Lock*, they will immediately flee unless they were prepared for the tactic. If forced to flee, the emerald dragon makes a point of investigating the would-be trapper to determine whether they are a threat that needs to be dealt with, at a time of its choosing.

Breath Weapon (Su): A emerald dragon has two types of breath weapon (the second of which is not available until the dragon is Old or older); a line of ectoplasm that affects anyone hit by it as if by a *Dimensional Anchor*, and a cloud of ectoplasm that behaves exactly the same as a *Dimensional Lock*. However, the emerald dragon is not dimensionally locked by its own breath weapon.

Psychoportation Discipline: The emerald dragon has access to the Psychoportation list of powers when selecting their psionic powers. Note that some powers are automatically gained when they are gained as psi-like abilities at different age categories.

Psi-Like Abilities: At will— *Know Direction & Location* (from birth); 3/day—*Detect Teleportation* (juvenile or older), *Dimension Door* (adult or older); 1/day—*Teleport* (old or older), *Temporal Acceleration* (ancient or older), *Time Regression* (great wyrmling).

Skills: Drive, Navigate, and Pilot are considered class skills for emerald dragons.

GARNET DRAGON

Dragon (Air, Psionic)

Environment: Any urban

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 5; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 21; wyrmling 22; great wyrmling 24

Treasure: Triple standard

Alignment: Always chaotic neutral

Advancement: Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31 HD; ancient 33–34 HD; wyrm 36–37 HD; great wyrm 39+ HD

Level Adjustment: Wyrmling +5; very young +5; young +5; juvenile +6; others —

Garnet Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	3d12+13 [2]	11	10	13	6	11	10	+3/–5	+5/+3	+4	+3 / +5	+3	-- (12)	—
Very young	S	6d12+31 [5/1d]	13	10	13	8	12	12	+6/+3	+8/+9	+6	+5 / +6	+6	-- (14)	—
Young	M	9d12+58 [5/1d]	15	10	15	10	12	12	+9/+11	+11/+11	+8	+6 / +6	+7	-- (16)	—
Juvenile	M	12d12+77 [10/2d]	17	10	15	10	14	14	+12/+15	+15/+15	+10	+8 / +8	+10	-- (18)	—
Young adult	L	15d12+115 [10/2d]	19	10	17	12	14	16	+15/+23	+18/+19	+12	+9 / +8	+11	-- (20)	17
Adult	L	18d12+157 [15/3d]	23	10	19	12	16	16	+18/+28	+23/+24	+15	+11 / +10	+14	-- (23)	20
Mature adult	H	21d12+205 [20/4d/1D]	27	10	21	14	16	18	+21/+37	+27/+29	+17	+12 / +10	+15	-- (25)	21
Old	H	24d12+235 [20/4d/1D]	29	10	21	16	18	20	+24/+41	+31/+33	+19	+14 / +12	+18	-- (27)	23
Very old	H	27d12+292 [25/5d/1D]	31	10	23	16	18	20	+27/+45	+35/+37	+21	+15 / +13	+19	-- (29)	25
Ancient	H	30d12+325 [30/6d/1D]	33	10	23	18	20	22	+30/+49	+39/+41	+23	+17 / +15	+22	-- (31)	27
Wyrm	G	33d12+391 [30/6d/1D]	35	10	25	20	20	22	+33/+57	+41/+45	+25	+18 / +14	+23	-- (33)	29
Great wyrm	G	36d12+463 [35/7d/1D]	37	10	27	22	22	24	+36/+61	+45/+49	+28	+20 / +16	+26	-- (36)	32

Garnet Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Manifest Lvl (PP)	PR
Wyrmling	40 ft., fly 100 ft. (average)	+0	11/13 (+1 size, +2 natural), flat-footed 13	Alternate form, immune to mind control, <i>Sense Link</i> , Telepathy discipline	—	—
Very young	40 ft., fly 150 ft. (poor)	+0	10/15 (+5 natural), flat- footed 15		—	—
Young	40 ft., fly 150 ft. (poor)	+0	10/18 (+8 natural), flat- footed 18		—	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	9/20 (–1 size, +11 natural), flat-footed 20	<i>Mindlink</i>	—	—
Young adult	40 ft., fly 150 ft. (poor)	+0	9/23 (–1 size, +14 natural), flat-footed 23	DR 5/magic [Ignore 5/1d Hardness]	1 st 4 PP	19
Adult	40 ft., fly 150 ft. (poor)	+0	8/25 (–2 size, +17 natural), flat-footed 25	<i>Read Thoughts</i>	3 rd 16 PP	21
Mature adult	40 ft., fly 150 ft. (poor)	+0	8/28 (–2 size, +20 natural), flat-footed 28	DR 10/magic [Ignore 10/2d Hardness]	5 th 35 PP	22
Old	40 ft., fly 150 ft. (poor)	+0	8/31 (–2 size, +23 natural), flat-footed 31	<i>Schism</i>	7 th 64 PP	24
Very old	40 ft., fly 150 ft. (poor)	+0	8/34 (–2 size, +26 natural), flat-footed 34	DR 15/magic [Ignore 15/3d Hardness]	9 th 95 PP	25
Ancient	40 ft., fly 200 ft.	+0	6/35 (–4 size, +29 natural),	<i>Personal Mind Blank</i>	11 th	27

	(clumsy)		flat-footed 35		139 PP	
Wyrmling	40 ft., fly 200 ft. (clumsy)	+0	6/38 (–4 size, +32 natural), flat-footed 38	DR 20/magic [Ignore 20/4d/1D Hard.]	13 th 186 PP	28
Great wyrmling	40 ft., fly 200 ft. (clumsy)	+0	6/41 (–4 size, +35 natural), flat-footed 41	<i>Brain Spider</i>	15 th 248 PP	30

A wyrmling garnet dragon's scales are thin, small, and translucent, a light shade of orange that show the palpitating organs underneath. As the dragon ages, the scales grow larger and darker, turning shades of red, orange, and brown.

The garnet dragon's natural alternate form allows it to fit in with humanoid societies easily. Finding the sociopolitical condition fascinating, garnet dragons will live entire lives disguised as a being of another race, slowly altering their features to mimic the passage of time, the whole while using their telepathic powers to study (and sometimes influence) humanoid cultures.

COMBAT

Garnet dragons disdain combat, believing it to be a mess and a misunderstanding. In most cases, they will protect themselves long enough to diplomatically diffuse the situation. However, if an enemy becomes too threatening, they will attempt to retreat for a reprisal later.

Breath Weapon (Su): A garnet dragon has one type of breath weapon, a cloud of psychoactive poison, with a failed Fort save resulting in the equivalent of an *Insanity* effect for 1d4 hours. This is a poison, not a mind-affecting ability, so a *Mind Blank* will not protect from it, but a *Neutralize Poison* will end the effect immediately.

Telepathy Discipline: The garnet dragon has access to the Telepathy list of powers when selecting their psionic powers. Note that some powers are automatically gained when they are gained as psi-like abilities at different age categories.

Alternate Form (Su): A garnet dragon can assume any humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *Polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of a humanoid. The dragon can remain in its humanoid form until it chooses to assume a new one or return to its natural form.

Immunity to Mind Control (Ex): Garnet dragons are immune to any attempt to control their minds, such as *Dominate Being*, short of a *Wish*.

Spell-Like Abilities: 3/day—*Sense Link* (from birth), *Mindlink* (juvenile or older), *Read Thoughts* (adult or older); 1/day—*Brain Spider* (great wyrmling), *Personal Mind Blank* (ancient or older), and *Schism* (old or older).

Skills: Bluff, Disguise, and Gather Information are considered class skills for garnet dragons.

RUBY DRAGON

Dragon (Fire, Psionic)

Environment: Warm deserts

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 12; adult 15; mature adult 17; old 19; very old 20; ancient 22; wyrmling 23; great wyrmling 25

Treasure: Triple standard

Alignment: Always chaotic neutral

Advancement: Wyrmling 7–8 HD; very young 10–11 HD; young 13–14 HD; juvenile 16–17 HD; young adult 19–20 HD; adult 22–23 HD; mature adult 25–26 HD; old 28–29 HD; very old 31–32 HD; ancient 34–35 HD; wyrmling 37–38 HD; great wyrmling 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +6; others —

Ruby Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC

Wyrmling	S	6d12+31 [5/1d]	13	10	13	14	15	14	+6/+3	+8/+7	+6	+5 / +6	+7	2d6 (14)	—
Very young	M	9d12+58 [5/1d]	15	10	15	14	15	14	+9/+11	+11/ +11	+8	+6 / +6	+8	4d6 (16)	—
Young	M	12d12+79 [10/2d]	17	10	15	16	17	16	+12/+15	+15/ +15	+10	+8 / +8	+11	6d6 (18)	—
Juvenile	L	15d12+115 [10/2d]	19	10	17	18	19	18	+15/+23	+18/ +19	+12	+9 / +8	+13	8d6 (20)	—
Young adult	L	18d12+157 [15/3d]	23	10	19	18	19	18	+18/+28	+23/ +24	+15	+11 / +10	+15	10d6 (23)	23
Adult	H	21d12+205 [20/4d/1D]	27	10	21	20	21	20	+21/+37	+27/ +29	+17	+12 / +10	+17	12d6 (25)	25
Mature adult	H	24d12+235 [20/4d/1D]	29	10	21	20	21	20	+24/+41	+31/ +33	+19	+14 / +12	+19	14d6 (27)	27
Old	H	27d12+292 [25/5d/1D]	31	10	23	22	23	22	+27/+45	+35/ +37	+21	+15 / +13	+21	16d6 (29)	29
Very old	H	30d12+325 [25/5d/1D]	33	10	23	22	23	22	+30/+49	+39/ +41	+23	+17 / +15	+23	18d6 (31)	31
Ancient	G	33d12+391 [30/6d/1D]	35	10	25	24	25	24	+33/+57	+41/ +45	+25	+18 / +14	+25	20d6 (33)	33
Wyrm	G	36d12+463 [35/7d/1D]	37	10	27	26	27	26	+36/+61	+45/ +49	+28	+20 / +16	+28	22d6 (36)	36
Great wyrm	G	39d12+502 [35/7d/1D]	39	10	27	26	27	26	+39/+65	+49/ +53	+29	+21 / +17	+29	24d6 (37)	37

Ruby Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Manifest Lvl / PP	PR
Wyrmling	40 ft., fly 150 ft. (good)	+0	11/16 (+1 size, +5 natural), flat-footed 16	Immunity to fire, Psychokinesis discipline, quicken recovery	—	—
Very young	40 ft., fly 200 ft. (average)	+0	10/18 (+8 natural), flat- footed 18		—	—
Young	40 ft., fly 200 ft. (average)	+0	10/21 (+11 natural), touch 10, flat-footed 21		—	—
Juvenile	40 ft., fly 200 ft. (average)	+0	9/23 (–1 size, +14 natural), flat-footed 23	2 nd breath weapon	—	—
Young adult	40 ft., fly 200 ft. (average)	+0	9/26 (–1 size, +17 natural), flat-footed 26	DR 5/magic [Ignore 5/1d Hardness]	—	19
Adult	40 ft., fly 200 ft. (average)	+0	8/28 (–2 size, +20 natural), flat-footed 28	2 nd energy immunity	2 nd 11 PP	21
Mature adult	40 ft., fly 200 ft. (average)	+0	8/31 (–2 size, +23 natural), flat-footed 31	DR 10/magic [Ignore 10/2d Hardness]	4 th 27 PP	22
Old	40 ft., fly 200 ft. (average)	+0	8/34 (–2 size, +26 natural), flat-footed 34	3 rd breath weapon	6 th 53 PP	24
Very old	40 ft., fly 200 ft. (average)	+0	8/37 (–2 size, +29 natural), flat-footed 37	DR 15/magic [Ignore 15/3d Hardness]	8 th 82 PP	25
Ancient	40 ft., fly 250 ft. (poor)	+0	6/38 (–4 size, +32 natural), flat-footed 38	3 rd energy immunity	10 th 123 PP	27
Wyrm	40 ft., fly 250 ft. (poor)	+0	6/41 (–4 size, +35 natural), flat-footed 41	DR 20/magic [Ignore 20/4d/1D Hard.]	12 th 174 PP	29
Great wyrm	40 ft., fly 250 ft. (poor)	+0	6/44 (–4 size, +38 natural), flat-footed 44	4 th breath weapon	14 th 226 PP	31

The small scales of a wyrmling ruby dragon are a crystalline scarlet in sheen and texture. Toward the end of young age, the scales turn a brighter red, and the shiny texture only grows more scintillating with time as the scales flex and bow with the contours of the ruby dragon's movements. The throat and maw of the ruby dragon will flash

different colors depending on what energy it's breathing. The pupils of a ruby dragon glow a brilliant red, with the oldest ruby dragons having eyes that shine like fiery stars.

Ruby dragons demonstrate a natural affinity for controlling elemental energies. Starting with fire, rube dragons slowly gain mastery over multiple energy types in their lifetime.

Ruby dragons continually test themselves by finding worthy opponents to fight. They exult in the thrill of combat and victory, but they are not ruthless or vicious. For these reasons they are often mistaken for red dragons, and they do nothing to dispel any such mistakes in identity, more than happy to ride on the coattails of the red dragon's fearsome reputation (after all, they ARE red!).

COMBAT

Of all the gemstone dragons, the ruby dragon is the most eager to fight. It will accept any challenge... at least initially. If an opponent proves resistant or immune to its breath weapon(s), it will flee.

Breath Weapon (Su): A ruby dragon starts with one type of breath weapon, a cone of fire. As it grows older, it gains mastery over other forms of energy. Upon turning juvenile, a ruby dragon selects a 2nd breath weapon energy type; either a cone of cold breath, a line of electricity breath, or a line of sonic damage. In each case, the save type (i.e. Reflex) and DC are unchanged, only the energy type of the breath weapon changes. By great wyrm, the ruby dragon has mastered all four forms of energy damage, with a cone of fire, a cone of cold, a line of electricity, and a line of sonic damage available as breath weapons.

Psychokinesis Discipline: The ruby dragon has access to the Psychokinesis list of powers when selecting their psionic powers.

Quickened Recovery: A ruby dragon's mastery of energy means it also recovers its breath weapon faster than other dragons. A ruby dragon reduces the number of rounds required to wait to use their breath weapon (normally 1d4 rounds) by 1 round per breath weapon they have, to a minimum of 1 round between breath weapon uses. Thus a great wyrm ruby dragon is guaranteed to be able to breathe every other round.

Energy Immunity: At the adult and ancient age categories, the ruby dragon gains immunity to a type of energy they possess as a breath weapon (either cold, electricity, or sonic energy).

Skills: Escape Artist, Intimidate, and Tumble are considered class skills for ruby dragons.

SAPPHIRE DRAGON

Dragon (Fire, Psionic)

Environment: Cold mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26

Treasure: Triple standard

Alignment: Always lawful neutral

Advancement: Wyrmling 7–8 HD; very young 10–11 HD; young 13–14 HD; juvenile 16–17 HD; young adult 19–20 HD; adult 22–23 HD; mature adult 25–26 HD; old 28–29 HD; very old 31–32 HD; ancient 34–35 HD; wyrm 37–38 HD; great wyrm 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +5; others —

Sapphire Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref / Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+31 [5/1d]	13	10	13	10	11	10	+6/+3	+8/+7	+6	+5/+6	+5	2d8 (14)	—
Very young	M	9d12+58 [5/1d]	15	10	15	10	11	12	+9/+11	+11/+11	+8	+6/+6	+6	4d8 (16)	—
Young	M	12d12+79 [10/2d]	17	10	15	12	13	12	+12/+15	+15/+15	+10	+8/+8	+9	6d8 (18)	—
Juvenile	L	15d12+115 [10/2d]	19	10	17	14	15	14	+15/+23	+18/+19	+12	+9/+8	+11	8d8 (20)	—
Young adult	L	18d12+157	23	10	19	14	15	16	+18/+28	+23/+24	+15	+11/+10	+13	10d8 (23)	21

		[15/3d]													
Adult	H	21d12+205 [20/4d/1D]	27	10	21	16	17	16	+21/+37	+27/+29	+17	+12/+10	+15	12d8 (25)	23
Mature adult	H	24d12+235 [20/4d/1D]	29	10	21	16	17	18	+24/+41	+31/+33	+19	+14/+12	+17	14d8 (27)	25
Old	H	27d12+292 [25/5d/1D]	31	10	23	18	19	20	+27/+45	+35/+37	+21	+15/+13	+19	16d8 (29)	27
Very old	H	30d12+325 [25/5d/1D]	33	10	23	18	19	20	+30/+49	+39/+41	+23	+17/+15	+21	18d8 (31)	29
Ancient	G	33d12+391 [30/6d/1D]	35	10	25	20	21	22	+33/+57	+41/+45	+25	+18/+14	+23	20d8 (33)	31
Wyrmling	G	36d12+463 [35/7d/1D]	37	10	27	22	21	24	+36/+61	+45/+49	+28	+20/+16	+25	22d8 (36)	33
Great wyrmling	G	39d12+502 [35/7d/1D]	39	10	27	24	23	26	+39/+65	+49/+53	+29	+21/+17	+27	24d8 (37)	35

Sapphire Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Manifest Lvl (PP)	PR
Wyrmling	40 ft., fly 150 ft. (average)	+0	11/16 (+1 size, +5 natural), flat-footed 16	<i>Precognition</i> , Clairsentience discipline, Immunity to scrying	—	—
Very young	40 ft., fly 200 ft. (poor)	+0	10/18 (+8 natural), flat- footed 18		—	—
Young	40 ft., fly 200 ft. (poor)	+0	10/21 (+11 natural), touch 10, flat-footed 21		—	—
Juvenile	40 ft., fly 200 ft. (poor)	+0	9/23 (–1 size, +14 natural), flat-footed 23	<i>Combat Precognition</i>	2 nd 8 PP	—
Young adult	40 ft., fly 200 ft. (poor)	+0	9/26 (–1 size, +17 natural), flat-footed 26	DR 5/magic [Ignore 5/1d Hardness]	4 th 23 PP	19
Adult	40 ft., fly 200 ft. (poor)	+0	8/28 (–2 size, +20 natural), flat-footed 28	<i>Divination</i>	6 th 44 PP	21
Mature adult	40 ft., fly 200 ft. (poor)	+0	8/31 (–2 size, +23 natural), flat-footed 31	DR 10/magic [Ignore 10/2d Hardness]	8 th 74 PP	22
Old	40 ft., fly 200 ft. (poor)	+0	8/34 (–2 size, +26 natural), flat-footed 34	<i>Remote Viewing</i>	10 th 113 PP	24
Very old	40 ft., fly 200 ft. (poor)	+0	8/37 (–2 size, +29 natural), flat-footed 37	DR 15/magic [Ignore 15/3d Hardness]	12 th 156 PP	25
Ancient	40 ft., fly 250 ft. (clumsy)	+0	6/38 (–4 size, +32 natural), flat-footed 38	<i>Greater Precognition</i>	14 th 212 PP	27
Wyrmling	40 ft., fly 250 ft. (clumsy)	+0	6/41 (–4 size, +35 natural), flat-footed 41	DR 20/magic [Ignore 20/4d/1D Hard.]	16 th 277 PP	29
Great wyrmling	40 ft., fly 250 ft. (poor)	+0	6/44 (–4 size, +38 natural), flat-footed 44	<i>Hypercognition</i>	18 th 352 PP	31

The scales of a wyrmling sapphire dragon glitter crystal-blue. As the dragon ages, the blue deepens, and by very old age, scales of deepest blue can almost appear black in some instances.

Born with the power of the “third eye”, able to see other places and times, the sapphire dragon is the ultimate spectator, watching things unfold from their remote mountain aeries for years at a time with little to no interaction or interference. They marvel at the seemingly-random yet perfectly-justified unfolding of events, and anything that seems borne of chaos requires further investigation.

These natural seers are not averse to answering the questions of any who seek them out, but always for a fair price. If the sapphire dragon knows that the information being requested will bring about some evil or misfortune, it will warn the inquiring party once as to the potential consequences of the knowledge they seek, in

vague but menacing terms, before proceeding with the divination.

COMBAT

Sapphire dragons are rarely caught in fights that they don't want to see happen, so great are their powers of foresight. On the off chance an enemy has somehow surprised the sapphire dragon, it will quickly assess the situation with a divination or the like before making a next move, equally open to fighting or retreating.

Breath Weapon (Su): A sapphire dragon has two types of breath weapon; a cloud of psychoactive (i.e. mind-affecting) gas, Will save negates or suffer terrible visions of possible futures (as *Destiny Dissonance*) and become sickened for 1 round per age category of the sapphire dragon; or a cloud of psychoactive (i.e. mind-affecting) gas, Will save negates or suffer nonlethal damage from visions of past and future wounds suffered (similar to *Recall Agony*, except the damage inflicted by the sapphire dragon's breath weapon is nonlethal).

Note that one does not need to breathe the supernatural gas in order to be potentially affected by it; one only needs to be immersed in the gas to be affected (i.e. it affects targets inside sealed armor, if caught completely within the cloud's area of effect).

Clairsentience Discipline: The sapphire dragon has access to the Clairsentience list of powers when selecting their psionic powers. Note that some powers are automatically gained when they are gained as psi-like abilities at different age categories.

Immunity to Scrying (Ex): Sapphire dragons are immune to being spied upon remotely, either through *Clairvoyance*, *Scrying*, *Remote Viewing*, a *Crystal Ball*, a *Mirror of Mental Prowess*, or any other means of viewing the dragon remotely, short of a *Wish*.

Psi-Like Abilities: 3/day—*Precognition* (from birth), *Combat Precognition* (juvenile or older), *Divination* (adult or older), *Remote Viewing* (ancient or older); 1/day—*Greater Precognition* (ancient or older), and *Hypercognition* (great wyrm).

Skills: Autohypnosis, Investigate, and Research are considered class skills for sapphire dragons.

TOPAZ DRAGON

Dragon (Water, Psionic)

Environment: Warm coastal areas

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 5; juvenile 7; young adult 9; adult 11; mature adult 14; old 16; very old 18; ancient 19; wyrm 20; great wyrm 22

Treasure: Triple standard

Alignment: Always neutral

Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32–33 HD; wyrm 35–36 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +3; very young +3; young +3; juvenile +4; others —

Topaz Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	4d12+19 [3]	11	10	13	8	11	8	+4/−4	+6/+4	+5	+4/+6	+4	2d4 (13)	—
Very young	S	7d12+37 [5/1d]	13	10	13	8	11	8	+7/+4	+9/+8	+6	+5/+6	+5	4d4 (14)	—
Young	M	10d12+65 [5/1d]	15	10	15	10	11	10	+10/+12	+12/+12	+9	+7/+7	+7	6d4 (17)	—
Juvenile	M	13d12+86 [10/2d]	17	10	15	10	11	10	+13/+16	+16/+16	+10	+8/+8	+8	8d4 (18)	—
Young adult	L	16d12+123 [15/3d]	19	10	17	12	13	12	+16/+24	+19/+20	+13	+10/+9	+11	10d4 (21)	19
Adult	L	19d12+166 [15/3d]	23	10	19	12	13	12	+19/+29	+24/+25	+15	+11/+10	+12	12d4 (23)	20

Mature adult	H	22d12+215 [20/4d/1D]	27	10	21	14	15	14	+22/+38	+28/+30	+18	+13/+11	+15	14d4 (26)	23
Old	H	25d12+245 [20/4d/1D]	29	10	21	14	15	14	+25/+42	+32/+34	+19	+14/+12	+16	16d4 (27)	24
Very old	H	28d12+303 [25/5d/1D]	31	10	23	16	17	16	+28/+46	+36/+38	+22	+16/+14	+19	18d4 (30)	27
Ancient	H	31d12+336 [30/6d/1D]	33	10	23	16	17	16	+31/+50	+40/+42	+23	+17/+15	+20	20d4 (31)	28
Wyrm	G	34d12+403 [30/6d/1D]	35	10	25	18	19	18	+34/+58	+42/+46	+26	+19/+15	+23	22d4 (34)	31
Great wyrm	G	37d12+476 [35/7d/1D]	37	10	27	20	21	20	+37/+62	+46/+50	+28	+20/+16	+25	24d4 (36)	33

Topaz Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Manifest Lvl (PP)	SR
Wyrmling	60 ft., burrow 30 ft., fly 100 ft. (good), swim 60 ft.	+0	12/15 (+2 size, +3 natural), flat-footed 15	Alternate form, Psychometabolism discipline, <i>Synesthete</i>	—	—
Very young	60 ft., burrow 30 ft., fly 100 ft. (good), swim 60 ft.	+0	11/17 (+1 size, +6 natural), flat-footed 17		—	—
Young	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	10/19 (+9 natural), flat-footed 19		—	—
Juvenile	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	10/22 (+12 natural), flat-footed 22	<i>Animal Affinity</i>	—	—
Young adult	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	9/24 (–1 size, +15 natural), flat-footed 24	DR 5/magic [Ignore 5/1d Hardness]	2 nd 11 PP	17
Adult	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	9/27 (–1 size, +18 natural), flat-footed 27	<i>Chameleon</i>	4 th 23 PP	18
Mature adult	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	8/29 (–2 size, +21 natural), flat-footed 29	DR 10/magic [Ignore 10/2d Hardness]	6 th 48 PP	21
Old	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	8/32 (–2 size, +24 natural), flat-footed 32	<i>Metamorphosis</i>	8 th 84 PP	22
Very old	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	8/35 (–2 size, +27 natural), flat-footed 35	DR 15/magic [Ignore 15/3d Hardness]	10 th 137 PP	23
Ancient	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	8/38 (–2 size, +30 natural), flat-footed 38	<i>Psychofeedback</i>	12 th 198 PP	25
Wyrm	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	6/39 (–4 size, +33 natural), flat-footed 39	DR 20/magic [Ignore 20/4d/1D Hard.]	14 th 278 PP	26
Great wyrm	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	6/42 (–4 size, +36 natural), flat-footed 42	<i>True Metabolism</i>	16 th 372 PP	28

On hatching, a topaz dragon's scales are light yellow and crystalline in nature. The yellow color grows deeper as the dragon matures until, at the adult stage, the scales are translucent golden.

Topaz dragons are masters of self-control, able to shape their bodies however they wish. They possess agile flight capabilities, gills, and/or burrowing claws as required. For this reason, they like to live near a coastline where they have the option of terrain types in a confrontation.

COMBAT

Topaz dragons enjoy the challenge of a fight, especially if it forces them to adapt to the situation. However, they enjoy the challenge for its own sake, and are willing to admit victory or defeat without either having to cost the ultimate price. If forced to retreat, they will try to find a way to adapt to the loss and return to try their luck again.

Breath Weapon (Su): A topaz dragon has one type of breath weapon, a cone of destructive sonic power.

Alternate Form (Su): A topaz dragon can assume any animal or humanoid form of Medium size or smaller as a

standard action three times per day. This ability functions as a *Polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Conversely, the alternate form allows the topaz dragon to form gills (for water-breathing), fins (for swimming), or digging claws (for burrowing) as their needs require. These can be added to an existing humanoid or animal form for the cost of a daily use. The swim speed is always equal to the land speed of the other form, while a burrowing speed is equal to one-half the land speed of the other form. The alternate form changes appearance accordingly, growing gills, fins, and/or burrowing claws as chosen by the topaz dragon.

Psychometabolism Discipline: The topaz dragon has access to the Psychometabolism list of powers when selecting their psionic powers. Note that some powers are automatically gained when they are gained as psi-like abilities at different age categories.

Psi-Like Abilities: At will—*Synesthete* (from birth); 3/day—*Animal Affinity* (juvenile or older), *Chameleon* (adult or older), *Metamorphosis* (old or older); 1/day—*Psychofeedback* (ancient or older), *True Metabolism* (great wyrms).

Skills: Autohypnosis, Escape Artist, and Survival are considered class skills for topaz dragons.

METALLIC DRAGONS

Metallic dragons make up the good branch of dragonkind, but they are every bit as aggressive as their evil cousins when threatened or challenged. They also tend to be covetous and proud.

BRASS DRAGON

Dragon (Fire)

Environment: Warm deserts

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 10; adult 12; mature adult 15; old 17; very old 19; ancient 20; wyrm 21; great wyrm 23

Treasure: Triple standard

Alignment: Always chaotic good

Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32–33 HD; wyrm 35–36 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +2; very young +3; young +4; juvenile +4; others —

Brass Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	4d12+19 [3]	11	10	13	10	11	10	+4/−4	+6/+4	+5	+4 / +6	+4	1d6 (13)	—
Very young	S	7d12+37 [5/1d]	13	10	13	10	11	10	+7/+4	+9/+8	+6	+5 / +6	+5	2d6 (14)	—
Young	M	10d12+65 [5/1d]	15	10	15	12	13	12	+10/+12	+12/ +12	+9	+7 / +7	+8	3d6 (17)	—
Juvenile	M	13d12+86 [10/2d]	17	10	15	12	13	12	+13/+16	+16/ +16	+10	+8 / +8	+9	4d6 (18)	—
Young adult	L	16d12+123 [15/3d]	19	10	17	14	15	14	+16/+24	+19/ +20	+13	+10/ +9	+12	5d6 (21)	20
Adult	L	19d12+166 [15/3d]	23	10	19	14	15	14	+19/+29	+24/ +25	+15	+11/ +10	+13	6d6 (23)	21
Mature adult	H	22d12+215 [20/4d/1D]	27	10	21	16	17	16	+22/+38	+28/ +30	+18	+13/ +11	+16	7d6 (26)	24
Old	H	25d12+145 [20/4d/1D]	29	10	21	16	17	16	+25/+42	+32/ +34	+19	+14/ +12	+17	8d6 (27)	25
Very old	H	28d12+303 [25/5d/1D]	31	10	23	18	19	18	+28/+46	+36/ +38	+22	+16/ +14	+20	9d6 (30)	28
Ancient	H	31d12+336	33	10	23	18	19	18	+31/+50	+40/ +42	+23	+17/ +15	+21	10d6 (31)	29

		[30/6d/1D]													
Wyrmling	G	34d12+403	35	10	25	20	21	20	+34/+58	+42/+46	+26	+19/+15	+24	11d6 (34)	32
		[30/6d/1D]													
Great wyrmling	G	37d12+476	37	10	27	20	21	20	+37/+62	+46/+50	+28	+20/+16	+25	12d6 (36)	33
		[35/7d/1D]													

Brass Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Caster Lvl/ PP	SR
Wyrmling	60 ft., burrow 30 ft., fly 150 ft. (average)	+0	12/15 (+2 size, +3 natural), flat-footed 15	Immunity to fire, <i>Speak with Animals</i> , vulnerability to cold	—	—
Very young	60 ft., burrow 30 ft., fly 150 ft. (average)	+0	11/17 (+1 size, +6 natural), flat-footed 17		—	—
Young	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	10/19 (+9 natural), flat-footed 19		1 st 9 PP	—
Juvenile	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	10/22 (+12 natural), flat-footed 22	<i>Endure Elements</i>	3 rd 13 PP	—
Young adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	9/24 (–1 size, +15 natural), flat-footed 24	DR 5/magic [Ignore 5/1d Hardness]	5 th 29 PP	18
Adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	9/27 (–1 size, +18 natural), flat-footed 27	<i>Suggestion</i>	7 th 57 PP	20
Mature adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	8/29 (–2 size, +21 natural), flat-footed 29	DR 10/magic [Ignore 10/2d Hardness]	9 th 102 PP	22
Old	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	8/32 (–2 size, +24 natural), flat-footed 32	<i>Control Winds</i>	11 th 155 PP	24
Very old	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	8/35 (–2 size, +27 natural), flat-footed 35	DR 15/magic [Ignore 15/3d Hardness]	13 th 226 PP	25
Ancient	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	8/38 (–2 size, +30 natural), flat-footed 38	<i>Control Weather</i>	15 th 304 PP	27
Wyrmling	60 ft., burrow 30 ft., fly 250 ft. (clumsy)	+0	6/39 (–4 size, +33 natural), flat-footed 39	DR 20/magic [Ignore 20/4d/1D Hard.]	17 th 407 PP	28
Great wyrmling	60 ft., burrow 30 ft., fly 250 ft. (clumsy)	+0	6/42 (–4 size, +36 natural), flat-footed 42	<i>Summon Djinni</i>	19 th 510 PP	30

*Can also cast cleric spells and those from the Chaos and Knowledge domains as arcane spells.

At birth, a brass dragon's scales are a dull, mottled brown. As the dragon gets older, the scales become more brassy until they reach a warm, burnished appearance. The grand head-plates of a brass dragon are smooth and metallic, and it sports bladed chin horns that grow sharper with age. Wings and frills are mottled green toward the edges, darkening with age. As the dragon grows older, its pupils fade until the eyes resemble molten metal orbs.

COMBAT

Brass dragons would rather talk than fight. If an intelligent creature tries to leave without engaging in conversation, the dragon might force compliance in a fit of pique, using *suggestion* or a dose of *Sleep* gas. A creature put to *Sleep* may wake to find itself pinned or buried to the neck in the sand until the dragon's thirst for small talk is slaked. When faced with real danger, younger brass dragons fly out of sight, then hide by burrowing into the sand. Older dragons spurn this ploy but still prefer to have the advantage in combat.

Breath Weapon (Su): A brass dragon has two types of breath weapon, a line of fire and a cone of *Sleep*. Creatures within the cone must succeed on a Will save or fall asleep, regardless of HD, for 1d6 rounds plus 1 round per age category of the dragon.

Spell-Like Abilities: At will—*Speak with Animals*; 3/day—*Endure Elements* (juvenile or older; radius 10 ft. x ½ dragon's age category); 1/day—*Suggestion* (adult or older), *Control Winds* (old or older), *Control Weather* (ancient or older).

Summon Djinni (Sp): This ability, usable by a great wyrmling brass dragon, works like a *Summon Monster* spell, except

that it summons one djinni. This ability is the equivalent of a 7th-level spell.

Skills: Bluff, Gather Information, and Survival are considered class skills for brass dragons.

BRONZE DRAGON

Dragon (Water)

Environment: Temperate hills

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 12; adult 15; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 7–8 HD; very young 10–11 HD; young 13–14 HD; juvenile 16–17 HD; young adult 19–20 HD; adult 22–23 HD; mature adult 25–26 HD; old 28–29 HD; very old 31–32 HD; ancient 34–35 HD; wyrm 37–38 HD; great wyrm 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +6; others —

Bronze Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+31 [5/1d]	13	10	13	14	15	14	+6/+3	+8/+7	+6	+5 / +6	+7	2d6 (14)	—
Very young	M	9d12+58 [5/1d]	15	10	15	14	15	14	+9/+11	+11/+11	+8	+6 / +6	+8	4d6 (16)	—
Young	M	12d12+79 [10/2d]	17	10	15	16	17	16	+12/+15	+15/+15	+10	+8 / +8	+11	6d6 (18)	—
Juvenile	L	15d12+115 [10/2d]	19	10	17	18	19	18	+15/+23	+18/+19	+12	+9 / +8	+13	8d6 (20)	—
Young adult	L	18d12+157 [15/3d]	23	10	19	18	19	18	+18/+28	+23/+24	+15	+11 / +10	+15	10d6 (23)	23
Adult	H	21d12+205 [20/4d/1D]	27	10	21	20	21	20	+21/+37	+27/+29	+17	+12 / +10	+17	12d6 (25)	25
Mature adult	H	24d12+235 [20/4d/1D]	29	10	21	20	21	20	+24/+41	+31/+33	+19	+14 / +12	+19	14d6 (27)	27
Old	H	27d12+292 [25/5d/1D]	31	10	23	22	23	22	+27/+45	+35/+37	+21	+15 / +13	+21	16d6 (29)	29
Very old	H	30d12+325 [25/5d/1D]	33	10	23	22	23	22	+30/+49	+39/+41	+23	+17 / +15	+23	18d6 (31)	31
Ancient	G	33d12+391 [30/6d/1D]	35	10	25	24	25	24	+33/+57	+41/+45	+25	+18 / +14	+25	20d6 (33)	33
Wyrm	G	36d12+463 [35/7d/1D]	37	10	27	26	27	26	+36/+61	+45/+49	+28	+20 / +16	+28	22d6 (36)	36
Great wyrm	G	39d12+502 [35/7d/1D]	39	10	27	26	27	26	+39/+65	+49/+53	+29	+21 / +17	+29	24d6 (37)	37

Bronze Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Caster Lvl / PP	SR
Wyrmling	40 ft., fly 100 ft. (average), swim 60 ft.	+0	11/16 (+1 size, +5 natural), flat-footed 16	Immunity to electricity, water breathing, <i>Speak with Animals</i>	—	—
Very young	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	10/18 (+8 natural), flat-footed 18		—	—
Young	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	10/21 (+11 natural), flat-footed 21	Alternate form	1 st 10 PP	—
Juvenile	40 ft., fly 150 ft.	+0	9/23 (–1 size, +14		3 rd	—

	(poor), swim 60 ft.		natural), flat-footed 23		17 PP	
Young adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	9/26 (–1 size, +17 natural), flat-footed 26	DR 5/magic [Ignore 5/1d Hardness]	5 th 34 PP	20
Adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	8/28 (–2 size, +20 natural), flat-footed 28	<i>Create Food and Water, Fog Cloud</i>	7 th 68 PP	22
Mature adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	8/31 (–2 size, +23 natural), flat-footed 31	DR 10/magic [Ignore 10/2d Hardness]	9 th 111 PP	23
Old	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	8/34 (–2 size, +26 natural), flat-footed 34	<i>Detect Thoughts</i>	11 th 171 PP	25
Very old	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	8/37 (–2 size, +29 natural), flat-footed 37	DR 15/magic [Ignore 15/3d Hardness]	13 th 239 PP	26
Ancient	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	6/38 (–4 size, +32 natural), flat-footed 38	<i>Control Water</i>	15 th 327 PP	28
Wyrmling	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	6/41 (–4 size, +35 natural), flat-footed 41	DR 20/magic [Ignore 20/4d/1D Hard.]	17 th 432 PP	29
Great wyrmling	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	6/44 (–4 size, +38 natural), flat-footed 44	<i>Control Weather</i>	19 th 552 PP	31

*Can also cast cleric spells and those from the Animal, Law, and Water domains as arcane spells.

A bronze wyrmling's scales are yellow tinged with green, showing only a hint of bronze. As the dragon approaches adulthood, its color deepens slowly to a darker, rich bronze tone. Very old dragons develop a blue-black tint to the edges of their scales. Powerful swimmers, they have webbed feet and smooth, flat scales. The pupils of its eyes fade as a dragon ages, until in the oldest the eyes resemble glowing green orbs.

COMBAT

Bronze dragons dislike killing animals and would rather bribe them (perhaps with food) or force them away magically. They use *Detect Thoughts* to learn intelligent creatures' intentions.

When attacking they blind their opponents with *Fog Cloud* and then charge or, if flying, snatch them up. Against seafaring opponents they conjure up a storm or use their tails to smash the vessels' hulls. If a bronze dragon is inclined to be lenient (which they can be, given their merciful nature), ships might be merely becalmed, fogbound, or broken-masted.

Breath Weapon (Su): Bronze dragons have two types of breath weapon, a line of lightning and a cone of *repulsion* gas. Creatures within the cone must succeed on a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category of the dragon. This is a mind-affecting compulsion enchantment effect.

Water Breathing (Ex): A bronze dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Alternate Form (Su): A young or older bronze dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *Polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Spell-Like Abilities: At will—*Speak with Animals*; 3/day—*Create Food and Water* (adult or older), *Fog Cloud* (adult or older), *Detect Thoughts* (old or older), *Control Water* (ancient or older); 1/day—*Control Weather* (great wyrmling).

Skills: Disguise, Swim, and Survival are considered class skills for bronze dragons.

COPPER DRAGON

Dragon (Earth)

Environment: Warm hills

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 11; adult 14; mature adult 16; old

19; very old 20; ancient 22; wyrmling 23; great wyrmling 25

Treasure: Triple standard

Alignment: Always chaotic good

Advancement: Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31 HD; ancient 33–34 HD; wyrmling 36–37 HD; great wyrmling 39+ HD

Level Adjustment: Wyrmling +2; very young +3; young +4; juvenile +4; others —

Copper Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	5d12+25 [4]	11	10	13	12	13	12	+5/–3	+7/+5	+5	+4 / +6	+5	2d4 (13)	—
Very young	S	8d12+43 [5/1d]	13	10	13	12	13	12	+8/+5	+10/+9	+7	+6 / +7	+7	4d4 (15)	—
Young	M	11d12+72 [10/2d]	15	10	15	14	15	14	+11/+13	+13/+13	+9	+7 / +7	+9	6d4 (17)	—
Juvenile	M	14d12+93 [10/2d]	17	10	15	14	15	14	+14/+17	+17/+17	+11	+9 / +9	+11	8d4 (19)	—
Young adult	L	17d12+131 [15/3d]	19	10	17	16	17	16	+17/+25	+20/+21	+13	+10 / +9	+13	10d4 (21)	21
Adult	L	20d12+175 [15/3d]	23	10	19	16	17	16	+20/+30	+25/+26	+16	+12 / +11	+15	12d4 (24)	23
Mature adult	H	23d12+225 [20/4d/1D]	27	10	21	18	19	18	+23/+39	+29/+31	+18	+13 / +11	+17	14d4 (26)	25
Old	H	26d12+255 [25/5d/1D]	29	10	21	18	19	18	+26/+43	+33/+35	+20	+15 / +13	+19	16d4 (28)	27
Very old	H	29d12+314 [25/5d/1D]	31	10	23	20	21	20	+29/+47	+37/+39	+22	+16 / +14	+21	18d4 (30)	29
Ancient	H	32d12+347 [30/6d/1D]	33	10	23	20	21	20	+32/+51	+41/+43	+24	+18 / +16	+23	20d4 (32)	31
Wyrmling	G	35d12+415 [30/6d/1D]	35	10	25	22	23	22	+35/+59	+43/+47	+26	+19 / +15	+25	22d4 (34)	33
Great wyrmling	G	38d12+489 [35/7d/1D]	37	10	27	22	23	22	+38/+63	+47/+51	+29	+21 / +17	+27	24d4 (37)	35

Copper Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Caster Lvl/ PP	SR
Wyrmling	40 ft., fly 100 ft. (average)	+0	12/16 (+2 size, +4 natural), flat-footed 16	Immunity to acid, spider climb	—	—
Very young	40 ft., fly 100 ft. (average)	+0	11/18 (+1 size, +7 natural), flat-footed 18		—	—
Young	40 ft., fly 150 ft. (poor)	+0	10/20 (+10 natural), flat-footed 20		1 st 9 PP	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	10/23 (+13 natural), flat-footed 23		3 rd 14 PP	—
Young adult	40 ft., fly 150 ft. (poor)	+0	9/25 (–1 size, +16 natural), flat-footed 25	DR 5/magic [Ignore 5/1d Hardness]	5 th 32 PP	19
Adult	40 ft., fly 150 ft. (poor)	+0	9/28 (–1 size, +19 natural), flat-footed 28	Stone Shape	7 th 61 PP	21
Mature adult	40 ft., fly 150 ft. (poor)	+0	8/30 (–2 size, +22 natural), flat-footed 30	DR 10/magic [Ignore 10/2d Hardness]	9 th 106 PP	23
Old	40 ft., fly 150 ft. (poor)	+0	8/33 (–2 size, +25 natural), flat-footed 33	Transmute Rock to Mud/Mud to Rock	11 th 160 PP	25
Very old	40 ft., fly 150 ft.	+0	8/36 (–2 size, +28 natural), flat-	DR 15/magic	13 th	26

	(poor)		footed 36	[Ignore 15/3d Hardness]	233 PP	
Ancient	40 ft., fly 150 ft. (poor)	+0	8/39 (–2 size, +31 natural), flat-footed 39	<i>Wall of Stone</i>	15 th 312 PP	28
Wyrmling	40 ft., fly 200 ft. (clumsy)	+0	6/40 (–4 size, +34 natural), flat-footed 40	DR 20/magic [Ignore 20/4d/1D Hard.]	17 th 415 PP	29
Great wyrmling	40 ft., fly 200 ft. (clumsy)	+0	6/43 (–4 size, +37 natural), flat-footed 43	<i>Move Earth</i>	19 th 519 PP	31

*Can also cast cleric spells and those from the Chaos, Earth, and Trickery domains as arcane spells.

At birth, a copper dragon's scales have a ruddy brown color with a metallic tint. As the dragon gets older, the scales become finer and more coppery, assuming a soft, warm gloss by young adult age. Very old dragons' scales pick up a green tint. A copper dragon's pupils fade with age, and the eyes of great wyrms resemble glowing turquoise orbs.

COMBAT

A copper dragon appreciates wit and usually doesn't harm creatures that can relate a joke, humorous story, or riddle the dragon has not heard before. It quickly gets annoyed with anyone who doesn't laugh at its jokes or accept its tricks with good humor. It likes to taunt and annoy opponents into giving up or acting foolishly.

An angry copper dragon prefers to mire foes using *transmute rock to mud*. The dragon pushes trapped opponents into the mud or snatches and carries them aloft. A copper dragon tries to draw airborne enemies into narrow, stony gorges where it can use its spider climb ability and maneuver them into colliding with the walls.

Breath Weapon (Su): A copper dragon has two types of breath weapon, a line of acid and a cone of *slow* gas. Creatures within the cone must succeed on a Fortitude save or be slowed for 1d6 rounds plus 1 round per age category of the dragon.

Spider Climb (Ex): A copper dragon can climb on stone surfaces as though using the *Spider Climb* spell.

Spell-Like Abilities: 2/day—*Stone Shape* (adult or older); 1/day—*Transmute Rock to Mud* or *Mud to Rock* (old or older), *Wall of Stone* (ancient or older), *Move Earth* (great wyrmling).

Skills: Bluff, Hide, and Jump are considered class skills for copper dragons.



GOLD DRAGON

Dragon (Fire)

Environment: Warm plains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 5; very young 7; young 9; juvenile 11; young adult 14; adult 16; mature adult 19; old 21; very old 22; ancient 24; wyrmling 25; great wyrmling 27

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 9–10 HD; very young 12–13 HD; young 15–16 HD; juvenile 18–19 HD; young adult 21–22 HD; adult 24–25 HD; mature adult 27–28 HD; old 30–31 HD; very old 33–34 HD; ancient 36–37 HD; wyrmling 39–40 HD; great wyrmling 42+ HD

Level Adjustment: Wyrmling +4; very young +5; young +6; others —

Gold Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	8d12+51 [5/1d]	17	10	15	14	15	14	+8/+11	+11/+11	+8	+6 / +6	+8	2d10 (16)	—
Very young	L	11d12+83 [10/2d]	21	10	17	16	17	16	+11/+20	+15/+16	+10	+7 / +6	+10	4d10 (18)	—
Young	L	14d12+107 [10/2d]	25	10	17	16	17	16	+14/+25	+20/+21	+12	+9 / +8	+12	6d10 (20)	—
Juvenile	L	17d12+148	29	10	19	18	19	18	+17/+30	+25/+26	+14	+10 / +9	+14	8d10 (22)	—

		[15/3d]													
Young adult	H	20d12+195 [15/3d]	31	10	21	18	19	18	+20/+38	+28/+30	+17	+12 / +10	+16	10d10 (25)	24
Adult	H	23d12+225 [20/4d/1D]	33	10	21	20	21	20	+23/+42	+32/+34	+18	+13 / +11	+18	12d10 (26)	26
Mature adult	H	26d12+281 [25/5d/1D]	35	10	23	20	21	20	+26/+46	+36/+38	+21	+15 / +13	+20	14d10 (29)	28
Old	G	29d12+343 [25/5d/1D]	39	10	25	24	25	24	+29/+55	+39/+43	+23	+16 / +12	+23	16d10 (31)	31
Very old	G	32d12+411 [30/6d/1D]	41	10	27	26	27	26	+32/+59	+43/+47	+26	+18 / +14	+26	18d10 (34)	34
Ancient	G	35d12+485 [30/6d/1D]	43	10	29	28	29	28	+35/+63	+47/+51	+28	+19 / +15	+28	20d10 (36)	36
Wyrmling	C	38d12+565 [35/7d/1D]	45	10	31	30	31	30	+38/+71	+47/+55	+31	+21 / +13	+31	22d10 (39)	39
Great wyrmling	C	41d12+651 [40/8d/2D]	47	10	33	32	33	32	+41/+75	+51/+59	+33	+22 / +14	+33	24d10 (41)	41

Gold Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities	Caster Lvl / PP	SR
Wyrmling	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	10/17 (+7 natural), flat-footed 17	Alternate form, immunity to fire, vulnerability to cold, water breathing	—	—
Very young	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	9/19 (–1 size, +10 natural), flat-footed 19		—	—
Young	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	9/22 (–1 size, +13 natural), flat-footed 22		1 st 10 PP	—
Juvenile	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	9/25 (–1 size, +16 natural), flat-footed 25	<i>Bless</i>	3 rd 17 PP	—
Young adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	8/27 (–2 size, +19 natural), flat-footed 27	DR 5/magic	5 th 34 PP	21
Adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	8/30 (–2 size, +22 natural), flat-footed 30	<i>Luck bonus</i>	7 th 68 PP	23
Mature adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	8/33 (–2 size, +25 natural), flat-footed 33	DR 10/magic	9 th 111 PP	25
Old	60 ft., fly 250 ft. (clumsy), swim 60 ft	+0	6/34 (–4 size, +28 natural), flat-footed 34	<i>Geas/quest, detect gems</i>	11 th 177 PP	27
Very old	60 ft., fly 250 ft. (clumsy), swim 60 ft	+0	6/37 (–4 size, +31 natural), flat-footed 37	DR 15/magic	13 th 252 PP	28
Ancient	60 ft., fly 250 ft. (clumsy), swim 60 ft	+0	6/40 (–4 size, +34 natural), flat-footed 40	<i>Sunburst</i>	15 th 341 PP	30
Wyrmling	60 ft., fly 250 ft. (clumsy), swim 60 ft	+0	2/39 (–8 size, +37 natural), flat-footed 39	DR 20/magic	17 th 449 PP	31
Great wyrmling	60 ft., fly 250 ft. (clumsy), swim 60 ft	+0	2/42 (–8 size, +40 natural), flat-footed 42	<i>Foresight</i>	19 th 567 PP	33

*Can also cast cleric spells and those from the Law, Luck, and Good domains as arcane spells.

On hatching, a gold dragon's scales are dark yellow with golden metallic flecks. The flecks get larger as the dragon matures until, at the adult stage, the scales are completely golden. Gold dragons' faces are bewhiskered and sagacious; as they age, their pupils fade until the eyes resemble pools of molten gold.

COMBAT

Gold dragons usually parley before fighting. When conversing with intelligent creatures, they use Intimidate and Sense Motive to gain the upper hand. In combat, they employ *bless* and their *luck bonus*; older dragons use their *luck bonus* at the start of each day. They make heavy use of spells in combat. Among their favorites are *Cloudkill*,

Delayed Blast Fireball, Fire Shield, Globe of Invulnerability, (Machine Invisibility if a Tech Level 5 or higher scenario), Maze, Sleep, Slow, and Stinking Cloud.

Breath Weapon (Su): A gold dragon has two types of breath weapon, a cone of fire and a cone of weakening gas. Creatures within a cone of weakening gas must succeed on a Fortitude save or take 1 point of Strength damage per age category of the dragon.

Alternate Form (Su): A gold dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *Polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Water Breathing (Ex): A gold dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

Luck Bonus (Sp): Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature in a 10-foot radius per age category of the dragon receives a +1 luck bonus on all saving throws and similar rolls, as for a *stone of good luck*. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours per age category of the dragon but ends if the gem is destroyed. This ability is the equivalent of a 2nd-level spell. (If playing a Heroic Level 1 or higher scenario, the stone can be immediately expended for an Action Point once, ending the luck bonus at that time.)

Detect Gems (Sp): An old or older gold dragon can use this ability three times per day. This is a divination effect similar to a *Detect Magic & Psionics* spell, except that it finds only gems. The dragon can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2nd-level spell.

Other Spell-Like Abilities: 3/day—*Bless* (juvenile or older); 1/day—*Geas/Quest* (old or older), *Sunburst* (ancient or older), *Foresight* (great wyrm).

Skills: Disguise, Heal, and Swim are considered class skills for gold dragons.



SILVER DRAGON

Dragon (Cold)

Environment: Temperate mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 8–9 HD; very young 11–12 HD; young 14–15 HD; juvenile 17–18 HD; young adult 20–21 HD; adult 23–24 HD; mature adult 26–27 HD; old 29–30 HD; very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD

Level Adjustment: Wyrmling +4; very young +4; young +5; others —

Silver Dragons by Age

Age	Size	Hit Dice [Natural Hardness]	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack/ Parry	Fort Save	Ref/ Dodge	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	7d12+37 [5/1d]	13	10	13	14	15	14	+7/+4	+9/+8	+6	+5 / +6	+7	2d8 (14)	—
Very young	M	10d12+65 [5/1d]	15	10	15	14	15	14	+10/+12	+12/ +12	+9	+7 / +7	+9	4d8 (17)	—
Young	M	13d12+86 [10/2d]	17	10	15	16	17	16	+13/+16	+16/ +16	+10	+8 / +8	+11	6d8 (18)	—
Juvenile	L	16d12+123 [15/3d]	19	10	17	18	19	18	+16/+24	+19/ +20	+13	+10 / +9	+14	8d8 (21)	—
Young adult	L	19d12+166	23	10	19	18	19	18	+19/+29	+24/ +25	+15	+11 / +10	+15	10d8 (23)	23

		[15/3d]													
Adult	H	22d12+215 [20/4d/1D]	27	10	21	20	21	20	+22/+38	+28/+30	+18	+13 / +11	+18	12d8 (26)	26
Mature adult	H	25d12+245 [20/4d/1D]	29	10	21	20	21	20	+25/+42	+32/+34	+19	+14 / +12	+19	14d8 (27)	27
Old	H	28d12+303 [25/5d/1D]	31	10	23	22	23	22	+28/+46	+36/+38	+22	+16 / +14	+22	16d8 (30)	30
Very old	H	31d12+336 [30/6d/1D]	33	10	23	24	25	24	+31/+50	+40/+42	+23	+17 / +15	+24	18d8 (31)	32
Ancient	G	34d12+391 [30/6d/1D]	35	10	25	26	27	26	+34/+58	+42/+46	+26	+19 / +15	+27	20d8 (34)	35
Wyrmling	G	37d12+513 [35/7d/1D]	39	10	29	28	29	28	+37/+63	+47/+51	+29	+20 / +16	+29	22d8 (37)	37
Great wyrmling	C	40d12+595 [35/7d/1D]	43	10	31	30	31	30	+40/+72	+48/+56	+32	+22 / +14	+32	24d8 (40)	40

Silver Dragon Abilities by Age

Age	Speed	Initiative	Touch/Full AC	Special Abilities [Ignore Hardness]	Caster Lvl / PP	SR
Wyrmling	40 ft., fly 100 ft. (average)	+0	11/17 (+1 size, +6 natural), flat-footed 17	Alternate form, immunity to acid and cold, cloudwalking, vulnerability to fire	—	—
Very young	40 ft., fly 150 ft. (poor)	+0	10/19 (+9 natural), flat- footed 19		—	—
Young	40 ft., fly 150 ft. (poor)	+0	10/22 (+12 natural), flat- footed 22		1 st 10 PP	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	9/24 (–1 size, +15 natural), flat-footed 24	<i>Feather Fall</i>	3 rd 17 PP	—
Young adult	40 ft., fly 150 ft. (poor)	+0	9/27 (–1 size, +18 natural), flat-footed 27	DR 5/magic [Ignore 5/1d Hardness]	5 th 34 PP	20
Adult	40 ft., fly 150 ft. (poor)	+0	8/29 (–2 size, +21 natural), flat-footed 29	<i>Fog Cloud</i>	7 th 68 PP	22
Mature adult	40 ft., fly 150 ft. (poor)	+0	8/32 (–2 size, +24 natural), flat-footed 32	DR 10/magic [Ignore 10/2d Hardness]	9 th 111 PP	24
Old	40 ft., fly 150 ft. (poor)	+0	8/35 (–2 size, +27 natural), flat-footed 35	<i>Control Winds</i>	11 th 171 PP	26
Very old	40 ft., fly 150 ft. (poor)	+0	8/38 (–2 size, +30 natural), flat-footed 38	DR 15/magic [Ignore 15/3d Hardness]	13 th 246 PP	27
Ancient	40 ft., fly 200 ft. (clumsy)	+0	6/39 (–4 size, +33 natural), flat-footed 39	<i>Control Weather</i>	15 th 334 PP	29
Wyrmling	40 ft., fly 200 ft. (clumsy)	+0	6/42 (–4 size, +36 natural), flat-footed 42	DR 20/magic [Ignore 20/4d/1D Hard.]	17 th 441 PP	30
Great wyrmling	40 ft., fly 200 ft. (clumsy)	+0	2/41 (–8 size, +39 natural), flat-footed 41	<i>Reverse gravity</i>	19 th 557 PP	32

*Can also cast cleric spells and those from the Air, Good, Law, and Sun domains as arcane spells.

A silver wyrmling's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color gradually brightens until the individual scales are scarcely visible.

COMBAT

Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. If necessary, they use *Fog Cloud* or *Control Weather* to blind or confuse opponents before attacking. When angry, they use *Reverse Gravity* to fling enemies helplessly into the air, where they can be snatched. Against flying opponents, a silver dragon hides in clouds (creating some with *Control Weather* on clear days), then jumps to the attack when it has the advantage.

Breath Weapon (Su): A silver dragon has two types of breath weapon, a cone of cold and a cone of paralyzing gas. Creatures within a cone of paralyzing gas must succeed on a Fortitude save or be paralyzed for 1d6 rounds plus 1 round per age category of the dragon.

Alternate Form (Su): A silver dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *Polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Cloudwalking (Su): A silver dragon can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

Spell-Like Abilities: 3/day—*Fog Cloud* (adult or older), *Control Winds* (old or older); 2/day—*Feather Fall* (juvenile or older); 1/day—*Control Weather* (ancient or older), *Reverse Gravity* (great wyrm).

Skills: Bluff, Disguise, and Jump are considered class skills for silver dragons.

DRAGON TURTLE

Size & Type:	Huge Dragon (Aquatic)
Hit Dice:	12d12+60 (138 hp)
T/AC System Adj:	Hardness 15/3d; +85 HP
Initiative / Speed:	+0; 20 ft. (4 hexes), swim 30 ft.
Touch/Full AC (T/AC):	8/25 (–2 size, +17 natural), flat-footed 25
BA / Grapple / Parry:	+12/+28/+20
Attack:	Bite +18 melee (4d6+8)
Full Attack:	Bite +18 melee (4d6+8) and 2 claws +13 melee (2d8+4)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Breath weapon, snatch, capsize
Special Qualities:	Darkvision 60 ft., immunity to fire, <i>Sleep</i> , and paralysis, low-light vision, scent
Saves / Dodge:	Fort +13, Ref +8, Will +9, Dodge +6
Attributes:	Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12
Skills:	Diplomacy +3, Hide +7*, Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21
Feats:	Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	9
Treasure:	Triple standard
Alignment:	Usually neutral
Advancement:	13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment:	—

Its rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. An adult dragon turtle can measure from 20 to 30 feet from snout to tail, with a shell from 15 to 25 feet in diameter and can weigh 8,000 to 32,000 pounds. Dragon turtles speak Aquan, Draconic, and Common.

COMBAT

Dragon turtles are fierce fighters and generally attack any creature that threatens their territory or looks like a potential meal.

Breath Weapon (Su): Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 21 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the

vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Skills: A dragon turtle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Dragon turtles have a +8 racial bonus on Hide checks when submerged.

DRAGONNE

Size & Type:	Large Magical Beast
Hit Dice:	9d10+27 (76 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+6; 40 ft. (8 hexes), fly 30 ft. (poor)
Touch/Full AC (T/AC):	11/18 (–1 size, +2 Dex, +7 natural), flat-footed 16
BA / Grapple / Parry:	+9/+17/+13
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12 melee (2d6+4) and 2 claws +7 melee (2d4+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Pounce, roar
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves / Dodge:	Fort +9, Ref +8, Will +4, Dodge +7
Attributes:	Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12
Skills:	Listen +11, Spot +11
Feats:	Blind-Fight, Combat Reflexes, Improved Initiative, Track
Environment:	Temperate deserts
Organization:	Solitary, pair, or pride (5–10)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually neutral
Advancement:	10–12 HD (Large); 13–27 HD (Huge)
Level Adjustment:	—

A dragonne possesses huge claws and fangs, and large eyes, usually the color of its scales. A dragonne is about 12 feet long and weighs about 700 pounds. Dragonnes speak Draconic.

COMBAT

A dragonne's wings are useful only for short flights, carrying the creature for 10 to 30 minutes at a time. Nevertheless, it uses its wings effectively in battle. If opponents attempt to charge or encircle it, the dragonne simply takes to the air and finds a more defensible position.

Pounce (Ex): If a dragonne charges, it can make a full attack in the same round.

Roar (Su): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a DC 15 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.

Skills: Dragonnes have a +4 racial bonus on Listen and Spot checks.

Carrying Capacity: A light load for a dragonne is up to 348 pounds; a medium load, 349–699 pounds, and a heavy load, 700–1,050 pounds.

DRIDER

Size & Type:	Large Aberration
Hit Dice:	6d8+18 (45 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+2; 30 ft. (6 hexes), climb 15 ft.
Touch/Full AC (T/AC):	11/17 (–1 size, +2 Dex, +6 natural), flat-footed 15

BA / Grapple / Parry:	+4/+10/+6
Attack:	Dagger +5 melee (1d6+2/19–20) or bite +6 melee (1d4+1 plus poison) or shortbow +5 ranged (1d8/x3)
Full Attack:	2 daggers +3 melee (1d6+2/19–20, 1d6+1/19–20) and bite +1 melee (1d4+1 plus poison); or shortbow +5 ranged (1d8/x3)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Spells, spell-like abilities, poison
Special Qualities:	Darkvision 60 ft., spell resistance 17
Saves / Dodge:	Fort +5, Ref +4, Will +8, Dodge +3
Attributes:	Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16
Skills:	Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9
Feats:	Combat Casting, Two-Weapon Fighting, Weapon Focus (bite)
Environment:	Underground
Organization:	Solitary, pair, or troupe (1–2 plus 7–12 Medium monstrous spiders)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+6

The result of unspeakable drow rituals gone horribly wrong, driders appears as centaur-style drow elves, but with the lower half of a giant spider. Driders speak Elven, Common, and Undercommon.

COMBAT

Driders seldom pass up an opportunity to attack other creatures, especially from ambush. They usually begin with a spell assault and often levitate out of the enemy's reach.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities: 1/day—*Dancing Lights* (DC 13), *Clairaudience/Clairvoyance*, *Darkness*, *Detect Good*, *Detect Law*, *Detect Magic & Psionics*, *Dispel Magic & Psionics*, *Faerie Fire*, *Levitate*, *Suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells: Driders cast spells as 6th-level Clerics, Wizards, or Sorcerers. Drider Clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a drider Sorcerer. *Typical Sorcerer Spells Known* (51 PP, base save DC 13 + spell level): 0—*Daze*, *Detect Magic & Psionics*, *Ghost Sound*, *Mage Hand*, *Ray of Frost*, *Read Magic*, *Resistance*; 1st—*Mage Armor*, *Magic Missile*, *Ray of Enfeeblement*, *Silent Image*; 2nd—*Invisibility*, *Web*; 3rd—*Lightning Bolt*.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

DRYAD

Size & Type:	Medium Fey
Hit Dice:	4d6 (14 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+4; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	14/17 (+4 Dex, +3 natural), flat-footed 13
BA / Grapple / Parry:	+2/+2/+6
Attack:	Dagger +6 melee (1d4/19–20) or masterwork longbow +7 ranged (1d8/x3)
Full Attack:	Dagger +6 melee (1d4/19–20) or masterwork longbow +7 ranged (1d8/x3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 5/cold iron, tree dependent, wild empathy
Saves / Dodge:	Fort +3, Ref +8, Will +6, Dodge +8
Attributes:	Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18

Skills:	Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9, Use Rope +4 (+6 with bindings)
Feats:	Great Fortitude, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or grove (4–7)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	By character class
Level Adjustment:	—

A dryad's delicate features are much like a female elf's, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons. Although they are generally solitary, up to seven dryads have been encountered in one place on rare occasions. Dryads speak Common, Elven, and Sylvan.

COMBAT

Shy, intelligent, and resolute, dryads are as elusive as they are alluring—they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad uses *Charm Person* or *Suggestion*, attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.

Spell-Like Abilities: At will—*Entangle* (DC 13), *Speak with Plants*, *Tree Shape*; 3/day—*Charm Person* (DC 13), *Deep Slumber* (DC 15), *Tree Stride*; 1/day—*Suggestion* (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

MONSTERS (E-F)



EAGLE, GIANT

Size & Type:	Large Magical Beast
Hit Dice:	4d10+4 (26 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+3; 10 ft. (2 hexes), fly 80 ft. (average)
Touch/Full AC (T/AC):	12/15 (–1 size, +3 Dex, +3 natural), flat-footed 12
BA / Grapple / Parry:	+4/+12/+8
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft. (2-polyhex) / 5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, evasion
Saves / Dodge:	Fort +5, Ref +7, Will +3, Dodge +6
Attributes:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3
Feats:	Alertness, Flyby Attack
Environment:	Temperate mountains
Organization:	Solitary, pair, or eyrie (5–12)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	+4

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds. Giant eagles speak Common and Auran.

COMBAT

A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

A solitary giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a giant eagle takes no damage.

Skills: Giant eagles have a +4 racial bonus on Spot checks.

TRAINING A GIANT EAGLE

Although intelligent, a giant eagle requires training before it can bear a rider in combat. To be trained, a giant eagle must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check).

Training a friendly giant eagle requires six weeks of work and a DC 25 Handle Animal check.

Riding a giant eagle requires an exotic saddle. A giant eagle can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Giant eagle eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each.

Professional trainers charge 1,000 gp to rear or train a giant eagle.

Carrying Capacity: A light load for a giant eagle is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

ELEMENTAL

Elementals are incarnations of the elements that compose existence.

COMBAT

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

AIR ELEMENTAL

	Air Elemental, Small	Air Elemental, Medium	Air Elemental, Large
Size & Type:	Small Elemental (Air, Extraplanar)	Medium Elemental (Air, Extraplanar)	Large Elemental (Air, Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
T/AC System Adj:	Hardness 3; +15 HP	Hardness 3; +15 HP	Hardness 4; +20 HP
Initiative / Speed:	+7; Fly 100 ft. (perfect) (20 hexes)	+9; Fly 100 ft. (perfect) (20 hexes)	+11; Fly 100 ft. (perfect) (20 hexes)
Touch/Full AC (T/AC):	14/17 (+1 size, +3 Dex, +3 natural), flat-footed 14	16/19 (+5 Dex, +1 dodge, +3 natural), flat-footed 13	17/21 (–1 size, +7 Dex, +1 dodge, +4 natural), flat-footed 13
BA / Grapple / Parry:	+1/–3/+4	+3/+4/+8	+6/+12/+13
Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	Slam +12 melee (2d6+2)
Full Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	2 slams +12 melee (2d6+2)
Space/Reach:	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft.	10 ft. (2-polyhex) /10 ft.
Special Attacks:	Air mastery, whirlwind	Air mastery, whirlwind	Air mastery, whirlwind
Special Qualities:	Darkvision 60 ft., elemental traits, gaseous form	Darkvision 60 ft., elemental traits, gaseous form	Damage reduction 5/–, darkvision 60 ft., elemental traits, gaseous form
Saves / Dodge:	Fort +0, Ref +6, Will +0, Dodge +7	Fort +3, Ref +9, Will +1, Dodge +10*	Fort +5, Ref +13, Will +2, Dodge +13*

Attributes:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Flyby Attack, Improved Initiative (B), Weapon Finesse (B)	Dodge, Flyby Attack, Improved Initiative (B), Weapon Finesse (B)	Combat Reflexes, Dodge, Flyby Attack, Improved Initiative (B), Weapon Finesse (B)
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

	Air Elemental, Huge	Air Elemental, Greater	Air Elemental, Elder
Size & Type:	Huge Elemental (Air, Extraplanar)	Huge Elemental (Air, Extraplanar)	Huge Elemental (Air, Extraplanar)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
T/AC System Adj:	Hardness 4; +20 HP	Hardness 5/1d; +40 HP	Hardness 5/1d; +40 HP
Initiative / Speed:	+13; Fly 100 ft. (perfect) (20 hexes)	+14; Fly 100 ft. (perfect) (20 hexes)	+15; Fly 100 ft. (perfect) (20 hexes)
Touch/Full AC (T/AC):	18/22 (–2 size, +9 Dex, +1 dodge, +4 natural), flat-footed 12	19/27 (–2 size, +10 Dex, +1 dodge, +8 natural), flat-footed 16	20/28 (–2 size, +11 Dex, +1 dodge, +8 natural), flat-footed 16
BA / Grapple / Parry:	+12/+24/+21	+15/+28/+25	+18/+32/+29
Attack:	Slam +19 melee (2d8+4)	Slam +23 melee (2d8+5)	Slam +27 melee (2d8+6)
Full Attack:	2 slams +19 melee (2d8+4)	2 slams +23 melee (2d8+5)	2 slams +27 melee (2d8+6)
Space/Reach:	15 ft. (3-polyhex) /15 ft.	15 ft. (3-polyhex) /15 ft.	15 ft. (3-polyhex) /15 ft.
Special Attacks:	Air mastery, whirlwind	Air mastery, whirlwind	Air mastery, whirlwind
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits, gaseous form	Damage reduction 10/–, darkvision 60 ft., elemental traits, gaseous form	Damage reduction 10/–, darkvision 60 ft., elemental traits, gaseous form
Saves / Dodge:	Fort +9, Ref +19, Will +5, Dodge +18*	Fort +11, Ref +22, Will +9, Dodge +21*	Fort +12, Ref +25, Will +10, Dodge +24*
Attributes:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11	Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative (B), Mobility, Spring Attack, Weapon Finesse (B)	Alertness, Blind-fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative (B), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse (B)	Alertness, Blind-fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative (B), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse (B)
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

Air elementals speak Auran, though they rarely choose to do so.

COMBAT

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Gaseous Form [Ex]: An air elemental is always in gaseous form; it can pass through small holes or narrow openings, even mere cracks. It cannot enter water or other liquid.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but they must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Air Elemental Sizes

----- Whirlwind -----					
Elemental	Height	Weight	Save DC	Damage	Height
Small	4 ft.	1 lb.	11	1d4	10–20 ft.
Medium	8 ft.	2 lb.	13	1d6+1	10–30 ft.
Large	16 ft.	4 lb.	16	2d6+2	10–40 ft.
Huge	32 ft.	8 lb.	22	2d8+4	10–50 ft.
Greater	36 ft.	10 lb.	25	2d8+5	10–60 ft.
Elder	40 ft.	12 lb.	28	2d8+6	10–60 ft.

EARTH ELEMENTAL

	Earth Elemental, Small	Earth Elemental, Medium	Earth Elemental, Large
Size & Type:	Small Elemental (Earth, Extraplanar)	Medium Elemental (Earth, Extraplanar)	Large Elemental (Earth, Extraplanar)

Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP	Hardness 5/1d; +45 HP	Hardness 10/2d; +50 HP
Initiative / Speed:	-1; 20 ft. (4 hexes)	-1; 20 ft. (4 hexes)	-1; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	10/17 (+1 size, -1 Dex, +7 natural), flat-footed 17	9/18 (-1 Dex, +9 natural), flat-footed 18	8/18 (-1 size, -1 Dex, +10 natural), flat-footed 18
BA / Grapple / Parry:	+1/+0/+4	+3/+8/+8	+6/+17/+13
Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	Slam +12 melee (2d8+7)
Full Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	2 slams +12 melee (2d8+7)
Space/Reach:	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft.	10 ft. (2-polyhex) /10 ft.
Special Attacks:	Earth mastery, push	Earth mastery, push	Earth mastery, push
Special Qualities:	Darkvision 60 ft., earth glide, elemental traits	Darkvision 60 ft., earth glide, elemental traits	Damage reduction 5/—, earth glide, darkvision 60 ft., elemental traits
Saves / Dodge:	Fort +4, Ref -1, Will +0, Dodge +0	Fort +7, Ref +0, Will +1, Dodge +0	Fort +10, Ref +1, Will +2, Dodge +0
Attributes:	Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11	Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11	Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +3, Spot +2	Listen +4, Spot +3	Listen +6, Spot +5
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

	Earth Elemental, Huge	Earth Elemental, Greater	Earth Elemental, Elder
Size & Type:	Huge Elemental (Earth, Extraplanar)	Huge Elemental (Earth, Extraplanar)	Huge Elemental (Earth, Extraplanar)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP	Hardness 10/2d; +65 HP	Hardness 15/3d; +75 HP
Initiative / Speed:	-1; 30 ft. (6 hexes)	-1; 30 ft. (6 hexes)	-1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	7/18 (-2 size, -1 Dex, +11 natural), flat-footed 18	7/20 (-2 size, -1 Dex, +13 natural), flat-footed 20	7/22 (-2 size, -1 Dex, +15 natural), flat-footed 22
BA / Grapple / Parry:	+12/+29/+21	+15/+33/+25	+18/+37/+29
Attack:	Slam +19 melee (2d10+9)	Slam +23 melee (2d10+10)	Slam +27 melee (2d10+11/19–20)
Full Attack:	2 slams +19 melee (2d10+9)	2 slams +23 melee (2d10+10) 2	2 slams +27 melee (2d10+11/19–20)
Space/Reach:	15 ft. (3-polyhex) /15 ft.	15 ft. (3-polyhex) /15 ft.	15 ft. (3-polyhex) /15 ft.
Special Attacks:	Earth mastery, push	Earth mastery, push	Earth mastery, push
Special Qualities:	Damage reduction 5/—, earth glide, darkvision 60 ft., elemental traits	Damage reduction 10/—, earth glide, darkvision 60 ft., elemental traits	Damage reduction 10/—, earth glide, darkvision 60 ft., elemental traits
Saves / Dodge:	Fort +15, Ref +4, Will +7, Dodge +2	Fort +17, Ref +6, Will +9, Dodge +4	Fort +19, Ref +7, Will +10, Dodge +5
Attributes:	Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11	Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11	Str 33, Dex 8, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +10, Spot +9	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Awesome Blow, Cleave,	Alertness, Awesome Blow,	Alertness, Awesome Blow,

	Great Cleave, Improved Bull Rush, Iron Will, Power Attack	Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack	Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from, but almost always roughly humanoid in shape. Earth elementals speak Terran but rarely choose to do so.

COMBAT

Though an earth elemental moves slowly, it is a relentless opponent. It can travel through solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

Earth Mastery (Ex): An earth elemental 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 are not included in the statistics block.)

Also, earth mastery allows more powerful earth elementals to ignore a portion of the hardness of whatever they strike. An earth elemental ignores an amount of hardness equal to their damage reduction when making a slam attack.

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *Move Earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Elemental Sizes

Elemental	Height	Weight	Elemental	Height	Weight
Small	4 ft.	80 lb.	Huge	32 ft.	48,000 lb.
Medium	8 ft.	750 lb.	Greater	36 ft.	54,000 lb.
Large	16 ft.	6,000 lb.	Elder	40 ft.	60,000 lb.

FIRE ELEMENTAL

	Fire Elemental, Small	Fire Elemental, Medium	Fire Elemental, Large
Size & Type:	Small Elemental (Fire, Extraplanar)	Medium Elemental (Fire, Extraplanar)	Large Elemental (Fire, Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
T/AC System Adj:	Hardness 3; +15 HP	Hardness 3; +15 HP	Hardness 4; +20 HP
Initiative / Speed:	+5; 50 ft. (10 hexes)	+7; 50 ft. (10 hexes)	+9; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	13/16 (+1 size, +1 Dex, +1 dodge, +3 natural), flat-footed 14	14/17 (+3 Dex, +1 dodge, +3 natural), touch 13, flat-footed 13	15/19 (–1 size, +5 Dex, +1 dodge, +4 natural), flat-footed 13
BA / Grapple / Parry:	+1/–3/+2	+3/+4/+6	+6/+12/+11
Attack:	Slam +3 melee (2d4 fire)	Slam +6 melee (2d6+1 fire)	Slam +10 melee (4d6+2 fire)

Full Attack:	Slam +3 melee (2d4 fire)	Slam +6 melee (2d6+1 fire)	2 slams +10 melee (4d6+2 fire)
Space/Reach:	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft.	10 ft. (2-polyhex) /10 ft.
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, scorn earth, vulnerability to cold	Darkvision 60 ft., elemental traits, immunity to fire, scorn earth, vulnerability to cold	Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, scorn earth, vulnerability to cold
Saves / Dodge:	Fort +0, Ref +4, Will +0, Dodge +6*	Fort +3, Ref +7, Will +1, Dodge +8*	Fort +5, Ref +11, Will +2, Dodge +11*
Attributes:	Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Dodge, Improved Initiative (B), Weapon Finesse (B)	Dodge, Improved Initiative (B), Mobility, Weapon Finesse (B)	Dodge, Improved Initiative (B), Mobility, Spring Attack, Weapon Finesse (B)
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

	Fire Elemental, Huge	Fire Elemental, Greater	Fire Elemental, Elder
Size & Type:	Huge Elemental (Fire, Extraplanar)	Huge Elemental (Fire, Extraplanar)	Huge Elemental (Fire, Extraplanar)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
T/AC System Adj:	Hardness 4; +20 HP	Hardness 5/1d; +40 HP	Hardness 5/1d; +40 HP
Initiative / Speed:	+11; 60 ft. (12 hexes)	+12; 60 ft. (12 hexes)	+13; 60 ft. (12 hexes)
Touch/Full AC (T/AC):	16/20 (–2 size, +7 Dex, +1 dodge, +4 natural), flat-footed 12	17/25 (–2 size, +8 Dex, +1 dodge, +8 natural), flat-footed 16	18/26 (–2 size, +9 Dex, +1 dodge, +8 natural), flat-footed 16
BA / Grapple / Parry:	+12/+24/+19	+15/+28/+24	+18/+32/+28
Attack:	Slam +17 melee (4d8+4 fire)	Slam +22 melee (4d8+5 fire)	Slam +26 melee (4d8+6 fire)
Full Attack:	2 slams +17 melee (4d8+4 fire)	2 slams +22 melee (4d8+5 fire)	2 slams +26 melee (2d8+6 plus 2d8 fire)
Space/Reach:	15 ft. (3-polyhex) /15 ft.	15 ft. (3-polyhex) /15 ft.	15 ft. (3-polyhex) /15 ft.
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, scorn earth, vulnerability to cold	Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, scorn earth, vulnerability to cold	Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, scorn earth, vulnerability to cold
Saves / Dodge:	Fort +9, Ref +17, Will +7, Dodge +16*	Fort +11, Ref +20, Will +9, Dodge +19*	Fort +14, Ref +23, Will +10, Dodge +22*
Attributes:	Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11	Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +28, Spot +29
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative (B), Iron Will, Mobility,	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative (B), Iron	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative (B), Great Fortitude,

	Spring Attack, Weapon Finesse (B)	Will, Mobility, Spring Attack, Weapon Finesse (B), Weapon Focus (slam)	Iron Will, Mobility, Spring Attack, Weapon Finesse (B), Weapon Focus (slam)
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it. Fire elementals speak Ignan, though they rarely choose to do so.

COMBAT

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

Burn (Ex): A fire elemental's slam attack deals fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Fire Elemental Sizes

Elemental	Height	Weight	Burn Save DC
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	14
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	22
Greater	36 ft.	10 lb.	24
Elder	40 ft.	12 lb.	26

Scorn Earth (Ex): Composed of pure flame, fire elementals don't walk in the normal sense; instead, they hover along about a foot off the ground like a sourceless bonfire. The fire elemental glides along, unaffected by difficult terrain. While travelling at a foot or less off the ground, the elemental can move and run at full speed as normal.

If the elemental wishes, it may hover higher than 1 foot off the ground, but then its movement rate is reduced to 10 ft. per round, including moving upward. Use the rules for *Levitate* whenever the elemental is forced to engage in combat while hovering more than 1 foot off the ground.

WATER ELEMENTAL

	Water Elemental, Small	Water Elemental, Medium	Water Elemental, Large
Size & Type:	Small Elemental (Water, Extraplanar)	Medium Elemental (Water, Extraplanar)	Large Elemental (Water, Extraplanar)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP	Hardness 5/1d; +40 HP	Hardness 5/1d; +45 HP
Initiative / Speed:	+0; 20 ft. (4 hexes), swim 90 ft.	+1; 20 ft. (4 hexes), swim 90 ft.	+2; 20 ft. (4 hexes), swim 90 ft.
Touch/Full AC (T/AC):	17 (+1 size, +6 natural), flat-footed 17	19 (+1 Dex, +8 natural), flat-footed 18	20 (–1 size, +2 Dex, +9 natural), flat-footed 18
BA / Grapple / Parry:	+1/–1/+3	+3/+6/+6	+6/+15/+11

Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	Slam +10 melee (2d8+5)
Full Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	2 slams +10 melee (2d8+5)
Space/Reach:	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft.	10 ft. (2-polyhex) /10 ft.
Special Attacks:	Water mastery, drench, vortex	Water mastery, drench, vortex	Water mastery, drench, vortex
Special Qualities:	Darkvision 60 ft., elemental traits, fluid form	Darkvision 60 ft., elemental traits, fluid form	Damage reduction 5/–, darkvision 60 ft., elemental traits, fluid form
Saves / Dodge:	Fort +4, Ref +0, Will +0, Dodge +1	Fort +7, Ref +2, Will +1, Dodge +2	Fort +10, Ref +4, Will +2, Dodge +3
Attributes:	Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11	Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11	Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

	Water Elemental, Huge	Water Elemental, Greater	Water Elemental, Elder
Size & Type:	Huge Elemental (Water, Extraplanar)	Huge Elemental (Water, Extraplanar)	Huge Elemental (Water, Extraplanar)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP	Hardness 5/1d; +45 HP	Hardness 5/1d; +45 HP
Initiative / Speed:	+4; 30 ft. (6 hexes), swim 120 ft.	+5; 30 ft. (6 hexes), swim 120 ft.	+6; 30 ft. (6 hexes), swim 120 ft.
Touch/Full AC (T/AC):	12/21 (–2 size, +4 Dex, +9 natural), flat-footed 17	13/22 (–2 size, +5 Dex, +9 natural), flat-footed 17	14/23 (–2 size, +6 Dex, +9 natural), flat-footed 17
BA / Grapple / Parry:	+12/+27/+19	+15/+31/+23	+18/+35/+27
Attack:	Slam +17 melee (2d10+7)	Slam +21 melee (2d10+8)	Slam +25 melee (2d10+9/19–20)
Full Attack:	2 slams +17 melee (2d10+7)	2 slams +21 melee (2d10+8)	2 slams +25 melee (2d10+9/19–20)
Space/Reach:	15 ft. (3-polyhex) /15 ft.	15 ft. (3-polyhex) /15 ft.	15 ft. (3-polyhex) /15 ft.
Special Attacks:	Water mastery, drench, vortex	Water mastery, drench, vortex	Water mastery, drench, vortex
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits, fluid form	Damage reduction 10/–, darkvision 60 ft., elemental traits, fluid form	Damage reduction 10/–, darkvision 60 ft., elemental traits, fluid form
Saves / Dodge:	Fort +15, Ref +9, Will +7, Dodge +7	Fort +17, Ref +14, Will +9, Dodge +12	Fort +19, Ref +16, Will +10, Dodge +14
Attributes:	Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11	Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11	Str 28, Dex 22, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will	Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power	Alertness, Cleave, Great Cleave, Improved Critical (slam), Improved Bull Rush, Improved Sunder, Iron Will,

		Attack	Lightning Reflexes, Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

Appearing as little more than a standing wave of water, constantly rolling over onto and back up into itself, a water elemental can't venture more than 180 feet from the body of water from which it was conjured. Water elementals speak Aquan but rarely choose to do so.

COMBAT

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *Dispel Magic* & *Psionics* (caster level equals elemental's HD).

Fluid Form (Ex): With a body composed purely of water, a water elemental can pass through small holes, even mere cracks. It also cannot be grappled against its will, enjoying the equivalent of *Freedom of Movement*.

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision,

beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Water Elemental Sizes

			----- Vortex -----		
Elemental	Height	Weight	Save DC	Damage	Height
Small	4 ft.	34 lb.	13	1d4+2	10–20 ft.
Medium	8 ft.	280 lb.	15	1d6+3	10–30 ft.
Large	16 ft.	2,250 lb.	19	2d6+5	10–40 ft.
Huge	32 ft.	18,000 lb.	25	2d8+7	10–50 ft.
Greater	36 ft.	21,000 lb.	28	2d8+8	10–60 ft.
Elder	40 ft.	24,000 lb.	31	2d8+9	10–60 ft.

ELF (Template)

There are many offshoots of the “classic” elven race. Given below are some alternatives for your scenario.

Half-Elf

Half-elves are not truly an elf subrace, but they are often mistaken for elves. Half-elves usually inherit a good blend of their parents’ physical characteristics.

Half-Elf Traits (Ex): Half-elves possess the following racial traits.

- Medium size.
- A half-elf’s base land speed is 30 feet.
- Immunity to *Sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- Low-light vision.
- +1 racial bonus on Listen, Search, and Spot checks. A half-elf does not have the elf’s ability to notice secret doors simply by passing near them.
- +2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people. This bonus may not apply in situations or settings where half-elves are viewed with distrust.
- Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.
- Automatic Languages: Common, Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty for multiclassing, their highest-level class does not count.

Aquatic Elf

Also called sea elves, these creatures are water-breathing cousins to land-dwelling elves.

Aquatic elves fight underwater with tridents, spears, and nets.

Aquatic Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

- +2 Dexterity, –2 Intelligence. These adjustments replace the high elf’s ability score adjustments.
- An aquatic elf has the aquatic subtype.
- An aquatic elf has a swim speed of 40 feet.
- Gills: Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules).
- Superior Low-Light Vision: Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces the high elf’s low-light vision.

—Favored Class: Fighter. This trait replaces the high elf's favored class.

Gray Elf

Taller and grander in physical appearance than others of their race, gray elves have a reputation for being aloof and arrogant (even by elven standards). They have either silver hair and amber eyes or pale golden hair and violet eyes. They prefer clothing of white, silver, yellow, or gold, with cloaks of deep blue or purple.

Gray Elf Traits (Ex): These traits are in addition to the high elf traits.

— +2 Intelligence, –2 Strength.

Wild Elf

Wild elves are barbaric and tribal. Wild elves' hair color ranges from black to light brown, lightening to silvery white with age. They dress in simple clothing of animal skins and basic plant weaves.

Wild Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

— +2 Dexterity, –2 Intelligence. These adjustments replace the high elf's ability score adjustments.

—Favored Class: Sorcerer. This trait replaces the high elf's favored class.

Wood Elf

Their hair color ranges from yellow to a coppery red, and they are more muscular than other elves. Their clothing is in dark shades of green and earth tones to better blend in with their natural surroundings.

Wood Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

— +2 Strength, –2 Intelligence.

—Favored Class: Ranger. This trait replaces the high elf's favored class.

ELOHIM

Size & Type:	Medium Elemental (Fire)
Hit Dice:	7d8+21 (52 hp)
T/AC System Adj:	Hardness 4; +20 HP; Ignore 10/2d Hardness (fire form only)
Initiative / Speed:	+1; 30 ft. (6 hexes); fly 60 ft. (perfect; fire form only)
Touch/Full AC (T/AC):	11/15 (+1 Dex, +4 natural), flat-footed 14
BA / Grapple / Parry:	+5/+6/+6
Attack:	Flame sword +6 melee (2d6+1 and 3d6 fire)
Full Attack:	Flame sword +6/+1 melee (2d6+1 and 3d6 fire)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Flame sword, flame shield
Special Qualities:	Damage reduction 10/magic (fire form only), darkvision 60 ft., elemental traits, fear aura (DC 17), fire form (DC 17), fire subtype, flame shield, flame sword, telepathy
Saves / Dodge:	Fort +5, Ref +6, Will +4, Dodge +6
Attributes:	Str 12, Dex 13, Con 16, Int 14, Wis 15, Cha 19
Skills:	Bluff +10, Diplomacy +10, Gather Information +10, Intimidate +10, Investigate +8, Read/Write English, Read/ Write Language (any two), Research +8, Search +4, Speak English, Speak Language (any two)
Feats:	Archaic Weapons Proficiency, Personal Firearms Proficiency, Simple Weapons Proficiency
Environment:	Any non-cold
Organization:	Solitary
Challenge Rating:	8
Treasure:	No coins; standard goods; double items
Alignment:	Usually evil
Advancement:	By character class
Level Adjustment:	+8

Avatars of fire incarnate, elohim are an ancient race whose origins have been lost in antiquity. Elohims themselves

claim to be as old as time, sprung whole-cloth and fully formed into the universe. Whatever the case may be, elohim are always a very beautiful version of whatever humanoid form they occupy. However, once angered or inflamed to action, an elohim turns into an all-consuming pillar of fire, with flaming sword and shield ready to strike down any who would challenge its power.

COMBAT

Elemental: An elohim has the traits and immunities common to elementals.

Fear Aura (Su): When in its fire form (see below), an elohim projects an aura of righteous wrath that is fearsome to behold. Each creature within 30 feet must succeed on a Will save (DC 10 + 1/2 the elohim's Hit Dice + its Charisma modifier) or cower until the elohim moves out of range, until it stops using its fire form ability, or until 10 rounds have elapsed. Thereafter, the creature is shaken for 24 hours.

A creature that makes a successful saving throw or has stopped cowering after a failure is immune to that elohim's fear aura for 24 hours.

Fire Form (Ex): At will, an elohim can assume fire form, changing its body and equipment into a pillar of living, semisolid flame. In this form, the elohim can use its flame shield ability and swing its flame sword normally, but any normal, unattended objects it touches immediately catch on fire. Any creature that touches or is touched by an elohim in fire form takes 2d6 points of fire damage; a successful Reflex save (DC 10 + 1/2 the elohim's Hit Dice + its Charisma modifier) halves the damage. A creature that grapples with an elohim in this form takes 4d6 points of fire damage per round of grappling (no saving throw). In fire form, the elohim can deal an extra 2d6 points of fire damage to an opponent with a successful unarmed attack, though it usually prefers to use its flame sword. An elohim in fire form can fly at a speed of 60 feet with perfect maneuverability, and it gains damage reduction 10/+1 and a +10 circumstance bonus on Escape Artist checks. Assuming fire form or reverting to human form requires a full-round action. An elohim that is killed or knocked unconscious while in fire form instantly reverts to its human form.

Fire Subtype (Ex): Elohim are immune to fire damage and take 50% more damage from cold attacks.

Flame Shield (Su): At will as an attack action, an elohim can summon a shield of semisolid fire that floats near its body. This shield grants the creature a +2 bonus to Defense, and any adjacent foe that makes a melee attack against the elohim takes 1d6 points of fire damage from the shield.

If desired, the elohim can use an attack action to send the flame shield hurtling toward a foe up to 100 feet away with no range penalty. On a successful ranged touch attack, the shield deals 3d6 points of fire damage to the designated foe; a successful Reflex save (DC 10 + 1/2 the elohim's Hit Dice + the elohim's Charisma modifier) halves the damage. The elohim loses the shield's other benefits, and the shield itself disappears.

Flame Sword (Su): At will as a free action, an elohim can summon forth a greatsword made of semisolid fire. The elohim must use both hands to wield this weapon, which deals 2d6 points of damage and 3d6 points of fire damage on a successful hit. The sword threatens a critical hit on a roll of natural 20 and deals double damage on a confirmed critical hit. Should the weapon leave the hands of the elohim, it vanishes in a puff of smoke.

Telepathy (Su): An elohim can speak telepathically to any other creature within 100 feet. Its telepathic words are comprehensible to any intelligent creature, even if the creature and the elohim share no common language. An elohim cannot read thoughts, so any creature that receives a telepathic message from an elohim must respond verbally in a language that the latter can understand in order to converse.

ETHEREAL FILCHER

Size & Type:	Medium Aberration
Hit Dice:	5d8 (22 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+8; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	15/18 (+4 Dex, +1 dodge, +3 natural), flat-footed 13
BA / Grapple / Parry:	+3/+3/+3
Attack:	Bite +3 melee (1d4)
Full Attack:	Bite +3 melee (1d4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—

Special Qualities:	Darkvision 60 ft., detect magic, ethereal jaunt
Saves / Dodge:	Fort +1, Ref +5, Will +5, Dodge +6*
Attributes:	Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10
Skills:	Listen +9, Sleight of Hand +12, Spot +9
Feats:	Dodge, Improved Initiative
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	No coins; standard goods; double items
Alignment:	Usually neutral
Advancement:	6–7 HD (Medium); 8–15 HD (Large)
Level Adjustment:	—

Ethereal filchers are bizarre-looking creatures with a penchant for snatching trinkets from passersby. Their ability to move quickly between the Ethereal Plane and the Material Plane makes them spectacular pickpockets. Ethereal filchers do not speak.

COMBAT

An ethereal filcher prowls about, using its ethereal jaunt ability to move about unseen (and often through solid objects). Upon locating a likely mark, it shifts to the Material Plane, attempting to catch its victim unaware. The creature attempts to seize an item, then retreats quickly back to the Ethereal Plane. It is not above delivering a bite to distract its target. Once it secures a trinket, it scurries back to its lair to admire its prize. When badly wounded, a filcher escapes rather than continuing the fight. Any number of simple ruses can blunt a filcher's attack.

Detect Magic (Su): Ethereal filchers can *Detect Magic & Psionics* as the spell (caster level 5th) at will.

Ethereal Jaunt (Su): An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the *Ethereal Jaunt* spell (caster level 15th).

Skills: Ethereal filchers have a +8 racial bonus on Sleight of Hand checks, and a +4 racial bonus on Listen and Spot checks.

ETHEREAL MARAUDER

Size & Type:	Medium Magical Beast (Extraplanar)
Hit Dice:	2d10 (11 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+5; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	11/14 (+1 Dex, +3 natural), flat-footed 13
BA / Grapple / Parry:	+2/+4/+4
Attack:	Bite +4 melee (1d6+3)
Full Attack:	Bite +4 melee (1d6+3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., ethereal jaunt
Saves / Dodge:	Fort +3, Ref +4, Will +1, Dodge +4
Attributes:	Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10
Skills:	Listen +5, Move Silently +5, Spot +4
Feats:	Improved Initiative
Environment:	Ethereal Plane
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)

Level Adjustment: —

Ethereal marauders live and hunt on the Ethereal Plane. Ethereal marauders' coloration ranges from bright blue to deep violet. An ethereal marauder stands about 4 feet tall, but its overall length is about 7 feet. It weighs about 200 pounds. Ethereal marauders speak no known languages. Survivors of their attacks on the Material Plane claim that they emit an eerie, high whine that varies in pitch depending on the creature's speed and health.

COMBAT

Once a marauder locates prey, it shifts to the Material Plane to attack, attempting to catch its victim flat-footed. The creature bites its victim, then retreats quickly back to the Ethereal Plane. When badly hurt or wounded, a marauder escapes to its home plane rather than continuing the fight.

Ethereal Jaunt (Su): An ethereal marauder can shift from the Ethereal Plane to the Material Plane as a free action, and then shift back again as a move action. The ability is otherwise identical with the *Ethereal Jaunt* spell (caster level 15th).

Skills: Ethereal marauders have a +2 racial bonus on Listen, Move Silently, and Spot checks.

ETOILE

Size & Type:	Tiny Elemental (Air, Earth)
Hit Dice:	3d8+3 (16 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+3; Fly 40 ft. (perfect)
Touch/Full AC (T/AC):	15/23 (+2 size, +3 Dex, +8 natural), flat-footed 20
BA / Grapple / Parry:	+2/-5/+5
Attack:	Pincer +7 melee (1d3-2 plus 1d6 electricity)
Full Attack:	3 pincers +7 melee (1d3-2 plus 1d6 electricity)
Space/Reach:	1 ft. (3-microhex) /2.5 ft. (2-microhex)
Special Attacks:	Electric shock, nanite infection
Special Qualities:	Darkvision 60 ft., device operation, electricity immunity, elemental traits, mechanical healing, telepathy
Saves / Dodge:	Fort +4, Ref +6, Will +2, Dodge +8
Attributes:	Str 7, Dex 16, Con 12, Int 20, Wis 13, Cha 11
Skills:	Computer Use +13, Craft (electrical) +13, Craft (mechanical) +13, Demolitions +9, Disable Device +13, Knowledge (technology) +11, Repair +13, Treat Injury +7
Feats:	Builder, Cautious, Gearhead, Surgery, Weapon Finesse (pincer)
Environment:	Hi-tech urban
Organization:	Solitary, with Sand Slaves (see entry)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	2

The result of a mad experiment to unite the antithetical elements of earth and air in an arcane algorithmic arrangement, the resultant elemental known as the etoile is a natural master of electronics and circuitry. This creature's union of electricity and earthen matter is so complete that it can infect organic beings with a nanite bio-virus, turning the victim into a sand slave; the exact same creature, except it now has an undying devotion to the etoile's existence. The etoile looks like a hovering five-pointed star of metallic nature, usually a dull silver or dark grey. However, three of the five "points" of the creature fold out to become pincers, used to deliver the nanite infection, while the other two points have crystalline lenses. The creature will often extend the offer of power over electronic devices to someone who might be capable of repairing the elemental. Claiming that the creature's power is dependent on "bonding" with its target (not true), the etoile usually convinces its victim to allow it to infect them, even telling them of the process, and how the host will suffer a resulting loss of Dexterity (but it does

not tell of the loss of Wisdom) before the “power” is permanent.

COMBAT

Device Operation (Ex): At will as an attack action, an etoile can turn on any machine powered by electricity with a touch, even if the device usually requires a key, a passcode, or other security bypass to activate. If the object lacks a power source, it operates for only 1 round after activation. If desired, an etoile can supply continuous power to operate an unpowered device. To do so, it must keep all three pincers in contact with the device, and it can do nothing else except move (assuming it can lift the device). A single etoile generates enough power to continuously operate a desktop computer. Multiple etoile supplying power to the same device increase the available power in direct proportion to their number; that is, doubling the number of etoile doubles the available power, tripling it triples the power, and so on.

Electric Shock (Ex): When an etoile hits with a melee or melee touch attack, it can choose to shock its foe for an additional 1d6 points of electricity damage as a free action.

Electricity Immunity (Ex): Etoile are immune to electricity.

Elemental: An etoile has the traits and immunities common to elementals.

Mechanical Healing (Ex): An etoile cannot heal normally. To regain hit points lost to damage, it must either be repaired like a mechanical device or devour the corpse of one of its own kind.

All the normal rules for healing via the Treat Injury skill can be applied to an etoile, but a Repair check rather than a Treat Injury check is required. Any creature (including an etoile) without a mechanical repair kit takes a penalty on Repair checks, just as a character lacking a first aid kit would when making Treat Injury checks. Alternatively, an etoile can consume the body of a dead etoile to heal itself. This process requires an available etoile corpse and three full-round actions. As soon as consumption is complete, the etoile regains all lost hit points and heals all ability damage.

Nanite Infection (Ex): Through a process as yet unknown, an etoile naturally produces microscopic machines known as nanites within its body. Once per day as a free action, it can inject these nanites into a foe it has damaged with a pincer. The nanites function as a disease, attacking the host creature’s DNA and transforming its structure and psychology over time.

A creature injected with nanites must immediately make a Fortitude save (DC 10 + 1/2 the etoile’s Hit Dice + its Intelligence modifier). On a successful save, the creature’s body fights off the infection, destroying the nanites in the process.

On a failed save, the creature immediately takes 1 point of Dexterity damage and 1 point of Wisdom damage. Each day thereafter, the creature must succeed on a new Fortitude save at the same DC or take 1d3 points of Dexterity damage and 1d3 points of Wisdom damage. Two successful saving throws in a row indicate that the creature has fought off the nanite infection, but any damage already taken must heal normally. If an infected creature has an Intelligence score of at least 6 and either its Dexterity or its Wisdom score is reduced to 0 by the disease, it is transformed into a sand slave. Such a creature immediately gains the sand slave template (see the [“Sand Slave”](#) entry, below), and all ability damage previously dealt by the disease is healed. Thereafter, the new sand slave is a servant of all etoile and can no longer be cured of the nanite infection.

Nanite infection has no visible symptoms, and many confuse its debilitating effects with drunkenness or drug use. However, microscopic study of an infected creature’s blood or high-resolution x-rays can reveal the nanites and the alterations they have created in its body structure (see the [“Sand Slave”](#) entry for more information).

A creature other than an etoile using the Treat Injury skill to treat the disease takes a –10 penalty on Treat Injury checks unless it also has at least 5 ranks in both Knowledge (technology) and Knowledge (physical sciences), or 5 ranks in Disable Device.

Etoile (as well as any other creatures with immunity to electricity damage) are immune to nanite infection. This is one of the main reasons the etoile hate jynxes, for their resistance to nanite infection.

Telepathy (Ex): Though it cannot produce sounds, an etoile can communicate its thoughts and desires to any creature within 200 feet that it can see, regardless of intervening matter such as glass. The target creature “hears” the etoile’s thoughts in whatever language it can most easily understand. However, it cannot communicate thoughts back to the etoile unless it also has telepathy. Etoile do not normally know any languages other than their own thought-speech, so they often rely on their human agents to act as interpreters.

ETTERCAP

Size & Type:	Medium Aberration
Hit Dice:	5d8+5 (27 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+3; 30 ft. (6 hexes), climb 30 ft.
Touch/Full AC (T/AC):	13/14 (+3 Dex, +1 natural), flat-footed 11
BA / Grapple / Parry:	+3/+5/+5
Attack:	Bite +5 melee (1d8+2 plus poison)
Full Attack:	Bite +5 melee (1d8+2 plus poison) and 2 claws +3 melee (1d3+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Poison, web
Special Qualities:	Low-light vision
Saves / Dodge:	Fort +4, Ref +4, Will +6, Dodge +4
Attributes:	Str 14, Dex 17, Con 13, Int 6, Wis 15, Cha 8
Skills:	Climb +10, Craft (trapmaking) +4, Hide +9, Listen +4, Spot +8
Feats:	Great Fortitude, Multiattack
Environment:	Warm forests
Organization:	Solitary, pair, or troupe (1–2 plus 2–4 Medium monstrous spiders)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	6–7 HD (Medium); 8–15 HD (Large)
Level Adjustment:	+4

This strange-looking humanoid has a grey-to-black light chitin covering, with eyes and mandibles suggesting an insectoid heritage. With a natural paralytic venom and the ability to spin webs, ettercaps have developed an affinity for spiders, and often have monstrous spiders as pets or, if large enough, steeds. An ettercap is about 6 feet tall and weighs about 200 pounds. Ettercaps speak Common.

COMBAT

Ettercaps are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite. It usually will not come within melee reach of any foe that is still able to move.

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution based and includes a +2 racial bonus.

Web (Ex): An ettercap can throw a web eight (8) 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 of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square (12 hexes across). They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-hex section has 6 hit points, hardness 0, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft (trapmaking), Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ETTIN

Size & Type:	Large Giant
Hit Dice:	10d8+20 (65 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+3; 30 ft. in hide armor (6 hexes); base speed 40 ft.
Touch/Full AC (T/AC):	8/18 (–1 size, –1 Dex, +7 natural, +3 hide [Hard: 3, HP: 15]), flat-footed 18
BA / Grapple / Parry:	+7/+17/+13
Attack:	Morningstar +12 melee (2d6+6) or javelin +5 ranged (1d8+6)
Full Attack:	2 morningstars +12/+7 melee (2d6+6) or 2 javelins +5 ranged (1d8+6)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	—
Special Qualities:	Low-light vision, superior two-weapon fighting
Saves / Dodge:	Fort +9, Ref +2, Will +5, Dodge +1
Attributes:	Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11
Skills:	Listen +10, Search +1, Spot +10
Feats:	Alertness, Improved Initiative, Iron Will, Power Attack
Environment:	Cold hills
Organization:	Solitary, gang (2–4), troupe (1–2 plus 1–2 brown bears), band (3–5 plus 1–2 brown bears), or colony (3–5 plus 1–2 brown bears and 7–12 orcs or 9–16 goblins)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+8

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years.

Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

COMBAT

Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

EXTRATERRESTRIAL (Template)

The term "extraterrestrial" is used to describe creatures from other worlds. Sometimes referred to as "aliens", extraterrestrials capable of space travel can be encountered almost anywhere. Some present themselves as friendly explorers, while others are interested primarily in conquest or colonization. Others are simply predators that make their way from one world to another.

TEMPLATE TRAITS

"Extraterrestrial" is an inherited template that can be added to any living creature (non-Construct, non-Elemental, non-Outsider, non-Undead, referred to hereafter as the "base creature"). The creature retains its original type. It

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

Racial Level Modifier: Same as base creature, with modifiers as noted under Special Qualities, below. For every +1 racial level modifier, the creature receives 10 Extraterrestrial (ET) points. These points may be spent to buy the alternate movement modes, special qualities, and/or planetary adaptations given below (the GM may also permit Advantages as per the DxD20 Hero's Handbook).

Speed: The extraterrestrial can replace one of the base creature's modes of movement for another, gaining the ability to burrow, climb, fly, or swim. Conversely, the creature may spend ET points to buy additional modes of movement.

Burrow (5 ET): The extraterrestrial can burrow at a speed equal to one-half its base land speed.

Climb (3 ET): The extraterrestrial can climb at a speed equal to its base land speed. It also gains a +8 species bonus on Climb checks.

Fly (6 ET): The extraterrestrial has wings and can fly at twice the speed of its base land speed (average maneuverability).

Swim (4 ET): The extraterrestrial can swim at a speed equal to its base land speed. It also gains a +8 species bonus on Swim checks.

Special Qualities: An extraterrestrial retains all the special qualities of the base creature. It may also gain one or more special qualities, chosen from the following list:

Special Quality	ET Points Cost
Acidic blood	4
Blindsight	7
Breath weapon	6
Damage reduction 5/–	7
Death cloud	5
Energy resistance 10	3
Fast healing 5	7
Improved natural armor	4
Poisonous bite	6
Power resistance	3
Psionics	4
Scent	2

Acidic Blood (Ex): The extraterrestrial has acidic blood. Each time it takes damage, it deals acid damage to all adjacent creatures and objects as it splatters its blood on them. The amount of damage equals 1d6 per 3 Hit Dice of the creature (rounded down), to a maximum of 5d6 points. A successful Reflex save (DC 15) halves the damage.

Blindsight (Ex): Blindsight allows the creature to sense nearby targets (within 30') with perfect clarity, negating concealment in most cases.

Breath Weapon (Su): Once every 1d4 rounds, the extraterrestrial can breathe a 30-foot cone of cold or fire, or a 60-foot line of acid or electricity. The breath weapon deals damage of the appropriate energy type to all opponents within the effect, and the amount of damage is equal to 1d6 per Hit Dice of the creature, to a maximum of 15d6 points. Targets who make a successful Reflex save (DC 10 + 1/2 creature's HD + creature's Con modifier) take half damage.

Damage Reduction (Ex): The extraterrestrial gains damage reduction 5/–.

Death Cloud (Ex): When it dies, the extraterrestrial expels a cloud of poisonous gas that fills its fighting space and all hexes within 10 feet. Any creature in the cloud must succeed in a Fortitude save (DC 10 + 1/2 the dead creature's Hit Dice + the dead creature's Con modifier) to negate the initial and secondary effects (1d6 points of Constitution damage each).

Energy Resistance (Ex): The extraterrestrial gains resistance 10 to one type of energy (acid, cold, electricity, fire, or sonic/concussion).

Fast Healing (Ex): The extraterrestrial has fast healing 5.

Improved Natural Armor (Ex): Increase the base creature's natural armor by +3.

Poisonous Bite (Ex): The extraterrestrial's bite attack is poisonous. The creature gains a natural bite attack if it doesn't already have one. A successful Fortitude save (DC 10 + 1/2 the creature's Hit Dice + the creature's Con

modifier) negates the effect. The poison's damage can vary, as shown below; either roll randomly or choose the type that best suits the creature.

Roll d%	Initial Damage	Secondary Damage
01–17	1d6 Str	1d6 Str
18–34	1d6 Dex	1d6 Dex
35–50	1d4 Con	1d4 Con
51–67	2d4 Wis	2d4 Wis
68–84	2d4 Cha	2d4 Cha
85–100	None	Paralysis 1d6 hours

Power Resistance (Ex): The extraterrestrial gains power resistance equal to its Hit Dice.

Psionics (Sp): The extraterrestrial gains the use of one psionic power of 2nd level and one psionic power of 1st level, or the creature gains the use of three (3) 1st level powers. It can use these powers once per day each.

Scent (Ex): As the Advantage; see the glossary for details of the Scent extraordinary ability.

Planetary Adaptation (Ex): The extraterrestrial may also have adaptations based their homeworld (at the cost of the appropriate number of ET points). You can purchase a maximum of one adaptation from each category (environment, gravity, temperature).

Adaptation	ET Points Cost
Environment	
- Barren	2
- Dark	3
- Water	2
Gravity	
- High-gravity	2
- Low-gravity	2
Temperature	
- Cold	2
- Hot	2

Barren World: You gain a +4 bonus on Survival checks and a +4 bonus on Constitution checks against starvation and thirst.

Cold World: You gain a +4 bonus on Fortitude saves against extreme cold, as well as cold resistance 5.

Dark World: You gain darkvision out to a range of 60 feet. Darkvision is black and white only, but otherwise works as normal sight.

High-G World: You gain a +2 bonus to your Strength. Reduce your base height by 6 inches.

Hot World: You gain a +4 bonus on Fortitude saves against extreme heat, as well as fire resistance 5.

Low-G World: You gain a +2 bonus to your Dexterity. Increase your base height by 6 inches.

Water World: You gain a +4 bonus on Swim checks and can hold your breath for a number of rounds equal to twice your Constitution score.

FIEND

Either directly or indirectly, all fiends receive their power from the lower planes. They are more generally evil in nature, with no particular penchant for either law or chaos (unlike demons and devils, respectively). Here are a few samples of the archetypal fiends known to plague sentient beings.

FLESHRAKER (Knife Fiend)

	Knife Fiend	Fleshraker, 3rd-Level Fast Villain
Size & Type:	Medium Outsider (Evil, Extraplanar, Fiend)	Medium Outsider (Evil, Extraplanar, Fiend)
Hit Dice:	4d8+8 (26 hp)	4d8+8 plus 3d8+6 (46 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP	Hardness 5/1d; +45 HP
Initiative / Speed:	+4; 30 ft. (6 hexes)	+8; 30 ft. (6 hexes)
Touch/Full AC	14/24 (+4 Dex, +9 natural, +1 leather jacket)	22/29 (+4 DB, +4 Dex, +1 dodge, +9 natural,

(T/AC):	[Hardness 1, 5 HP]], flat-footed 20	+1 leather jacket [Hardness 1, 5 HP]], flat-footed 24
BA / Grapple / Parry:	+4/+8/+9	+6/+10/+15
Attack:	Knife +9 melee (1d4+1/19–20) or bite +8 melee (1d3+1)	Knife +11 melee (1d4+1/19–20) or bite +10 melee (1d3+1)
Full Attack:	Knife +9/+4 melee (1d4+1/19–20) or bite +8 melee (1d3+1)	Knife +11/+6 melee (1d4+1/19–20) or bite +10 melee (1d3+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Wounding weapon	Wounding weapon
Special Qualities:	Damage reduction 10/ballistic, darkvision 60', death hunger, fire resistance 20, immunity to slashing and piercing weapons, silent visage	Action points (2d4–2), damage reduction 10/ballistic, darkvision 60', death hunger, evasion, fire resistance 20, immunity to slashing and piercing weapons, silent visage, uncanny dodge
Saves / Dodge:	Fort +6, Ref +8, Will +5, Dodge +8	Fort +7, Ref +10, Will +6, Dodge +15*
Attributes:	Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 10	Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 10
Skills:	Balance +8, Bluff +4, Disguise +4, Escape Artist +8, Hide +8, Knowledge (arcane lore) +6, Knowledge (behavioral science) +6, Listen +5, Move Silently +8, Read/Write Abyssal, Read/Write English, Read/Write Latin, Speak English, Speak Abyssal, Speak Latin, Spot +5	Balance +10, Bluff +7, Disguise +7, Escape Artist +10, Hide +11, Knowledge (arcane lore) +6, Knowledge (behavioral science) +6, Listen +6, Move Silently +11, Read/Write Abyssal, Read/Write English, Read/Write Latin, Speak English, Speak Abyssal, Speak Latin, Spot +6
Feats:	Archaic Weapons Proficiency, Simple Weapons Proficiency, Weapon Finesse (knife), Weapon Focus (knife)	Archaic Weapons Proficiency, Dodge, Improved Initiative, Simple Weapons Proficiency, Weapon Finesse (knife), Weapon Focus (knife)
Environment	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	3	6
Treasure:	Standard	Standard
Alignment:	Always evil	Always evil
Advancement:	By character class	By character class
Level Adjustment:	--	--

The knife fiend is a sadist, preferring to kill its quarry by a thousand agonizing cuts rather than a quick painless kill. With its silent visage, it can at least be mistaken for a humanoid wearing a mask, but for those who can see beyond the illusion, they bear witness to the fiend's red scaly skin, snake-iris eyes, tiny horns, and mouth bristling with needle teeth. However, they must kill constantly to slake their hunger, or else they weaken and die.

COMBAT

The knife fiend likes to find ways to isolate victims so that it can torture them at its leisure. Their favorite playgrounds include wastrel sections of town like the docks, dilapidated and abandoned buildings, and sewers, especially mazelike ones where it can confuse its quarry, buying it time to antagonize its victim.

Damage Reduction 10/Ballistic (Ex): A knife fiend ignores the first 10 points of damage dealt by any non-ballistic weapon.

Death Hunger (Ex): A knife fiend that goes 24 hours without killing a human suffers 1d4 points of Constitution damage. This damage cannot be restored until the knife fiend kills a human, at which point the ability damage heals normally.

Fire Resistance 20 (Ex): A knife fiend ignores the first 20 points of damage from any attack that deals fire damage.

Immunities (Ex): A knife fiend is immune to slashing and piercing weapons.

Silent Visage (Su): The knife fiend's true face is hidden behind a façade, equivalent to a *Silent Image* spell, except it is always the same façade. This ability is always in effect, unless the fiend wishes to lower it. It can be raised again

at will.

Wounding Weapon (Su): Any slashing weapon wielded by a knife fiend can inflict terrible wounds that bleed profusely. In addition to the normal damage the weapon deals, the target takes 1 point of damage that round and each subsequent round from bleeding. Multiple wounds from a wounding weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). A successful Treat Injury check (DC 15) or the application of any *Cure* spell stops the bleeding. The weapon does not retain this ability outside the grasp of a knife fiend, although any bleeding wounds it has inflicted continue to bleed if the knife fiend is disarmed.

FLESHRAKER

The truly villainous (3rd-level Fast Villain) knife fiend, known as a “fleshraker” for its experience, has the following abilities in addition to the ones given above.

Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, the fleshraker takes no damage on a successful save.

Uncanny Dodge (Ex): A fleshraker can react to danger before its senses would normally allow it to do so. The fiend retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

HARRIKEN (Headsnatcher Fiend)

Size & Type:	Medium Outsider (Evil, Extraplanar, Fiend)
Hit Dice:	4d8+4 (22 hp)
T/AC System Adj:	Ignore 5/1d Hardness; +45 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/21 (+9 natural, +2 leather armor [Hardness 2, 10 HP]), flat-footed 21
BA / Grapple / Parry:	+4/+5/+5
Attack:	Longsword +5 melee (1d8+1/19-20) or claw +5 melee (1d4+1)
Full Attack:	Longsword +5 melee (1d8+1/19-20) or 2 claws +5 melee (1d4+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	--
Special Qualities:	Attach head, body blindsight, darkvision 60', detach head, disguise self, electrical rejuvenation, fire resistance 10, indestructible body, telepathy
Saves / Dodge:	Fort +5, Ref +4, Will +6, Dodge +4
Attributes:	Str 13, Dex 11, Con 13, Int 16, Wis 15, Cha 16
Skills:	Bluff +10, Disguise +10 (+20 when using <i>disguise self</i> ability), Hide +6, Intimidate +9, Listen +6, Move Silently +6, Read/Write Abyssal, Read/Write Languages (any three), Sense Motive +6, Speak Abyssal, Speak Languages (any three), Spot +6
Feats:	Heroic (“Villainous”) Surge
Environment:	Any non-water
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always evil
Advancement:	By character class
Level Adjustment:	—

Truly a horrible fiend, both in terms of being indestructible and in how it can lure people to their deaths, the harriken can go on a substantial murder spree before authorities can begin to suspect this fiend’s nature.

A harriken can detach its obviously-demonic head from its body and replace it with the decapitated head of any humanoid creature. By doing so, it can assume the dead creature’s appearance. In this way, the fiend can leave a trail of dead bodies and is always a step ahead of anyone investigating the nature of its victims’ deaths.

To kill a harriken, one must destroy its head. While wearing the head and assuming the form of another creature, a harriken will usually entrust its detached head to loyal underlings or hide it somewhere safe. Thus, a

harriken's greatest weakness is likely in how it deals with its head, either by entrusting it to the wrong person or failing to hide it well enough to avoid discovery.

COMBAT

The harriken avoids outright combat whenever possible, instead choosing to find ways to lull its targets into a false sense of security before killing them and taking their heads. It especially enjoys revealing its true nature to a victim just before killing them.

Attach Head (Ex): As an attack or move action, a harriken can attach a head (either its own detached head or the severed head of any Medium-size humanoid creature) to its headless body. It gains the visual, auditory, and olfactory senses of the creature whose head it wears; if the creature had low-light vision, for instance, the harriken gains this ability for as long as the head is worn.

The creature from which the head is taken must have died within the past 24 hours; otherwise, any attempt by the harriken to graft the head onto its body fails.

Body Blindsight (Ex): A harriken's headless body can sense its surroundings as though it has the blindsight ability with a range of 30 feet. However, without its own head, the harriken loses its darkvision.

Detach Head (Ex): As an attack or move action, a harriken can detach the head (either its own head or the severed head of any Medium-size humanoid creature) from its body.

Disguise Self (Su): The harriken can assume the appearance of a specific Medium-size humanoid creature by attaching the creature's severed head to its body. The illusion lasts as long as the head remains attached. The harriken does not gain any of the creature's abilities, mannerisms, or knowledge, but it gains a +10 bonus on Disguise checks. Other creatures get a Will save (DC 10 + 1/2 the harriken's Hit Dice + its Charisma modifier) to pierce the illusion if they interact with it (such as by touching the harriken and having that sensory input not match what they see). A *True Seeing* spell reveals the harriken's actual horrific appearance.

Electrical Rejuvenation (Ex): A harriken is immune to electricity. Furthermore, it heals 1 point of damage for every die of electricity damage it would take normally. For example, a 6d6 *Lightning Bolt* heals 6 points of damage to the harriken.

Fire Resistance 10 (Ex): A harriken ignores the first 10 points of damage from any attack that deals fire damage.

Indestructible Body (Su): While its head is attached to its body, a harriken can be killed. However, if its head is detached, the body stops taking damage when reduced to 1 hit point. Any damage dealt to the body that would knock it below 1 hit point is ignored. If the harriken's detached head is found and destroyed (Hardness 9; hp 5), the harriken's body is instantly slain.

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

JUMPING JACK (Blood Fiend)

	Blood Fiend	Jumping Jack, 9th-Level Fast Villain
Size & Type:	Medium Outsider (Evil, Extraplanar, Fiend)	Medium Outsider (Evil, Extraplanar, Fiend)
Hit Dice:	1d8+2 (7 hp)	1d8+2 plus 9d8+18 (65 hp)
T/AC System Adj:	Hardness 3; +15 HP	Hardness 3; +15 HP
Initiative / Speed:	+5; 30 ft. (6 hexes)	+9; 35 ft. (7 hexes)
Touch/Full AC (T/AC):	15/18 (+5 Dex, +3 natural), flat-footed 13	22/25 (+5 Dex, +3 natural, +7 DB), flat-footed 20
BA / Grapple / Parry:	+1/+2/+2	+7/+9/+17*
Attack:	Claw +2 melee (1d4+1) or ranged +6	Claw +9 melee (1d4+1/19–20) or ranged +12
Full Attack:	Claw +2 melee (1d4+1) or ranged +6	2 claws +9 melee (1d4+2) or ranged +12/+7
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	Breath weapon (DC 13)	Breath weapon (DC 17)
Special Qualities:	Damage reduction 10/silver, darkvision 60', immunity to fire and poison, prodigious leap	Action points (1d10-1), damage reduction 10/silver, darkvision 60', defensive roll, evasion, immunity to fire and poison, improved uncanny dodge, increased speed, prodigious leap
Saves / Dodge:	Fort +4, Ref +7, Will +3, Dodge +7	Fort +7, Ref +11, Will +6, Dodge +19*

Attributes:	Str 13, Dex 20, Con 14, Int 11, Wis 13, Cha 12	Str 15, Dex 20, Con 14, Int 11, Wis 13, Cha 12
Skills:	Intimidate +4, Jump +8, Read/Write English, Speak English, Tumble +8	Hide +14, Intimidate +13, Jump +17, Read/Write English, Speak English, Tumble +17
Feats:	Acrobatic	Acrobatic, Archaic Weapons Proficiency, Defensive Martial Arts, Dodge, Elusive Target, Villainous (Heroic) Surge, Improved Initiative, Mobility, Simple Weapons Proficiency, Spring Attack
Environment	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	2	11
Treasure:	Standard	Standard
Alignment:	Always evil	Always evil
Advancement:	By character class	By character class
Level Adjustment:	--	--

Referred to as “jumping jacks” for their prodigious leaping ability, blood fiends like to be highly mobile in every scenario, deriving equal thrill from being predator or prey, but always seeking to become the predator. A blood fiend uses its naturally high Dexterity, along with its leaping and tumbling abilities, to hit and run. They look almost completely human, except for a pair of small horns on their forehead and the glowing red irises of their eyes in pitch-black conditions.

COMBAT

As mentioned, blood fiends like to leap out of nowhere, hitting fast and hard in the hopes of killing their victim quickly, but at least wounding and causing mayhem. If the target pursues, the fiend will lead them on a merry chase, hopefully on a path that leads the pursuer to ruin, relying on their own damage reduction to get them through any scrapes. If the target flees, the blood fiend will pursue. If the target freezes and screams, then the blood fiend will torment. It only uses its breath weapon when it's outnumbered or desperate, preferring to kill its victims with conventional means.

Breath Weapon (Su): Once every 1d4 rounds, the blood fiend can breathe a 15-foot cone of fire. Each creature in the area takes 2d6 points of fire damage; a successful Reflex save (DC 10 + 1/2 the blood fiend's Hit Dice + its Constitution modifier) halves the damage.

Damage Reduction 10/Silver (Su): A blood fiend ignores the first 10 points of damage dealt by any unsilvered weapon.

Immunities (Ex): The blood fiend is immune to fire and poison.

Prodigious Leap (Ex): The blood fiend can ignore the 20-foot move requirement for making long and high jumps. If it does move 20 feet before attempting a jump, the distance jumped is doubled.

JUMPING JACK

The blood fiends that survive every escapade, leaving bodies and bloodbath in their wake, gaining notoriety for their longevity, come to be known as “jumping jacks”. The ability of these fiends to evade capture is legendary, unnaturally nimble with great bounding leaps and rolls. Note that a jumping jack gets a parry attempt and a dodge attempt each turn, declared as a swift action. A jumping jack has the following abilities in addition to the ones given above for the blood fiend.

Defensive Roll (Ex): The jumping jack can roll with a potentially lethal attack to take less damage from it. When the jumping jack would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), the jumping jack can attempt to roll with the damage.

The jumping jack spends 1 Action Point to use this ability. Make a Reflex saving throw (DC = damage dealt). If the save succeeds, the fiend only takes half damage. The fiend must be able to react to the attack to execute a Defensive Roll; if the jumping jack is immobilized, then they can't use this ability.

Evasion (Ex): If the jumping jack is exposed to any effect that normally allows a Reflex saving throw for half

damage, the fiend suffers no damage on a successful Reflex save. Evasion can only be used when wearing light or no armor.

Improved Uncanny Dodge (Ex): The jumping jack cannot be flanked, reacting to opponents on either side of it with ease.

Improved Speed (Ex): The jumping jack moves 35' with a move action.

Uncanny Dodge (Ex): The jumping jack retains its Dexterity bonus to AC regardless of being caught flat-footed or struck by a hidden attacker.

KWEVENCHA (Spider Fiend)

Size & Type:	Large Outsider (Evil, Extraplanar, Fiend)
Hit Dice:	8d8+24 (60 hp)
T/AC System Adj:	Hardness 10/2d; +70 HP
Initiative / Speed:	+0; 30 ft. (6 hexes), climb 30 ft. (6 hexes)
Touch/Full AC (T/AC):	9/23 (-1 size, +14 natural), flat-footed 23
BA / Grapple / Parry:	+8/+18/+14
Attack:	Bite +13 melee (1d8+6 plus poison) or poison spittle +7 ranged touch
Full Attack:	Bite +13 melee (1d8+6 plus poison) and 2 claws +8 melee (1d6+3) or poison spittle +7 ranged touch
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Poison spittle
Special Qualities:	Damage reduction 5/silver, darkvision 60', immunity to poison, improved grab, monstrous spider minions, poison, telepathy, web cocoon
Saves / Dodge:	Fort +9, Ref +6, Will +7, Dodge +5
Attributes:	Str 22, Dex 11, Con 17, Int 8, Wis 13, Cha 12
Skills:	Balance +11, Climb +17, Hide +3, Intimidate +8, Jump +13, Listen +8, Move Silently +7, Read/Write Abyssal, Speak Abyssal, Spot +12
Feats:	Improved Damage Threshold, Iron Will
Environment:	Any urban
Organization:	Solitary plus 2d6 Tiny monstrous spider spawn
Challenge Rating:	7
Treasure:	Standard
Alignment:	Any evil
Advancement:	9–14 HD (Large); 15–21 HD (Huge)
Level Adjustment:	—

A gnarled and twisted spider the size of a horse, the kwevencha is a cunning creature bent on overly complex plans to achieve its objective which is the acquisition of more power. Thankfully, its weakness is that it is not as smart as it thinks it is, creating plans with obvious holes and killing any who dare point out the weaknesses of its master strategy.

COMBAT

The spider fiend will always seek to spit its venom at spellcasters, while engaging any warrior types directly. If the fight starts going badly, the kwevencha will try to retreat, but it will certainly plot deadly revenge. The spider fiend's natural attacks are considered evil-aligned for the purposes of overcoming damage reduction.

Damage Reduction 5/Silver (Ex): A kwevencha ignores the first 5 points of damage dealt by any unsilvered weapon.

Immunities (Ex): A kwevencha is immune to poison.

Improved Grab (Ex): To use this ability, the kwevencha must hit a Small or Medium-size creature with its bite attack. If it gets a hold, it deals automatic damage with its bite on subsequent rounds.

Monstrous Spider Minions: A kwevencha has 2d6 Tiny monstrous spiders clinging to its body. It can telepathically command these spiders to attack, but the kwevencha must remain within 100 feet of the monstrous spiders to telepathically control them.

Poison (Ex): Bite; contact 1d6 Str/1d6 Str; Fortitude save (DC 10 + 1/2 the kwevencha's Hit Dice + its Constitution modifier) resists.

Spit Poison (Ex): A kwevencha can shoot a 20-foot-long line of poisonous spittle at a single target. The save DC and effects of the poison are described above.

Stability (Ex): A kwevencha gains a +4 stability bonus on checks to resist trip and bull rush attacks.

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

Web Cocoon (Ex): A kwevencha uses a spinneret in its abdomen to weave web cocoons around creatures incapacitated by its poison. A creature trapped inside the cocoon is immobile, although breathing is possible through the porous webbing. A kwevencha's web cocoon has 20 hit points and a break DC of 26. Dealing damage to the web cocoon deals a like amount of damage to the creature trapped inside.

Skill Bonuses: A kwevencha gains a +4 species bonus on Balance, Climb, Jump, and Spot checks.

MURDERGAUNT (Whistling Fiend)

Size & Type:	Large Outsider (Evil, Extraplanar, Fiend)
Hit Dice:	9d8+27 (68 hp)
T/AC System Adj:	Hardness 10/2d; +70 HP; Ignore 10/2d Hardness
Initiative / Speed:	+3; 40 ft. (8 hexes), climb 20 ft. (4 hexes)
Touch/Full AC (T/AC):	12/26 (-1 size, +2 Dex, +1 dodge, +14 natural), flat-footed 23
BA / Grapple / Parry:	+9/+17/+13
Attack:	Armspike +13 melee (1d6+5)
Full Attack:	2 armspikes +13 melee (1d6+5)
Space/Reach:	5 ft. (1 hex) /10 ft. (2 hexes)
Special Attacks:	Impale
Special Qualities:	Damage reduction 10/magic, fire resistance 10, immune to sonic/concussion damage, telepathy, whistle
Saves / Dodge:	Fort +9, Ref +9, Will +7, Dodge +9*
Attributes:	Str 18, Dex 16, Con 16, Int 13, Wis 13, Cha 15
Skills:	Balance +12, Climb +13, Escape Artist +12, Hide +14, Jump +13, Listen +10, Move Silently +14, Read/Write Abyssal, Read/Write Language (any one), Speak Abyssal, Speak Language (any one), Spot +10, Tumble +12
Feats:	Agile Riposte, Dodge, Stealthy
Environment:	Any urban
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always evil
Advancement:	By character class
Level Adjustment:	—

A rail-thin 10-foot tall monstrosity, the murdergaunt is distinctive for its grey-black skin and serrated forearms, which it uses to great effect. Even more menacing, the whistling fiend is so-called because of its haunting dirge that it whistles while terrorizing its prey.

COMBAT

Murdergaunts revel in causing pain, bleeding, and death. They exult in the terror of victims as they cry for mercy while it bears down upon them, whistling the whole time.

Damage Reduction 10/magic (Ex): A murdergaunt ignores the first 10 points of damage dealt by any nonmagical weapon. In campaigns without magic weapons, the GM can either disregard the fiend's damage reduction or apply it only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/concussion). The murdergaunt's natural weapons are also considered magical for purposes of overcoming damage reduction.

Fire Resistance 10 (Ex): A murdergaunt ignores the first 10 points of damage from any attack that deals fire

damage.

Immunities (Ex): A murdergaunt is immune to sonic and concussion damage.

Impale (Ex): A murdergaunt that hits with one of its armspikes may choose to impale its opponent. An impaled opponent takes armspike damage each round it remains impaled (on the murdergaunt's turn). An impaled creature must tear free of the serrated armspike to move to another hex, taking 1d6 points of damage in the process. A murdergaunt must tear its armspike from an impaled opponent to move to another hex or to free the limb; pulling free the armspike deals an automatic 1d6 points of damage to the impaled creature, but the murdergaunt cannot use the newly freed armspike to attack that round.

A murdergaunt can impale two Medium-size or smaller creatures at the same time; however, it cannot make an attack (or attack of opportunity) with an armspike that is currently impaling a foe.

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

Whistle (Su): A murdergaunt can whistle as a free action every round. Creatures within 120 feet who can hear the murdergaunt's horrid tune must make a Will save (DC 10 + 1/2 the murdergaunt's Hit Dice + its Charisma modifier).

Any creature that fails its Will save cowers until the whistling stops. A cowering creature is frozen in fear, loses its Dexterity bonus, and can take no actions. In addition, a cowering creature takes a -2 penalty to Defense. A creature that saves against the murdergaunt's whistle cannot be affected by the same murdergaunt's whistle for 24 hours. The save DC for the whistle is Charisma-based.

STYGILOR (Tumor Fiend)

Size & Type:	Medium Outsider (Evil, Extraplanar, Fiend)
Hit Dice:	6d8+12 (39 hp)
T/AC System Adj:	Ignore 5/1d Hardness; +45 HP
Initiative / Speed:	-1; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	9/18 (-1 Dex, +9 natural), flat-footed 18
BA / Grapple / Parry:	+6/+8/+8
Attack:	Claw +8 melee (1d4+2) or bite +8 melee (1d6+1)
Full Attack:	2 claws +8 melee (1d4+2) and 1 bite +3 melee (1d6+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Wounding gaze (DC 15)
Special Qualities:	Damage reduction 5/piercing, darkvision 60', disease sense, frightful presence (DC 15), immunity to disease, <i>Invisibility</i> , telepathy
Saves / Dodge:	Fort +7, Ref +4, Will +5, Dodge +4
Attributes:	Str 15, Dex 8, Con 15, Int 12, Wis 10, Cha 15
Skills:	Bluff +11, Intimidate +11, Knowledge (any one) +10, Listen +9, Read/Write Abyssal, Read/Write Language (any one), Sense Motive +9, Speak Abyssal, Speak Language (any one), Spot +9
Feats:	Frightful Presence, Improved Damage Threshold
Environment:	Urban (hospitals) and battlefields
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always evil
Advancement:	7–8 HD (Medium); 9–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

The tumor fiend is a corpulent pus-ridden humanoid, covered in open weeping wounds and boils set to burst. Its wicked claws are caked with blood and grime, and it is often mistaken for having no eyes, but it does have the narrowest slits, with a lamprey's mouth full of teeth. This creature feeds on diseased flesh and lingers around those places where people are diseased. Such locations include hospitals, pandemic hotspots and roving armies, where the stygilor uses its natural *Invisibility* to infiltrate the area.

COMBAT

The stygilor usually doesn't have to fight, relying on its natural *Invisibility* to steer clear of potential combat. However, if a stygilor comes to know of someone that is capable of seeing it even while invisible, it will make it a mission to kill such a one, or if it cannot then it will flee.

Damage Reduction 5/Piercing (Ex): A stygilor ignores the first 5 points of damage dealt by any non-piercing weapon.

Disease Sense (Ex): A stygilor can sense whether a creature is infected with a disease merely by being within 10 feet of it. It cannot sense nanite infection (see the "Etoile" entry for details).

Frightful Presence (Ex): A stygilor can use the Frightful Presence feat once per round as a free action. All creatures within 10 feet that can see the stygilor and have fewer levels or Hit Dice than the stygilor must succeed at a Will save (DC 10 + 1/2 the stygilor's Hit Dice + its Charisma modifier) or take a –2 penalty on attack rolls, saving throws, and skill checks for 1d6+2 rounds. A successful save grants immunity to the stygilor's frightful presence for 24 hours. Creatures with an Intelligence of 3 or lower are unaffected. This is a mind-affecting ability.

Immune to Disease (Ex): A stygilor is immune to diseases of all sorts.

Invisibility (Sp): A stygilor can use *Invisibility* at will (caster level 6th) as an attack action. It often uses this ability to move through hospital wards unseen.

Telepathy (Su): A stygilor can communicate telepathically with any creature within 100 feet that has a language. It will use this ability to terrorize its victims.

Wounding Gaze (Su): As a free action, a stygilor can fix its gaze upon a single creature within 30 feet. The target must succeed at a Will save (DC 10 + 1/2 the stygilor's Hit Dice + its Charisma modifier) or take 1d4+2 points of damage, as though struck by one of the stygilor's horrible claws. The target need not be looking at the stygilor; boils suddenly erupt on the target's skin if it fails its Will save, leaving ugly scars after healing. This is a mind-affecting ability. The save DC is Charisma-based.

FIEND (Template)

A fiend is an avatar and servant of a god or principle, always evil in nature. Sometimes they are referred to as "demons" (if created spontaneously by their god) or "possessed" (if fiendish power is granted to an already-existent being by their god). Fiends originate from the lower planes, the realms of evil, although they usually resemble beings found on the Material Plane. The main difference between a demon and a fiend is that a demon typically serves its interests working on its home plane, whereas a fiend takes particular pleasure in causing pain, misery, and death on the Prime Material Plane.

Fiends are more sinister and more twisted than their earthly counterparts, but they can be otherwise indistinguishable (at least until some supernatural aspect of their being is revealed, such as claws or fangs). However, the ways in which a fiend may manifest are manifold, limited only by the imagination of their creator. Fiends often come in dark colors (usually red, purple, or black), but they can just as easily appear as perfectly normal versions of their non-Fiendish equivalent.

CREATING A FIEND

Fiends have the following traits; "Fiendish" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nongood alignment (referred to hereafter as the base creature).

A fiend uses all the base creature's statistics and abilities except as noted here; Con +2, Cha +2. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Creatures bestowed with fiendish power (i.e. pre-existing creatures being given the Fiend template) gain the extraplanar subtype (Animals or vermin with this template become magical beasts) but otherwise the creature type is unchanged. Size is unchanged. Created fiends (i.e. profane equivalents of mortal creature types with the Fiend template added) are Outsiders.

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

Natural Armor: Fiends gain a natural armor bonus to AC equal to 3 + the fiend's Hit Dice (increasing any natural

hardness and hit points accordingly in the T/ACTical combat system).

Immunities (Ex): A fiend is immune to one or more specific types of energy or weapon damage, as determined by selecting from or rolling on Table: Fiendish Immunities, Resistances, and Damage Reduction. (Most fiends are immune to fire; a roll of 67+ means the fiend also has a second energy immunity.)

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

Damage Reduction (Ex): Some (67% of) fiends have damage reduction, as determined by selecting from or rolling on Table: Fiendish Immunities, Resistances, and Damage Reduction.

Tooth & Claw (Su): A fiend has the option of possessing retractable or permanent claws and/or fangs. Once this choice is made (retractable vs. permanent, claws and/or fangs, which one is primary and which is secondary), it cannot be changed. This is a natural attack form, so it does not provoke attacks of opportunity, and the fiend is considered armed (at least, when the claws and/or fangs are exposed in the retractable version). The fiend's natural weapons are considered evil-aligned for purposes of overcoming damage reduction.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

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

Alignment: Fiends have an alignment and primary allegiance to evil. They may also have allegiances to law or chaos. Redeemed fiends may revoke any or all of their prior alignments or allegiances, but they lose all abilities, including the Smite Good and Natural Armor bonus, gained from the Fiend template if they revoke any aspect of their alignment.

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

Languages: All fiends speak Abyssal and Infernal, in addition to any other languages granted by the original race or high Intelligence. Fiends with Intelligence score 8+ can also read and write these languages.

Table: Fiendish Immunities, Resistances, and Damage Reduction

Roll d%	Damage Immunity	Roll d%	Resistance	Roll d%	Damage Reduction
01–06	Acid	01–21	None (do not roll again)	01–33	None (do not roll again)
07–12	Cold	22–27	Acid Resist 10	34–45	5/cold iron
13–18	Sonic/Concussion	28–30	Acid Resist 20	46–57	10/cold iron
19–24	Electricity	31–36	Cold Resist 10	58–63	20/cold iron
25–30	Fire	37–39	Cold Resist 20	64–72	5/magic 2
31–36	Ballistic	40–45	Sonic/Concussion Resist 10	73–81	10/magic 2
37–42	Bludgeoning	46–48	Sonic/Concussion Resist 20	82–84	15/magic 2
43–48	Piercing	49–54	Electricity Resist 10	85–87	20/magic 2
49–54	Slashing	55–57	Electricity Resist 20	88–90	5/good
55–60	Poison	58–63	Fire Resist 10	91–93	10/good
61–66	Radiation	64–66	Fire Resist 20	94–98	10/magic and good 2
67–100	Choose & roll again 1	67–100	Choose & roll again	99–100	20/magic and good 2

- 1 If a creature is given two immunities by the Fiend template, then increase the Level Adjustment by +1, for a total modifier of +4.
- 2 If a creature has damage reduction versus magic weapons, then their natural attacks are likewise considered magical for purposes of what they can hit. If playing the T/ACTical combat system, then the character's natural attacks also ignore an amount of Hardness equal to the amount of their Celestial damage reduction.

Special Attacks: A fiendish creature retains all the special attacks of the base creature and also gains the following special attack.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

If desired, additional powers can be granted using the Mutation Point system (i.e. +1 Level Adjustment for every 10 Mutation Points granted).

Special Qualities: A fiendish creature retains all the special qualities of the base creature and also gains the following (If the base creature already has one or more of these special qualities, use the better value);

- Darkvision out to 60 feet.
- Damage reduction (see the table above).
- Energy immunity (see the table above).
- Energy resistance (see the table above).
- Spell resistance equal to the creature's HD + 5 (maximum 25).

If a fiendish creature gains damage reduction requiring magic weapons to overcome, then its natural weapons (see Tooth and Claw above) are treated as magic weapons for the purpose of overcoming others' damage reduction. (A fiendish creature with damage reduction requiring magical weapons to overcome also ignores an amount of hardness with its natural attacks equal to the amount of their damage reduction in the T/ACTical combat system.)

Attributes: Same as the base creature with Con +2 and Cha +2, but Intelligence is at least 3.

Environment: Any evil-aligned plane.

Challenge Rating: HD 3 or less, as base creature +1; HD 4 to 7, as base creature +2; HD 8 or more, as base creature +3.

Alignment: Always evil (any).

Level Adjustment: Same as the base creature +3 (+4 if the creature received two immunities from the Fiend template, more if Mutation Points are used to augment the fiend).

FIRE WISP

Size & Type:	Diminutive Elemental (Fire)
Hit Dice:	2d8 (9 hp)
T/AC System Adj:	Ignore 10/2d Hardness
Initiative / Speed:	+4; Fly 20 ft. (4 hexes; perfect, can't run)
Touch/Full AC (T/AC):	18/18 (+4 size, +4 Dex), flat-footed 14
BA / Grapple / Parry:	+1/—/—
Attack:	Fire touch +9 melee (1d6 fire)
Full Attack:	Special; see text
Space/Reach:	6 in. (4-microhex) /6 in. (One 4-microhex)
Special Attacks:	Fiery leap, ignite
Special Qualities:	Blindsight 60 ft., damage reduction 10/magic, elemental traits, fire subtype, gaseous, immune to electricity and fire
Saves / Dodge:	Fort +0, Ref +7, Will +2, Dodge +11
Attributes:	Str —, Dex 18, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +6, Move Silently +4, Spot +6
Feats:	—
Environment:	Any non-water
Organization:	Solitary
Challenge Rating:	3
Treasure:	None

Alignment:	Usually neutral
Advancement:	3–4 HD (Diminutive); 5–6 HD (Tiny)
Level Adjustment:	—

A fire wisp resembles a jet of fire between 6 inches and 1 foot high. Green or blue in color, it flickers like a living flame, responding to stimuli. However, they are dangerous to the extreme, zipping about in a flurry attempting to light everything aflame!

COMBAT

Fire wisps are the ultimate arsonists, taking particular glee in watching living things cry out and thrash about trying to get away from the flames.

Ability Scores: A fire wisp has no Strength score. It cannot grapple other creatures or be grappled, and it applies its Dexterity modifier instead of its Strength modifier to melee attack rolls.

Blindsight (Ex): A fire wisp can detect the electrical currents in and around creatures and objects within 60 feet. This perception reveals their locations as accurately as normal vision would. Beyond that range, all targets have total concealment with respect to the fire wisp.

Elemental: A fire wisp has the traits and immunities common to elementals.

Fire Subtype: A fire wisp is immune to fire damage and takes 50% more damage from cold attacks.

Damage Reduction 10/magic (Su): A fire wisp ignores the first 10 points of damage dealt by any nonmagical weapon. In campaigns without magic weapons, the GM can either disregard the fire wisp's damage reduction or apply it only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/ concussion). (In the T/ACTical combat system, the fire wisp's fire touch ignores 10/2d Hardness.)

Fiery Leap (Ex): A fire wisp can attack multiple creatures in the same round by leaping from one to the next. A fire wisp can attack as many creatures in a single round as it can reach with a full round of movement (40 feet), leaving behind visible arcs of green fire between the targets. It makes a separate attack roll for each target, and all attacks are made at the fire wisp's full attack bonus. A leaping fire wisp does not provoke attacks of opportunity as it enters a target's hex.

Gaseous (Ex): The gaseous body of a fire wisp can travel through openings as small as pinholes. A fire wisp cannot enter water or other liquids, but unlike other gaseous creatures, it is affected by wind only if it wishes to be. Even tornado- strength winds pass through a fire wisp with no effect if it wants to fly in a different direction.

Ignite (Ex): Any creature that takes damage from a fire wisp catches on fire. The must take active measures on their turn to extinguish the flames or else keep burning.

Immunities (Ex): Fire wisps are immune to electricity and fire damage.

FOLUGUB

Size & Type:	Medium-Size Aberration
Hit Dice:	4d8+12 (30 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+3; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	13/18 (+3 Dex, +5 natural), flat-footed 15
BA / Grapple / Parry:	+3/+3/—
Attack:	Tongue +6 melee touch (liquefy crystal)
Full Attack:	Tongue +6 melee touch (liquefy crystal) and bite +1 melee (2d4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Liquefy crystal
Special Qualities:	Darkvision 60 ft., scent
Saves / Dodge:	Fort +4, Ref +4, Will +5, Dodge +4
Attributes:	Str 10, Dex 17, Con 17, Int 2, Wis 13, Cha 11
Skills:	Listen +6, Move Silently +4, Spot +6
Feats:	Alertness, Weapon Finesse
Environment:	Underground
Organization:	Solitary or pair

Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5–6 HD (Medium); 7–14 HD (Large)
Level Adjustment:	—

A massive beetle-like creature 6 feet long and 3 feet high, the folugub has a slightly different mouth orifice. Instead of mandibles, it has a small aperture for a flicking tongue, not unlike a snake's. However, with a mere touch of its tongue, the folugub converts crystal into liquid, greedily slurping it up with the same tongue-like appendage.

COMBAT

A folugub can scent a crystal object up to 90 feet away, and once it has the scent, little deters it from its goal. It usually ceases attacking to devour a freshly liquefied crystal. The creature targets the largest crystal object available.

Liquefy Crystal (Ex): A folugub that makes a successful touch attack with its tongue causes the target crystal to change phase, turning immediately from solid to liquid and becoming worthless. The touch can destroy up to a 5-foot cube of crystal instantly. Magic or psionic items made of crystal (including crystalline armor and weapons) must succeed on a DC 19 Reflex save or be liquefied. The save DC is Constitution-based and includes a +4 racial modifier.

A crystalline weapon that deals damage to a folugub becomes liquefied immediately. Against a crystalline creature, the effect causes 10d6 acid damage, DC 19 Reflex save negates.

FORMIAN

	Formian Worker	Formian Warrior	Formian Taskmaster
Size & Type:	Small Outsider (Lawful, Extraplanar)	Medium Outsider (Lawful, Extraplanar)	Medium Outsider (Lawful, Extraplanar)
Hit Dice:	1d8+1 (5 hp)	4d8+8 (26 hp)	6d8+12 (39 hp)
T/AC System Adj:	Hardness 4; +20 HP	Hardness 5/1d; +25 HP	Hardness 5/1d; +30 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)	+3; 40 ft. (8 hexes)	+7; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	13/17 (+1 size, +2 Dex, +4 natural), flat-footed 15	14/19 (+3 Dex, +1 dodge, +5 natural), flat-footed 15	14/20 (+3 Dex, +1 dodge, +6 natural), flat-footed 16
BA / Grapple / Parry:	+1/–2/+2	+4/+7/+7	+6/+10/+10
Attack:	Bite +3 melee (1d4+1)	Sting +7 melee (2d4+3 plus poison)	Sting +10 melee (2d4+4 plus poison)
Full Attack:	Bite +3 melee (1d4+1)	Sting +7 melee (2d4+3 plus poison) and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1)	Sting +10 melee (2d4+4 plus poison) and 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft. (1 hex) /5 ft.	5 ft. (1 hex) /5 ft.	5 ft. (1 hex) /5 ft.
Special Attacks:	—	Poison	Dominate being, dominated creature, poison
Special Qualities:	<i>Cure serious wounds</i> , hive mind, immunity to poison, petrification, and cold, <i>make whole</i> , resistance to electricity 10, fire 10, and sonic 10	Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18	Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 21, telepathy 100 ft.
Saves / Dodge:	Fort +3, Ref +4, Will +2, Dodge +5	Fort +6, Ref +7, Will +5, Dodge +8*	Fort +7, Ref +8, Will +8, Dodge +9*
Attributes:	Str 13, Dex 14, Con 13, Int	Str 17, Dex 16, Con 14, Int	Str 18, Dex 16, Con 14, Int

	6, Wis 10, Cha 9	10, Wis 12, Cha 11	11, Wis 16, Cha 19
Skills:	Climb +10, Craft (any one) +5, Hide +6, Listen +4, Search +2, Spot +4	Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12	Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12, Survival +3 (+5 following tracks)
Feats:	Skill Focus (Craft [selected skill])	Dodge, Multiattack	Dodge, Improved Initiative, Multiattack
Environment:	A lawful-aligned plane	A lawful-aligned plane	A lawful-aligned plane
Organization:	Team (2–4) or crew (7–18)	Solitary, team (2–4), or troop (6–11)	Solitary (1 plus 1 dominated creature) or conscription team (2–4 plus 1 dominated creature per team member)
Challenge Rating:	1/2	3	7
Treasure:	None	None	Standard
Alignment:	Always lawful neutral	Always lawful neutral	Always lawful neutral
Advancement:	2–3 HD (Medium)	5–8 HD (Medium); 9–12 HD (Large)	7–9 HD (Medium); 10–12 HD (Large)
Level Adjustment:	—	—	—

A formian resembles a cross between an ant and a centaur, using four limbs to walk while sitting up to use two as hands. All formians are covered in a brownish-red carapace; size and appearance differs for each variety.

COMBAT

Formians are generally aggressive, seeking to subdue all they encounter. If they perceive even the slightest threat to their hive-city or to their queen, they attack immediately and fight to the death. Any formian also attacks immediately if ordered to do so by a superior.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

FORMIAN WORKER

While workers cannot speak, they can convey simple concepts (such as danger) by body movements. Through the hive mind, however, they can communicate just fine—although their intelligence still limits the concepts that they can grasp.

A worker is about 3 feet long and about 2-1/2 feet high at the front. It weighs about 60 pounds. Its hands are suitable only for manual labor.

COMBAT

Formian workers fight only to defend their hive-cities, using their mandibled bite. A formian worker's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Cure Serious Wounds (Sp): Eight workers together can heal a creature's wounds as though using the *Cure Serious Wounds* spell (caster level 7th). This is a full-round action for all eight workers.

Make Whole (Sp): Three workers together can repair an object as though using the *Make Whole* spell (caster level 7th). This is a full-round action for all three workers.

FORMIAN WARRIOR

Warriors communicate through the hive mind to convey battle plans and make reports to their commanders. They

cannot speak otherwise. A warrior is about 5 feet long and about 4-1/2 feet high at the front. It weighs about 180 pounds.

COMBAT

Warriors are wicked combatants, using claws, bite, and a poisonous sting all at once. Through the hive mind, they attack with coordinated and extremely efficient tactics. A formian warrior's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

FORMIAN TASKMASTER

These formians communicate only telepathically and derive sustenance from the mental energies of those they dominate. A taskmaster is about the same size as a warrior.

COMBAT

Taskmasters rely on their dominated slaves to fight for them if at all possible. If necessary, though, they can defend themselves with claws and a poison sting. A formian taskmaster's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Dominate Being (Su): A taskmaster can use a *Dominate Being* ability as the spell from a 10th-level caster (Will DC 17 negates), although the subject may be of any kind and may be up to Large size. Creatures that successfully save cannot be affected by the same taskmaster's dominate monster ability for 24 hours. A single taskmaster can dominate up to four subjects at a time. The save DC is Charisma-based.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated non-formian creature always accompanies it (choose or determine randomly any creature of CR 4).

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

	Formian Myrmarch	Formian Queen
Size & Type:	Large Outsider (Lawful, Extraplanar)	Large Outsider (Lawful, Extraplanar)
Hit Dice:	12d8+48 (102 hp)	20d8+100 (190 hp)
T/AC System Adj:	Hardness 15/3d; +75 HP	Hardness 10/2d; +70 HP
Initiative / Speed:	+8; 50 ft. (10 hexes)	-5; 0 ft.
Touch/Full AC (T/AC):	14/29 (-1 size, +4 Dex, +1 dodge, +15 natural), flat-footed 24	9/23 (-1 size, +14 natural), flat-footed 23
BA / Grapple / Parry:	+12/+20/+16	+20/+24/—
Attack:	Sting +15 melee (2d4+4 plus poison) or javelin +15 ranged (1d6+4)	—
Full Attack:	Sting +15 melee (2d4+4 plus poison) and bite +13 melee (2d6+2); or javelin +15/+10/+5 ranged (1d6+4)	—
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Poison, spell-like abilities	Spell-like abilities, spells
Special Qualities:	Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 25	Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 30, telepathy
Saves / Dodge:	Fort +12, Ref +12, Will +11, Dodge +12*	Fort +19, Ref —, Will +19, Dodge —
Attributes:	Str 19, Dex 18, Con 18, Int 16, Wis 16, Cha 17	Str —, Dex —, Con 20, Int 20, Wis 20, Cha 21
Skills:	Climb +19, Concentration +18, Diplomacy +20, Hide +15, Knowledge (any one) +18, Listen +18, Move Silently +19, Search +18, Sense Motive +18, Spot +18, Survival +3 (+5 following tracks)	Appraise +28, Bluff +28, Concentration +28, Diplomacy +32, Disguise +5 (+7 acting), Intimidate +30, Knowledge (any three) +28, Listen +30, Sense Motive +28, Spellcraft +28 (+30 scrolls), Spot +30, Use Magic Device +28 (+30 scrolls)

Feats:	Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack	Alertness, Eschew Materials (B), Great Fortitude, Improved Counterspell, Iron Will, item creation feat (any one), Maximize Spell, Spell Focus (enchantment)
Environment:	A lawful-aligned plane	A lawful-aligned plane
Organization:	Solitary, team (2–4), or platoon (1 plus 7–18 workers and 6–11 warriors)	Hive (1 plus 100–400 workers, 11–40 warriors, 4–7 taskmasters with 1 dominated creature each, and 5–8 myrmarchs)
Challenge Rating:	10	17
Treasure:	Standard	Double standard
Alignment:	Always lawful neutral	Always lawful neutral
Advancement:	13–18 HD (Large); 19–24 HD (Huge)	21–30 HD (Huge); 31–40 HD (Gargantuan)
Level Adjustment:	—	—

FORMIAN MYRMARCH

Myrmarchs are the elite of formian society. Much more than those beneath them, these creatures are individuals, with goals, desires, and creative thought. A myrmarch is about 7 feet long and about 5-1/2 feet high at the front. It weighs about 1,500 pounds. Its claws are capable of fine manipulation, like human hands. Each myrmarch wears a bronze helm to signify its position (the more elaborate the helm, the more prestigious the position). Myrmarchs speak Formian and Common.

COMBAT

Myrmarchs' claws are like hands and thus serve no combat purpose. Myrmarchs occasionally employ javelins for ranged attacks, coated with poison from their own stingers. They fight intelligently, aiding those under them (if any such are present) and commanding them through the hive mind. If chaotic creatures are present, however, a myrmarch is singleminded in its quest to destroy them. A formian myrmarch's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 2d6 Dex. The save DC is Constitution-based.

Spell-Like Abilities: At will—*Charm Being* (DC 17), *Clairaudience/Clairvoyance*, *Detect Chaos*, *Detect Thoughts* (DC 15), *Magic Circle versus Chaos*, *Greater Teleport*; 1/day—*Dictum* (DC 20), *Order's Wrath* (DC 17). Caster level 12th. The save DCs are Charisma-based.

FORMIAN QUEEN

The formian queen cannot move. With her telepathic abilities, though, she can send instructions to and get reports from any formian within her range. She is about 10 feet long, perhaps 4 feet high, and weighs about 3,500 pounds. The queen speaks Formian and Common, although she can communicate with any creature telepathically.

COMBAT

The queen does not fight. She has no ability to move. If necessary, a team of workers and myrmarchs (or dominated slaves) haul her enormous bulk to where she needs to go. This sort of occurrence is very rare, however, and most of the time the queen remains within her well-defended chambers. Despite her utter lack of physical activity, the queen can cast spells and use spell-like abilities to great effect in her own defense as well as the defense of the hive-city.

Spells: The queen casts arcane spells as a 17th-level Sorcerer (or manifests powers as a 17th-level Wilder, if the GM wishes).

Typical Sorcerer Spells Known (6/8/7/7/7/7/6/6/4 or 386 PP; base save DC 15 + spell level): 0—*Acid Splash*, *Arcane Mark*, *Daze*, *Detect Magic & Psionics*, *Light*, *Mage Hand*, *Read Magic*, *Resistance*, *Touch of Fatigue*; 1st—*Comprehend Languages*, *Identify*, *Mage Armor*, *Magic Missile*, *Shield*; 2nd—*Hypnotic Pattern*, *Invisibility*, *Protection from Arrows/Bullets*, *Resist Energy*, *Scorching Ray*; 3rd—*Dispel Magic & Psionics*, *Heroism*, *Nondetection*, *Slow*; 4th—*Confusion*, *Detect Scrying*, *Black Tentacles*, *Scrying*; 5th—*Cone of Cold*, *Dismissal*, *Teleport*, *Wall of Force*; 6th—*Analyze Dweomer*, *Geas/Quest*, *Repulsion*; 7th—*Summon Monster VII*, *Vision*, *Waves of Exhaustion*; 8th—*Prismatic Wall*, *Temporal Stasis*.

Spell-Like Abilities: At will—*Calm Emotions* (DC 17), *Charm Being* (DC 19), *Clairaudience/Clairvoyance*, *Detect Chaos*, *Detect Thoughts*, *Dictum* (DC 22), *Divination*, *Hold Being* (DC 20), *Magic Circle versus Chaos*, *Order's Wrath* (DC 19), *Shield of Law* (DC 23), *True Seeing*. Caster level 17th. The save DCs are Charisma-based.

Telepathy (Su): The queen can communicate telepathically with any intelligent creature within 50 miles whose presence she is aware of.

FROST WORM

Size & Type:	Huge Magical Beast (Cold)
Hit Dice:	14d10+70 (147 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP
Initiative / Speed:	+4; 30 ft. (6 hexes), burrow 10 ft.
Touch/Full AC (T/AC):	8/18 (–2 size, +10 natural), flat-footed 18
BA / Grapple / Parry:	+14/+30/—
Attack:	Bite +21 melee (2d8+12 plus 1d8 cold)
Full Attack:	Bite +21 melee (2d8+12 plus 1d8 cold)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Trill, cold, breath weapon
Special Qualities:	Darkvision 60 ft., death throes, immunity to cold, low-light vision, vulnerability to fire
Saves / Dodge:	Fort +14, Ref +9, Will +6, Dodge +7
Attributes:	Str 26, Dex 10, Con 20, Int 2, Wis 11, Cha 11
Skills:	Hide +3*, Listen +5, Spot +5
Feats:	Alertness, Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite)
Environment:	Cold plains
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral
Advancement:	15–21 HD (Huge); 22–42 HD (Gargantuan)
Level Adjustment:	—

A frost worm is a towering, corpulent mass of ice-cold writhing flesh, a layer of icy mist clinging to its form. Any who venture too close will feel its unearthly cold aura. Even worse, few are aware of its deadly trill, a monotonous tone that can fascinate the unwary ear, lulling them into complacency before the worm strikes with a killing blow.

With a massive maw and equally massive mandibles, the frost worm is capable of breathing, biting, and burrowing. A frost worm cannot burrow through stone, but it can manage ice and frozen earth. When moving through such hard materials it leaves behind a usable tunnel about 5 feet in diameter. A frost worm is about 40 feet long, 5 feet in diameter, and weighs about 8,000 pounds.

COMBAT

Frost worms lurk under the snow, waiting for prey to come near. They begin an attack with a trill and then set upon helpless prey with their bite.

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 17 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 14th. The save DC is Charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d6 cold, Reflex DC 22 half. Opponents held

motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 22). The save DC is Constitution-based.

Skills: *A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Hide checks in its native environment.

FUNGUS

	Shrieker	Violet Fungus
Size & Type:	Medium Plant	Medium Plant
Hit Dice:	2d8+2 (11 hp)	2d8+6 (15 hp)
T/AC System Adj:	Hardness 3; +15 HP	Hardness 4; +20 HP
Initiative / Speed:	-5; 0 ft.	-1; 10 ft. (2 hexes)
Touch/Full AC (T/AC):	8 (-5 Dex, +3 natural), flat-footed 8	13 (-1 Dex, +4 natural), flat-footed 13
BA / Grapple / Parry:	+1/-4/—	+1/+3/—
Attack:	—	Tentacle +3 melee (1d6+2 plus poison)
Full Attack:	—	4 tentacles +3 melee (1d6+2 plus poison)
Space/Reach:	5 ft. (1 hex) /0 ft.	5 ft. (1 hex) /10 ft. (2 hexes)
Special Attacks:	Shriek	Poison
Special Qualities:	Low-light vision, plant traits	Low-light vision, plant traits
Saves / Dodge:	Fort +4, Ref —, Will -4, Dodge —	Fort +6, Ref -1, Will +0, Dodge —
Attributes:	Str —, Dex —, Con 13, Int —, Wis 2, Cha 1	Str 14, Dex 8, Con 16, Int —, Wis 11, Cha 9
Skills:	—	—
Feats:	—	—
Environment:	Underground	Underground
Organization:	Solitary or patch (3–5)	Solitary, patch (2–4), or mixed patch (2–4 violet fungi and 3–5 shriekers)
Challenge Rating:	1	3
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	3 HD (Medium)	3–6 HD (Medium)
Level Adjustment:	—	—

A curious pair of symbiotic mushrooms, the shrieker and the violet fungus work together to feed their mushroom bed. When the shriekers' hellish racket attracts a curious creature, the violet fungus tries to kill it. Both creatures enjoy the fruits of a successful hunt.

SHRIEKER

A shrieker is a stationary fungus that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, often in the company of violet fungi, whose poison they are immune to. Shriekers come in various shades of purple.

COMBAT

A shrieker has no means of attack. Instead, it lures prey to its vicinity by emitting a loud noise.

Shriek (Ex): Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers come to learn that the fungus's noise means there is food nearby.

VIOLET FUNGUS

Violet fungi resemble shriekers and are often found growing among them. A violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots.

COMBAT

A violet fungus flails about with its tentacles at living creatures that come within its reach.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Str and 1d4 Con. The save DC is Constitution-based.

MONSTERS (G)

GARGOYLE

Size & Type:	Medium Monstrous Humanoid (Earth)
Hit Dice:	4d8+19 (37 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP; Ignore 10/2d Hardness
Initiative / Speed:	+2; 40 ft. (8 hexes), fly 60 ft. (average)
Touch/Full AC (T/AC):	12/17 (+2 Dex, +5 natural), flat-footed 15
BA / Grapple / Parry:	+4/+6/+6
Attack:	Claw +6 melee (1d4+2)
Full Attack:	2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., freeze
Saves / Dodge:	Fort +5, Ref +6, Will +4, Dodge +6
Attributes:	Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7
Skills:	Hide +7*, Listen +4, Spot +4
Feats:	Multiattack, Toughness
Environment:	Any
Organization:	Solitary, pair, or wing (5–16)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	+5

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain. Gargoyles speak Common and Terran.

COMBAT

Gargoyles either remain still, then suddenly attack, or dive onto their prey. A gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

KAPOACINTH

These cousins of the gargoyle have the aquatic subtype. They have a base land speed of 40 feet and a swim speed of 60 feet (no fly speed) and are found only in aquatic environments.

GARGOYLES AS CHARACTERS

Gargoyle characters possess the following racial traits.

— +4 Strength, +4 Dexterity, +8 Constitution, –4 Intelligence, –4 Charisma.

—Medium size.

—A gargoyle's base land speed is 40 feet. It also has a fly speed of 60 feet (average).

- Darkvision out to 60 feet.
- Racial Hit Dice: A gargoyle begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- Racial Skills: A gargoyle's monstrous humanoid levels give it skill points equal to 7×2 (2 + Int modifier). Its class skills are Hide, Listen, and Spot. A gargoyle has a +2 racial bonus on Hide, Listen, and Spot checks, and an additional +8 bonus on Hide checks when it is concealed against a background of stone.
- Racial Feats: A gargoyle's monstrous humanoid levels give it two feats.
- +5 natural armor bonus.
- Special Qualities (see above): Damage reduction 10/magic, freeze.
- Automatic Languages: Common. Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran.
- Favored Class: Fighter.
- Level adjustment +5.

GENIE

Genies are humanlike beings who dwell on the elemental planes. They are famous for their strength, guile, and skill with illusion magic.

COMBAT

Genies prefer to outmaneuver and outthink their foes. They are not too proud to flee if it means they'll live to fight another day. If trapped, they bargain, offering treasure or favors in return for their lives and freedom.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).

DJINNI

Size & Type:	Large Outsider (Air, Extraplanar)
Hit Dice:	7d8+14 (45 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+8; 20 ft. (4 hexes), fly 60 ft. (perfect)
Touch/Full AC (T/AC):	14/17 (–1 size, +4 Dex, +1 dodge, +3 natural), flat-footed 12
BA / Grapple / Parry:	+7/+15/+11
Attack:	Slam +10 melee (1d8+4)
Full Attack:	2 slams +10 melee (1d8+4)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Air mastery, spell-like abilities, whirlwind
Special Qualities:	Darkvision 60 ft., immunity to acid, <i>Plane Shift</i> , telepathy 100 ft.
Saves / Dodge:	Fort +7, Ref +9, Will +7, Dodge +9*
Attributes:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15
Skills:	Appraise +12, Concentration +12, Craft (any one) +12, Diplomacy +4, Escape Artist +14, Knowledge (any one) +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +4 (+6 with bindings)
Feats:	Combat Casting, Combat Reflexes, Dodge, Improved Initiative (B)
Environment:	Elemental Plane of Air
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	5 (noble 8)
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	8–10 HD (Large); 11–21 (Huge)
Level Adjustment:	+10

The djinn (singular djinni) are genies from the Elemental Plane of Air. They can be whimsical but will always honor a contract to the letter of the word. A djinni is about 10-1/2 feet tall and weighs about 1,000 pounds. Djinn speak

Auran, Celestial, Common, and Ignan.

COMBAT

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Spell-Like Abilities: At will—*Invisibility* (self only); 1/day— *Create Food and Water*, *Create Wine* (as *Create Water*, but wine instead), *Major Creation* (created vegetable matter is permanent), *Persistent Image* (DC 17), *Wind Walk*. Once per day, a djinni can assume *Gaseous Form* (as the spell) for up to 1 hour. Caster level 20th. The save DCs are Charisma-based.

Whirlwind (Su): A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than the djinni might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 20 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 20 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 20 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The djinni can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell. A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

NOBLE DJINN

Some djinn (1% of the total population) are noble. A noble djinni can grant three *Wishes* to any being (non-genies only) who captures it. Noble djinn perform no other services and, upon granting the third *Wish*, are free of their servitude. Noble djinn are as strong as efreet (see below), with 10 Hit Dice.

EFREETI

Size & Type:	Large Outsider (Extraplanar, Fire)
Hit Dice:	10d8+20 (65 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+7; 20 ft. (4 hexes), fly 40 ft. (perfect)
Touch/Full AC (T/AC):	13/19 (–1 size, +3 Dex, +1 dodge, +6 natural), flat-footed 15
BA / Grapple / Parry:	+10/+20/+16
Attack:	Slam +15 melee (1d8+6 plus 1d6 fire)
Full Attack:	2 slams +15 melee (1d8+6 plus 1d6 fire)

Space/Reach:	10 ft. (2-polyhex) / 10 ft. (2 hexes)
Special Attacks:	<i>Change size</i> , heat, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to fire, <i>Plane Shift</i> , telepathy 100 ft., vulnerability to cold
Saves / Dodge:	Fort +9, Ref +10, Will +9, Dodge +10*
Attributes:	Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15
Skills:	Bluff +15, Craft (any one) +14, Concentration +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15
Feats:	Combat Casting, Combat Reflexes, Dodge, Improved Initiative (B), Quicken Spell-Like Ability (<i>Scorching Ray</i>)
Environment:	Elemental Plane of Fire
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	8
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	—

Sometimes confused with devils for their flaming appearance and exacting demeanor, the efreet (singular efreeti) are genies from the Elemental Plane of Fire. An efreeti stands about 12 feet tall and weighs about 2,000 pounds. Efreet speak Auran, Common, Ignan, and Infernal.

COMBAT

Efreet love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic. Note that an efreeti NEVER grants a *Wish* willingly; it must be trapped, tricked, or deceived into doing so, and it will always attempt to twist the outcome of the wish so as to satisfy the letter of the wording such that the one making the *Wish* is worse off for it.

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

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will—*Detect Magic & Psionics*, *Produce Flame*, *Pyrotechnics* (DC 14), *Scorching Ray* (1 ray only); 3/day—*Invisibility*, *Wall of Fire* (DC 16); 1 per day—grant one *Wish* (to non-genies only, maximum 3 *Wishes* to any one being), *Gaseous Form*, *Permanent Image* (DC 18), *Polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

JANNI

Size & Type:	Medium Outsider (Native)
Hit Dice:	6d8+6 (33 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+6; 20 ft. (4 hexes), fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect)
Touch/Full AC (T/AC):	13/19 (+2 Dex, +1 dodge, +1 natural, +5 chainmail [Hard: 5, HP 25]), flat-footed 16
BA / Grapple / Parry:	+6/+9/+9
Attack:	Scimitar +9 melee (1d6+4/18–20) or longbow +8 ranged (1d8/x3)
Full Attack:	Scimitar +9/+4 melee (1d6+4/18–20) or longbow +8/+3 ranged (1d8/x3)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	<i>Change size</i> , spell-like abilities
Special Qualities:	Darkvision 60 ft., elemental endurance, <i>Plane Shift</i> , resistance to fire 10, telepathy 100 ft.

Saves / Dodge:	Fort +6, Ref +7, Will +7, Dodge +8*
Attributes:	Str 16, Dex 15, Con 12, Int 14, Wis 15, Cha 13
Skills:	Appraise +11, Concentration +10, Craft (any two) +11, Diplomacy +3, Escape Artist +6, Listen +11, Move Silently +6, Ride +11, Sense Motive +11, Spot +11, Use Rope +2 (+4 with bindings)
Feats:	Combat Reflexes, Dodge, Improved Initiative (B), Mobility
Environment:	Warm deserts
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment:	+8

The jann (singular janni) are the weakest of the genies. Unlike the other genies, jann are formed out of all four elements and must therefore spend most of their time on the Material Plane. Jann speak Common, one elemental language (Aquan, Auran, Ignan, or Terran) and one alignment language (Abyssal, Celestial, or Infernal).

COMBAT

Jann are physically strong and courageous, and do not take kindly to insult or injury. If they meet a foe they cannot defeat in a standup fight, they use flight and *Invisibility* to regroup and maneuver to a more advantageous position.

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

Spell-Like Abilities: 3/day—*Invisibility* (self only), *Speak with Animals*. Caster level 12th. Once per day a janni can *Create Food and Water* (caster level 7th) and can use *Ethereal Jaunt* (caster level 12th) for 1 hour. The save DCs are Charisma-based.

Elemental Endurance (Ex): Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

JANN AS CHARACTERS

Janni characters possess the following racial traits.

- +6 Strength, +4 Dexterity, +2 Constitution, +4 Intelligence, +4 Wisdom, +2 Charisma.
- Medium size.
- A janni's base land speed is 30 feet. It also has a fly speed of 20 feet (perfect).
- Darkvision out to 60 feet.
- Racial Hit Dice: A janni begins with six levels of outsider, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.
- Racial Skills: A janni's outsider levels give it skill points equal to 9 x (8 + Int modifier). Its class skills are Appraise, Concentration, Craft (any), Escape Artist, Listen, Move Silently, Ride, Sense Motive, and Spot.
- Racial Feats: A janni's outsider levels give it three feats. A janni receives Improved Initiative as a bonus feat.
- +1 natural armor bonus.
- Special Attacks (see above): *Change size*, spell-like abilities.
- Special Qualities (see above): Elemental endurance, *Plane Shift*, resistance to fire 10, telepathy. 100 ft.
- Automatic Languages: Common. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Terran.
- Favored Class: Rogue.
- Level adjustment: +8.

GHOST (Template)

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their

graves. A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

CREATING A GHOST

“Ghost” is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 6. A ghost uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. Do not recalculate the creature’s base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Initiative / Speed: Ghosts have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature’s but applies only to ethereal encounters. When the ghost manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, a ghost uses the base creature’s damage values. Against non-ethereal creatures, the ghost usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. The ghost also gains a manifestation ability plus one to three other special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 ghost’s HD + ghost’s Cha modifier unless otherwise noted.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost’s gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only. Such a ghost is sometimes referred to as a “fetch”, or a weakening spirit.

Frightful Moan (Su): A ghost 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 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost’s moan for 24 hours. Such a ghost is sometimes referred to as a “banshee”, or a groaning spirit.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost’s horrific appearance for 24 hours. Such a ghost is sometimes referred to as an “apparition”.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *Magic Jar* spell (caster level 10th 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 manifested and it must try move into the target’s space; moving into the target’s space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost’s Cha modifier). A creature that successfully saves is immune to that same ghost’s malevolence for 24 hours, and the ghost cannot enter the target’s space. If the save fails, the ghost vanishes into the target’s body. Such a ghost is sometimes referred to as a “haunt”, or a possessing spirit.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use *Telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again. Such a ghost is sometimes referred to as a "poltergeist", or an animating spirit.

Special Qualities: A ghost has all the special qualities of the base creature as well as those described below.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure 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.

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

Attributes: Same as the base creature, except that the ghost has no Constitution score, and its Charisma score increases by +4.

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Environment: Any, often as base creature.

Organization: Solitary, gang (2–4), or mob (7–12).

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Any.

Level Adjustment: Same as the base creature +5.

Ghostly Equipment

When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures when the ghost manifests, but any such attack has a 50% chance to fail unless the weapon is a ghost touch weapon (just as magic weapons can fail to harm the ghost).

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the ethereal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.

GHOUL

	Ghoul	Ghast
Size & Type:	Medium Undead	Medium Undead

Hit Dice:	2d12 (13 hp)	4d12+3 (29 hp)
T/AC System Adj:	Hardness 2; +10 HP	Hardness 4; +20 HP
Initiative / Speed:	+2; 30 ft. (6 hexes)	+3; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	12/14 (+2 Dex, +2 natural), flat-footed 12	12/17 (+3 Dex, +4 natural), flat-footed 14
BA / Grapple / Parry:	+1/+2/+2	+2/+5/+5
Attack:	Bite +2 melee (1d6+1 plus paralysis)	Bite +5 melee (1d8+3 plus paralysis)
Full Attack:	Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)	Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Ghoul fever, paralysis	Ghoul fever, paralysis, stench
Special Qualities:	Darkvision 60 ft., undead traits, +2 turn resistance	Darkvision 60 ft., undead traits, +2 turn resistance
Saves / Dodge:	Fort +0, Ref +2, Will +5, Dodge +2	Fort +1, Ref +4, Will +6, Dodge +4
Attributes:	Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12	Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16
Skills:	Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7	Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8
Feats:	Multiattack	Multiattack, Toughness
Environment:	Any (Lacedon: Any aquatic)	Any
Organization:	Solitary, gang (2–4), or pack (7–12)	Solitary, gang (2–4), or pack (2–4 plus 7–12 ghouls)
Challenge Rating:	1	3
Treasure:	None	Standard
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	3 HD (Medium)	5–8 HD (Medium)
Level Adjustment:	—	—

Mindless undead, ghouls speak the languages they spoke in life (usually Common). However, they do not tend to speak very often, instead surprising opponents in the hopes of getting a live meal.

COMBAT

Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves.

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

LACEDON ("Drowned Dead")

These cousins of the ghoul have the aquatic subtype. They lurk near hidden reefs or other places where ships are likely to meet their end. They have a base land speed of 30 feet and a swim speed of 30 feet and are found only in aquatic environments.

GHAST

Although these creatures look just like their lesser kin, they are far more deadly and cunning.

COMBAT

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save

DC is Charisma-based.

Paralysis (Ex): Those hit by a ghaſt's bite or claw attack muſt ſucceed on a DC 15 Fortitude ſave or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The ſave DC is Charisma-based.

Stench (Ex): The ſtink of death and corruption ſurrounding theſe creatures is overwhelming. Living creatures within 10 feet muſt ſucceed on a DC 15 Fortitude ſave or be ſickened for 1d6+4 minutes. A creature that ſuſſeſſfully ſaves cannot be affected again by the ſame ghaſt's ſtENCH for 24 hours. A *Delay Poiſon* or *Neutralize Poiſon* ſpell removes the effect from a ſickened creature. Creatures with immunity to poiſon are unaffected, and creatures reſiſtant to poiſon receive their normal bonus on their ſaving throws. The ſave DC is Charisma-based.

GHOUL (Template)

Template Traits

"Ghoul" is an acquired template that can be added to any living corporeal creature that has fleſh (referred to hereafter as the "baſe creature"). The creature's type changes to undead. It uſes all the baſe creature's ſtatistics and ſpecial abilities except as noted here.

Challenge Rating: Same as baſe creature +2.

Hit Dice: Change to d12.

Defense: The baſe creature's natural armor bonus improves by +2.

Attacks: A ghoul retains all the attacks of the baſe creature. It alſo gains a bite attack and two claw attacks if the baſe creature didn't already have them. If the baſe creature did not have bite or claw attacks, uſe the baſe damage values in the table below. Otherwiſe, uſe the values below or the baſe creature's baſe damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	—
Tiny	1d3	1
Small	1d4	1d2
Medium	1d6	1d3
Large	1d8	1d4
Huge	2d6	1d6
Gargantuan	2d8	2d4
Colossal	4d6	2d6

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

Create Spawn (Su): If a ghoul's prey contracts advanced necrotizing faciitis (ſee below) from the wounds it has ſuſtained and dies from the diſeaſe, it riſes 1d3 days later as a ghoul. A *Remove Diſeaſe* ſpell caſt on the corpse can prevent it from riſing.

Diſeaſe (Su): A ghoul's bite infects the victim with a ſupernatural version of ſtreptococcal gangrene (injury; Fort DC 14; incubation period 1d3 days; initial damage 1d3 Con; ſecondary damage 1d3 Con. If Con damage is ſuſtained, a ſecond ſaving throw at the ſame DC is required; failure indicates that 1 point of the Con damage becomes Con drain inſtead). This diſeaſe, known as advanced necrotizing faciitis, firſt manifeſts as an area of redneſs on the ſkin near the wound. Over the courſe of a few days, the redneſs becomes ſevere inflammation. The ſkin gradually turns dark purple and forms bloody bliſters as the diſeaſe devours more and more of the victim's fleſh. The diſeaſe can be arreſted completely through amputation of the affected limb, but moſt doctors prefer to combat it by ſurgical removal of all the affected tiſſue as well as ſome nearby healthy tiſſue. A *Remove Diſeaſe* ſpell or a ſuſſeſſful Treat Injury check (ſurgery, DC 25) halts the diſeaſe. The GM ſhould roll the check ſecretly; if it fails, the diſeaſe returns again in 1d3 days.

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

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

Allegiances: Previous allegiances are loſt and replaced by allegiances to chaos and evil. Changed allegiances might

cause the loss of particular class abilities.

Saves / Dodge: Same as the base creature, modified by new ability scores.

Ability Scores: A ghoule gains the following ability score increases: Str +2, Dex +2. As an undead creature, a ghoule has no Constitution score.

Language(s): A ghoule can read, write, and speak whatever languages it could in life.

Skills: Same as the base creature, modified for new ability scores. A human ghoule retains the extra skill points afforded to all humans.

Feats: A ghoule gains Multiattack as a bonus feat, assuming the base creature meets the prerequisites and doesn't already have the feat. A human ghoule keeps the extra feat it gained as a 1st-level human character.

Advancement: By character class.

GIANT

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

COMBAT

Giants relish melee combat. They favor massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can. A giant's favorite ranged weapon is a big rock.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

CLOUD GIANT

Size & Type:	Huge Giant (Air)
Hit Dice:	17d8+102 (178 hp)
T/AC System Adj:	Hardness 10/2d; +60 HP
Initiative / Speed:	+1; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	9/25 (-2 size, +1 Dex, +12 natural, +4 chain shirt [Hard: 5, HP: 60]), flat-footed 24
BA / Grapple / Parry:	+12/+32/+24
Attack:	Gargantuan morningstar +22 melee (4d6+18) or slam +22 melee (1d6+12) or rock +12 ranged (2d8+12)
Full Attack:	Gargantuan morningstar +22/+17/+12 melee (4d6+18) or 2 slams +22 melee (1d6+12) or rock +12 ranged (2d8+12)
Space/Reach:	15 ft. (3-polyhex) /15 ft. (3 hexes)
Special Attacks:	Rock throwing, spell-like abilities
Special Qualities:	Low-light vision, oversized weapon, rock catching, scent
Saves / Dodge:	Fort +16, Ref +6, Will +10, Dodge +4
Attributes:	Str 35, Dex 13, Con 23, Int 12, Wis 16, Cha 13
Skills:	Climb +19, Craft (any one) +11, Diplomacy +3, Intimidate +11, Listen +15, Perform (stringed instruments) +2, Sense Motive +9, Spot +15
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack
Environment:	Temperate mountains
Organization:	Solitary, gang (2-4), family (2-4 plus 35% noncombatants plus 1 sorcerer or cleric of 4th-7th level plus 2-5 griffons or 2-8 dire lions), or band (6-9 plus 1 sorcerer or cleric of 4th-7th level plus 2-5 griffons or 2-8 dire lions)

Challenge Rating:	11
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral good or neutral evil
Advancement:	By character class
Level Adjustment:	+14

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old.

Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station: The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite).

COMBAT

Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. A favorite tactic is to circle the enemies, barraging them with rocks while the giants with magical abilities confound them with spells.

Rock Throwing (Ex): The range increment is 140 feet for a cloud giant's thrown rocks.

Oversized Weapon (Ex): A cloud giant wields a great, two-handed morningstar (big enough for Gargantuan creatures) without penalty.

Spell-Like Abilities: 3/day—*Levitate* (self plus 2,000 pounds), *Obscuring Mist*; 1/day—*Fog Cloud*. Caster level 15th.

CLOUD GIANT CHARACTERS

Most cloud giant groups include a Sorcerer or a Cleric. Good-aligned Clerics have access to two of the following domains: Good, Healing, Strength, or Sun. Evil-aligned Clerics have access to two of the following domains: Death, Evil, or Trickery.



FIRE GIANT

Size & Type:	Large Giant (Fire)
Hit Dice:	15d8+75 (142 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	-1; 30 ft. in half-plate armor (6 hexes); base speed 40 ft.
Touch/Full AC (T/AC):	8/23 (-1 size, -1 Dex, +8 natural, +7 half-plate armor [Hard: 10, HP: 70]), flat-footed 23
BA / Grapple / Parry:	+11/+25/+21
Attack:	Greatsword +20 melee (3d6+15) or slam +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)
Full Attack:	Greatsword +20/+15/+10 melee (3d6+15) or 2 slams +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Rock throwing
Special Qualities:	Immunity to fire, low-light vision, rock catching, vulnerability to cold
Saves / Dodge:	Fort +14, Ref +4, Will +9, Dodge +2
Attributes:	Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11
Skills:	Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14
Feats:	Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack
Environment:	Warm mountains
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (6–9 plus 1 adept or sorcerer of 3rd–5th level plus 2–4 hell hounds and 2–3 trolls or ettins), or tribe (21–30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12–30 hell hounds, 12–22 trolls, 5–12 ettins, and 1–2 young red dragons)
Challenge Rating:	10

Treasure:	Standard
Alignment:	Often lawful evil
Advancement:	By character class
Level Adjustment:	+13

Some fire giants have bright orange hair, but most have a smoldering auburn or coal black. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

COMBAT

Fire giants heat their rocks in a nearby fire, geyser, or lava pools, so that they deal extra fire damage. They favor magic flaming swords in melee (when they can get them). They are also fond of grabbing smaller opponents and tossing them somewhere very hot.

Rock Throwing (Ex): The range increment is 120 feet for a fire giant's thrown rocks.

Fire Giant Characters

Most groups of fire giants include clerics. A fire giant cleric has access to two of the following domains: Evil, Law, Trickery, or War (most choose Trickery or War, some choose both).

FROST GIANT

	Frost Giant	Frost Giant Jarl, 8th-Level Blackguard
Size & Type:	Large Giant (Cold)	Large Giant (Cold)
Hit Dice:	14d8+70 (133 hp)	14d8+84 plus 8d10+48 (231 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP	Hardness 5/1d; +45 HP
Initiative / Speed:	-1; 40 ft. (8 hexes)	+5; 30 ft. in +2 <i>full plate armor</i> (6 hexes); base speed 40 ft.
Touch/Full AC (T/AC):	8/21 (-1 size, -1 Dex, +9 natural, +4 chain shirt), flat-footed 21	10/29 (-1 size, +1 Dex, +9 natural, +10 +2 <i>full plate armor</i> [Hard: 15, HP: 120], flat-footed 28
BA / Grapple / Parry:	+10/+23/+19	+18/+33/+31
Attack:	Greataxe +18 melee (3d6+13/x3) or slam +18 melee (1d4+9) or rock +9 ranged (2d6+9)	+2 <i>frost greataxe</i> +30 melee (3d6+18/x3 plus 1d6 cold) or slam +28 melee (1d4+11) or rock +18 ranged (2d6+11)
Full Attack:	Huge greataxe +18/+13/+8 melee (3d6+13/x3) or 2 slams +18 melee (1d4+9) or rock +9 ranged (2d6+9)	+2 <i>frost greataxe</i> +30/+25/+20/+15 melee (3d6+18/x3 plus 1d6 cold) or 2 slams +28 melee (1d4+11) or rock +18 ranged (2d6+11)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Rock throwing	Rock throwing, smite good, sneak attack +2d6
Special Qualities:	Immunity to cold, low-light vision, rock catching, vulnerability to fire	Aura of despair, aura of evil, command undead, dark blessing, <i>detect good</i> , immunity to cold, low-light vision, poison use, resistance to fire 10, rock catching, vulnerability to fire
Saves / Dodge:	Fort +14, Ref/Dodge +3/+2, Will +6	Fort +25, Ref/Dodge +13/+12, Will +13
Attributes:	Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11	Str 32, Dex 12, Con 22, Int 10, Wis 12, Cha 18
Skills:	Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12	Climb +17, Hide +2, Jump +17, Knowledge (religion) +2, Ride +11, Spot +5
Feats:	Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack	Cleave, Great Cleave, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quick Draw
Environment:	Cold mountains	Cold mountains
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants plus 1 adept or cleric of 1st	Solitary or with tribe

or 2nd level), hunting/raiding party (6–9 plus 35% noncombatants plus 1 adept or sorcerer of 3rd–5th level plus 2–4 winter wolves and 2–3 ogres), or tribe (21–30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12–30 winter wolves, 12–22 ogres, and 1–2 young white dragons)

Challenge Rating:	9	17
Treasure:	Standard	Standard
Alignment:	Often chaotic evil	Always chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+12	—

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers. An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

COMBAT

Frost giants usually start combat at a distance, throwing rocks until they run out of ammunition or the opponent closes, then wading in with their enormous battleaxes. A favorite tactic is to lay an ambush by hiding buried in the snow at the top of an icy or snowy slope, where opponents will have difficulty reaching them.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

FROST GIANT JARL

A frost giant leader is often a Berserker, Cleric, Fighter, or Sorcerer, but some of the most evil and ruthless frost giants become Blackguards (chaotic/evil Paladins). The frost giant jarl described here has all the qualities and abilities of a typical frost giant, as well as other abilities (see the statistics block) from being a Blackguard. Details on some of these abilities follow.

Aura of Despair (Su): This jarl radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Aura of Evil (Ex): This jarl radiates a strong aura of evil (see the *Detect Evil* spell) as an 8th-level Cleric of an evil deity.

Command Undead (Su): This jarl can command and rebuke undead as a 6th-level Cleric.

Dark Blessing (Su): This jarl applies their Charisma modifier as a bonus on all saving throws.

Detect Good (Sp): At will, this jarl can use *Detect Good* as a spell-like ability at will.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Smite Good (Su): Twice per day, this jarl may attempt to smite good with one normal melee attack. He adds his +4 Charisma modifier to his attack roll and deals 8 points of extra damage (1 per blackguard level) if the attack hits. If he accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Typical Blackguard Spells (6 PP; save DC 11 + spell level): 1st—*Cause Fear, Doom, Magic Weapon*; 2nd—*Bull's Strength*.

Possessions: +2 frost greataxe, +2 full plate armor (+10 AC, Hardness 15/3d, HP:120), cloak of Charisma +2, ring of minor energy resistance (fire), 2 doses of bloodroot poison. (Benefits of these items are included in the statistics block.)

FROST GIANT CHARACTERS

Many groups of frost giants include clerics. A frost giant cleric has access to two of the following domains: Chaos, Destruction, Evil, or War (most choose Destruction or War, some choose both).

HILL GIANT

Size & Type:	Large Giant
Hit Dice:	12d8+48 (102 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	-1; 30 ft. in hide armor (6 hexes); base speed 40 ft.
Touch/Full AC (T/AC):	8/20 (-1 size, -1 Dex, +9 natural, +3 hide armor [Hard:3, HP: 30]), flat-footed 20
BA / Grapple / Parry:	+9/+20/+17
Attack:	Greatclub +16 melee (2d8+10) or slam +15 melee (1d4+7) or rock +8 ranged (2d6+7)
Full Attack:	Greatclub +16/+11 melee (2d8+10) or 2 slams +15 melee (1d4+7) or rock +8 ranged (2d6+7)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Rock throwing
Special Qualities:	Low-light vision, rock catching
Saves / Dodge:	Fort +12, Ref +3, Will +4, Dodge +2
Attributes:	Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7
Skills:	Climb +7, Jump +7, Listen +3, Spot +6
Feats:	Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)
Environment:	Temperate hills
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding party (6–9 plus 2–4 dire wolves), or tribe (21–30 plus 35% noncombatants plus 12–30 dire wolves, 2–4 ogres, and 12–22 orcs)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+10

Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adults are about 10-1/2 feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.

COMBAT

Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Rock Throwing (Ex): The range increment is 120 feet for a hill giant's thrown rocks.

HILL GIANTS AS CHARACTERS

Reckless brutes of incredible strength but little wit, hill giant characters are never truly accepted into society. Yet they do well on its edges and frontiers, forging a strong and profitable existence.

Despite their rugged appearance and great size, their basically humanoid shape makes it easy for them to relate with more civilized folk.

Hill giant characters possess the following racial traits.

- +14 Strength, -2 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma.
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A hill giant's base land speed is 40 feet.
- Low-light vision.
- Racial Hit Dice: A hill giant begins with twelve levels of giant, which provide 12d8 Hit Dice, a base attack bonus of +8, and base saving throw bonuses of Fort +8, Ref +4, and Will +4.

- Racial Skills: A hill giant's giant levels give it skill points equal to 15 x (2 + Int modifier). Its class skills are Climb, Jump, Listen, and Spot.
- Racial Feats: A hill giant's giant levels give it five feats.
- +9 natural armor bonus.
- Special Attacks (see above): Rock throwing.
- Special Qualities (see above): Rock catching.
- Weapon and Armor Proficiency: A hill giant is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
- Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Berserker.
- Level adjustment +10.

STONE GIANT

Size & Type:	Large Giant (Earth)
Hit Dice:	14d8+56 (119 hp);
T/AC System Adj:	Hardness 10/2d; +55 HP
Initiative / Speed:	+2; 30 ft. in hide armor (6 hexes); base speed 40 ft.
Touch/Full AC (T/AC):	11/25 (–1 size, +2 Dex, +11 natural, +3 hide [Hardness 3, HP: 30]), flat-footed 23
BA / Grapple / Parry:	+10/+22/+18
Attack:	Greatclub +17 melee (2d8+12) or slam +17 melee (1d4+8) or rock +11 ranged (2d8+12)
Full Attack:	Greatclub +17/+12/+7 melee (2d8+12) or 2 slams +17 melee (1d4+8) or rock +11 ranged (2d8+12)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Rock throwing
Special Qualities:	Darkvision 60 ft., low-light vision, rock catching
Saves / Dodge:	Fort +13, Ref/Dodge +6/+5, Will +7
Attributes:	Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11
Skills:	Climb +11, Hide +6*, Jump +11, Spot +12
Feats:	Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot
Environment:	Temperate mountains
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding/trading party (6–9 plus 1 elder), or tribe (21–30 plus 35% noncombatants plus 1–3 elders and 3–6 dire bears)
Challenge Rating:	8 (elder 9)
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+12 (elder +13)

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old. Of all the giants they are the most even-tempered, willing to parley with those who would seek to do so.

COMBAT

Stone giants fight from a distance whenever possible, but if they can't avoid melee, they use gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.

Rock Throwing (Ex): The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

STONE GIANT ELDERS

Some stone giants develop special abilities related to their environment. These giant elders have Wisdom scores of at least 15 and spell-like abilities, which they use as 10th-level Druids. Once per day they can use *Stone Shape*, *Stone Tell*, and *Transmute Rock to Mud* or *Transmute Mud to Rock* (DC 17). The save DC is Charisma-based. One in ten elders is actually a Druid, usually of 3rd to 6th level.

STONE GIANTS AS CHARACTERS

Strong, silent loners, stone giant characters are a rare sight in human lands. Stone giant characters possess the following racial traits;

- +16 Strength, +4 Dexterity, +8 Constitution, +2 Wisdom.
- Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A stone giant's base land speed is 40 feet.
- Darkvision out to 60 feet and low-light vision.
- Racial Hit Dice: A stone giant begins with fourteen levels of giant, which provide 14d8 Hit Dice, a base attack bonus of +10, and base saving throw bonuses of Fort +9, Ref +4, and Will +4.
- Racial Skills: A stone giant's giant levels give it skill points equal to $17 \times (2 + \text{Int modifier})$. Its class skills are Climb, Hide, Listen, and Spot. A stone giant has a +8 racial bonus on Hide checks in rocky terrain.
- Racial Feats: A stone giant's giant levels give it five feats.
- +11 natural armor bonus.
- Special Attacks (see above): Rock throwing.
- Special Qualities (see above): Rock catching.
- Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Berserker.
- Level adjustment +12.



STORM GIANT

Size & Type:	Huge Giant
Hit Dice:	19d8+114 (199 hp)
T/AC System Adj:	Hardness 10/2d; +60 HP
Initiative / Speed:	+2; 35 ft. (7 hexes), swim 30 ft. (6 hexes) in breastplate; base speed 50 ft., swim 40 ft.
Touch/Full AC (T/AC):	10/27 (–2 size, +2 Dex, +12 natural, +5 breastplate [Hard: 5, HP: 75]), flat-footed 25
BA / Grapple / Parry:	+14/+36/+28
Attack:	Greatsword +26 melee (4d6+21/19–20) or slam +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14 ranged (3d6+14/x3)
Full Attack:	Greatsword +26/+21/+16 melee (4d6+21/19–20) or 2 slams +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14/+9/+4 ranged (3d6+14/x3)
Space/Reach:	15 ft. (3-polyhex) /15 ft. (3 hexes)
Special Attacks:	Spell-like abilities
Special Qualities:	Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing
Saves / Dodge:	Fort +17, Ref +8, Will +13, Dodge +6
Attributes:	Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15
Skills:	Climb +20, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Perform (sing) +12, Sense Motive +15, Spot +25, Swim +18*
Feats:	Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Environment:	Warm mountains
Organization:	Solitary or family (2–4 plus 35% noncombatants plus 1 Sorcerer or Cleric of 7th–10th level plus 1–2 rocs, 2–5 griffons, or 2–8 sea cats)

Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Often chaotic good
Advancement:	By character class
Level Adjustment:	—

Of enormous countenance and with natural powers over the elements, storm giants are sometimes mistaken for titans. Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

COMBAT

Storm giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180 feet.

Spell-Like Abilities: 1/day—*Call Lightning* (DC 15), *Chain Lightning* (DC 18). Caster level 15th. 2/day—*Control Weather*, *Levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous *Freedom of Movement* ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Storm giants ignore all weight penalties for gear carried when swimming.



Storm Giant Characters

About 20% of adult storm giants are Sorcerers or Clerics. A storm giant Cleric has access to two of the following domains: Chaos, Good, Protection, or War.

GIBBERING MOUTHER

Size & Type:	Medium Aberration
Hit Dice:	4d8+24 (42 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+1; 10 ft. (2 hexes), swim 20 ft.
Touch/Full AC (T/AC):	11/19 (+1 Dex, +8 natural), flat-footed 18
BA / Grapple / Parry:	+3/+3/+4
Attack:	Bite +4 melee (1) or spittle +4 ranged touch (1d4 acid plus blindness)
Full Attack:	6 bites +4 melee (1) and spittle +4 ranged touch (1d4 acid plus blindness)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation
Special Qualities:	Amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.
Saves / Dodge:	Fort +7, Ref +4, Will +5, Dodge +4
Attributes:	Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13
Skills:	Listen +4, Spot +9, Swim +8
Feats:	Lightning Reflexes, Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None

Alignment:	Usually neutral
Advancement:	5–12 HD (Large)
Level Adjustment:	—

A gibbering moulder is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures. A gibbering moulder is about 3 feet across and 3 to 4 feet high. It weighs about 200 pounds. Gibbering moulthers can speak Common, but seldom say anything other than gibberish.

COMBAT

A gibbering moulder attacks by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. A moulder can send out a total of six such members in any round.

Gibbering (Su): As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a *Confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

Spittle (Ex): As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but they are still subject to the acid damage. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a gibbering moulder must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): On a successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a DC 12 Strength check or severed by a successful sunder attempt (the mouth has 2 hit points).

A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed.

Engulf (Ex): A gibbering moulder can try to engulf a Medium or smaller opponent grabbed by three or more mouths. The opponent must succeed on a DC 14 Reflex save or fall and be engulfed. In the next round, the moulder makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the moulder from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

Ground Manipulation (Su): At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent hexes to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering moulder is not subject to critical hits. It cannot be flanked.

Skills: Thanks to their multiple eyes, gibbering moulthers have a +4 racial bonus on Spot checks.

A gibbering moulder has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

GIRALLON

Size & Type:	Large Magical Beast
Hit Dice:	7d10+20 (58 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+3; 40 ft. (8 hexes), climb 40 ft.
Touch/Full AC (T/AC):	12/16 (–1 size, +3 Dex, +4 natural), flat-footed 15
BA / Grapple / Parry:	+7/+17/+13
Attack:	Claw +12 melee (1d4+6)

Full Attack:	4 claws +12 melee (1d4+6) and bite +7 melee (1d8+3)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Rend 2d4+9
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves / Dodge:	Fort +7, Ref +8, Will +5, Dodge +7
Attributes:	Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Move Silently +8, Spot +6
Feats:	Iron Will, Toughness (2)
Environment:	Warm forests
Organization:	Solitary or company (5–8)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

Girallons are savage, magical cousins of the gorilla, with an extra set of equally-powerful arms, all four of which are equipped with claws. When moving on the ground, a girallon walks on its legs and lower arms. An adult girallon is about 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs about 800 pounds.

COMBAT

A solitary girallon usually conceals itself in the branches of a tree or under a pile of leaves and brush, with only its nose showing. When it spots or scents prey, it charges to the attack. A girallon picks up prey that is small enough to carry and withdraws, often vanishing into the trees before the victim's companions can do anything to retaliate.

Against larger foes, a girallon seeks to tear a single opponent to bits as quickly as it can.

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Skills: A girallon has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

GNOLL

Size & Type:	Medium Humanoid (Gnoll)
Hit Dice:	2d8+2 (11 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/15 (+1 natural, +2 leather armor [Hard: 2, HP: 10], +2 heavy steel shield [Hard: 10, HP: 10]), flat-footed 15
BA / Grapple / Parry:	+1/+3/+5
Attack:	Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
Full Attack:	Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +4, Ref +0, Will +0, Dodge +0
Attributes:	Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Skills:	Listen +2, Spot +3
Feats:	Power Attack
Environment:	Warm plains
Organization:	Solitary, pair, hunting party (2–5 and 1–2 hyenas), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level and 5–8 hyenas), or tribe (20–200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, and 7–12 hyenas;

	underground lairs also have 1–3 trolls)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

Gnolls are hyena-headed, evil humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more. A gnoll is about 7-1/2 feet tall and weighs 300 pounds. Gnolls speak Gnoll.

COMBAT

Gnolls like to attack when they have the advantage of numbers, using horde tactics and their physical strength to overwhelm and knock down their opponents. They show little discipline when fighting unless they have a strong leader; at such times, they can maintain ranks and fight as a unit. While they do not usually prepare traps, they do use ambushes and try to attack from a flanking position. Because of its shield, a gnoll's modifier on Hide checks (untrained) is –2, which means gnolls always take special care to seek favorable conditions when laying ambushes (such as darkness, cover, or some other form of advantageous terrain).

GNOLLS AS CHARACTERS

Gnoll characters possess the following racial traits.

- Strength +4, Constitution +2, Intelligence –2, Charisma –2.
- Size Medium.
- A gnoll's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A gnoll begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A gnoll's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Listen and Spot.
- Racial Feats: A gnoll's humanoid levels give it one feat.
- +1 natural armor bonus.
- Automatic Languages: Gnoll. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Ranger.
- Level adjustment +2.

GNOME, Deep

	Svirfneblin, 1st-Level Warrior
Size & Type:	Small Humanoid (Gnome)
Hit Dice:	1d8+4 (8 hp)
T/AC System Adj:	--
Initiative / Speed:	+1; 15 ft. in banded mail armor (3 hexes); base speed 20 ft.
Touch/Full AC (T/AC):	16/23 (+1 size, +1 Dex, +4 dodge, +6 banded mail [Hard: 5, HP: 15], +1 buckler [Hard: 5, HP: 5]), flat-footed 18
BA / Grapple / Parry:	+1/–3/+2
Attack:	Heavy pick +2 melee (1d4/x4) or light crossbow +3 ranged (1d6/19–20)
Full Attack:	Heavy pick +2 melee (1d4/x4) or light crossbow +3 ranged (1d6/19–20)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities
Special Qualities:	Gnome traits, svirfneblin traits, spell resistance 12
Saves / Dodge:	Fort +5, Ref +3, Will +2, Dodge +8
Attributes:	Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4
Skills:	Hide +2, Listen +2, Spot +2

Feats:	Toughness
Environment:	Underground
Organization:	Company (2–4), squad (11–20 plus 1 leader of 3rd–6th level and 2 3rd-level lieutenants), or band (30–50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 2–5 Medium earth elementals)
Challenge Rating:	1 (or character level +1)
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+3

Besides the gnome race presented in the Hero's Handbook, here are two other gnomish variants, the deep gnome and the forest gnome. While the forest gnome is almost identical to the rock gnome presented as a player character race, the deep gnomes have adapted to their deep domain in significant different ways.

Deep Gnome

Also called deep gnomes, svirfneblin are said to dwell in great cities deep underground. They stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. A svirfneblin has wiry, rock-colored skin usually medium brown to brownish gray. Only males are bald; females have straight gray hair. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. Gnomes reach adulthood at about age 40, and the average svirfneblin lifespan is 250 years. Svirfneblin speak Gnome, Common, and Undercommon.

Svirfneblin Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

— −2 Strength, +2 Dexterity, +2 Wisdom, −4 Charisma. These adjustments replace the rock gnome's ability score adjustments.

—**Stonecunning:** This ability grants deep gnomes a +2 racial bonus on Search checks to notice unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

—Darkvision out to 120 feet and low-light vision.

—Spell resistance equal to 11 + class levels.

— +2 racial bonus on all saving throws (figured into the statistics for the character presented here). This trait replaces the rock gnome's racial bonus on saving throws against illusions.

—Add +1 to the Difficulty Class for all saving throws against illusion spells cast by svirfneblin. This adjustment stacks with those from similar effects, such as the Spell Focus feat.

— +1 racial bonus on attack rolls against kobolds and goblinoids.

— +4 dodge bonus to Armor Class against all creatures (figured into the statistics for the character presented here). This trait replaces the rock gnome's dodge bonus against giants.

—Automatic Languages: Undercommon, Gnome, Common. Bonus Languages: Dwarven, Elven, Giant, Goblin, Orc, Terran. This trait replaces the rock gnome's automatic and bonus languages.

—**Spell-Like Abilities:** 1/day—*Blindness/Deafness* (typical save DC 13), *Blur*, *Disguise Self*. Caster level equals the svirfneblin's class levels. The save DC is Charisma-based and include a +4 racial modifier. This trait replaces the rock gnome's spell-like abilities.

—**Nondetection (Su):** A svirfneblin has a continuous *Nondetection* ability as the spell (caster level equal to class levels).

— +2 racial bonus on Craft (alchemy) and Listen checks.

— +2 racial bonus on Hide checks, which improves to +4 underground.

—Favored Class: Rogue.

—Level adjustment +3.

The svirfneblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

GNOME, Forest (Template)

They are the smallest of all the gnomes, averaging 2 to 2-1/2 feet in height, but they look just like regular gnomes with bark-colored or gray-green skin and eyes that can be brown or green as well as blue. A very long-lived people, forest gnomes have an average life expectancy of 500 years.

Forest Gnome Traits (Ex): These traits are in addition to the rock gnome traits as given in the DxD20 Hero's Handbook, except where noted.

—*Pass without Trace* (Su): A forest gnome has the innate ability to use *pass without trace* (self only, as a free action) as the spell cast by a druid of the forest gnome's class levels.

— +1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids.

—Automatic Languages: Gnome, Elven, Sylvan, and a simple language that enables them to communicate on a very basic level with forest animals (this replaces the rock gnome's *speak with animals* ability). Bonus Languages: Common, Draconic, Dwarven, Giant, Goblin, Orc. This trait replaces the rock gnome's automatic and bonus languages.

— +4 racial bonus on Hide checks, which improves to +8 in a wooded area.

GOBLIN

Size & Type:	Small Humanoid (Goblinoid)
Hit Dice:	1d8+1 (5 hp)
T/AC System Adj:	--
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	12/15 (+1 size, +1 Dex, +2 leather armor [Hard: 2, HP: 5, +1 light shield [Hard: 5, HP: 5]], flat-footed 14)
BA / Grapple / Parry:	+1/−3/+2
Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Full Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +3, Ref +1, Will −1, Dodge +2
Attributes:	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Skills:	Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2
Feats:	Alertness
Environment:	Temperate plains
Organization:	Gang (4–9), band (10–100 plus 100% noncombatants plus 1 3 rd -level sergeant per 20 adults, 1 blue of 2 nd –4 th level, and 1 leader of 4 th –6 th level), warband (10–24 with worg mounts), or tribe (40–400 plus 100% noncombatants plus 1 3 rd -level sergeant per 20 adults, 1 or 2 lieutenants of 4 th or 5 th level, 1 blue of 4 th –6 th level, and 1 leader of 6 th –8 th level, 10–24 worgs, and 2–4 dire wolves)
Challenge Rating:	1/3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+0

A goblin stands 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins speak Goblin; those with Intelligence scores of 12 or higher also speak Common. Most goblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Being bullied by bigger, stronger creatures has taught goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage. The goblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Challenge Rating: Goblins with levels in NPC classes have a CR equal to their character level –2.

GOBLINS AS CHARACTERS

Goblin characters possess the following racial traits.

- –2 Strength, +2 Dexterity, –2 Charisma.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A goblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +4 racial bonus on Move Silently and Ride checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.
- Favored Class: Rogue.

BLUE

Size & Type:	Small Humanoid (Goblinoid, Psionic)
Hit Dice:	1d4+1 (13 hp)
T/AC System Adj:	--
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/15 (+1 size, +4 <i>Inertial Armor</i>), touch 11, flat-footed 15
BA / Grapple / Parry:	+0/–6/–2
Attack:	Quarterstaff –2 melee (1d4–2) or light crossbow +0 ranged (1d6/19–20)
Full Attack:	Quarterstaff –2 melee (1d4–2) or light crossbow +0 ranged (1d6/19–20)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Psionic powers
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +1, Ref +0, Will +2, Dodge +1
Attributes:	Str 6, Dex 11, Con 12, Int 15, Wis 10, Cha 7
Skills:	Concentration +5, Hide +6, Move Silently +4, Psicraft +6, Ride +4, Spot +2
Feats:	Psionic Body, Wild Talent (B)
Environment:	Temperate plains
Organization:	Solitary, gang (1 plus 4–9 goblin warriors), band (2d10 plus 10–100 goblin warriors plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (2d4 plus 10–24 goblin warriors with worg mounts), or tribe (4d10 plus 40–400 goblin warriors plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 10–24 worgs, and 2–4 dire wolves)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class (usually Psion)
Level Adjustment:	+0

Blues are a subrace of goblins with an innate knack for psionics. A blue is often smaller than an average goblin, standing just about 3 feet tall and weighing about 40 pounds. Blues have noticeably blue-tinged skin, and their eyes are less dull than those of a common goblin. Otherwise, they resemble their kin. They generally dress in short leather robes, dyed black. Blues speak Goblin and Common. Most blues encountered outside their homes are Psions; the information in the statistics block is for a Psion of 1st level.

COMBAT

Blues support goblin warriors in combat and are often called upon to lead a gang of goblins (from the rear) into battle. They are smart enough to be satisfied with being the “power-behind-the-throne”, helping a bigger, stronger goblin or leader type rule (at least, until they might reach 9th-level Psion, then things may change). The blue Psion presented here had the following ability scores before racial adjustments: Str 8, Dex 11, Con 12, Int 13, Wis 10, Cha 9.

Psionic Powers: The blue described here is a 1st-level Psion.

Typical Psion Powers Known (PP 3*; save DC 12 + power level): 1st—*Inertial Armor*, *Mind Thrust* (DC 13), *Charm Being* (DC 13). Manifest level 1st. The save DCs are Intelligence-based.

*The blue shown here has already manifested *Inertial Armor*; its reserve is normally 4 power points.

Skills: Blues have a +4 racial bonus on Move Silently checks and Ride checks.

BLUES AS CHARACTERS

Blues tend to be Psions, although blues raised in communities where their kind are rare may choose the path of the Wilder.

Blue characters possess the following racial traits.

- −2 Strength, +2 Intelligence, −2 Charisma.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, −4 penalty on grapple checks, lifting and carrying limits 3/4 of those of Medium characters.
- Blue base land speed is 30 feet.
- Darkvision out to 60 feet.
- Naturally Psionic: Blues gain 1 bonus power point at 1st level.
- Racial Skills: A blue character has a +4 racial bonus on Move Silently checks and Ride checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.
- Favored Class: Psion.
- Level Adjustment: +1.

GOLEM

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. The animating force for a golem is a spirit from an elemental plane, usually the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem’s creator.

COMBAT

Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

A golem’s creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his or her absence. The golem’s creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else’s control, and so on), but the golem’s creator can always resume control over his creation by commanding the golem to obey him alone.

Immunity to Magic (Ex): Golems have immunity to most magical and supernatural effects, except when otherwise noted.

CONSTRUCTION

The cost to create given for each golem includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the golem. Creating a golem is essentially the same as creating any sort of magic item. However, a golem's body includes costly material components that may require some extra preparation. The golem's creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the golem variety.

Completing the golem's creation drains the appropriate XP from the creator and requires casting any spells or manifesting any powers on the final day. The creator must cast the spells / manifest the powers personally, but they can come from outside sources, such as scrolls or power stones.

The characteristics of a golem that come from its nature as a magic item (caster level, prerequisite feats and spells, market price, cost to create) are given in summary form at the end of each golem's description.

Note: The market price of an advanced golem (a golem with more Hit Dice than the typical golem described in each entry) is increased by 5,000 gp for each additional Hit Die, and it is increased by an additional 50,000 gp if the golem's size increases. The XP cost for creating an advanced golem is equal to 1/20th the advanced golem's market price minus the cost of the special materials required.

CHEMICAL GOLEM

Size & Type:	Large Construct
Hit Dice:	9d10 (49 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP; Ignore 15/3d Hardness
Initiative / Speed:	-1; 20 ft. (4 hexes; can't run)
Touch/Full AC (T/AC):	8/20 (-1 size, -1 Dex, +10 natural), flat-footed 22
BA / Grapple / Parry:	+8/+19/—
Attack:	Slam +14 melee (2d10+7 plus cursed wound)
Full Attack:	2 slams +14 melee (2d10+7 plus cursed wound)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Berserk, breath weapon
Special Qualities:	Chemical healing, construct traits, damage reduction 15/magic, immunity to magic, rupture
Saves / Dodge:	Fort +3, Ref +2, Will +3, Dodge —
Attributes:	Str 23, Dex 9, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	10
Treasure:	None
Alignment:	Same as creator
Advancement:	10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment:	—

A roiling sack of chemicals, a typical chemical golem stands about 9 feet tall and weighs approximately 4,000 pounds. A chemical golem is incapable of speech, though it can understand any language spoken by its creator.

COMBAT

Berserk (Ex): When a chemical golem enters combat, it has a cumulative 1% chance each round of going berserk. When the uncontrolled golem goes on a rampage, it attacks the nearest living creature. If no creature is within reach, it smashes some object smaller than itself, then moves on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

Breath Weapon (Ex): Once every 1d4 rounds, a chemical golem can breathe a 30-foot cone of acid and toxic fumes. Each creature in the area takes 5d6 points of acid damage (Reflex half) and 1d4 points of Constitution damage (Fortitude negates). The DC for both saves is 10 + 1/2 the golem's Hit Dice.

Chemical Healing (Ex): A chemical golem does not heal normally, but it can drink toxic liquids (such as acid, poison, or cleaning supplies) to heal itself. The creature heals damage based on the volume that it consumes in toxic chemicals. Consuming an amount equal to its original volume (a Large amount of toxic chemicals) completely heals it, while consuming an amount equal to one size category smaller than the original volume (so a Medium-size amount of toxic chemicals) heals the golem 25% of its total hp. Consuming an amount two size categories smaller than its original size heals the chemical golem 10% of its total hp. Anything smaller than that heals it 1 hp. Regardless of the amount consumed, it takes the chemical golem a full round to absorb the toxic chemicals.

A chemical golem has no ability to discern which substances can heal it, so its creator must either command it to drink the appropriate chemicals on the spot or provide it with precise commands and a ready supply so that it can heal itself. A chemical golem gains no benefit from drinking a substance not considered immediately harmful to humans. The consumed liquids mix with the chemicals inside the golem and are destroyed.

Construct: A chemical golem has the traits and immunities common to constructs.

Damage Reduction 15/magic (Su): A chemical golem ignores the first 15 points of damage dealt by any nonmagical weapon. In scenarios without magic weapons, the GM can either disregard the chemical golem's damage reduction or apply it only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/concussion).

Magic Immunity (Ex): A chemical golem is immune to all spells, spell-like abilities, and supernatural effects, except one. A *Neutralize Poison* spell or effect slows the creature (as the *Slow* spell) for 2d6 rounds, with no saving throw.

Rupture (Ex): If the chemical golem takes at least 10 points of damage (after damage reduction) from a single hit with a piercing or slashing weapon, its membrane ruptures, spraying a 10-foot cone of burning liquid and noxious fumes in the direction from which the attack originated. Each creature in the area takes 2d6 points of fire damage (Reflex half) and 1d4 points of Constitution damage (Fortitude negates). The DC for both saves is 10 + 1/2 the golem's Hit Dice.

When the chemical golem is reduced to 0 hit points, its membrane collapses, spilling out all the remaining chemicals inside as a 15-foot-radius burst of acid, flame, and deadly gases. Every creature in the area takes 10d6 points of damage (half acid and half fire; Reflex half) and 2d4 points of Constitution damage (Fortitude negates). The DC for both saves is 10 + 1/2 the golem's Hit Dice.



Construction

A chemical golem's body must be sculpted from a special chemically-treated sac capable of containing at least 500 gallons, treated with rare chemical compounds worth 1,500 gp / \$150,000. Creating the body requires a DC 30 Craft (chemical) check and a DC 30 Craft (mechanical) check. CL 11th; Enchant Construct, *Animate Objects*, *Cloudkill*, *Limited Wish*, caster must be at least 13th level; Price 40,000 gp / \$4,000,000; Cost 21,500 gp / \$2,150,000 + 1,925 XP.

CLAY GOLEM

Size & Type:	Large Construct
Hit Dice:	11d10+30 (90 hp)
T/AC System Adj:	Hardness 10/2d; +70 HP
Initiative / Speed:	-1; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	8/22 (-1 size, -1 Dex, +14 natural), flat-footed 22
BA / Grapple / Parry:	+8/+19/—
Attack:	Slam +14 melee (2d10+7 plus cursed wound)
Full Attack:	2 slams +14 melee (2d10+7 plus cursed wound)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Berserk, cursed wound
Special Qualities:	Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision
Saves / Dodge:	Fort +3, Ref +2, Will +3, Dodge —
Attributes:	Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—

Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	12–18 HD (Large); 19–33 HD (Huge)
Level Adjustment:	—

This golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

COMBAT

Berserk (Ex): When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

Cursed Wound (Ex): The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

Immunity to Magic (Ex): A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

—A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it.

—A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

—An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

—Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it 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. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

Haste (Su): After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Construction

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 1,500 gp / \$150,000. Creating the body requires a DC 30 Craft (chemical) check and a DC 30 Craft (mechanical) check. CL 11th; Enchant Construct, *Animate Objects*, *Commune*, *Resurrection*, caster must be at least 13th level; Price 40,000 gp / \$4,000,000; Cost 21,500 gp / \$2,150,000 + 1,925 XP.

FLESH GOLEM

Size & Type:	Large Construct
Hit Dice:	9d10+30 (79 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP
Initiative / Speed:	-1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	8/18 (–1 size, –1 Dex, +10 natural), flat-footed 18
BA / Grapple / Parry:	+6/+15/—
Attack:	Slam +10 melee (2d8+5)
Full Attack:	2 slams +10 melee (2d8+5)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Berserk

Special Qualities:	Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves / Dodge:	Fort +3, Ref +2, Will +3, Dodge —
Attributes:	Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment:	—

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds. A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

COMBAT

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

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

—A magical attack that deals cold or fire damage slows a flesh golem (as the *Slow* spell) for 2d6 rounds, with no saving throw.

—A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 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. For example, a flesh golem hit by a *Lightning Bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Construction

The pieces of a flesh golem must come from normal human corpses that have not decayed significantly. Assembly requires a minimum of six different bodies—one for each limb, the torso (including head), and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 500 gp are also required. Note that creating a flesh golem requires casting a spell with the evil descriptor. Assembling the body requires a DC 25 Craft (mechanical) check and a DC 20 Treat Injury check. CL 8th; Enchant Construct, *Animate Dead*, *Bull's Strength*, *Geas/Quest*, *Limited Wish*, caster must be at least 13th level; Price 20,000 gp / \$2,000,000; Cost 10,500 gp / \$1,050,000 + 975 XP.

GEAR GOLEM

Size & Type:	Large Construct
Hit Dice:	18d10+20 (119 hp)
T/AC System Adj:	Hardness 20/4d/1D; +110 HP
Initiative / Speed:	-1; 20 ft. (4 hexes; can't run)
Touch/Full AC (T/AC):	8/30 (–1 size, –1 Dex, +22 natural), flat-footed 30

BA / Grapple / Parry:	+13/+23/—
Attack:	Slam +18 melee (1d8+9)
Full Attack:	2 slams +18 melee (1d8+9)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Detonate, gear grind, improved grab
Special Qualities:	Construct traits, darkvision 60 ft., magic immunity
Saves / Dodge:	Fort +6, Ref +5, Will +6, Dodge —
Attributes:	Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	Hide -5
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	7
Treasure:	None
Alignment:	Same as creator
Advancement:	19–24 HD (Large); 25–54 HD (Huge)
Level Adjustment:	—

A roughly humanoid-shaped amalgam of thousands of interlocking and moving gears, gear golems are fearsome opponents, especially if allowed to grapple with their quarry. Gear golems cannot speak. They typically stand 10 feet tall and weigh 4,000 pounds.

COMBAT

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

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

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

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

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

Magic Immunity (Ex): A gear golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows.

—An electricity effect slows it (as the *Slow* spell) for 3 rounds, with no saving throw.

—A fire effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. The golem rolls no saving throw against fire effects.

—A gear golem is affected normally by rust attacks, such as that of a rust monster or a *Rusting Grasp* spell.

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

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

Construction

A gear golem's body is sculpted from 4,000 pounds of various cogs, smelted with rare tinctures and admixtures costing at least 10,000 gp. Assembling the body requires a DC 30 Craft (structural) check and a DC 30 Craft (mechanical) check. CL 16th; Enchant Construct, *Geas/Quest*, *Limited Wish*, *Polymorph Any Object*, *Telekinesis*,

caster must be at least 16th level; Price 150,000 gp / \$15,000,000; Cost 80,000 gp / \$8,000,000 + 7,000 XP.

IRON GOLEM

Size & Type:	Large Construct
Hit Dice:	18d10+30 (129 hp)
T/AC System Adj:	Hardness 20/4d/1D; +110 HP
Initiative / Speed:	-1; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	8/30 (−1 size, −1 Dex, +22 natural), flat-footed 30
BA / Grapple / Parry:	+12/+28/—
Attack:	Slam +23 melee (2d10+11)
Full Attack:	2 slams +23 melee (2d10+11)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Breath weapon
Special Qualities:	Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves / Dodge:	Fort +6, Ref +5, Will +6, Dodge —
Attributes:	Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral
Advancement:	19–24 HD (Large); 25–54 HD (Huge)
Level Adjustment:	—

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, just like a stone golem (see below), although it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a short sword in one hand. An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

COMBAT

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

—A magical attack that deals electricity damage slows an iron golem (as the *Slow* spell) for 3 rounds, with no saving 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. For example, an iron golem hit by a *Fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

—An iron golem is affected normally by rust attacks, such as that of a rust monster or a *Rusting Grasp* spell.

Construction

An iron golem's body is sculpted from 5,000 pounds of pure iron, smelted with rare tinctures and admixtures costing at least 10,000 gp. Assembling the body requires a DC 30 Craft (chemical) check, a DC 30 Craft (mechanical) check, and a DC 30 Craft (structural) check. CL 16th; Enchant Construct, *Cloudkill*, *Geas/Quest*, *Limited Wish*,

Polymorph Any Object, caster must be at least 16th level; Price 150,000 gp; Cost 80,000 gp + 7,000 XP.

STONE GOLEM

	Stone Golem	Greater Stone Golem
Size & Type:	Large Construct	Huge Construct
Hit Dice:	14d10+30 (107 hp)	42d10+40 (271 hp)
T/AC System Adj:	Hardness 15/3d; +90 HP	Hardness 20/4d/1D; +105 HP
Initiative / Speed:	-1; 20 ft. (4 hexes)	-2; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	8/26 (–1 size, –1 Dex, +18 natural), flat-footed 26	6/27 (–2 size, –2 Dex, +21 natural), flat-footed 27
BA / Grapple / Parry:	+10/+23/—	+31/+52/—
Attack:	Slam +18 melee (2d10+9)	Slam +42 melee (4d8+13)
Full Attack:	2 slams +18 melee (2d10+9)	2 slams +42 melee (4d8+13)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)	15 ft. (3-polyhex) /15 ft. (3 hexes)
Special Attacks:	Slow	Slow
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves / Dodge:	Fort +4, Ref +3, Will +4, Dodge —	Fort +14, Ref +12, Will +14, Dodge —
Attributes:	Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1	Str 37, Dex 7, Con —, Int —, Wis 11, Cha 1
Skills:	—	—
Feats:	—	—
Environment:	Any	Any
Organization:	Solitary or gang (2–4)	Solitary or gang (2–4)
Challenge Rating:	11	16
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	15–21 HD (Large); 22–42 (Huge)	—
Level Adjustment:	—	—

This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

COMBAT

Slow (Su): A stone golem can use a *Slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

—A *Transmute Rock to Mud* spell slows a stone golem (as the *Slow* spell) for 2d6 rounds, with no saving throw, while *Transmute Mud to Rock* heals all of its lost hit points.

—A *Stone to Flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Construction

A stone golem's body is chiseled from a single block of hard stone, such as granite or quartz, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the body requires a DC 25 Craft (mechanical) check and a DC 30 Craft (structural) check. CL 15th; Enchant Construct, *Null Power Field*, *Geas/Quest*, *Symbol of Stunning*, or *Imbue Construct*, *Null Power Field*, *Bend Reality*, *Psionic Blast*, caster / manifester must be at least 15th level; Price 90,000 gp / \$9,000,000; Cost 50,000 gp / \$5,000,000 + 4,250 XP.

GREATER STONE GOLEM

A greater stone golem is 18 feet tall and weighs around 32,000 pounds. It resembles a typical stone golem in all respects, except that the Will save DC is 31 against its Slow ability. CL 15th; Enchant Construct, *Null Power Field*, *Geas/Quest*, *Symbol of Stunning*, or *Imbue Construct*, *Null Power Field*, *Bend Reality*, *Psionic Blast*, caster / manifester must be at least 15th level; Price 196,000 gp / \$19,600,000; Cost 105,000 gp / \$10,500,000 + 9,050 XP.

GORGON

Size & Type:	Large Magical Beast
Hit Dice:	8d10+40 (85 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP
Initiative / Speed:	+4; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	9/20 (–1 size, +11 natural), flat-footed 20
BA / Grapple / Parry:	+8/+17/—
Attack:	Gore +12 melee (1d8+7)
Full Attack:	Gore +12 melee (1d8+7)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon, trample 1d8+7
Special Qualities:	Darkvision 60 ft., lowlight vision, scent
Saves / Dodge:	Fort +11, Ref +6, Will +5, Dodge +5
Attributes:	Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9
Skills:	Listen +9, Spot +8
Feats:	Alertness, Improved Initiative, Iron Will
Environment:	Temperate plains
Organization:	Solitary, pair, pack (3–4), or herd (5–13)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	9–15 HD (Large); 16–24 HD (Huge)
Level Adjustment:	—

Looking like a large bull but covered in scales rather than hide, a typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack intruders on sight, attempting to trample, gore, or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate.

COMBAT

Whenever possible, a gorgon begins an encounter by charging at its opponents.

Breath Weapon (Su): 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 19 negates. The save DC is Constitution-based.

Trample (Ex): Reflex DC 19 half. The save DC is Strength-based.

GRAY GLUTTON

Size & Type:	Huge Magical Beast
Hit Dice:	9d10+36 (85 hp)
T/AC System Adj:	Hardness 10/2d; +65 HP
Initiative / Speed:	–1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	7/20 (–2 size, –1 Dex, +13 natural), flat-footed 20
BA / Grapple / Parry:	+9/+25/—
Attack:	Bite +15 melee (2d8+8)
Full Attack:	Bite +15 melee (2d8+8) and 2 claws +10 melee (2d6+4)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Power essence inhalation

Special Qualities:	Darkvision 60 ft., low-light vision, power resistance 20, scent
Saves / Dodge:	Fort +10, Ref +5, Will +7, Dodge +3
Attributes:	Str 27, Dex 9, Con 19, Int 2, Wis 15, Cha 20
Skills:	Jump +14, Listen +7, Spot +3
Feats:	Closed Mind, Hostile Mind, Iron Will, Psionic Hole, Track (B)
Environment:	Underground
Organization:	Solitary, pair, or cluster (3–5)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10–20 HD (Huge); 21–27 HD (Gargantuan)
Level Adjustment:	—

A small mountain of hairless muscled gray skin, the gray glutton seeks out any creature with power points, with a preference for psionic energy. However, arcane / divine / super-power energy will serve in a pinch.

COMBAT

A gray glutton attacks anything with power (ie. power points), or anything that stands in its way of tracking down new (preferably psionic) prey. Of course, a gray glutton has to eat—and eat a lot to feed its bulk—so when not on the scent it will attack any living creature. It always breaks off attacks against non-powered foes if powered prey is an option. The only creatures it refuses to physically eat are elves (and it dislikes the taste of dwarves). No challenge seems too extreme to it, even if that means bulling into the center of a powerful party of manifesters / spellcasters.

Power Essence Inhalation (Su): As a free action, a gray glutton can “ingest” the power points of creatures within range of its drain, which manifests as tendrils of pale blue translucent smoke wisping from affected targets within a 10-foot cube into the glutton’s mouth. The smoke is psychic drain, inflicting damage to a target’s power points, at the rate of 1d4 power points per hit die of the gray glutton (typically 8d4 power points; Fortitude DC 18 reduces power point loss by half). Affected characters and creatures subtract the lost power points from their reserves. The save DC is Constitution-based. Once a gray glutton has used its inhalation, it must wait 4 rounds before it can inhale again.

GRAY RENDER

Size & Type:	Large Magical Beast
Hit Dice:	10d10+70 (125 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	9/19 (–1 size, +10 natural), flat-footed 19
BA / Grapple / Parry:	+10/+20/+16
Attack:	Bite +15 melee (2d6+6)
Full Attack:	Bite +15 melee (2d6+6); 2 claws +10 melee (1d6+3)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Improved grab, rend 2d6+9
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves / Dodge:	Fort +14, Ref +7, Will +4, Dodge +6
Attributes:	Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8
Skills:	Hide +2, Spot +10, Survival +3
Feats:	Cleave, Power Attack, Improved Bull Rush, Track
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral

Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	—

A gray render stands about 9 feet tall in spite of its hunched posture and is about 4 feet wide. It weighs about 4,000 pounds. Gray renders are never found in groups. Each of these asexual creatures produces one offspring and carries it for a time in a pouch, but thereafter the young render must fend for itself.

A unique quality of the gray render is its tendency to bond with, protect, and provide for another creature (or group of creatures) native to its surroundings. Whether accepted or not, the render always attempts to remain fairly close, watching over its adopted charge(s) and daily bringing an offering of meat. It never willingly harms adopted creatures and retreats if they attack it.

COMBAT

A gray render attacks to kill, whether to bring down prey or to protect itself or those it has adopted. When hunting, it sometimes attempts to hide and wait for prey to wander close.

Improved Grab (Ex): To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d6+9 points of damage.

Skills: Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

GREMLIN

Size & Type:	Diminutive Fey
Hit Dice:	1/8 d6-1 (1 hp)
T/AC System Adj:	--
Initiative / Speed:	+4; 5 ft. (1 hex); fly 30 ft. (good)
Touch/Full AC (T/AC):	18/18 (+4 size, +4 Dex), flat-footed 14
BA / Grapple / Parry:	+0/-17/-4
Attack:	Claw -1 melee (1d4-3)
Full Attack:	Claw -1 melee (1d4-3) or tiny wrench (1d4-3)
Space/Reach:	6 in. (4-microhex) /6 in. (One 4-microhex)
Special Attacks:	—
Special Qualities:	Disassemble device, mystic aid, spell-like abilities, low-light vision, jury-rigged repair
Saves / Dodge:	Fort +1, Ref +4, Will +2, Dodge +8
Attributes:	Str 1, Dex 18, Con 9, Int 14, Wis 14, Cha 10
Skills:	Computer Use +6, Craft (electronic) +6, Craft (mechanical) +6, Disable Device +12, Demolitions +10, Escape Artist +8, Hide +18, Listen +8, Move Silently +12, Repair +4, Spot +8, Tumble +8
Feats:	Alertness, Builder (electronic, mechanical), Simple Weapons Proficiency, Stealthy
Environment:	Any tech
Organization:	Gang (2–4), pack (10–20), or tribe (10–60)
Challenge Rating:	01/06/17
Treasure:	Standard coins
Alignment:	Often neutral
Advancement:	None
Level Adjustment:	—

Tiny creatures fascinated with artifice and objects, gremlins invariably take things apart to satisfy their curiosity. While one gremlin can be a nuisance, multiple gremlins can be dangerous, disassembling increasingly more complex equipment, resulting in larger accidents.

COMBAT

Gremlins disdain combat, choosing to flee with threatened with violence.

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

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

Spell-like Abilities: 1/day—*Degauss, Haywire, Machine Invisibility, Power Device*. Caster level 1st.

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

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

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

GRENDELSPAWN

	Grendelspawn Hunter	Grendelspawn Queen
Size & Type:	Medium Magical Beast	Huge Magical Beast
Hit Dice:	9d10+27 (76 hp)	14d10+70 (147 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP	Hardness 10/2d; +70 HP
Initiative / Speed:	+2; 40 ft. (8 hexes); climb 20 ft.	+0; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	12/18 (+2 Dex, +6 natural), flat-footed 16	8/22 (–2 size, +14 natural), flat-footed 22
BA / Grapple / Parry:	+9/+14/+14	+14/+30/+22
Attack:	Bite +14 melee (1d6+2), claw +14 melee (1d4+5), or acid spit +11 ranged touch (2d6 acid)	Bite +20 melee (2d6+4), claw +20 melee (2d4+8), tentacle slam +18 melee (1d6+4), or acid spit +12 ranged touch (2d6 acid)
Full Attack:	2 claws +14 melee (1d4+5) and 1 bite +14 melee (1d6+2)	2 claws +20 melee (2d4+8), 2 tentacle slams +18 melee (1d6+4), and 1 bite +20 melee (2d6+4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	15 ft. (3-polyhex) /15 ft. (3 hexes)
Special Attacks:	Acid spit (2/day)	Acid spit (at will)
Special Qualities:	Immunity to acid, keen sight, rage, scent	Constrict, immunity to acid, improved grab, keen sight, rage, scent
Saves / Dodge:	Fort +9, Ref +8, Will +4, Dodge +8	Fort +14, Ref +9, Will +5, Dodge +7
Attributes:	Str 20, Dex 15, Con 17, Int 3, Wis 12, Cha 11	Str 26, Dex 10, Con 21, Int 13, Wis 12, Cha 15
Skills:	Climb +13, Listen +6, Spot +6, Survival +5	Hide –8, Intimidate +15, Listen +14, Spot +14
Feats:	Combat Reflexes, Multiattack, Track	Blind-Fight, Combat Expertise, Frightful Presence, Multiattack, Power Attack
Environment:	Any	Any
Organization:	Solitary or pack (3–6)	Solitary or gang (2–4)
Challenge Rating:	6	12
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	10–15 HD (Medium); 16–27 (Large)	15–32 HD (Huge); 33–42 HD (Gargantuan)
Level Adjustment:	—	—

So named for the mythical beast known as an implacable stalker, the grendelspawn seems to combine all the most fearsome aspects of lizard, insect, and octopi, with vicious claws, bony jaws, and chitinous skin.

GRENDELSPAWN HUNTER

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

Acid Spit (Ex): A grendelspawn's blood is acidic, which it can choose to spit forth, suffering 1d4 hp in so doing to inflict 4d6 acid damage with a ranged touch attack (no range increment, maximum range of 30 feet). Whenever the creature is damaged by a weapon, its blood explodes forth violently, splashing upon the weapon and the

appropriate adjacent 5' hex for 2d6 acid damage.

Rage (Ex): The hunter can rage 1/day as a free action. When raging, a grendelspawn hunter gains a +4 to Str and Con, gaining a +2 to hit and damage with its natural weapons, a +2 to Fort saves, and 18 hit points. These benefits last for a number of rounds equal to the creature's HD (usually 9 rounds).

GREDELSPAWN QUEEN

Grendelspawn queens are much larger than their hunter progeny, with a pair of tentacles emerging from its back. Although generally solitary, sometimes a small cluster of them will cooperate long enough to protect a joint clutch of eggs. They have a ruthless intellect devoted solely to the protection of their progeny. The grendelspawn queen has the following special qualities:

Acid Spit (Ex): A grendelspawn's blood is acidic, which it can choose to spit forth, suffering 1d4 hp in so doing to inflict 4d6 acid damage with a ranged touch attack (no range increment, maximum range of 30 feet). Whenever the creature is damaged by a weapon, its blood explodes forth violently, splashing upon the weapon and the appropriate adjacent 5' hex for 2d6 acid damage.

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

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

Rage (Ex): The queen can rage 1/day as a free action. When raging, a grendelspawn queen gains a +4 to Str and Con, gaining a +2 to hit and damage with its natural weapons, a +2 to Fort saves, and 28 hit points. These benefits last for a number of rounds equal to the creature's HD (usually 14 rounds).

GRICK

Size & Type:	Medium Aberration
Hit Dice:	2d8 (9 hp)
T/AC System Adj:	Hardness 4; +20 HP; Ignore 10/2d Hardness
Initiative / Speed:	+2; 30 ft. (6 hexes), climb 20 ft.
Touch/Full AC (T/AC):	12/16 (+2 Dex, +4 natural), flat-footed 14
BA / Grapple / Parry:	+1/+3/+3
Attack:	Tentacle +3 melee (1d4+2)
Full Attack:	4 tentacles +3 melee (1d4+2); bite -2 melee (1d3+1)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., scent
Saves / Dodge:	Fort +0, Ref +2, Will +5, Dodge +2
Attributes:	Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5
Skills:	Climb +10, Hide +3*, Listen +6, Spot +6
Feats:	Alertness, Track (B)
Environment:	Underground
Organization:	Solitary or cluster (2–4)
Challenge Rating:	3
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

A repulsive wormlike creature with a beaklike maw surrounded by four tentacles, an adult grick is about 8 feet long from the tips of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark, with a pale underbelly.

COMBAT

Gricks attack when hungry or threatened. They hunt by holing up near high-traffic areas, using their natural

coloration to blend into convenient shadows. When prey (virtually anything that moves) ventures near, they lash out with their tentacles. A grick's rubbery body seems to shed blows of any kind. Its jaws are relatively small and weak compared to its body mass, so rather than consume its kill immediately, a grick normally drags its victim back to its lair to be eaten at its leisure. A grick's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Multiple gricks do not fight in concert. Each attacks the prey closest to it, and it breaks off the fight as soon as it can drag dead or unconscious prey away.

Skills: A grick has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

*Their coloration affords gricks a +8 racial bonus on Hide checks when in natural rocky areas.

GRIFFON

Size & Type:	Large Magical Beast
Hit Dice:	7d10+21 (59 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+2; 30 ft. (6 hexes), fly 80 ft. (average)
Touch/Full AC (T/AC):	11/17 (–1 size, +2 Dex, +6 natural), flat-footed 15
BA / Grapple / Parry:	+7/+15/+11
Attack:	Bite +11 melee (2d6+4)
Full Attack:	Bite +11 melee (2d6+4) and 2 claws +8 melee (1d4+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Pounce, rake 1d6+2
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves / Dodge:	Fort +8, Ref +7, Will +5, Dodge +6
Attributes:	Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Skills:	Jump +8, Listen +6, Spot +10
Feats:	Iron Will, Multiattack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	+3 (cohort)

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25 feet or more. A griffon weighs about 500 pounds. A griffon cannot speak but understands Common.

COMBAT

Griffons prefer to pounce on their prey, either diving to the attack or leaping from above.

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks.

TRAINING A GRIFFON

Although intelligent, a griffon requires training before it can bear a rider in combat. To be trained, a griffon must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly griffon requires six weeks of work and a DC 25 Handle Animal check. Riding a griffon requires an exotic saddle. A griffon can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Griffon eggs are worth 3,500 gp / \$350,000 apiece on the open market, while young are worth 7,000 gp / \$700,000 each. Professional trainers charge 1,500 gp / \$150,000 to rear or train a griffon.

Carrying Capacity: A light load for a griffon is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

GRIMLOCK

Size & Type:	Medium Monstrous Humanoid
Hit Dice:	2d8+2 (11 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/15 (+1 Dex, +4 natural), flat-footed 14
BA / Grapple / Parry:	+2/+4/+4
Attack:	Battleaxe +4 melee (1d8+3/23)
Full Attack:	Battleaxe +4 melee (1d8+3/23)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Blindsight 40 ft., immunities, scent
Saves / Dodge:	Fort +1, Ref +4, Will +2, Dodge +4
Attributes:	Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6
Skills:	Climb +4, Hide +3*, Listen +5, Spot +3
Feats:	Alertness, Track (B)
Environment:	Underground
Organization:	Gang (2–4), pack (10–20), tribe (10–60 plus 1 leader of 3rd–5th level per 10 adults).
Challenge Rating:	1
Treasure:	Standard coins; standard goods (gems only); standard items
Alignment:	Often neutral evil
Advancement:	By character class
Level Adjustment:	+2

Often mistaken for zombies or ghouls, grimlocks are a sightless subterranean humanoid race with dull-grey skin and eyes to match. Of course, their propensity for eating whatever they can catch, including humanoids, doesn't help with the confusion.

COMBAT

Grimlocks are blind, but their exceptional senses of smell and hearing allow them to notice foes nearby. As a result, they usually shun ranged weapons and rush to the attack, brandishing their stone battleaxes.

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as *Ghost Sound* or *Silence*) and overpowering odors (such as *Stinking Cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

GRIMLOCKS AS CHARACTERS

Grimlock characters possess the following racial traits.

- +4 Strength, +2 Dexterity, +2 Constitution, –2 Wisdom, –4 Charisma.
- Medium size.
- A grimlock's base land speed is 30 feet.

- Racial Hit Dice: A grimlock begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
- Racial Skills: A grimlock's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Listen, and Spot. Grimlocks gain a +10 racial bonus on Hide checks in mountain or underground settings.
- Racial Feats: A grimlock's monstrous humanoid levels give it one feat.
- Weapon Proficiency: A grimlock is automatically proficient with the battleaxe.
- +4 natural armor bonus.
- Special Qualities (see above): Blindsight 40 ft., immunities, scent.
- Automatic Languages: Common, Grimlock. Bonus Languages: Draconic, Dwarven, Gnome, Terran, Undercommon.
- Favored Class: Berserker.
- Level adjustment +2.

MONSTERS (H-I)

HAG

Although different hags are unique in appearance and mannerism, they have many aspects in common. All take the form of crones whose bent shapes belie their fierce power and swiftness. Hags speak Giant and Common.

COMBAT

Hags are tremendously strong. They are naturally resistant to spells and can cast magic of their own. Hags often gather to form coveys. A covey, usually containing one hag of each type, can use powers beyond those of the individual members.

ANNIS HAG

Size & Type:	Large Monstrous Humanoid
Hit Dice:	7d8+14 (45 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	10/20 (–1 size, +1 Dex, +10 natural), flat-footed 19
BA / Grapple / Parry:	+7/+18/+14
Attack:	Claw +13 melee (1d6+7)
Full Attack:	2 claws +13 melee (1d6+7) and bite +8 melee (1d6+3)
Space/Reach:	10 ft. (2-polyhex) / 10 ft. (2 hexes)
Special Attacks:	Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities
Special Qualities:	Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19
Saves / Dodge:	Fort +6, Ref +6, Will +6, Dodge +5
Attributes:	Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10
Skills:	Bluff +8, Diplomacy +2, Disguise +2, Hide +5, Intimidate +2, Listen +10, Spot +10
Feats:	Alertness, Blind-Fight, Great Fortitude
Environment:	Cold marshes
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

In its natural form, this creature appears as a wiry white-skinned hag, with a shock of dead white hair and a look of pure hatred in its eye. However, an annis commonly uses its *Disguise Self* ability to take the form of an exceptionally tall human, a fair giant, or an ogre, in an attempt to trick unwary prey. An annis stands some 8 feet

tall and weighs about 325 pounds.

COMBAT

Though physically powerful, these hags do not favor simple assaults but try to divide and confuse their foes before combat. They love to pose as commoners or gentlefolk to lull their victims into a sense of false security before they attack.

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +13 melee, damage 1d6+7. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+10 points of damage.

Spell-Like Abilities: 3/day—*Disguise Self*, *Fog Cloud*. Caster level 8th.

GREEN HAG

Size & Type:	Medium Monstrous Humanoid
Hit Dice:	9d8+9 (49 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP
Initiative / Speed:	+1; 30 ft. (6 hexes), swim 30 ft.
Touch/Full AC (T/AC):	11/22 (+1 Dex, +11 natural), flat-footed 21
BA / Grapple / Parry:	+9/+13/+13
Attack:	Claw +13 melee (1d4+4)
Full Attack:	2 claws +13 melee (1d4+4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities, weakness, mimicry
Special Qualities:	Darkvision 90 ft., spell resistance 18
Saves / Dodge:	Fort +6, Ref +7, Will +7, Dodge +7
Attributes:	Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 14
Skills:	Concentration +7, Craft or Knowledge (one) +7, Hide +9, Listen +11, Spot +11 Swim +12
Feats:	Alertness, Blind-Fight, Combat Casting, Great Fortitude
Environment:	Temperate marshes
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

Green hags are found in desolate swamps and dark forests. With matted green hair and wicked claws, a green hag is about the same height and weight as a female human.

COMBAT

Green hags prefer to attack from hiding, usually after distracting foes. They often use darkvision to their advantage by attacking during moonless nights.

Spell-Like Abilities: At will—*Dancing Lights*, *Disguise Self*, *Ghost Sound* (DC 12), *Invisibility*, *Pass Without Trace*, *Tongues*, *Water Breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 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.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SEA HAG

Size & Type:	Medium Monstrous Humanoid (Aquatic)
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+1; 30 ft. (6 hexes), swim 40 ft.
Touch/Full AC (T/AC):	11/14 (+1 Dex, +3 natural), flat-footed 13
BA / Grapple / Parry:	+3/+7/+7
Attack:	Claw +7 melee (1d4+4)
Full Attack:	2 claws +7 melee (1d4+4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Horrific appearance, evil eye
Special Qualities:	Amphibious, spell resistance 14
Saves / Dodge:	Fort +2, Ref +4, Will +4, Dodge +4
Attributes:	Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14
Skills:	Craft or Knowledge (any one) +3, Hide +4, Listen +6, Spot +6, Swim +12
Feats:	Alertness, Toughness
Environment:	Temperate aquatic
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

The sea hag is found in the water of seas or overgrown lakes. It has dull green-gray skin and hair like seaweed. A sea hag is about the same height and weight as a female human.

COMBAT

Sea hags are not subtle and prefer a direct approach to combat. They usually remain in hiding until they can affect as many foes as possible with their horrific appearance.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although *Remove Curse* or *Dispel Evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Skills: A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HAG COVEY

From time to time, a trio of hags gathers as a covey. Usually this foul triune includes one hag of each type, but this is not always the case.

COMBAT

Hags in a covey rely on deception and their boosted magical abilities in combat. A covey of hags is 80% likely to be guarded by 1d8 ogres and 1d4 evil giants who do their bidding. These minions are often disguised with a *Veil* spell

to appear less threatening and sent forth as spies. Such minions often (60%) carry magic stones known as *hag eyes* (see below).

Spell-Like Abilities: 3/day—*Animate Dead*, *Bestow Curse* (DC 17), *Control Weather*, *Dream*, *Forcecage*, *Mind Blank*, *Mirage Arcana* (DC 18), *Polymorph*, *Veil* (DC 19), *Vision*. Caster level 9th. The save DCs are based on a Charisma score of 16. To use one of these abilities (which requires a full-round action), all three hags must be within 10 feet of one another, and all must participate.

Once per month, a covey that does not have a *hag eye* can create one from a gem worth at least 20 gp (see below).

Hag Eye

A *hag eye* is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a *gem of seeing* or other such effect reveals it as a disembodied eye. Often, a *hag eye* is worn as a ring, brooch, or other adornment. Any of the three hags who created the *hag eye* can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A *hag eye* has hardness 5 and 10 hit points. Destroying a *hag eye* deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

HALF-CELESTIAL (Template)

No matter the form, half-celestials are always comely and delightful to the senses, having golden skin, sparkling eyes, angelic wings, or some other sign of their higher nature.

CREATING A HALF-CELESTIAL

“Half-celestial” is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or higher and nonevil alignment (referred to hereafter as the base creature).

A half-celestial uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to outsider. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size is unchanged. Half-celestials are normally native outsiders.

Speed: A half-celestial has feathered wings and can fly at twice the base creature’s base land speed (good maneuverability). If the base creature has a fly speed, use that instead.

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A half-celestial retains all the special attacks of the base creature and also gains the following special abilities.

Detect Evil (Su): Like a Paladin, a half-celestial can detect the presence of supernatural evil with concentration.

Smite Evil (Su): Once per day a half-celestial can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Spell-Like Abilities: A half-celestial with an Intelligence or Wisdom score of 11 or higher has spell-like abilities depending on its Hit Dice / total character level, as indicated on the table below. At each tier beyond the first, select a Domain spell from amongst the following domains; Chaos (if chaotic-aligned), Good, Healing, Law (if lawful-aligned), Protection, and Sun. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

HD	Level of Spell-Like Ability
1–2	0 th -level (any)
3–4	1 st -level
5–6	2 nd -level
7–8	3 rd -level
9–10	4 th -level
11–12	5 th -level
13–14	6 th -level
15–16	7 th -level
17–18	8 th -level
19–20	9 th -level

Special Qualities: A half-celestial has all the special qualities of the base creature, plus the following special qualities.

- Darkvision out to 60 feet.
- Immunity to disease.
- Resistance to acid 10, cold 10, and electricity 10.
- Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
- A half-celestial's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to creature's HD + 10 (maximum 35).
- +4 racial bonus on Fortitude saves against poison.

Attributes: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Wis +4, Cha +4.

Skills: A half-celestial gains skill points as an outsider and has skill points equal to (8 + Int modifier) × (HD +3). Do not include Hit Dice from class levels in this calculation—the half-celestial gains outsider skill points only for its racial Hit Dice and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Challenge Rating: HD 5 or less, as base creature +1; HD 6 to 10, as base creature +2; HD 11 to 16, as base creature +3; HD 17 or more, as base creature +4.

Alignment: Always good (any).

Level Adjustment: Same as base creature +4.

HALF-DRAGON (Template)

Half-dragon creatures are always more formidable than others of their kind that do not have dragon blood, and their appearance betrays their nature—scales, elongated features, reptilian eyes, and exaggerated teeth and claws. Sometimes they have wings.

CREATING A HALF-DRAGON

"Half-dragon" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature).

A half-dragon uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to dragon. Size is unchanged. Do not recalculate base attack bonus or saves.

Hit Dice: Increase base creature's racial HD by one die size, to a maximum of d12. Do not increase class HD.

Speed: A half-dragon that is Large or larger has wings and can fly at twice its base land speed (maximum 120 ft.) with average maneuverability. A half-dragon that is Medium or smaller does not have wings.

Armor Class: Natural armor improves by +4.

Attack: A half-dragon has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-dragon retains this ability. A half-dragon fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-dragon fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-dragons have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6

Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-dragon retains all the special attacks of the base creature and gains a breath weapon based on the dragon variety (see the table below), usable once per day. A half-dragon's breath weapon deals 6d8 points of damage. A successful Reflex save (DC 10 + 1/2 half-dragon's racial HD + half-dragon's Con modifier) reduces damage by half.

Dragon Variety	Breath Weapon
Black	60-foot line of acid
Blue	60-foot line of lightning
Green	30-foot cone of corrosive (acid) gas
Red	30-foot cone of fire
White	30-foot cone of cold
Amethyst	30-foot cloud of (ectoplasmic) acid
Emerald	30-foot cone of disintegration
Garnet	No breath weapon; <i>Mindlink</i> *
Ruby	60-foot line of energy of choice
Sapphire	No breath weapon; <i>Divination</i> *
Topaz	30-foot cone of sonic energy
Brass	60-foot line of fire
Bronze	60-foot line of lightning
Copper	60-foot line of acid
Gold	30-foot cone of fire
Silver	30-foot cone of cold

* The topaz dragon and the sapphire dragon have no breath weapon; instead, they have the psi-like ability listed above 1/day.

Special Qualities: A half-dragon has all the special qualities of the base creature, plus darkvision out to 60 feet and low-light vision. A half-dragon has immunity to *Sleep* and paralysis effects, and an additional immunity based on its dragon variety.

Dragon Variety	Immunity	Dragon Variety	Immunity	Dragon Variety	Immunity
Black	Acid	Brass	Fire	Amethyst	Acid
Blue	Electricity	Bronze	Electricity	Emerald	Disintegration*
Green	Acid	Copper	Acid	Garnet	Mind control*
Red	Fire	Gold	Fire	Ruby	Fire
White	Cold	Silver	Cold	Sapphire	Scrying*

* see the individual creature entries for more details on their immunity.

Alternate Form (Topaz Dragon only): The topaz half-dragon has no energy immunity; instead, a topaz half-dragon can assume any animal or humanoid form of Medium size or smaller as a standard action once per day. This ability functions as a *Polymorph* spell cast on itself at its caster level, except that the half-dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The half-dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Attributes: Increase from the base creature as follows: Str +8, Con +2, Int +2, Cha +2.

Skills: A half-dragon gains skill points as a dragon and has skill points equal to (6 + Int modifier) x (HD + 3). Do not include Hit Dice from class levels in this calculation—the half-dragon gains dragon skill points only for its racial Hit Dice and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Environment: Same as either the base creature or the dragon variety.

Challenge Rating: Same as the base creature + 2 (minimum 3).

Alignment: Same as the dragon variety.

Level Adjustment: Same as base creature +3.

HALF-FIEND (Template)

No matter its form, a half-fiend is always hideous to behold, having dark scales, horns, glowing red eyes, bat wings, a fetid odor, or some other obvious sign that it is tainted with evil.

CREATING A HALF-FIEND

“Half-fiend” is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or more and nongood alignment (referred to hereafter as the base creature).

A half-fiend uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-fiends are normally native outsiders.

Initiative / Speed: A half-fiend has bat wings. Unless the base creature has a better fly speed, the creature can fly at the base creature’s base land speed (average maneuverability).

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Attack: A half-fiend has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-fiend retains this ability. A half-fiend fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-fiend fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-fiends have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature’s damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-fiend retains all the special attacks of the base creature and gains the following special attack.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: A half-fiend with an Intelligence or Wisdom score of 11 or higher has spell-like abilities depending on its Hit Dice / total character level, as indicated on the table below. At each tier, select a Domain spell from amongst the following domains; Chaos (if chaotic-aligned), Death, Destruction, Evil, Law (if lawful-aligned), and War. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

HD	Level of Spell-Like Ability
1–2	0 th -level (any)
3–4	1 st -level
5–6	2 nd -level
7–8	3 rd -level
9–10	4 th -level

11–12	5 th -level
13–14	6 th -level
15–16	7 th -level
17–18	8 th -level
19–20	9 th -level

Special Qualities: A half-fiend has all the special qualities of the base creature, plus the following special qualities.

- Darkvision out to 60 feet.
- Immunity to poison.
- Resistance to acid 10, cold 10, electricity 10, and fire 10.
- Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
- A half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to creature's HD + 10 (maximum 35).

Attributes: Increase from the base creature as follows: Str +4, Dex +4, Con +2, Int +4, Cha +2.

Skills: A half-fiend gains skill points as an outsider and has skill points equal to (8 + Int modifier) × 2(HD + 3). Do not include Hit Dice from class levels in this calculation—the half-fiend gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always evil (any).

Level Adjustment: +4.

HALF-GIANT

Size & Type:	Medium Giant (Psionic)
Hit Dice:	1d8+2 (6 hp)
T/AC System Adj:	--
Initiative / Speed:	-1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	9/13 (–1 Dex, +4 scale mail [Hard: 4, HP: 20]), flat-footed 13
BA / Grapple / Parry:	+1/+7/+4
Attack:	Large greatsword +4 melee (3d6+3/19–20) or Large javelin +0 ranged (1d8+2)
Full Attack:	Large greatsword +4 melee (3d6+3/19–20) or Large javelin +0 ranged (1d8+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Psi-like abilities
Special Qualities:	Fire acclimated, giant's stature, low-light vision
Saves / Dodge:	Fort +4, Ref –1, Will –1, Dodge -1
Attributes:	Str 15, Dex 9, Con 14, Int 10, Wis 9, Cha 8
Skills:	Listen +1, Spot +1
Feats:	Weapon Focus (greatsword)
Environment:	Warm desert
Organization:	Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	By character class
Level Adjustment:	+1

Half-giants are easily recognized for their goliath stature, typically stand from 7 feet to nearly 8 feet tall and weigh from 250 to 400 pounds, with men noticeably taller and heavier than women. Half-giants speak Common. Many also learn Giant. (The half-giant warrior presented here had the following ability scores before

racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.)

COMBAT

Because of their giant ancestry, half-giants are able to use weapons sized for creatures larger than normal humans. They gain considerable satisfaction in using these large weapons in combat against their foes.

Psi-Like Abilities: 1/day: *Stomp* (DC 10). Manifest level equal to 1/2 HD (minimum 1st). The save DC is Charisma-based.

Fire Acclimated (Ex): Half-giants have a +2 racial bonus on saving throws against all fire spells and effects.

Powerful Build (Ex): The physical stature of half-giants lets them function in many ways as if they were one size category larger. Whenever a half-giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to them. A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect them. A half-giant can use weapons designed for a creature one size larger without penalty. However, their space and reach remain those of a creature of their actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

HALF-GIANTS AS CHARACTERS

Half-giant characters possess the following racial traits.

- +2 Constitution, +2 Strength, –2 Dexterity.
- Medium size with Powerful Build (see above).
- Half-giant base land speed is 30 feet.
- Low-light vision.
- Naturally Psionic: Half-giants gain 2 bonus power points at 1st level, regardless of whether they choose a psionic class.
- Fire Acclimated: Half-giants have a +2 racial bonus on saving throws against all fire spells and effects.
- Powerful build (see above).
- Special Attacks (see above): Psi-like abilities.
- Automatic Language: Common. Bonus Language: Draconic, Giant, Gnoll, Ignan.
- Favored Class: Psychic warrior.
- Level adjustment: +1.

HALFLING, Deep (Template)

The information provided in the DxD20 Hero's Handbook is for the lightfoot halfling, the most common halfling variety. There are also deep halflings, which differ from lightfoot halflings as follows.

Deep Halfling

These halflings are shorter and stockier than the more common lightfeet. Deep halflings are about 2-1/2 tall and weigh between 30 and 35 pounds. Deep halflings speak Dwarven fluently.

Deep Halfling Traits (Ex): These traits are in addition to the lightfoot halfling traits, except where noted.

- Darkvision out to 60 feet.
- Stonecunning: Like dwarves, deep halflings have a +2 racial bonus on checks to notice unusual stonework. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A deep halfling who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A deep halfling can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.
- +2 racial bonus on Appraise checks and Craft checks that are related to stone or metal.
- Deep halflings are less athletic than lightfoot halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

HARPY

Harpy

Harpy Archer, 7th-Level Fighter

Size & Type:	Medium Monstrous Humanoid	Medium Monstrous Humanoid
Hit Dice:	7d8 (31 hp)	7d8 + 7d10 + 28 (103 hp)
T/AC System Adj:	Hardness 1; +5 HP	Hardness 1; +5 HP
Initiative / Speed:	+2; 20 ft. (4 hexes), fly 80 ft. (average)	+9; 20 ft. (4 hexes), fly 80 ft. (average)
Touch/Full AC (T/AC):	13/14 (+2 Dex, +1 dodge, +1 natural), flat-footed 11	AC 21/28 (+5 Dex, +1 dodge, +1 natural, +4 DB, +6 +3 <i>studded leather</i> [Hard: 5/1d, HP: 45], +1 <i>ring of protection</i> +1), flat-footed 18
BA / Grapple / Parry:	+7/+7/+7	+14/+15/+19
Attack:	Club +7 melee (1d6)	+1 <i>frost composite longbow</i> (+1 Str bonus) +22 ranged (1d8+4/19–20/×3 plus 1d6 cold) or claw +15 melee (1d3+1)
Full Attack:	Club +7/+2 melee (1d6) and 2 claws +2 melee (1d3)	+1 <i>frost composite longbow</i> (+1 Str bonus) +21/+16/+11 ranged (1d8+4/19–20/×3 plus 1d6 cold) or 2 claws +15 melee (1d3+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Captivating song	Captivating song
Special Qualities:	Darkvision 60 ft.	Darkvision 60 ft.
Saves / Dodge:	Fort +2, Ref +7, Will +6, Dodge +8*	Fort +11, Ref +14, Will +11, Dodge +19*
Attributes:	Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17	Str 12, Dex 20, Con 14, Int 6, Wis 11, Cha 19
Skills:	Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3	Bluff +11, Intimidate +5, Listen +7, Perform (oratory) +10, Spot +3
Feats:	Dodge, Flyby Attack, Persuasive	Dodge, Improved Critical (composite longbow), Improved Initiative, Iron Will, Manyshot, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)
Environment:	Temperate marshes	Temperate marshes
Organization:	Solitary, pair, or flight (7–12)	Solitary
Challenge Rating:	4	11
Treasure:	Standard	Standard (including equipment)
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+7	–

Unkempt creatures with the lower body and wings of a vulture but the upper chest and head of a comely woman, harpies like to entrance hapless travelers with their magical songs and lead them to unspeakable torments. Only when a harpy has finished playing with its new “toys” will it “release” them by killing and consuming them.

COMBAT

When a harpy engages in battle, it prefers to use Flyby Attack and strike with a melee weapon.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy’s song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster’s attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard’s countersong ability allows the captivated creature to attempt a new Will save.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

HARPY ARCHER

A cruel hunter and roaming brigand, the harpy archer has trained as a fighter specializing in ranged combat. Harpy archers often become mercenaries, selling their services to the highest bidder. When not employed, they make ends meet as highway robbers, forcing merchant caravans to pay protection money.

COMBAT

Captivating Song (Su): Will DC 17 negates.

Possessions: +3 studded leather, +1 frost composite longbow (+1 Str bonus), 10 cold iron arrows, 10 silvered arrows, 5 +2 arrows, *potion of cure moderate wounds*, *potion of cat's grace*, *cloak of resistance +2*, *ring of protection +1*. (Different harpy archers may have different possessions.)

HELL HOUND

	Hellhound	Nessian Warhound
Size & Type:	Medium Outsider (Evil, Extraplanar, Fire, Lawful)	Large Outsider (Evil, Extraplanar, Fire, Lawful)
Hit Dice:	4d8+4 (22 hp)	12d8+60 (114 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP	Hardness 5/1d; +35 HP
Initiative / Speed:	+5; 40 ft. (8 hexes)	+6; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	11/16 (+1 Dex, +5 natural), flat-footed 15	11/24 (–1 size, +2 Dex, +7 natural, +6 +2 <i>chain shirt barding</i> [Hard: 5/1d, HP: 40]), flat-footed 22
BA / Grapple / Parry:	+4/+5/+5	+12/+24/+20
Attack:	Bite +5 melee (1d8+1 plus 1d6 fire)	Bite +20 melee (2d6+12/19–20 plus 1d8 fire)
Full Attack:	Bite +5 melee (1d8+1 plus 1d6 fire)	Bite +20 melee (2d6+12/19–20 plus 1d8 fire)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Breath weapon, fiery bite	Breath weapon, fiery bite
Special Qualities:	Darkvision 60 ft., immunity to fire, scent, vulnerability to cold	Darkvision 60 ft., immunity to fire, scent, vulnerability to cold
Saves / Dodge:	Fort +5, Ref +5, Will +4, Dodge +5	Fort +13, Ref +10, Will +9, Dodge +9
Attributes:	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6	Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6
Skills:	Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7*	Hide +17, Jump +19, Listen +18, Move Silently +21, Spot +18, Survival +8*, Tumble +3
Feats:	Improved Initiative, Run, Track (B)	Alertness, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite)
Environment:	A lawful evil-aligned plane	A lawful evil plane
Organization:	Solitary, pair, or pack (5–12)	Solitary, pair, or pack (1–2 Nessian warhounds and 5–12 hell hounds)
Challenge Rating:	3	9
Treasure:	None	+2 <i>chain shirt barding</i>
Alignment:	Always lawful evil	Always lawful evil
Advancement:	5–8 HD (Medium); 9–12 HD (Large)	13–17 HD (Large); 18–24 HD (Huge)
Level Adjustment:	–	–

True to their name, hellhounds look like canines born of hell, with emaciated yet powerful builds, red mangy hides, and maws full of teeth and smoke. A typical hell hound stands 4-1/2 feet high at the shoulder and weighs 120 pounds. Hell hounds do not speak but understand Infernal.

COMBAT

Hell hounds are efficient hunters. A favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving it toward the rest with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing prey relentlessly. A hell hound's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

NESSIAN WARHOUND

Nessian warhounds are coal-black mastiffs the size of draft horses, often fitted with shirts of infernal chainmail.

Nessian warhounds resemble hell hounds, except as otherwise noted.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 21 half. The save DC is Constitution- based.

Fiery Bite (Su): A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

HIPPOGRIFF

Size & Type:	Large Magical Beast
Hit Dice:	3d10+9 (25 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+2; 50 ft. (10 hexes), fly 100 ft. (average)
Touch/Full AC (T/AC):	12/16 (–1 size, +2 Dex, +1 dodge, +4 natural), flat-footed 13
BA / Grapple / Parry:	+3/+11/—
Attack:	Claw +6 melee (1d4+4)
Full Attack:	2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent  
Saves / Dodge:	Fort +6, Ref +5, Will +2, Dodge +5*
Attributes:	Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8
Skills:	Listen +4, Spot +8
Feats:	Dodge, Wingover
Environment:	Temperate hills
Organization:	Solitary, pair, or flight (7–12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Large); 7–9 HD (Huge)
Level Adjustment:	—

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds.

COMBAT

Hippogriffs dive at their prey and strike with their clawed forelegs. When they cannot dive, they slash with claws and beak. Mated pairs and flights of these creatures attack in concert, diving repeatedly to drive away or kill intruders. Hippogriffs fight to the death to defend their nests and their hatchlings, which are prized as aerial mounts and fetch a handsome price in many civilized areas.

Skills: Hippogriffs have a +4 racial bonus on Spot checks.

TRAINING A HIPPOGRIFF

A hippogriff requires training before it can bear a rider in combat. Training a hippogriff requires six weeks of work

and a DC 25 Handle Animal check. Riding a hippogriff requires an exotic saddle. A hippogriff can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Hippogriff eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 1,000 gp to rear or train a hippogriff.

Carrying Capacity: A light load for a hippogriff is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

HOBGOBLIN

Size & Type:	Medium Humanoid (Goblinoid)
Hit Dice:	1d8+2 (6 hp)
T/AC System Adj:	--
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/15 (+1 Dex, +3 studded leather [Hard: 3, HP: 15], +1 light shield [Hard: 5, HP: 10]), flat-footed 14
BA / Grapple / Parry:	+1/+2/+2
Attack:	Longsword +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1)
Full Attack:	Longsword +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +4, Ref +1, Will –1, Dodge +1
Attributes:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Skills:	Hide +3, Listen +2, Move Silently +3, Spot +2
Feats:	Alertness
Environment:	Warm hills
Organization:	Gang (4–9), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24), or tribe (30–300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 2–4 dire wolves, and 1–4 ogres or 1–2 trolls)
Challenge Rating:	½
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+1

Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair. Hobgoblins speak Goblin and Common. Most hobgoblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and attack them first, in preference to other opponents. The hobgoblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

HOBGOBLINS AS CHARACTERS

Hobgoblin characters possess the following racial traits.

— +2 Dexterity, +2 Constitution.

- A hobgoblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +4 racial bonus on Move Silently checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Dwarven, Infernal, Giant, Orc.
- Favored Class: Fighter.
- Level adjustment: +1.

HOMUNCULUS

A homunculus is a miniature servant created by a Wizard or Technomage. These creatures are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features. Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature. A homunculus cannot speak, but the process of creating one links it telepathically with its creator.

Species Traits

All homunculi have the following traits:

Connection to Master (Su): All homunculi are built to serve a master, connected by blood. It knows what its master knows and can convey to them via telepathic bond everything it sees and hears, out to a distance of 1 mile. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master.

An attack that destroys a homunculus deals 2d10 points of damage to its master. If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor.

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

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

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

Note on Commanding Multiple Homunculi Simultaneously: The creator of a homunculus can see and hear everything the homunculus sees and hears, and they can telepathically command the construct, allowing them to act like a command centre for a team of homunculi.

Commanding more than one homunculus in real-time requires a Concentration DC 20 check, with a +5 to the DC for every additional homunculus being commanded simultaneously (so DC 25 to command 3 at the same time, DC 30 to command 4 simultaneously, etc.). While commanding multiple homunculi at the same time, the constructs receive the bonus of the hive mind feature (see glossary for details on hive mind).

CONSTRUCTION

Arcane Method

A homunculus created by a Wizard or Sorcerer is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood. The materials cost 350 gp (Purchase DC 30). The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a DC 15 Craft (sculpting) check and a DC 15 Craft (mechanical) check.

After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 1,000 gp (Purchase DC 33) to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together. A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds +2 Purchase DC to the cost to create and 2 days to the construction time.

Arcane Construction Requirements: Enchant Construct, *Arcane Eye*, *Mirror Image*, *Mending*; Price — (never sold); Cost 350 gp (Purchase DC 30), 1 day + 14 XP.

Tech Method

Technomages also have the ability to construct homunculi. Creating a homunculus requires time, skill, equipment, and various raw materials (including a pint of the creator's blood) that are consumed during the construction process. Acquiring the necessary lab and equipment to build a homunculus has a typical Purchase DC of 33 (\$100,000); the supplies required for one homunculus have a typical Purchase DC of 30 (\$35,000).

Once the necessary equipment and supplies are obtained, a Technomage must spend 1 week building the homunculus. During this time, the Techno Mage must labor for 8 hours a day. A character not actively working on the ritual must rest and perform no other activities except eating, *Sleeping* or talking. If they miss a day, the process fails, and the ritual must begin anew. At the end of the period, creating the body requires a DC 15 Craft (sculpting) check and a DC 15 Craft (mechanical) check, plus an appropriate Craft check (DC 20). The type of Craft check depends on the nature of the homunculus. A successful check means the procedure has worked. A failed check indicates that the process has failed, although the Technomage may start again from scratch. A Technomage cannot take 10 or take 20 on the Craft check.

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

The Technomage may create any number of homunculi. However, when a homunculus perishes, its death deals 2d10 points of damage to the Technomage, no save. If too many homunculi were to be destroyed at the same time...! Remember, homunculi are constructs and, as such, may be stored until needed.

Tech Construction Requirements: Craft (appropriate skill) DC 20 (+2 for each add. HD), Base Purchase DC 30 (\$35,000; +2 Purchase DC for each add. HD).

	Flesh Homunculus	Biochemical Homunculus
Size & Type:	Tiny Construct	Tiny Construct (Incorporeal)
Hit Dice:	2d10 (11 hp)	2d10 (11 hp)
T/AC System Adj:	Ignore 5/1d Hardness	--
Initiative / Speed:	+2; 20 ft. (4 hexes), fly 50 ft. (good)	+2; 20 ft. (4 hexes), fly 50 ft. (good)
Touch/Full AC (T/AC):	14/14 (+2 Dex, +2 size), flat-footed 12	15/15 (+2 Dex, +1 deflection, +2 size), flat-footed 13
BA / Grapple / Parry:	+1/-8/+0	+1/-/-
Attack:	Bite +2 melee (1d4-1 plus poison)	Bite +3 melee (1d2) or creature meld
Full Attack:	Bite +2 melee (1d4-1 plus poison)	Bite +3 melee (1d2) or creature meld
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex)	1 ft. (3-microhex) /1 ft. (One 3-microhex)
Special Attacks:	Poison	Creature meld
Special Qualities:	Construct traits, damage reduction 5/mage, darkvision 60 ft., fast healing 3, low-light vision	Construct traits, darkvision 60 ft. incorporeal, repairable
Saves / Dodge:	Fort +0, Ref +4, Will +1, Dodge +6	Fort +0, Ref +2, Will +1, Dodge +4
Attributes:	Str 8, Dex 15, Con –, Int 10, Wis 12, Cha 7	Str –, Dex 15, Con –, Int 10, Wis 12, Cha 7
Skills:	Hide +14, Listen +4, Spot +4	Hide +10
Feats:	Lightning Reflexes	–
Environment:	In service to creator	In service to creator
Organization:	Solitary	Solitary
Challenge Rating:	1	1
Treasure:	None	None
Alignment:	Same as creator	Same as creator
Advancement:	3–6 HD (Tiny)	3–6 HD (Tiny)
Level Adjustment:	–	–

FLESH HOMUNCULUS

A flesh homunculus is formed from the living tissue of the (Techno)mage. It resembles a simple puppet (higher Craft [sculpting] results can offer more stylized versions) with batlike-wing contraptions that allow them to fly.

They also possess retractable needlelike fangs that inject a *Sleep*-inducing venom. A flesh homunculus is constructed using the Craft (chemical) skill.

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

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

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

BIOCHEMICAL HOMUNCULUS

A biochemical homunculus is made using the Craft (pharmaceutical) skill and appears as a roughly humanoid tiny wisp of vapor. It can merge with another living being and see through its eyes, which it can then mentally relay to its master.

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

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

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

	Digital Homunculus	Mechanical Homunculus
Size & Type:	Tiny Construct	Tiny Construct
Hit Dice:	2d10 (11 hp)	2d10 (11 hp)
T/AC System Adj:	Hardness 2; +10 HP	Hardness 1; +5 HP
Initiative / Speed:	+2; 20 ft. (4 hexes), fly 50 ft. (good)	+2; 10 ft. (2 hexes), fly 30 ft. (average)
Touch/Full AC (T/AC):	14/16 (+2 Dex, +2 natural, +2 size), flat-footed 14	14/15 (+2 Dex, +1 natural, +2 size), flat-footed 13
BA / Grapple / Parry:	+1/-9/-1	+1/-8/+0
Attack:	Bite +2 melee (1d4-1 plus poison)	Bite +3 melee (1d2) or creature meld
Full Attack:	Bite +2 melee (1d4-1 plus poison)	Bite +3 melee (1d2) or creature meld
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex)	1 ft. (3-microhex) /1 ft. (One 3-microhex)
Special Attacks:	Poison	Acid spittle
Special Qualities:	Construct traits, darkvision 60 ft., electronic interface, repairable	Construct traits, darkvision 120 ft., repairable, skill programming
Saves / Dodge:	Fort +0, Ref +2, Will +1, Dodge +4	Fort +0, Ref +2, Will +1, Dodge +4
Attributes:	Str 7, Dex 15, Con –, Int 10, Wis 12, Cha 7	Str 8, Dex 14, Con –, Int 10, Wis 12, Cha 7
Skills:	Hide +10	Disable Device +3, Hide +10, Listen +3, Repair +4, Speak Language (any one), Spot +3; See Skill Programming below
Feats:	–	–
Environment:	In service to creator	In service to creator

Organization:	Solitary	Solitary
Challenge Rating:	1	1
Treasure:	None	None
Alignment:	Same as creator	Same as creator
Advancement:	3–6 HD (Tiny)	3–6 HD (Tiny)
Level Adjustment:	–	–

DIGITAL HOMUNCULUS

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

Electronic Interface (Ex): A digital homunculus can attach itself to an electronic device, such as a cell phone or computer, and provide a direct link between the device and its master. Provided the homunculus and its master are within 1 mile of each other, the master can use the homunculus's interface to operate the device by remote. The homunculus also provides a +2 equipment bonus on its master's Computer Use and Disable Device skill checks provided it can attach itself to the computer or device through which (or against which) these skills are applied. The digital homunculus must succeed at a melee touch attack to attach to any device in another creature's possession. It loses its Dexterity bonus to Defense while connected to a device.

MECHANICAL HOMUNCULUS

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

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

Acid Spittle (Ex): The bite of a mechanical homunculus injects mild acid that deals an additional 1d6 points of acid damage.

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

HOWLER

Size & Type:	Large Outsider (Chaotic, Evil, Extraplanar)
Hit Dice:	6d8+12 (39 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+7; 60 ft. (12 hexes)
Touch/Full AC (T/AC):	12/17 (–1 size, +3 Dex, +5 natural), flat-footed 14
BA / Grapple / Parry:	+6/+15/+11
Attack:	Bite +10 melee (2d8+5)
Full Attack:	Bite +10 melee (2d8+5) and 1d4 quills +5 melee (1d6+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Quills, howl
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +7, Ref +8, Will +7, Dodge +7
Attributes:	Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8
Skills:	Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +4
Feats:	Alertness, Combat Reflexes, Improved Initiative
Environment:	A chaotic-aligned plane
Organization:	Solitary, gang (2–4), or pack (6–10)

Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–9 HD (Large); 11–18 HD (Huge)
Level Adjustment:	–

Massive lupine creatures with manes of sharp quills, howlers live on planes where chaos and evil hold sway. A howler is about 8 feet long and weighs about 2,000 pounds. Although they are surprisingly intelligent, howlers do not speak—they only howl. If there is a language within the howls, as some have suggested, even spells cannot decipher it. Howlers understand Abyssal.

COMBAT

Howlers attack in groups, for they are cowardly and cruel. They prefer to charge into combat, race out, and then charge in again. A howler's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a –1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based. A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

TRAINING A HOWLER

Although intelligent, a howler requires training before it can bear a rider in combat. To be trained, a howler must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly howler requires six weeks of work and a DC 25 Handle Animal check. Riding a howler requires an exotic saddle. A howler can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds.

HYDRA

	Five-Headed Hydra	Six-Headed Hydra	Seven-Headed Hydra
Size & Type:	Huge Magical Beast	Huge Magical Beast	Huge Magical Beast
Hit Dice:	5d10+28 (55 hp)	6d10+33 (66 hp)	7d10+38 (77 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP	Hardness 5/1d; +35 HP	Hardness 5/1d; +40 HP
Initiative / Speed:	+1; 20 ft. (4 hexes), swim 20 ft.	+1; 20 ft. (4 hexes), swim 20 ft.	+1; 20 ft. (4 hexes), swim 20 ft.
Touch/Full AC (T/AC):	9/15 (–2 size, +1 Dex, +6 natural), flat-footed 14	9/16 (–2 size, +1 Dex, +7 natural), flat-footed 15	9/17 (–2 size, +1 Dex, +8 natural), flat-footed 16
BA / Grapple / Parry:	+5/+16/+8	+6/+17/+9	+7/+19/+11
Attack:	5 bites +6 melee (1d10+3)	6 bites +8 melee (1d10+3)	7 bites +10 melee (1d10+4)
Full Attack:	5 bites +6 melee (1d10+3)	6 bites +8 melee (1d10+3)	7 bites +10 melee (1d10+4)
Space/Reach:	15 ft. (3-polyhex) /10 ft.	15 ft. (3-polyhex) /10 ft.	15 ft. (3-polyhex) /10 ft.
Special Attacks:	—	—	—
Special Qualities:	Darkvision 60 ft., fast healing 15, invincibility, low-light vision, scent	Darkvision 60 ft., fast healing 16, invincibility, low-light vision, scent	Darkvision 60 ft., fast healing 17, invincibility, low-light vision, scent

Saves / Dodge:	Fort +9, Ref +5, Will +3, Dodge +3	Fort +10, Ref +6, Will +4, Dodge +4	Fort +10, Ref +6, Will +4, Dodge +4
Attributes:	Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +6, Spot +6, Swim +11	Listen +6, Spot +7, Swim +11	Listen +7, Spot +7, Swim +12
Feats:	Combat Reflexes (B), Iron Will, Toughness	Combat Reflexes (B), Iron Will, Toughness, Weapon Focus (bite)	Combat Reflexes (B), Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	4 (normal); 6 (pyro- or cryo-)	5 (normal); 7 (pyro- or cryo-)	6 (normal); 8 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Eight-Headed Hydra	Nine-Headed Hydra	Ten-Headed Hydra
Size & Type:	Huge Magical Beast	Huge Magical Beast	Huge Magical Beast
Hit Dice:	8d10+43 (87 hp)	9d10+48 (97 hp)	10d10+53 (108 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP	Hardness 10/2d; +50 HP	Hardness 10/2d; +55 HP
Initiative / Speed:	+1; 20 ft. (4 hexes), swim 20 ft.	+1; 20 ft. (4 hexes), swim 20 ft.	+1; 20 ft. (4 hexes), swim 20 ft.
Touch/Full AC (T/AC):	9/18 (–2 size, +1 Dex, +9 natural), flat-footed 17	9/19 (–2 size, +1 Dex, +10 natural), flat-footed 18	9/20 (–2 size, +1 Dex, +11 natural), flat-footed 19
BA / Grapple / Parry:	+8/+20/+12	+9/+22/+14	+10/+23/+15
Attack:	8 bites +11 melee (1d10+4)	9 bites +13 melee (1d10+5)	10 bites +14 melee (1d10+5)
Full Attack:	8 bites +11 melee (1d10+4)	9 bites +13 melee (1d10+5)	10 bites +14 melee (1d10+5)
Space/Reach:	15 ft. (3-polyhex) /10 ft.	15 ft. (3-polyhex) /10 ft.	15 ft. (3-polyhex) /10 ft.
Special Attacks:	—	—	—
Special Qualities:	Darkvision 60 ft., fast healing 18, invincibility, low-light vision, scent	Darkvision 60 ft., fast healing 19, invincibility, low-light vision, scent	Darkvision 60 ft., fast healing 20, invincibility, low-light vision, scent
Saves / Dodge:	Fort +11, Ref +7, Will +4, Dodge +5	Fort +11, Ref +7, Will +5, Dodge +5	Fort +12, Ref +8, Will +3, Dodge +6
Attributes:	Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +7, Spot +8, Swim +12	Listen +8, Spot +8, Swim +13	Listen +8, Spot +9, Swim +13
Feats:	Combat Reflexes (B), Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes (B), Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes (B), Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7 (normal); 9 (pyro- or cryo-)	8 (normal); 10 (pyro- or cryo-)	9 (normal); 11 (pyro- or cryo-)

Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	—	—	—
Level	—	—	—
Adjustment:			

	Eleven-Headed Hydra	Twelve-Headed Hydra
Size & Type:	Huge Magical Beast	Huge Magical Beast
Hit Dice:	11d10+58 (118 hp)	12d10+63 (129 hp)
T/AC System Adj:	Hardness 10/2d; +60 HP	Hardness 10/2d; +65 HP
Initiative / Speed:	+1; 20 ft. (4 hexes), swim 20 ft.	+1; 20 ft. (4 hexes), swim 20 ft.
Touch/Full AC (T/AC):	9/21 (–2 size, +1 Dex, +12 natural), flat-footed 20	9/22 (–2 size, +1 Dex, +13 natural), flat-footed 21
BA / Grapple / Parry:	+11/+25/+17	+12/+26/+18
Attack:	11 bites +16 melee (1d10+6)	12 bites +17 melee (2d8+6)
Full Attack:	11 bites +16 melee (1d10+6)	12 bites +17 melee (2d8+6)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	—	—
Special Qualities:	Darkvision 60 ft., fast healing 21, invincibility, low-light vision, scent	Darkvision 60 ft., fast healing 22, invincibility, low-light vision, scent
Saves / Dodge:	Fort +12, Ref +8, Will +5, Dodge +6	Fort +13, Ref +9, Will +6, Dodge +7
Attributes:	Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +9, Spot +9, Swim +14	Listen +9, Spot +10, Swim +14
Feats:	Blind-Fight, Combat Reflexes (B), Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes (B), Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary	Solitary
Challenge Rating:	10 (normal); 12 (pyro- or cryo-)	11 (normal); 13 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral	Usually neutral
Advancement:	—	—
Level Adjustment:	—	—

Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras do not speak.

COMBAT

Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

Invincibility: A hydra cannot be killed simply through conventional damage. Its supernaturally fast healing means it recovers from almost any injury, no matter how heinous. A hydra can only be killed either by severing all its heads or by slaying its body.

To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing (see below) and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

PYROHYDRA

Huge Magical Beast (Fire)

These reddish hydras can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage per head; multiple heads can breathe at the same time to multiply the damage. A successful Reflex save halves the damage. The save DC is 10 + 1/2 hydra's original number of heads + hydra's Con modifier.

Fire attacks cannot prevent a pyrohydra's stump from growing new heads (since a pyrohydra has immunity to fire), but 5 points of cold damage does.

CRYOHYDRA

Huge Magical Beast (Cold)

These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of cold damage per head; multiple heads can breathe at the same time to multiply the damage. A successful Reflex save halves the damage. The save DC is 10 + 1/2 hydra's original number of heads + hydra's Con modifier.

Cold attacks cannot prevent a cryohydra's stump from growing new heads (since a cryohydra has immunity to cold), but 5 points of fire damage does.

INEVITABLE

Inevitables are constructs whose sole aim is to enforce the natural laws of the universe.

Each type of inevitable is designed to find and punish a particular kind of transgression, hunting down a person or group that has violated a fundamental principle. When an inevitable is created, it receives its first mission, then finds the transgressors and metes out appropriate punishment. The sentence is usually death, although some inevitables insist on compensation to the wronged party instead, using *Geas* and *Mark of Justice* to ensure compliance. From its first step, an inevitable focuses totally on its target. It continues its efforts no matter how cold the trail or hopeless the task. Inevitables are single-minded in pursuit of their quarry, but they are under orders to leave innocents alone. Accomplices to their prey are fair game, however, which sometimes creates conflicts within their programming.

Inevitables gladly sacrifice themselves to complete a mission, but they aren't suicidal. Faced with impending defeat, they are likely to withdraw and seek a way to even the odds. They are determined but patient foes. They ally with others if that helps accomplish their mission, but they have a hard time keeping allies for long.

Inevitables tend to stick out in a crowd while they're in observation mode, but they seem oblivious to the attention. Their forms vary, but all inevitables are gold-and-silver clockwork creatures, with gears and pistons where muscles would be on flesh-and-blood creatures. Their eyes glow with a golden radiance.

Note that unlike most constructs, inevitables have an Intelligence score and can think, learn, and remember. Inevitables speak Abyssal, Axiomatic, Celestial, Infernal, and the native language of their first target.

COMBAT

Unless their very existence is threatened, inevitables focus completely on the transgressor they've been assigned to, ignoring other combatants completely. An inevitable might attack anyone who hinders its progress, but it won't tarry beyond the point where it can reengage its quarry. Inevitables take self-defense very seriously; anyone who attacks an inevitable with what the creature perceives as deadly force is met with deadly force in return.

An inevitable's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Fast Healing (Ex): An inevitable heals a certain amount of damage each round (specified in each variety's description) as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

KOLYARUT

Size & Type:	Medium Construct (Extraplanar, Lawful)
Hit Dice:	13d10+20 (91 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP
Initiative / Speed:	+1; 20 ft. in banded mail (4 hexes); base speed 30 ft.
Touch/Full AC (T/AC):	11/27 (+1 Dex, +10 natural, +6 banded mail [Hard: 5, HP: 30]), flat-footed 26
BA / Grapple / Parry:	+9/+11/+13
Attack:	Vampiric touch +11 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 <i>longsword</i> +13 melee (1d8+5/19–20) or slam +11 melee (1d6+3)
Full Attack:	Vampiric touch +11/+6 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 <i>longsword</i> +13/+8 melee (1d8+5/19–20) or slam +11/+6 melee (1d6+3)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	Enervation ray, spell-like abilities, vampiric touch
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22
Saves / Dodge:	Fort +6, Ref +7, Will +7, Dodge +7
Attributes:	Str 14, Dex 13, Con —, Int 10, Wis 17, Cha 16
Skills:	Diplomacy +5, Disguise +12, Gather Information +12, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3 (+5 following tracks)
Feats:	Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quicken Spell-Like Ability (<i>Suggestion</i>)
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	14–22 HD (Medium); 23–39 HD (Large)
Level Adjustment:	—

Kolyaruts mete out punishment to those who break bargains and oaths. Before beginning a mission against a deal-breaker, a kolyarut learns as much about the contract or oath as possible. It's not interested in those who break deals accidentally or against their will— only those who willingly break contracts violate the principle that

kolyaruts are created to uphold. If a written contract was broken, the kolyarut typically carries a copy of the contract with it.

Kolyaruts are the most talkative of the inevitables, making credible attempts at social niceties such as proper greetings before getting down to the matter at hand. They can use *Disguise Self* to appear as almost any kind of humanoid—useful if they need to go undercover to catch their quarry.

COMBAT

Like all inevitables, a kolyarut is patient enough to study a target before striking. It has a good idea of the deal-breaker's abilities and defenses before it enters battle. When it fights, it tries to get the conflict over as soon as possible, minimizing excess bloodshed and mayhem. It doesn't let concern for innocents delay or endanger its mission, however.

A kolyarut's favorite tactic is to use *Invisibility* or *Disguise Self* to sneak close, then eliminate the quarry with its vampiric touch ability before it can react. A kolyarut has no compunctions about using its vampiric touch ability on allies to increase its own power, if doing so helps it complete its mission.

A kolyarut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200 feet. The effect is identical with the *Enervation* spell (caster level 13th).

Spell-Like Abilities: At will—*Discern Lies* (DC 17), *Disguise Self*, *Fear* (DC 17), *Hold Person* (DC 16), *Invisibility*, *Locate Creature*, *Suggestion* (DC 16); 1/day—*Hold Monster* (DC 17), *Mark of Justice*; 1/week—*Geas/Quest*. Caster level 13th. The save DCs are Charisma-based.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the *Vampiric Touch* spell (caster level 13th).

Skills: A kolyarut has a +4 racial bonus on Disguise, Gather Information, and Sense Motive checks.

MARUT

Size & Type:	Large Construct (Extraplanar, Lawful)
Hit Dice:	15d10+30 (112 hp)
T/AC System Adj:	Hardness 15/3d; +80 HP; Ignore 10/2d Hardness
Initiative / Speed:	+1; 30 ft. in full plate armor (6 hexes); base speed 40 ft.
Touch/Full AC (T/AC):	10/34 (–1 size, +1 Dex, +16 natural, +8 full plate armor [Hardness 5, 40 HP]), flat-footed 33
BA / Grapple / Parry:	+11/+27/+23
Attack:	Slam +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Full Attack:	2 slams +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Space/Reach:	10 ft. (2-polyhex) / 10 ft. (2 hexes)
Special Attacks:	Fists of thunder and lightning, spell-like abilities
Special Qualities:	Construct traits, damage reduction 10/chaotic and magic, darkvision 60 ft., fast healing 10, low-light vision, spell resistance 25
Saves / Dodge:	Fort +7, Ref +6, Will +8, Dodge +5
Attributes:	Str 35, Dex 13, Con —, Int 12, Wis 17, Cha 18
Skills:	Concentration +13, Diplomacy +6, Knowledge (religion) +10, Listen +16, Search +10, Sense Motive +12, Spot +16, Survival +3 (+5 following tracks)
Feats:	Ability Focus (fists), Awesome Blow, Combat Casting, Great Fortitude, Improved Bull Rush, Power Attack
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	15
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	16–28 HD (Large); 29–45 HD (Huge)
Level Adjustment:	—

Maruts confront those who would try to deny the grave itself. Any who use unnatural means to extend their life span could be targeted by a marut. Those who take extraordinary measures to cheat death in some other way might be labeled transgressors as well. Those who use magic to reverse death aren't worthy of a marut's attention unless they do so repeatedly or on a massive scale. When a marut has identified its target, it walks surely and implacably toward the foe, never resting.

COMBAT

Once it has found its target, a marut brings it the death it has been trying to avoid. Those who defile death through necromancy may instead receive a *Geas* and/or *Mark of Justice* to enforce proper respect. It typically uses *Wall of Force* to shut off any escape routes, then opens up with *Chain Lightning* while it closes to melee range. Once there, it strikes with its massive fists, using *Circle of Death* if beset by numbers of defenders. It hits spellcasting opponents with repeated uses of *Dispel Magic* & *Psionics*, and it uses *Dimension Door* and *Locate Creature* to track down foes who flee. A marut's natural weapons, as well as any weapons it wields, are treated as magical and lawful-aligned for the purpose of overcoming damage reduction.

Fists of Thunder and Lightning (Su): A marut's left fist delivers a loud thunderclap whenever it hits something, dealing an extra 3d6 points of sonic damage and causing the target to be deafened for 2d6 rounds (Fortitude DC 31 negates the deafness). Its right fist delivers a shock for an extra 3d6 points of electricity damage, and the flash of lightning causes the target to be blinded for 2d6 rounds (Fortitude DC 31 negates the blindness). The save DCs are Strength-based and include the marut's Ability Focus feat.

Spell-Like Abilities: At will—*Air Walk*, *Dimension Door*, *Fear* (DC 18), *Greater Command* (DC 19), *Dispel Magic* & *Psionics*, *Mass Inflict Light Wounds* (DC 19), *Locate Creature*, *True Seeing*; 1/day—*Chain Lightning* (DC 20), *Circle of Death* (DC 20), *Mark of Justice*, *Wall of Force*; 1/week—*Earthquake* (DC 22), *Geas/Quest*, *Plane Shift* (DC 21). Caster level 14th. The save DCs are Charisma-based.

Skills: A marut has a +4 racial bonus on Concentration, Listen, and Spot checks.

ZELEKHUT

Size & Type:	Large Construct (Extraplanar, Lawful)
Hit Dice:	8d10+30 (74 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP
Initiative / Speed:	+0; 35 ft. in plate barding (7 hexes), fly 40 ft. (average) in plate barding (8 hexes); base speed 50 ft., fly 60 ft. (average)
Touch/Full AC (T/AC):	9/27 (–1 size, +10 natural, +8 plate barding [Hard: 5, HP: 40]), flat-footed 27
BA / Grapple / Parry:	+6/+15/+11
Attack:	Spiked chain +10 melee (2d6+5 plus 1d6 electricity)
Full Attack:	2 spiked chains +10 melee (2d6+5 plus 1d6 electricity)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Spell-like abilities
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20
Saves / Dodge:	Fort +4, Ref +2, Will +5, Dodge +1
Attributes:	Str 21, Dex 11, Con —, Int 10, Wis 17, Cha 15
Skills:	Diplomacy +4, Listen +9, Search +9, Sense Motive +12, Spot +9, Survival +5
Feats:	Great Fortitude, Ride-By Attack, Spirited Charge
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	+7

Zeলেখuts are charged with hunting down those who would deny justice—especially those who flee to escape punishment. Expert trackers, they use a combination of natural skill and magic to find fugitives wherever they hide.

A zeলেখut may initially appear rather non-threatening—but when it is about to enter combat, it can cause two spiked chains to spring forth from its forearms as a free action. In similar fashion, it can cause a pair of golden metallic wings to emerge from its back. Retracting the chains or the wings is also a free action.

COMBAT

Once it has found its fugitive, a zeলেখut uses its speed and its spell-like abilities to cover the most likely escape routes. Then it immobilizes any defenders while attempting to protect any innocent bystanders. Finally, it apprehends the fugitive with its spiked chains, tripping or disarming the foe as needed. A zeলেখut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*Clairaudience/Clairvoyance*, *Dimensional Anchor*, *Dispel Magic & Psionics*, *Fear* (DC 16), *Hold Person* (DC 15), *Locate Creature*, *True Seeing*; 3/day—*Hold Being* (DC 17), *Mark of Justice*; 1/week—*Lesser Geas* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Skills: A zeলেখut has a +4 racial bonus on Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zeলেখut qualifies for feats as if it had the Mounted Combat feat.

INTELLECT DEVOURER

Size & Type:	Small Aberration (Evil, Psionic)
Hit Dice:	6d8+15 (42 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+5; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	16/21 (+1 size, +5 Dex, +5 natural), flat-footed 16
BA / Grapple / Parry:	+4/+1/+5
Attack:	Claw +6 melee (1d3+1)
Full Attack:	4 claws +6 melee (1d3+1)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Body thief, psi-like abilities
Special Qualities:	Blindsight 60 ft., damage reduction 10/adamantine, immunity to fire, power resistance 23, resistance to electricity 15, vulnerability to <i>Protection from Evil</i>
Saves / Dodge:	Fort +4, Ref +7, Will +6, Dodge +8
Attributes:	Str 13, Dex 21, Con 15, Int 12, Wis 12, Cha 14
Skills:	Bluff + 15, Concentration +11 (+15 when manifesting defensively), Hide +14, Listen +14, Move Silently +16
Feats:	Combat Manifestation, Toughness, Up the Walls, Wild Talent (B)
Environment:	Underground
Organization:	Solitary or pod (2–4)
Challenge Rating:	7
Treasure:	1/2 coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	7–8 HD (Small); 9–15 HD (Medium); 16–18 HD (Large)
Level Adjustment:	+7

A disgusting creature seemingly composed of a oversized brain with hairless muscular legs like a fighting dog's, an intellect devourer does exactly that, devour the intellect (i.e. the brain) of a humanoid creature to make the skull its new home, at least for a while. They understand Common but must be in possession of a body to speak. An intellect devourer in possession of a body also knows the languages known by that victim.

COMBAT

Body Thief (Su): When an intellect devourer overcomes a lone victim, it consumes the victim's brain and squeezes into the skull. As a full-round action that provokes attacks of opportunity, the devourer can merge its form with

that of a helpless or dead creature of Small size or larger. The devourer cannot merge its body with that of a creature immune to extra damage from critical hits.

When an intellect devourer completes its merging, it psionically consumes the brain of the victim (which kills it if it is not already dead). The devourer can exit the body at any time as a standard action, bursting the victim's skull and resuming its normal form.

After consuming its victim's brain, an intellect devourer can instead choose to animate the body for up to seven days as if it were the victim's original brain. The devourer retains its hit points, saving throws, and mental ability scores, as well as its psi-like abilities. It assumes the physical qualities and ability scores of the victim, as if it had used *polymorph* to assume the victim's form. As long as the intellect devourer occupies the body, it knows the languages spoken by the victim and very basic information about the victim's identity and personality, but none of the victim's specific memories or knowledge.

Psi-Like Abilities: At will—*Cloud Mind*, *Compression*, *Detect Magic & Psionics*, *Ego Whip* (2d4, DC 16*), *Empty Mind* (+5 on Will saves*), *Id Insinuation* (three targets, DC 16*); 3/day—*Body Adjustment* (2d12*), *Intellect Fortress*, *Painful Strike*. Manifest level 7th. The save DCs are Charisma-based.

*Includes augmentation for the intellect devourer's manifest level.

Blindsight (Ex): An intellect devourer can use nonvisual means to ascertain all foes within 60 feet as a sighted creature would.

Vulnerability to Protection from Evil (Ex): An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *Protection from Evil* spell.

Skills: Intellect devourers have a +8 racial bonus on Bluff checks, useful for passing off the possessed body as the original. They also have a +8 racial bonus on Move Silently checks and Listen checks.

INVISIBLE STALKER

Size & Type:	Large Elemental (Air, Extraplanar)
Hit Dice:	8d8+16 (52 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+8; 30 ft. (6 hexes), fly 30 ft. (perfect)
Touch/Full AC (T/AC):	13/17 (–1 size, +4 Dex, +4 natural), flat-footed 13
BA / Grapple / Parry:	+6/+14/+11
Attack:	Slam +10 melee (2d6+4)
Full Attack:	2 slams +10 melee (2d6+4)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., elemental traits, natural invisibility, improved tracking
Saves / Dodge:	Fort +4, Ref +10, Will +4, Dodge +9
Attributes:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11
Skills:	Listen +13, Move Silently +15, Search +13, Spot +13, Survival +4
Feats:	Combat Reflexes, Improved Initiative, Weapon Focus (slam)
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	—

Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve wizards and sorcerers, who summon them to perform specific tasks. A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly.

Invisible stalkers have an amorphous form. A *See Invisibility* spell shows only a dim outline of a cloud,

while a *True Seeing* spell reveals a roiling cloud of vapor. These creatures speak only Auran but can understand Common.

COMBAT

An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a single target on the same plane as the creature.

An invisible stalker can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it.

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. Any creature that correctly discerns its location despite being unable to see it has a 50% miss chance on melee and ranged attacks. This ability is inherent and not subject to the *Invisibility Purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

MONSTERS (J-L)

JYNX

Size & Type:	Small Fey
Hit Dice:	1d6 (3 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+4; 30 ft. (6 hexes); fly 150 ft. (perfect)
Touch/Full AC (T/AC):	16/17 (+1 size, +4 Dex, +1 dodge, +1 natural), flat-footed 12
BA / Grapple / Parry:	+1/−4/+5
Attack:	Claw +5 melee (1d3-2), or ranged
Full Attack:	2 claws +5 melee (1d3-2), or ranged
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Electricity immunity, low-light vision, natural invisibility, rending claws, spider climb
Saves / Dodge:	Fort +0, Ref +4, Will +5, Dodge +6*
Attributes:	Str 7, Dex 18, Con 11, Int 15, Wis 16, Cha 14
Skills:	Balance +8, Climb +2, Disable Device +10, Escape Artist +8, Hide +8, Jump +2, Listen +7, Move Silently +8, Pilot +8; Repair +3, Search +6, Spot +7
Feats:	Dodge, Mobility, Weapon Finesse (claw)
Environment:	Urban
Organization:	Solitary, Gang (4–9)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always chaotic, often evil
Advancement:	By character class
Level Adjustment:	—

Fey of the air who have had enough of the loud, noisy, intrusive vehicles of local high-tech races, jynxes have turned to malicious pranks in attempting to dissuade passage through their airspace. When visible, they appear as mean-faced children with exaggerated features, beady black eyes, and stunted wings. Despite their dwarfish wings, they are extremely fast and maneuverable, and the bane of any aerial vehicle that passes through its area.

COMBAT

Jynxes shy away from direct combat, instead preferring to wreak havoc on an aggressor's equipment and vehicles.

Electricity Immunity (Ex): A jynx is immune to electricity damage, though a successful attack that deals such damage causes it to become visible (see below).

Natural Invisibility (Su): A jynx remains invisible even when attacking. Any creature that correctly discerns its location despite being unable to see it has a 50% miss chance on melee and ranged attacks. This ability is always

active, but the jynx can suppress or resume it at will as a free action. If the jynx is hit by a source of electricity damage, it becomes visible for 1 round.

Rending Claws (Ex): A jynx's claws ignore the hardness of items, always inflicting at least 1 point of damage to any object so struck.

Skill Bonus: A jynx gains a +4 species bonus on Disable Device checks.

Spider Climb (Sp): A jynx can travel on any surface as though affected by a *spider climb* spell. This ability is always active.

KOBOLD

	Kobold	Drakkin Leader, 6 th -level Sorcerer
Size & Type:	Small Humanoid (Reptilian)	Small Dragon
Hit Dice:	1d8 (4 hp)	1d10+1 plus 6d4+6 (28 hp)
T/AC System Adj:	Hardness 1; +5 HP	Hardness 5/1d; +25 HP
Initiative / Speed:	+1; 30 ft. (6 hexes)	+1; 30 ft. (6 hexes), fly 60 ft. (average)
Touch/Full AC (T/AC):	12/15 (+1 size, +1 Dex, +1 natural, +2 leather [Hard: 2, HP: 10]), flat-footed 14	16/25 (+1 size, +3 DB, +1 Dex, +1 dodge, +5 natural, +4 +2 <i>leather</i> [Hard: 5, HP: 30]), flat-footed 20
BA / Grapple / Parry:	+1/-4/+0	+4/+5/+8
Attack:	Bite +1 (1d3-1) or spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)	Bite +6 (1d6+1) or claw +6 (1d4+1) or <i>shortbow</i> +1 +7 (1d6+1) or breath weapon (see below)
Full Attack:	Bite +0 (1d3-1) or spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)	Bite +6 (1d6+1) and 2 claws +6 (1d4+1)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—	Breath weapon, spells
Special Qualities:	Darkvision 60 ft., light sensitivity	Darkvision 60 ft., immunity to one energy type (see below), powerful build
Saves / Dodge:	Fort +2, Ref +1, Will -1, Dodge +2	Fort +5, Ref +4, Will +4, Dodge +9*
Attributes:	Str 9, Dex 13, Con 10, Int 10, Wis 8, Cha 9	Str 13, Dex 13, Con 12, Int, 12, Wis 8, Cha 14
Skills:	Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2	Concentration +9, Craft (trapmaking) +3, Hide +6, Listen +2, Move Silently +2, Navigate +3, Search +3, Spellcraft +2, Spot +2
Feats:	Alertness	Alertness, Combat Casting, Dodge, Hover
Environment:	Temperate forests	Temperate forests
Organization:	Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 plus 2-4 dire weasels), tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 drakkin leader of 6th-8th level, and 5-8 dire weasels)	As kobold
Challenge Rating:	¼	5
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually same as dragon type
Advancement:	By character class	By character class
Level Adjustment:	+0	+3

Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies claiming a bloodline back to a golden age of evil dragons. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is non-prehensile. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Kobolds speak Draconic with a voice that sounds like that of a yapping dog.

COMBAT

Kobolds like to attack with overwhelming odds—at least two to one—or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal. They begin a fight by slinging bullets, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *Daylight* spell.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

The kobold warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 8, Cha 9.

Challenge Rating: Kobolds with levels in NPC classes have a CR equal to their character level –3.

KOBOLDS AS CHARACTERS

Kobold characters possess the following racial traits.

- –4 Strength, +2 Dexterity, –2 Wisdom.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits $\frac{3}{4}$ those of Medium characters.
- A kobold's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Skills: A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
- Racial Feats: A kobold character gains feats according to its character class.
- +1 natural armor bonus, and natural bite attack (1d3).
- Special Qualities (see above): Light sensitivity.
- Automatic Languages: Draconic. Bonus Languages: Common, Undercommon.
- Favored Class: Sorcerer.
- Level adjustment +0.



DRAKKIN

One in a hundred kobolds is born a drakkin, a half-kobold/half-dragon. These creatures naturally ascend into positions of power within their tribe. Newborn drakkin are considered a test to the ruling drakkin, and they are specially protected by the tribe, even the current drakkin leader, nursed specially to adulthood to challenge for rulership of the tribe. Almost all drakkin develop sorcerous power.

Typical Sorcerer Spells Known (48 PP; 1st – *Cause Fear* (DC 13), *Magic Missile*, *Protection from Good*, *Ray of Enfeeblement* (DC 13), *Shield*; 2nd – *Acid Arrow*, *Invisibility*, *Protection from Arrows/Bullets*; 3rd – *Haste*, *Lightning Bolt* (DC 15).

Possessions: *Shortbow* +1, quiver of 12 arrows (poisoned; Fort DC 13, primary / secondary damage 1d4 Dex), *leather armor* +2.

DRAKKIN AS CHARACTERS

Select an evil dragon type (see the Half-Dragon entry above) for purposes of the energy type of the drakkin's breath weapon and which energy immunity they have.

- +4 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, –2 Wisdom, +4 Charisma.
- Small size (with Powerful Build): +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks.
- Darkvision out to 60 feet.
- Racial Skills: A drakkin character has a +2 racial bonus on Concentration, Craft (trapmaking), and Search checks.
- A drakkin has wings and can fly at twice its base land speed (60 ft.) with average maneuverability.
- Natural armor improves by +5 (+4 from half-dragon and +1 from kobold).
- A drakkin has two claw attacks and a bite attack, with the bite as the primary natural weapon.
- Powerful Build (Ex): The physical stature of drakkin lets them function in many ways as if they were one size category larger. Whenever a drakkin is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the drakkin is treated as one size larger if

doing so is advantageous to him. A drakkin is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A drakkin can use weapons designed for a creature one size larger without penalty. However, their space and reach remain those of a creature of its actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

—Automatic Languages: Draconic. Bonus Languages: Common, Undercommon.

—Favored Class: Sorcerer.

—Level adjustment +3.

KRAKEN

Size & Type:	Gargantuan Magical Beast (Aquatic)
Hit Dice:	20d10+180 (290 hp)
T/AC System Adj:	Hardness 10/2d; +70 HP
Initiative / Speed:	+4; Swim 20 ft. (4 hexes)
Touch/Full AC (T/AC):	6/20 (–4 size, +14 natural), flat-footed 20
BA / Grapple / Parry:	+20/+44/+32
Attack:	Tentacle +28 melee (2d8+12/19–20)
Full Attack:	2 tentacles +28 melee (2d8+12/19–20) and 6 arms +23 melee (1d6+6) and bite +23 melee (4d6+6)
Space/Reach:	20 ft. (4-polyhex) /15 ft. (3 hexes), 60 ft. (12 hexes) with tentacle, 30 ft. with arm
Special Attacks:	Improved grab, constrict 2d8+12 or 1d6+6
Special Qualities:	Darkvision 60 ft., ink cloud, jet, low-light vision, spell-like abilities
Saves / Dodge:	Fort +21, Ref +12, Will +13, Dodge +8
Attributes:	Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20
Skills:	Concentration +21, Diplomacy +7, Hide +0, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +16, Listen +30, Search +28, Sense Motive +17, Spot +30, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +16
Feats:	Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	12
Treasure:	Triple standard
Alignment:	Usually neutral evil
Advancement:	21–32 HD (Gargantuan); 33–60 HD (Colossal)
Level Adjustment:	—

The bane of the open seas, the kraken is a massive eight-tentacled beast that feasts upon whatever equally-massive quarry it can catch, with ships being its favorite. Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body. Krakens speak Common and Aquan.

COMBAT

Krakens strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws. An opponent can make sunder attempts against a kraken's tentacles or arms as if they were weapons. A kraken's tentacles have 20 hit points, and its arms have 10 hit points. If a kraken is currently grappling a target with one tentacle or arm, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a kraken's tentacle or arm deals damage to the kraken equal to half the limb's full normal hit points. A kraken usually withdraws from combat if it loses both tentacles or three of its arms. A kraken regrows severed limbs in 1d10+10 days.

Improved Grab (Ex): To use this ability, the kraken must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it

establishes a hold and can constrict.

Constrict (Ex): A kraken deals automatic arm or tentacle damage with a successful grapple check.

Jet (Ex): A kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Ink Cloud (Ex): A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Spell-Like Abilities: 1/day—*Control Weather*, *Control Winds*, *Dominate Animal* (DC 18), *Resist Energy*. Caster level 9th. The save DC is Charisma-based.

Skills: A kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

KRENSHAR

Size & Type:	Medium Magical Beast
Hit Dice:	2d10 (11 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/15 (+2 Dex, +3 natural), flat-footed 13
BA / Grapple / Parry:	+2/+2/+2
Attack:	Bite +2 melee (1d6)
Full Attack:	Bite +2 melee (1d6) and 2 claws +0 melee (1d4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Scare
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves / Dodge:	Fort +3, Ref +5, Will +1, Dodge +5
Attributes:	Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13
Skills:	Hide +4, Jump +9, Listen +3, Move Silently +6
Feats:	Multiattack, Track (B)
Environment:	Temperate forests
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3–4 HD (Medium); 5–8 HD (Large)
Level Adjustment:	–

The krenshar is a strange, catlike carnivore with extremely flexible skin on its head. When it wishes, it can stretch the skin from its mouth back over its entire skull, revealing an unsettling countenance, its face exposed bone and muscle. A typical krenshar measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.

COMBAT

Krenshars use solitary scouts to drive prey into the waiting clutches of the pride. The scout appears from hiding, uses its scare ability, then chases the fleeing target to join the attack.

Scare (Ex or Su): As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a *Scare* spell from a 3rd-level caster (Will DC 13 partial). A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

Skills: Krenshars have a +4 racial bonus on Jump and Move Silently checks.

LAMIA

Size & Type:	Large Magical Beast
Hit Dice:	9d10+9 (58 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+2; 60 ft. (12 hexes)
Touch/Full AC (T/AC):	12/19 (–1 size, +2 Dex, +1 dodge, +7 natural), flat-footed 16
BA / Grapple / Parry:	+9/+17/+13
Attack:	Touch +12 melee (1d4 Wisdom drain) or dagger +12 melee (1d6+4/19–20) or claw +12 melee (1d4+4)
Full Attack:	Touch +12 melee (1d4 Wisdom drain); or dagger +12/+7 melee (1d6+4/19–20) and 2 claws +7 melee (1d4+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities, Wisdom drain
Special Qualities:	Darkvision 60 ft., low-light vision
Saves / Dodge:	Fort +7, Ref +8, Will +7, Dodge +8*
Attributes:	Str 18, Dex 15, Con 12, Int 13, Wis 15, Cha 12
Skills:	Bluff +14, Concentration +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Spot +11
Feats:	Dodge, Iron Will, Mobility, Spring Attack
Environment:	Temperate deserts
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	+10

With the lower body of a large cat and the upper body of a female humanoid, a lamia is reminiscent of a centaur. However, that's where the similarities end, as the typical lamia is anything but good and helpful, although they will pretend to be such using their magic. Once an unsuspecting victim trusts the lamia, that's when it strikes. A typical lamia is about 8 feet long and weighs about 700 pounds.

COMBAT

Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusion abilities to lure heroes into perilous situations, and then uses its Spring Attack feat to bound out of the shadows and drain Wisdom from its opponents. When it has sapped the will of its victim, it uses its enchantment abilities to beguile and ensnare the unfortunate soul. A lamia forced into physical combat attacks with a dagger in one of its human hands and a pair of lion-like claws.

Spell-Like Abilities: At will—*Disguise Self*, *Ventriloquism*; 3/day—*Charm Being* (DC 15), *Major Image* (DC 14), *Mirror Image*, *Suggestion* (DC 14); 1/day—*Deep Slumber* (DC 14). Caster level 9th. The save DCs are Charisma-based.

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

Skills: Lamias have a +4 racial bonus on Bluff and Hide checks.

LAMMASU

	Lammasu	Golden Protector (Celestial Half-Dragon Lammasu)
Size & Type:	Large Magical Beast	Large Dragon
Hit Dice:	7d10+21 (59 hp)	10d12+60 (125 hp)

T/AC System Adj:	Hardness 10/2d; +50 HP	Hardness 10/2d; +70 HP; Ignore 5/1d Hardness
Initiative / Speed:	+1; 30 ft. (6 hexes), fly 60 ft.(average)	+3; 30 ft. (6 hexes), fly 60 ft.(average)
Touch/Full AC (T/AC):	10/20 (–1 size, +1 Dex, +10 natural), flat-footed 19	13/29 (–1 size, +3 Dex, +14 natural, +2 <i>bracers of armor</i> +2, +1 <i>ring of protection</i> +1), flat-footed 26
BA / Grapple / Parry:	+7/+17/+13	+10/+23/+20
Attack:	Claw +12 melee (1d6+6)	Claw +19 melee (1d6+9)
Full Attack:	2 claws +12 melee (1d6+6)	Claw +19 melee (1d6+9) and bite +13 melee (1d8+4)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Pounce, rake 1d6+3, spells	Breath weapon, pounce, smite evil, rake 1d6+4, spells
Special Qualities:	Darkvision 60 ft., low-light vision, magic circle against evil, spell-like abilities	Damage reduction 5/magic, darkvision 60 ft., immunity to fire, <i>Sleep</i> , and paralysis, low-light vision, magic circle against evil, resistance to acid 10, cold 10, and electricity 10, spell-like abilities, spell resistance 15
Saves / Dodge:	Fort +8, Ref +8, Will +7, Dodge +7	Fort +13, Ref +12, Will +10, Dodge +11
Attributes:	Str 23, Dex 12, Con 17, Int 16, Wis 17, Cha 14	Str 28, Dex 17, Con 22, Int 18, Wis 20, Cha 18
Skills:	Concentration +13, Diplomacy +4, Knowledge (arcana) +13, Listen +13, Sense Motive +13, Spot +15	Concentration +19, Diplomacy +19, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +18, Search +17, Sense Motive +18, Spellcraft +19, Spot +20, Survival +18 (+20 other planes and tracking)
Feats:	Blind-Fight, Iron Will, Lightning Reflexes	Blind-Fight, Iron Will, Lightning Reflexes, Weapon Focus (claw)
Environment:	Temperate deserts	A lawful good plane
Organization:	Solitary	Solitary
Challenge Rating:	8	13
Treasure:	Standard	Standard
Alignment:	Always lawful good	Always lawful good
Advancement:	8–10 HD (Large); 11–21 HD (Huge)	11–30 HD (Huge)
Level Adjustment:	+8	+12

Principled and philosophical creatures by nature, a lammasu is sometimes mistaken for a sphinx, possessing a similar build. A lion's body with a giant eagle's wings and the head of a weatherworn humanoid, a lammasu is a champion of justice and an advocate of peace. A typical lammasu is about 8 feet long and weighs about 500 pounds. Lammasus speak Common, Draconic, and Celestial.

COMBAT

A lammasu will only use combat as a last resort, after all diplomatic options have been exhausted. It almost always enters combat if it observes a good creature being threatened by evil; only a wartime strategy that required they observe for the sake of a greater good would permit them to watch such a thing idly. A lammasu attacks with spells or its razor-sharp claws.

Spells: A lammasu casts spells as a 7th-level Cleric, and can choose spells from the Cleric spell list, plus any two of the following domains: Good, Healing, Knowledge, or Law.

Typical Cleric Spells Prepared (6/6/5/4/2 or 61 PP; save DC 13 + spell level): 0—*Detect Magic & Psionics*, *Guidance* (2), *Light*, *Read Magic*, *Resistance*; 1st—*Bless* (2), *Detect Evil*, *Divine Favor*, *Entropic Shield*, *Protection from Evil**; 2nd—*Aid**, *Bear's Endurance*, *Bull's Strength*, *Lesser Restoration*, *Resist Energy*; 3rd—*Daylight*, *Dispel Magic & Psionics*, *Magic Circle versus Evil**, *Remove Curse*; 4th—*Holy Smite**, *Neutralize Poison*.

*Domain spell. Domains: Good and Healing.

Magic Circle versus Evil (Su): A lammasu radiates a continuous magic circle against evil that affects a 20-foot radius.

Spell-Like Abilities: 2/day—*Greater Invisibility* (self only); 1/day—*Dimension Door*. Caster level 7th.

Pounce (Ex): If a lammasu charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Lammasus have a +2 racial bonus on Spot checks.

GOLDEN PROTECTOR

A child of a celestial lammasu and a gold dragon, the golden protector has migrated to the Material Plane to more actively combat evil.

COMBAT

The golden protector's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 21 half.

Smite Evil (Su): Once per day a golden protector can make a normal melee attack to deal an extra 10 points of damage against an evil opponent.

Typical Cleric Spells Prepared (6/7/5/4/3 or 69 PP; save DC 15 + spell level): 0—*Detect Magic*, *Guidance* (2), *Light*, *Read Magic*, *Resistance*; 1st—*Bless* (2), *Detect Evil*, *Divine Favor* (2), *Entropic Shield*, *Protection from Evil**; 2nd—*Aid**, *Bear's Endurance*, *Bull's Strength*, *Lesser Restoration*, *Resist Energy*; 3rd—*Daylight*, *Dispel Magic*, *Magic Circle versus Evil**, *Remove Curse*; 4th—*Dismissal*, *Holy Smite**, *Neutralize Poison*.

*Domain spell. Domains: Good and Healing.

Rake (Ex): Attack bonus +19 melee, damage 1d6+4.

Possessions: *Bracers of armor* +2, *ring of protection* +1. (Different golden protectors may have different possessions.)

LEECHWALKER

Size & Type:	Medium Vermin
Hit Dice:	13d8+39 (97 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/12 (+2 natural), flat-footed 12
BA / Grapple / Parry:	+9/+13/—
Attack:	Tentacle rake +13 melee (1d8+4 plus wounding)
Full Attack:	2 tentacle rakes +13 melee (1d8+4 plus wounding x2)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Blood drink, improved grab, wounding
Special Qualities:	All-around vision, vermin traits
Saves / Dodge:	Fort +11, Ref +11, Will +5, Dodge —
Attributes:	Str 18, Dex 11, Con 16, Int —, Wis 13, Cha 7
Skills:	Hide +3, Listen +5, Move Silently +5, Search +4, Spot +8, Swim +12
Feats:	None
Environment:	Usually underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	14–26 HD (Medium); 27–39 HD (Large)
Level Adjustment:	—

A horrifying conglomerate of hundreds of giant leeches, the leechwalker is very dangerous if it manages to grapple a victim. They are considered a strange adaptation of life in the deep underground, especially near subterranean

humanoid settlements.

COMBAT

Leechwalkers still have the intellect of a leech, but that includes attempting to drink the blood of any targets within range.

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

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

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

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

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

LICH (Template)

A lich is an undead spellcaster, usually a Wizard or Sorcerer but sometimes a Cleric or other spellcaster, who has used its magical powers to unnaturally extend its life.

A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. Liches speak Common plus any other languages they knew in life.

CREATING A LICH

"Lich" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature), provided it can create the required phylactery; see The Lich's Phylactery, below.

A lich has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A lich has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: A lich has a touch attack that it can use once per round. If the base creature can use weapons, the lich retains this ability. A creature with natural weapons retains those natural weapons. A lich fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A lich armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A lich fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A lich without natural weapons has a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save (DC 10 + 1/2 lich's HD + lich's Cha modifier) halves the damage. A lich with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d8+5 points of extra damage on one natural weapon attack.

Special Attacks: A lich retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 lich's HD + lich's Cha modifier unless otherwise noted.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or be affected as though by a *Fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be

permanently paralyzed. *Remove Paralysis* or any spell that can remove a curse can free the victim (see the *Bestow Curse* spell description).

The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Spells: A lich can cast any spells it could cast while alive.

Special Qualities: A lich retains all the base creature's special qualities and gains those described below.

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

Damage Reduction (Su): A lich's undead body is tough, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Liches have immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Attributes: Increase from the base creature as follows: Int +2, Wis +2, Cha +2. Being undead, a lich has no Constitution score.

Skills: Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Organization: Solitary or troupe (1 lich, plus 2–4 vampires and 5–8 vampire spawn).

Challenge Rating: Same as the base creature + 2.

Treasure: Standard coins; double goods; double items.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

LICH CHARACTERS

The process of becoming a lich is unspeakably evil and can be undertaken only by a willing character. A lich retains all class abilities it had in life.

THE LICH'S PHYLACTERY

An integral part of becoming a lich is creating a magic phylactery in which the character stores its life force. As a rule, the only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich reappears 1d10 days after its apparent death.

Each lich must make its own phylactery, which requires the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp (Purchase DC 50) and 4,800 XP to create and has a caster level equal to that of its creator at the time of creation.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40. Other forms of phylacteries can exist, such as rings, amulets, or similar items.

LILLEND

Size & Type:	Large Outsider (Chaotic, Extraplanar, Good)
Hit Dice:	7d8+14 (45 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+3; 20 ft. (4 hexes), fly 70 ft. (average)
Touch/Full AC (T/AC):	12/17 (–1 size, +3 Dex, +5 natural), flat-footed 14
BA / Grapple / Parry:	+7/+16/+12
Attack:	Short sword +11 melee (1d8+5/19–20)
Full Attack:	Short sword +11/+6 melee (1d8+5/19–20) and tail slap +6 melee (2d6+2)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Constrict 2d6+5, improved grab, spells, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to poison, resistance to fire 10
Saves / Dodge:	Fort +7, Ref +10, Will +8, Dodge +9
Attributes:	Str 20, Dex 17, Con 15, Int 14, Wis 16, Cha 18
Skills:	Appraise +12, Concentration +12, Diplomacy +16, Knowledge (arcana) +12, Listen +13,

	Perform (any one) +14, Sense Motive +13, Spellcraft +14, Spot +13, Survival +17
Feats:	Combat Casting, Extend Spell, Lightning Reflexes
Environment:	A chaos-aligned plane
Organization:	Solitary or covey (2–4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	+6

An irrepressible music lover, the lillend appears as a beautiful female with the lower half of a feathered serpent and rainbow-hued wings to match. A typical lillend's coils are 20 feet long. The creature weighs about 3,800 pounds. A few lillends have male torsos. Lillends speak Celestial, Infernal, Abyssal, and Common.

COMBAT

Lillends are generally peaceful unless they intend vengeance against someone they believe guilty of harming, or even threatening, a favored art form, artwork, or artist. Then they become implacable foes. They use their spells and spell-like abilities to confuse and weaken opponents before entering combat. A covey of lillends usually discusses strategy before a battle. A lillend's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A lillend deals 2d6+5 points of damage with a successful grapple check. Constricting uses the entire lower portion of its body, so it cannot take any move actions when constricting, though it can still attack with its sword.

Improved Grab (Ex): To use this ability, a lillend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spells: A lillend casts arcane spells as a 6th-level bard.

Typical Bard Spells Known (3/4/3 or 16 PP; save DC 14 + spell level): 0— *Dancing lights*, *Daze*, *Detect Magic & Psionics*, *Lullaby*, *Mage Hand*, *Read Magic*; 1st— *Charm Person*, *Cure Light Wounds*, *Identify*, *Sleep*; 2nd—*Hold Person*, *Invisibility*, *Sound Burst*. A lillend also has the bardic music ability as a 6th-level bard.

Spell-Like Abilities: 3/day—*Darkness*, *Hallucinatory Terrain* (DC 18), *Knock*, *Light*; 1/day—*Charm Person* (DC 15), *Speak with Animals*, *Speak with Plants*. Caster level 10th. The save DCs are Charisma-based.

Skills: Lillends have a +4 racial bonus on Survival checks.

KINORI

Size & Type:	Medium-size Monstrous Humanoid
Hit Dice:	2d8+2 (11 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+1; 20 ft. (4 hexes), swim 30 ft.
Touch/Full AC (T/AC):	11/14 (+1 Dex, +3 natural), flat-footed 13
BA / Grapple / Parry:	+2/+3/+3
Attack:	Bite +3 melee (1d4+1) or claw +3 melee (1d4+1) or by weapon
Full Attack:	Bite +3 melee (1d4+1) and 2 claws +3 melee (1d4+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Multi-attack
Special Qualities:	Cold resistance 20, darkvision 120 ft., easy breathing, light sensitivity
Saves / Dodge:	Fort +1, Ref +4, Will +3, Dodge +4
Attributes:	Str 13, Dex 12, Con 13, Int 11, Wis 10, Cha 11
Skills:	Climb +5, Hide +5 (+9 when concealed against a white background), Listen +3, Move Silently +5, Spot +3, Survival +5, Swim +10
Feats:	Archaic Weapon Proficiency, Multi-attack, Simple Weapon Proficiency

Environment:	Any arctic underground or coastal (underwater)
Organization:	Team (3-6 plus 1 3 rd -level sergeant), or clan / crew (20-80 plus 5-10 3 rd -level sergeants, 2-5 5 th -level lieutenants, 1 7 th -level captain)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral (evil)
Advancement:	By character class
Level Adjustment:	+2

Once a proud starfaring race, the kinori were forced to flee their capital system. Their people cast amongst the stars, some were able to maintain their ship, while others (crash-)landed on a potentially hospitable planet and made the best of it. Paranoid as a race, the kinori are generally xenophobic. For this reason they prefer to live in areas other races cannot bother them, such as extremely cold or underwater areas.

COMBAT

The kinori are cunning, and they will always assess a situation to do what they think will work best. They are not above fleeing if a fight goes badly.

Cold Resistance 20 (Ex): A kinori ignores the first 20 points of cold damage from any single attack.

Easy Breathing (Ex): Since a kinori requires much less oxygen to breathe than a human does, the creature can hold its breath for up to an hour. If exposed to a dangerous inhaled effect, a kinori gains a +5 species bonus on any required saving throw.

Light Sensitivity (Ex): A kinori takes a –2 penalty on attack rolls, checks, and saves in sunlight or other bright light.

Skill Bonus: A kinori can turn its skin white as a free action, much as a chameleon changes its color. It gains a +4 species bonus on Hide checks when concealed against a white background, such as snow and ice.

Tech Level 7 Variant: There are those kinori who still live aboard vast colony ships, looking for the ideal planet to colonize. These kinori have access to all Tech Level 7 equipment, with most kinori having their full complement of cybernetic implants (generally 2 per kinori).



KINORI AS CHARACTERS

Kinori characters possess the following racial traits.

- +2 Strength, +2 Dexterity, +2 Constitution.
- Medium size.
- A kinori's base land speed is 20 feet, with a swim speed of 30 feet.
- Racial Hit Dice: A kinori begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
- Racial Skills: A kinori's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Balance, Jump, and Swim. If the kinori was born and raised Tech Level 7, then it also has Computer Use, Navigate, Pilot, and Repair. Kinori have a +4 racial bonus on Hide checks in white backgrounds.
- Racial Feats: A kinori's humanoid levels give it one feat. If the kinori was born and raised Tech Level 7, then it also gains the bonus feat Zero-G Training.
- Weapon and Armor Proficiency: A kinori is automatically proficient with all martial and simple weapons and shields.
- +3 natural armor bonus.
- Natural Weapons: 2 claws (1d4) and bite (1d4).
- Special Qualities (see above): Cold resistance 20, easy breathing, light sensitivity, skill bonus.
- Automatic Languages: Common, Kinori.
- Favored Class: Expert.
- Level adjustment +2.

LITTER BRUTE

	Litter Brute	Litter Brute, Advanced
Size & Type:	Large Construct	Huge Construct

Hit Dice:	6d10+20 (53 hp)	12d10+40 (106 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP	Hardness 10/2d; +55 HP
Initiative / Speed:	+0; 20 ft. (4 hexes)	-1; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	9/17 (-1 size, +8 natural), flat-footed 16	7/18 (-2 size, -1 Dex, +11 natural), flat-footed 18
BA / Grapple / Parry:	+4/+10/—	+9/+23/—
Attack:	Slam +5 melee (1d8+2)	Slam +13 melee (2d6+6)
Full Attack:	2 slams +5 melee (1d8+2)	2 slams +13 melee (2d6+6)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Sharp implements	Sharp implements
Special Qualities:	Construct traits, darkvision 60 ft., dimension door, engulf, fast healing 1, garbage growth	Construct, darkvision 60 ft., dimension door, engulf, fast healing 1, garbage growth
Saves / Dodge:	Fort +2, Ref +2, Will +3, Dodge —	Fort +4, Ref +3, Will +5, Dodge —
Attributes:	Str 14, Dex 11, Con —, Int —, Wis 12, Cha 6	Str 22, Dex 9, Con —, Int —, Wis 12, Cha 6
Skills:	None	None
Feats:	None	None
Environment:	Urban	Urban
Organization:	Solitary	Solitary
Challenge Rating:	4	6
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral
Advancement:	7–10 HD (Large); 11–18 HD (Huge)	11–18 HD (Huge), 19–24 HD (Gargantuan)
Level Adjustment:	—	—

A litter brute is a deadly by-product of a wasteful society that generates too much non-recyclable garbage. In some cases, in an as-yet unexplained fashion, great heaps of garbage will spontaneously develop locomotion, if not sentience. Standing in roughly humanoid shape and sometimes towering up over 30 feet tall, these litter brutes seem to be single-minded in purpose; the destruction of those who created the pollution that now constitutes its body.

COMBAT

A litter brute is merciless, seeking to smash anything it sees as the product of society, including its members. Understanding how its abilities work, the creature does not like to stray too far from a fresh source of garbage. Of course, part of the reason it leaves a swath of destruction in its wake is to give itself options when the time comes.

Construct: A litter brute has the traits and immunities common to constructs.

Dimension Door (Sp): At will, a litter brute can remove its essence from the objects that form its body, dropping them wherever they happen to land, then reappear up to 500 feet away, reconstructing its body from garbage and refuse there (assuming enough raw material exists in the target location). The litter brute cannot use its *Dimension Door* ability to transport other objects or creatures.

Electricity Immunity (Ex): A litter brute takes no damage from electricity. In fact, a litter brute struck by an electrical attack uses the residual energy to deal +1d6 points of electricity damage on its slam attacks the following round.

Engulf (Ex): A litter brute can simply bowl over opponents up to one size category smaller than itself as a free attack during its move action. This attack affects as many opponents as the monster's body can cover. Each target can make either an attack of opportunity against the litter brute or a Reflex save (DC 10 + 1/2 the litter brute's Hit Dice + its Strength modifier) to avoid being engulfed. A successful saving throw indicates that the target has been pushed back or aside (target's choice) as the litter brute surges forward.

An engulfed creature is considered grappled. A litter brute cannot make a slam attack during a round in which it attempts to engulf, but each engulfed creature takes slam damage (half bludgeoning, half slashing) on that round and every round that it remains trapped.

Fast Healing 1: So long as there is some sort of litter or refuse within 60 feet of it, a litter brute heals 1 point of damage per round unless it is reduced to –10 or fewer hit points. This ability does not enable the litter brute to regrow or reattach severed body parts.

Garbage Growth (Ex): A litter brute can stuff objects inside itself to add to its bulk, if desired. Given enough time and a large enough supply of refuse, it can increase its Hit Dice by 1 per 24 hours, provided that it does nothing else. See Advancement (below) for changes in size category based on Hit Dice.

Sharp Implements: Within a litter brute's body are countless sharp implements, which protrude from its form in various places. Because of these protrusions, half of the damage a litter brute deals with a slam attack is slashing damage.

LIZARDFOLK

Size & Type:	Medium Humanoid (Reptilian)
Hit Dice:	2d8+2 (11 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/15 (+5 natural) or 17 (+5 natural, +2 heavy shield [Hard: 5, HP: 20]), flat-footed 15 or 17
BA / Grapple / Parry:	+1/+2/+2
Attack:	Claw +2 melee (1d4+1) or club +2 melee (1d6+1) or javelin +1 ranged (1d6+1)
Full Attack:	2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or club +2 melee (1d6+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1)
Special Attacks:	—
Special Qualities:	Hold breath
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Saves / Dodge:	Fort +1, Ref +3, Will +0, Dodge +3
Attributes:	Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10
Skills:	Balance +4, Jump +5, Swim +2
Feats:	Multiattack
Environment:	Temperate marshes
Organization:	Gang (2–3), band (6–10 plus 50% noncombatants plus 1 leader of 3rd–6th level), or tribe (30–60 plus 2 lieutenants of 3rd–6th level and 1 leader of 4th–10th level)
Challenge Rating:	1
Treasure:	50% coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

Sometimes confused for a wingless half-dragon, a lizardfolk is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. A lizardfolk can weigh from 200 to 250 pounds. They stick to their own, claiming the deep marshes and swamps as their territory. Lizardfolk speak Draconic.

COMBAT

Lizardfolk fight as unorganized individuals. They prefer frontal assaults and massed rushes, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If outnumbered or if their territory is being invaded, they set snares, plan ambushes, and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a –2 armor check penalty (–4 on Swim checks) for carrying a heavy shield.

LIZARDFOLK AS CHARACTERS

Lizardfolk characters possess the following racial traits.

- +2 Strength, +2 Constitution, –2 Intelligence.
- Medium size.
- A lizardfolk's base land speed is 30 feet.
- Racial Hit Dice: A lizardfolk begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- Racial Skills: A lizardfolk's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Balance, Jump, and Swim. Lizardfolk have a +4 racial bonus on Balance, Jump, and Swim checks.
- Racial Feats: A lizardfolk's humanoid levels give it one feat.
- Weapon and Armor Proficiency: A lizardfolk is automatically proficient with simple weapons and shields.
- +5 natural armor bonus.
- Natural Weapons: 2 claws (1d4) and bite (1d4).
- Special Qualities (see above): Hold breath.
- Automatic Languages: Common, Draconic. Bonus Languages: Aquan, Goblin, Gnoll, Orc.
- Favored Class: Druid.
- Level adjustment +1.

LOCATHAH

Size & Type:	Medium Humanoid (Aquatic)
Hit Dice:	2d8 (9 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+1; 10 ft. (2 hexes), swim 60 ft.
Touch/Full AC (T/AC):	14 (+1 Dex, +3 natural), flat-footed 13
BA / Grapple / Parry:	+1/+1/+2
Attack:	Longspear +2 melee (1d8/23) or light crossbow +2 ranged (1d8/19–20)
Full Attack:	Longspear +2 melee (1d8/23) or light crossbow +2 ranged (1d8/19–20)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Saves / Dodge:	Fort +3, Ref +1, Will +1, Dodge +1
Special Attacks:	—
Special Qualities:	—
Attributes:	Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11
Skills:	Craft (any one) +6, Listen +6, Spot +6, Swim +8
Feats:	Weapon Focus (longspear)
Environment:	Warm aquatic
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or tribe (30–100 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

Although humanoid in shape, locathahs are clearly more fish than human. The average locathah stands 5 feet tall and weighs 175 pounds. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. Locathahs speak Aquan.

COMBAT

Any battle with locathahs usually begins with the creatures loosing volleys of bolts from their crossbows; underwater, their crossbows have a range increment of 20 feet. If they have managed to set up an ambush or other trap, they continue to employ crossbows for as long as possible. Otherwise, they close to bring their

longspears into play. Although primarily used for fishing, these spears make formidable weapons.

Locathahs lack teeth, claws, and other natural weapons, so they are not especially dangerous if unarmed. A weaponless locathah will generally turn and flee.

Aquatic subtype: The locathah has a natural swim speed and breathes water. The creature must hold its breath when emerging into the air for prolonged periods, much the same as a surface humanoid would have to when going underwater. It can use the run action while swimming, provided it swims in a straight line.

Skills: A locathah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

LYCANTHROPE

Lycanthropes are humanoids or giants who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy can be spread like a disease. Sometimes a lycanthrope begins life as a normal humanoid or giant who subsequently contracts lycanthropy after being wounded by a lycanthrope. Such a creature is called an afflicted lycanthrope. Other lycanthropes are born as lycanthropes, and they are known as natural lycanthropes.

COMBAT

A lycanthrope in its humanoid (or giant) form uses whatever tactics and weapons are favored by others of its kind, though it tends to be slightly more aggressive. A lycanthrope possesses the senses of its animal form, including scent and low-light vision, and it has a deep empathy for (and ability to communicate with) animals of its animal form. An afflicted lycanthrope damaged in combat may be overwhelmed by rage, causing it to change to its animal form involuntarily.

A lycanthrope in animal form fights like the animal it resembles, although its bite carries the disease of lycanthropy. It is preternaturally cunning and strong, and it possesses damage reduction that is overcome only by silvered weapons.

Finally, a natural lycanthrope (or an afflicted lycanthrope that has become aware of its affliction) can assume a hybrid form that is a mix of its humanoid and animal forms. A hybrid has hands and can use weapons, but it can also attack with its teeth and claws. A hybrid can spread lycanthropy with its bite, and it has the same damage reduction that its animal form possesses.

WEREBEAR

	Werebear, Human Form	Werebear, Bear Form	Werebear, Hybrid Form
Size & Type:	Medium Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 6d8+30 (62 hp)	1d8+1 plus 6d8+30 (62 hp)	1d8+1 plus 6d8+30 (62 hp)
T/AC System Adj:	Hardness 2; +10 HP	Hardness 5/1d; +35 HP	Hardness 5/1d; +35 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)	+1; 40 ft. (8 hexes)	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/15 (+2 natural, +3 studded leather armor [Hard: 3, HP: 15]), flat-footed 15	10/17 (–1 size, +1 Dex, +7 natural), flat-footed 16	10/17 (–1 size, +1 Dex, +7 natural), flat-footed 16
BA / Grapple / Parry:	+5/+6/+6	+5/+18/+14	+5/+18/+14
Attack:	Greataxe +6 melee (1d12+1/x3) or throwing axe +5 ranged (1d6+1)	Claw +13 melee (1d8+9)	Greataxe +11 melee (1d12+13/x3); or claw +13 melee (1d6+9)
Full Attack:	Greataxe +6/+1 melee (1d12+1/x3) or throwing axe +5/+0 ranged (1d6+1)	2 claws +13 melee (1d8+9) and bite +11 melee (2d6+4)	Claw +13 melee (1d6+9) and greataxe +9 melee (1d12+4/x3) and bite +11 melee (1d8+4) or 2 claws

			+13 melee (1d6+9) and bite +11 melee (1d8+4)
Space/Reach:	5 ft. (1 hex) /5 ft.	10 ft. (2-polyhex) /5 ft.	10 ft. (2-polyhex) /10 ft.
Special Attacks:	—	Improved grab, curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, bear empathy, low-light vision, scent	Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent
Saves / Dodge:	Fort +8, Ref +5, Will +4, Dodge +5	Fort +12, Ref +6, Will +4, Dodge +5	Fort +12, Ref +6, Will +4, Dodge +5
Attributes:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8	Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +3, Listen +4, Spot +4, Swim +1	Handle Animal +3, Listen +4, Spot +4, Swim +13	Handle Animal +3, Listen +4, Spot +5, Swim +9
Feats:	Endurance, Iron Will (B), Multiattack, Power Attack, Run, Track (B)	(same as human form)	(same as human form)
Environment:	Cold forests	Cold forests	Cold forests
Organization:	Solitary, pair, family (3–4), or troupe (2–4 plus 1–4 brown bears)	(same as human form)	(same as human form)
Challenge Rating:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful good	Always lawful good	Always lawful good
Advancement:	By character class	By character class	By character class
Level Adjustment:	+7	+7	+7

Werebears have a respect for all life that belies their predatorial appearance. Gentle giants for the most part, werebears in humanoid form tend to be stout, well-muscled, and hairy. Their brown hair is thick, and males usually wear beards. They may have reddish, blond, ivory, or black hair, matching the color of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair, or replace.

COMBAT

Werebears fight just as brown bears do in animal form. In humanoid or hybrid form, they favor large, heavy weapons such as greataxes or greatswords. The werebear's greataxe is a Medium weapon, so it can wield the axe in one hand in hybrid form. The werebear presented here is a 1st-level human warrior and natural lycanrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Alternate Form (Su): A werebear can assume the form of a brown bear or a bear-humanoid hybrid.

Bear Empathy (Ex): Communicate with bears and dire bears, and +4 racial bonus on Charisma-based checks against bears and dire bears.

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

Improved Grab (Ex): To use this ability, a werebear must be in bear form and must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: Werebears have a +4 racial bonus on Swim checks in any bear form.

WEREBOAR

	Wereboar, Human Form	Wereboar, Boar Form	Wereboar, Hybrid Form
Size & Type:	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+4 plus 3d8+12 (34 hp)	1d8+4 plus 3d8+12 (34 hp)	1d8+4 plus 3d8+12 (34 hp)

T/AC System Adj:	Hardness 2; +10 HP	Hardness 5/1d; +40 HP	Hardness 5/1d; +40 HP
Initiative / Speed:	+0; 20 ft. in scale mail (4 hexes); base speed 30 ft.	+0; 40 ft. (8 hexes)	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/18 (+2 natural, +4 scale mail [Hard: 4, HP: 20], +2 heavy shield [Hard: 5, HP: 10]), flat-footed 18	10/18 (+8 natural), flat-footed 18	10/18 (+8 natural), flat-footed 18
BA / Grapple / Parry:	+3/+4/+4	+3/+6/+6	+3/+6/+6
Attack:	Battleaxe +4 melee (1d8+1/x3) or javelin +3 ranged (1d6+1)	Gore +6 melee (1d8+4)	Battleaxe +6 melee (1d8+4/x3) or claw +6 melee (1d4+3)
Full Attack:	Battleaxe +4 melee (1d8+1/x3) or javelin +3 ranged (1d6+1)	Gore +6 melee (1d8+4)	Battleaxe +6 melee (1d8+4/x3) and gore +1 melee (1d6+1); or 2 claws +6 melee (1d4+3) and gore +1 melee (1d6+1)
Space/Reach:	5 ft. (1 hex) /5 ft.	5 ft. (1 hex) /5 ft.	5 ft. (1 hex) /5 ft.
Special Attacks:	—	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, boar empathy, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent
Saves / Dodge:	Fort +6, Ref +3, Will +3, Dodge +3	Fort +9, Ref +3, Will +3, Dodge +3	Fort +9, Ref +3, Will +3, Dodge +3
Attributes:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 17, Dex 11, Con 18, Int 10, Wis 11, Cha 8	Str 17, Dex 11, Con 18, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +3, Intimidate +3, Listen +5, Spot +4	Handle Animal +3, Intimidate +3, Listen +5, Spot +4	Handle Animal +3, Intimidate +3, Listen +5, Spot +4
Feats:	Alertness (B), Improved Bull Rush, Iron Will (B), Power Attack, Toughness	(same as human form)	(same as human form)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, brood (3–4), or troupe (2–4 plus 1–4 boars)	(same as human form)	(same as human form)
Challenge Rating:	4	4	4
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+4	+4	+4

Wereboars are sleeping giants, passive and easy to get along with, but once they're stung into action, look out! A wereboar in humanoid form tends to be a stocky, muscular individual of average height. It dresses in simple garments that are easy to remove, repair, or replace.

COMBAT

In any form, wereboars are as ferocious as normal boars. When in hybrid form, they fight with a weapon and their dangerous gore attack. The wereboar presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Alternate Form (Su): A wereboar can assume the form of a boar or a boar-humanoid hybrid.

Boar Empathy (Ex): Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks

against boars and dire boars.

Curse of Lycanthropy (Su): Any humanoid or giant hit by the wereboar's gore attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Ferocity (Ex): A wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

WERERAT

	Wererat, Human Form	Wererat, Dire Rat Form	Wererat, Hybrid Form
Size & Type:	Medium Humanoid (Human, Shapechanger)	Small Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 1d8+2 (12 hp)	1d8+1 plus 1d8+2 (12 hp)	1d8+1 plus 1d8+2 (12 hp)
T/AC System Adj:	Hardness 2; +10 HP	Hardness 3; +15 HP	Hardness 3; +15 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)	+3; 40 ft. (8 hexes), climb 20 ft.	+3; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/16 (+1 dodge, +2 natural, +2 leather [Hard: 2, HP: 10], +1 buckler [Hard: 5, HP: 5]), flat-footed 15	15/18 (+1 size, +3 Dex, +1 dodge, +3 natural), flat-footed 14	14/17 (+3 Dex, +1 dodge +3 natural), flat-footed 13
BA / Grapple / Parry:	+1/+2/+2	+1/-2/+4	+1/+2/+4
Attack:	Rapier +2 melee (1d6+1/18–20) or light crossbow +1 ranged (1d8/19–20)	Bite +6 melee (1d4+1 plus disease)	Rapier +5 melee (1d6+1/18–20) or light crossbow +4 ranged (1d8/19–20)
Full Attack:	Rapier +2 melee (1d6+1/18–20) or light crossbow +1 ranged (1d8/19–20)	Bite +6 melee (1d4+1 plus disease)	Rapier +4 melee (1d6+1/18–20) and bite –1 melee (1d6 plus disease); or light crossbow +4 ranged (1d8/19–20)
Space/Reach:	5 ft. (1 hex) /5 ft.	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft.
Special Attacks:	—	Curse of lycanthropy, disease	Curse of lycanthropy, disease
Special Qualities:	Alternate form, rat empathy, low-light vision, scent	Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent
Saves / Dodge:	Fort +5, Ref +2, Will +4, Dodge +3*	Fort +6, Ref +5, Will +4, Dodge +7*	Fort +6, Ref +5, Will +4, Dodge +6*
Attributes:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8	Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8
Skills:	Climb +0, Handle Animal +3, Hide +1, Listen +4, Move Silently +0, Spot +4, Swim +9	Climb +11, Handle Animal +3, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11	Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9
Feats:	Alertness, Dodge, Iron Will (B), Weapon Finesse (B)	(same as human form)	(same as human form)
Environment:	Any	Any	Any
Organization:	Solitary, pair, pack (6–10), or troupe (2–5 plus 5–8 dire rats)	(same as human form)	(same as human form)
Challenge Rating:	2	2	2
Treasure:	Standard	Standard	Standard

Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+2	+2	+2

With an instinctive understanding of the idea of “honor amongst thieves”, wererats have a natural predisposition towards a life of crime. A wererat in humanoid form tends to be a thin, wiry individual of shorter than average height. The eyes constantly dart around, and the nose and mouth may twitch if they are excited. Males often have thin, ragged mustaches.

COMBAT

In animal form, wererats avoid combat, preferring to use their dire rat shape for skulking and spying. In hybrid form, a wererat fights with a rapier and light crossbow. The wererat presented here is based on a 1st-level human warrior who is a natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

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

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Skills: A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Wererats have a +8 racial bonus on Swim checks from their dire rat form.

Feats: Wererats gain Weapon Finesse as a bonus feat.

WERETIGER

	Weretiger, Human Form	Weretiger, Tiger Form	Weretiger, Hybrid Form
Size & Type:	Medium Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 6d8+18 (50 hp)	1d8+1 plus 6d8+18 (50 hp)	1d8+1 plus 6d8+18 (50 hp)
T/AC System Adj:	Hardness 2; +10 HP	Hardness 5/1d; +25 HP	Hardness 5/1d; +25 HP
Initiative / Speed:	+4; 20 ft. in breastplate (4 hexes); base speed 30 ft.	+6; 40 ft. (8 hexes)	+6; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/17 (+2 natural, +5 breastplate [Hard: 5, HP: 25]), flat-footed 17	11/16 (–1 size, +2 Dex, +5 natural), flat-footed 14	11/16 (–1 size, +2 Dex, +5 natural), flat-footed 14
BA / Grapple / Parry:	+5/+6/+6	+5/+16/+13	+5/+16/+13
Attack:	Glaive +6 melee (1d10+1/x3) or composite longbow (+1 Str bonus) +5 ranged (1d8+1/x3)	Claw +11 melee (1d8+7)	Claw +11 melee (1d8+7)
Full Attack:	Glaive +6/+1 melee (1d10+1/x3) or composite longbow (+1 Str bonus) +5/+0 ranged (1d8+1/x3)	2 claws +11 melee (1d8+7) and bite +6 melee (2d6+3)	2 claws +11 melee (1d8+7) and bite +6 melee (2d6+3)
Space/Reach:	5 ft. (1 hex) /5 ft. (10 ft. with glaive)	10 ft. (2-polyhex) /5 ft.	10 ft. (2-polyhex) /10 ft.
Special Attacks:	—	Pounce, improved grab, rake, curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, tiger empathy, low-light vision,	Alternate form, tiger empathy, damage	Alternate form, tiger empathy, damage

	scent	reduction 10/silver, low-light vision, scent	reduction 10/silver, low-light vision, scent
Saves / Dodge:	Fort +8, Ref +5, Will +4, Dodge +5	Fort +10, Ref +7, Will +4, Dodge +6	Fort +10, Ref +7, Will +4, Dodge +6
Attributes:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 25, Dex 15, Con 16, Int 10, Wis 11, Cha 8	Str 25, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills:	Balance +0, Climb +1, Handle Animal +3, Hide +0, Listen +6, Move Silently +0, Spot +6	Balance +6, Climb +12, Handle Animal +3, Hide +2*, Listen +6, Move Silently +12, Spot +6	Balance +6, Climb +12, Handle Animal +3, Hide +2, Listen +6, Move Silently +12, Spot +6
Feats:	Alertness (B), Combat Reflexes, Improved Initiative, Improved Natural Attack (bite, claw), Iron Will (B)	(same as human form)	(same as human form)
Environment:	Warm forests	Warm forests	Warm forests
Organization:	Solitary or pair	(same as human form)	(same as human form)
Challenge Rating:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+7	+7	+7

Weretigers in humanoid form tend to be sleekly muscular, taller than average, and very agile. Believing in their own physical superiority (at least in hybrid or tiger form), weretigers take great curiosity in what life has to offer, approaching it with a fearless and detached stance.

COMBAT

Weretigers can assume a hybrid form as well as an animal form. In tiger form, they can pounce and grab just as normal tigers do. In hybrid form, they rely on their deadly claws. The weretiger presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Alternate Form (Su): A weretiger can assume a bipedal hybrid form or the form of a tiger.

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

Improved Grab (Ex): To use this ability, a weretiger in tiger form must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Tiger Empathy (Ex): Communicate with tigers and dire tigers, and +4 racial bonus on Charisma-based checks against tigers and dire tigers.

Skills: In any form, weretigers have a +4 bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8 in the tiger form.

WEREWOLF

	Werewolf, Human Form	Werewolf, Wolf Form	Werewolf, Hybrid Form
Size & Type:	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 2d8+6 (20 hp)	1d8+1 plus 2d8+6 (20 hp)	1d8+1 plus 2d8+6 (20 hp)
T/AC System Adj:	Hardness 2; +10 HP	Hardness 4; +20 HP	Hardness 4; +20 HP
Initiative / Speed:	+4; 30 ft. (6 hexes)	+6; 50 ft. (10 hexes)	+6; 30 ft. (6 hexes)

Touch/Full AC (T/AC):	10/17 (+2 natural, +4 chain shirt [Hard: 4, HP: 20], +1 light shield [Hard: 5, HP: 10]), flat-footed 17	12/16 (+2 Dex, +4 natural), flat-footed 14	12/16 (+2 Dex, +4 natural), flat-footed 14
BA / Grapple / Parry:	+2/+3/+3	+2/+4/+4	+2/+4/+4
Attack:	Longsword +3 melee (1d8+1/19–20) or light crossbow +2 ranged (1d8/19–20)	Bite +5 melee (1d6+3)	Claw +4 melee (1d4+2)
Full Attack:	Longsword +3 melee (1d8+1/19–20) or light crossbow +2 ranged (1d8/19–20)	Bite +5 melee (1d6+3)	2 claws +4 melee (1d4+2) and bite +0 melee (1d6+1)
Space/Reach:	5 ft. (1 hex) /5 ft.	5 ft. (1 hex) /5 ft.	5 ft. (1 hex) /5 ft.
Special Attacks:	—	Curse of lycanthropy, trip	Curse of lycanthropy
Special Qualities:	Alternate form, wolf empathy, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent
Saves / Dodge:	Fort +6, Ref +3, Will +2, Dodge +3	Fort +8, Ref +5, Will +2, Dodge +5	Fort +8, Ref +5, Will +2, Dodge +5
Attributes:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +1, Hide +1, Listen +1, Move Silently +2, Spot +1, Survival +2	Handle Animal +1, Hide +6, Listen +1, Move Silently +6, Spot +1, Survival +2*	Handle Animal +1, Hide +6, Listen +1, Move Silently +6, Spot +1, Survival +2*
Feats:	Improved Initiative, Iron Will (B), Stealthy, Track (B), Weapon Focus (bite)	(same as human form)	(same as human form)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, pack (6–10), or troupe (2–5 plus 5–8 wolves)	(same as human form)	(same as human form)
Challenge Rating:	3	3	3
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Werewolves in humanoid form have no distinguishing physical traits. However, as character traits go, werewolves are universally ruthless and self-serving, uncaring as to the consequences of their actions when they choose their victims.

COMBAT

In wolf form, a werewolf can trip just as a normal wolf does. A werewolf in hybrid form usually dispenses with weapon attacks, though it can wield a weapon and use its bite as a secondary natural attack. The werewolf presented here is based on a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

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

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

WEREWOLF LORD

	Werewolf Lord, Human Form	Werewolf Lord, Dire Wolf Form	Werewolf Lord, Hybrid Form
Size & Type:	Medium Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)
Hit Dice:	10d10+20 plus 6d8+30 (132 hp)	10d10+20 plus 6d8+30 (132 hp)	10d10+20 plus 6d8+30 (132 hp)
T/AC System Adj:	Hardness 3; +15	Hardness 5/1d; +30 HP	Hardness 5/1d; +30 HP
Initiative / Speed:	+2; 30 ft. (6 hexes)	+4; 40 ft. (8 hexes)	+4; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	18/32 (+1 competence, +4 DB, +2 Dex, +1 dodge, +3 natural, +6 +2 <i>mithral chain shirt</i> [Hard: 15, HP: 40], +5 +3 <i>heavy shield</i> [Hard: 15, HP: 40]), flat-footed 24	19/25 (+1 competence, +4 DB, -1 size, +4 Dex, +1 dodge, +6 natural), flat-footed 15	19/25 (+1 competence, +4 DB, -1 size, +4 Dex, +1 dodge, +6 natural), flat-footed 15
BA / Grapple / Parry:	+14/+18/+26*	+14/+29/+30*	+14/+27/+33*
Attack:	+2 <i>bastard sword</i> +21 melee (1d10+8/17–20) or masterwork composite longbow (+4 Str bonus) (2d8+15/17–20) +17 ranged (1d8+4/x3)	Bite +25 melee (2d6+16)	Claw +24 melee (1d6+11) or +2 <i>bastard sword</i> +27 melee
Full Attack:	+2 <i>bastard sword</i> +21/+16/+11 melee (1d10+8/17–20) or masterwork composite longbow (+4 Str bonus) +17/+12/+7 ranged (1d8+4/x3)	Bite +25 melee (2d6+16)	2 claws +24 melee (1d6+11) and bite +20 melee (2d6+5); or +2 <i>bastard sword</i> +27/+22/+17 melee (2d8+15/17–20) and bite +20 melee (2d6+5)
Space/Reach:	5 ft. (1 hex) /5 ft.	10 ft. (2-polyhex) /5 ft.	10 ft. (2-polyhex) /10 ft.
Special Attacks:	—	Curse of lycanthropy, trip	Curse of lycanthropy
Special Qualities:	Alternate form, wolf empathy, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent
Saves / Dodge:	Fort +16, Ref +12, Will +13, Dodge +17*	Fort +17, Ref +12, Will +11, Dodge +16*	Fort +17, Ref +12, Will +11, Dodge +16*
Attributes:	Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 12	Str 32, Dex 18, Con 20, Int 10, Wis 12, Cha 12	Str 32, Dex 18, Con 20, Int 10, Wis 12, Cha 12
Skills:	Handle Animal +4, Hide +6, Listen +9, Move Silently +8, Spot +13, Survival +5	Handle Animal +4, Hide +6, Listen +9, Move Silently +12, Spot +13, Survival +5*	Handle Animal +4, Hide +6, Listen +9, Move Silently +12, Spot +13, Survival +5*
Feats:	Alertness, Cleave, Combat Reflexes, Defensive Martial Arts, Dodge, Exotic Weapon	(same as human form)	(same as human form)

	Proficiency (bastard sword), Improved Critical (bastard sword), Improved Natural Armor, Improved Natural Attack (bite), Iron Will (B), Power Attack, Stealthy, Track (B), Weapon Focus (bastard sword), Weapon Focus (bite), Weapon Specialization (bastard sword)		
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, or pack (1–2 werewolf lords plus 2–4 werewolves plus 5–8 wolves)	(same as human form)	(same as human form)
Challenge Rating:	14	14	14
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+7	+7	+7

Stronger, hardier, and more deadly than its lesser fellows, the werewolf lord is a murderous beast that delights in wreaking havoc. The werewolf lord presented here is a 10th-level human Fighter and natural lycanthrope, using the following base ability scores: Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

COMBAT

Werewolf lords can assume a hybrid form as well as an animal form. In dire wolf form, they can trip just as normal wolves do. In hybrid form, they can wield weapons or fight with their claws.

Alternate Form (Su): A werewolf lord can assume a bipedal hybrid form or the form of a dire wolf.

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

Trip (Ex): A werewolf lord in dire wolf form that hits with a bite attack can attempt to trip the opponent (+15 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf lord.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf lord in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: +2 mithral chain shirt, +3 heavy shield, +2 bastard sword, gauntlets of ogre power, cloak of resistance +2, masterwork composite longbow (+4 Str bonus).

HILL GIANT DIRE WEREBOAR

	Hill Giant Dire Wereboar Giant Form	Hill Giant Dire Wereboar Dire Boar Form	Hill Giant Dire Wereboar Hybrid Boar Form
Size & Type:	Large Giant (Shapechanger)	Large Giant (Shapechanger)	Large Giant (Shapechanger)
Hit Dice:	12d8+51 plus 7d8+49 (185 hp)	12d8+51 plus 7d8+49 (185 hp)	12d8+51 plus 7d8+49 (185 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP	Hardness 5/1d; +40 HP	Hardness 10/2d; +55 HP
Initiative / Speed:	-1; 30 ft. in hide armor (6 hexes); base speed 40 ft.	-1; 40 ft. (8 hexes)	-1; 40 ft. (8 hexes)
Touch/Full AC	8/22 (–1 size, –1 Dex, +11	16 (–1 size, –1 Dex, +8	19 (–1 size, –1 Dex, +11

(T/AC):	natural, +3 hide armor [Hard: 3, HP: 30]), flat-footed 22	natural), flat-footed 16	natural), flat-footed 19
BA / Grapple / Parry:	+14/+25/+22	+14/+33/+34	+14/+33/+34
Attack:	Greatclub +21 melee (2d8+10) or slam +20 melee (1d4+7) or rock +12 ranged (2d6+7)	Gore +28 melee (1d8+22)	Greatclub +29 melee (2d8+22) or claw +28 melee (1d6+15)
Full Attack:	Greatclub +21/+16/+11 melee (2d8+10) or 2 slams +20 melee (1d4+7) or rock +12 ranged (2d6+7)	Gore +28 melee (1d8+22)	Greatclub +29/+24/+19 melee (2d8+22) and gore +23 melee (1d8+7); or 2 claws +28 melee (1d6+15) and gore +23 melee (1d8+7)
Space/Reach:	10 ft./10 ft.	10 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Rock throwing	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, boar empathy, ferocity, low-light vision, rock catching, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent
Saves / Dodge:	Fort +17, Ref +8, Will +12, Dodge +7	Fort +20, Ref +8, Will +12, Dodge +7	Fort +20, Ref +8, Will +12, Dodge +7
Attributes:	Str 25, Dex 8, Con 19, Int 6, Wis 12, Cha 7	Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7	Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7
Skills:	Climb +10, Jump +10, Listen +10, Spot +12	Climb +18, Jump +22, Listen +10, Spot +12	Climb +18, Jump +22, Listen 10, Spot +12
Feats:	Alertness (B), Cleave, Endurance, Improved Bull Rush, Improved Sunder, Iron Will (B), Power Attack, Weapon Focus (greatclub)	(same as giant form)	(same as giant form)
Environment:	Temperate hills	Temperate hills	Temperate hills
Organization:	Solitary, pair, brood (3–4), or troupe (2–4 plus 1–4 dire boars)	(same as giant form)	(same as giant form)
Challenge Rating:	11	11	11
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+8	+8	+8

Dire wereboars in giant form look much like normal hill giants, though slightly stockier, and with coarser, stiffer hair and stiff. The dire wereboar described here is based on a hill giant and natural lycanthrope with normal ability scores for a hill giant.

COMBAT

Dire wereboars anger quickly. They usually begin a battle in giant form, then switch to hybrid form to take advantage of their immense strength in that shape. They like to use their Improved Bull Rush and Improved Sunder feats to shove opponents around and smash their weapons and shields.

Alternate Form (Su): A dire wereboar can assume a bipedal hybrid form or the form of a dire boar.

Boar Empathy (Ex): Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

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

Ferocity (Ex): A dire wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

CREATING A LYCANTHROPE

"Lycanthrope" is a template that can be added to any humanoid or giant (referred to hereafter as the base creature). The lycanthrope template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes). Becoming a lycanthrope is very much like multiclassing as an animal and gaining the appropriate Hit Dice.

Size and Type: The base creature's type does not change, but the creature gains the shapechanger subtype. The lycanthrope takes on the characteristics of some type of carnivorous or omnivorous creature of the animal type (referred to hereafter as the base animal).

This animal can be any predator, scavenger, or omnivore whose size is within one size category of the base creature's size (Small, Medium, or Large for a Medium base creature). Lycanthropes can also adopt a hybrid shape that combines features of the base creature and the base animal. A lycanthrope's hybrid form is the same size as the base animal or the base creature, whichever is larger.

A lycanthrope uses either the base creature's or the base animal's statistics and special abilities in addition to those described here.

Hit Dice and Hit Points: Same as the base creature plus those of the base animal. To calculate total hit points, apply Constitution modifiers according to the score the lycanthrope has in each form.

Initiative / Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature's speed.

Armor Class: The base creature's natural armor bonus increases by +2 in all forms. In hybrid form, the lycanthrope's natural armor bonus is equal to the natural armor bonus of the base animal or the base creature, whichever is better.

Base Attack (BA) / Grapple / Parry: Add the base attack bonus for the base animal to the base attack bonus for the base creature. The lycanthrope's grapple bonus and parry uses its attack bonus and modifiers for Strength and size depending on the lycanthrope's form.

Attacks: Same as the base creature or base animal, depending on which form the lycanthrope is using. A lycanthrope in hybrid form gains two claw attacks and a bite attack as natural weapons.

These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or it may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Hybrid Size	Claw	Bite
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	2d4	2d6

Damage: Same as the base creature or base animal, depending on which form the lycanthrope is in.

Special Attacks: A lycanthrope retains the special attacks of the base creature or base animal, depending on which form it is using, and also gains the special attacks described below.

A lycanthrope's hybrid form does not gain any special attacks of the base animal. A lycanthrope spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Special Qualities: A lycanthrope retains all the special qualities of the base creature and the base animal and also gains those described below.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Damage Reduction (Ex): An afflicted lycanthrope in animal or hybrid form has damage reduction 5/silver. A natural lycanthrope in animal or hybrid form has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Base Save Bonuses: Add the base save bonuses of the base animal to the base save bonuses of the base creature.

Attributes: All lycanthropes gain +2 to Wisdom. In addition, when in animal form, a lycanthrope's physical ability scores improve according to its kind, as set out in the table below. These adjustments are equal to the animal's normal ability scores –10 or –11. A lycanthrope in hybrid form modifies its physical ability scores by the same amount.

In addition, a lycanthrope may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A lycanthrope gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of its animal form, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Any skill given in the animal's description is a class skill for the lycanthrope's animal levels. In any form, a lycanthrope also has any racial skill bonuses of the base creature and of the base animal, although conditional skill bonuses only apply in the associated form.

Feats: Add the base animal's feats to the base creature's. If this results in a lycanthrope having the same feat twice, the lycanthrope gains no additional benefit unless the feat normally can be taken more once, in which case the duplicated feat works as noted in the feat description. This process may give the lycanthrope more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats.

It's possible that a lycanthrope cannot meet the prerequisites for all its feats when in humanoid form. If this occurs, the lycanthrope still has the feats, but cannot use them when in humanoid form. A lycanthrope receives Iron Will as a bonus feat.

Environment: Same as either the base creature or base animal.

Organization: Solitary or pair, sometimes family (3–4), pack (6–10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature, modified according to the HD of the base animal: 1 HD or 2 HD, +2; 3 HD to 5 HD, +3; 6 HD to 10 HD, +4; 11 HD to 20 HD, +5; 21 or more HD, +6.

Treasure: Standard.

Alignment: Any. Noble creatures such as bears, eagles, and lions tend to produce good-aligned lycanthropes. Sinister creatures such as rats, snakes, and wolves tend to produce evil-aligned lycanthropes. This is a reflection of how these animals are perceived, not any innate quality of the animal itself, so the alignment of the animal form can be arbitrarily assigned.

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a lycanthrope's character level is increased by the number of racial Hit Dice the base animal has.

Common Lycanthropes

Name	Animal Form	Animal or Hybrid Form Ability Modifiers	Preferred Alignment
Werebear	Brown bear	Str +16, Dex +2, Con +8	Lawful good
Wereboar	Boar	Str +4, Con +6	Neutral

Wererat	Dire rat	Dex +6, Con +2	Chaotic evil
Weretiger	Tiger	Str +12, Dex +4, Con +6	Neutral
Werewolf	Wolf	Str +2, Dex +4, Con +4	Chaotic evil
Dire wereboar	Dire boar	Str +16, Con +6	Neutral
Dire werewolf	Dire wolf	Str +14, Dex +4, Con +6	Chaotic evil

LYCANTHROPY AS AN AFFLICTION

When a character contracts lycanthropy through a lycanthrope's bite (see above), no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets their own identity, temporarily becoming an NPC. The character remains in animal form, assuming the appropriate alignment, until the next dawn.

The character's actions during this first episode are dictated by the alignment of its animal form. The character remembers nothing about the entire episode (or subsequent episodes) unless they succeed on a DC 15 Wisdom check, in which case they become aware of their lycanthropic condition.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. They feel an overwhelming rage building up and must succeed on a Control Shape check (see below) to resist changing into animal form. Any player character not yet aware of their lycanthropic condition temporarily becomes an NPC during an involuntary change, and they act according to the alignment of their animal form.

A character with awareness of their condition retains their identity and does not lose control of their actions if they change. However, each time they change to their animal form, they must make a Will save (DC 15 + number of times they have been in animal form) or permanently assume the alignment of their animal form in all shapes.

Once a character becomes aware of their affliction, they can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's alignment to that of the appropriate lycanthrope.



Changing Form

Changing form is a standard action. If the change is involuntary, the character performs the change on their next turn following the triggering event. Changing to animal or hybrid form ruins the character's armor and clothing (including any items worn) if the new form is larger than the character's natural form; carried items are simply dropped. Characters can hastily doff clothing while changing, but not armor. Magic armor survives the change if it succeeds on a DC 15 Fortitude save.

An afflicted character who is not aware of their condition remains in animal form until the next dawn. An afflicted character who is aware of their condition (see above) can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but if they fail his check, they remain in animal (or hybrid) form until the following dawn.

Curing Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt a DC 20 Fortitude save to shake off the affliction. If a healer administers the herb, use the character's save bonus or the healer's Treat Injury modifier, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

However, fresh or not, belladonna is toxic. The character must succeed on a DC 13 Fortitude save or take 1d6 points of Strength damage. One minute later, the character must succeed on a second DC 13 save or take an additional 2d6 points of Strength damage.

A *Remove Disease* or *Heal* spell cast by a Cleric or Saint of 12th level or higher also cures the affliction, provided the character receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast *Remove Curse* or *Break Enchantment* on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a DC 20 Will save to break the curse (the caster knows if the spell works). If the save fails, the process must be

repeated.

Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect. Only afflicted lycanthropes can be cured of lycanthropy.

LYCANTHROPE AS CHARACTERS

Becoming a lycanthrope does not change a character's favored class but usually changes alignment (see above). This alignment change may cause characters of certain classes to lose some of their class features.

Lycanthrope characters possess the following racial traits.

- +2 Wisdom. Physical abilities are increased by the animal form's ability modifiers when a lycanthrope changes to its hybrid or animal forms.
- Size same as the base creature or the base animal form.
- Low-light vision in any form.
- Scent in any form.
- Racial Hit Dice: A lycanthrope adds the Hit Dice of its animal form to its base Hit Dice for race, level, and class. These additional Hit Dice modify the lycanthrope's base attack bonus and base saving throw bonuses accordingly.
- Racial Skills: A lycanthrope adds skill points for its animal Hit Dice much as if it had multiclassed into the animal type. It gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of the animal form. Any skills that appear in the animal's description are treated as class skills for the lycanthrope's animal levels. The lycanthrope's maximum skill ranks are equal to its animal form Hit Dice + its racial Hit Dice (if any) + its class levels + 3. Any racial skill adjustments of the lycanthrope's base race and its animal form (but not conditional adjustments) are added to its skill modifiers in any form.
- Racial Feats: Add the animal's Hit Dice to the base character's own Hit Dice to determine how many feats the character has. All lycanthropes gain Iron Will as a bonus feat.
- +2 natural armor bonus in any form.
- Special Qualities (see above): Alternate form, lycanthropic empathy, curse of lycanthropy (in animal or hybrid form only).
- Afflicted lycanthrope: damage reduction 5/silver (in animal or hybrid form only).
- Natural lycanthrope: damage reduction 10/silver (in animal or hybrid form only).
- Automatic Languages: As base creature.
- Favored Class: Same as the base creature.
- Level adjustment: See the appropriate Lycanthrope description.

CONTROL SHAPE (WIS)

Any character who has contracted lycanthropy and is aware of their condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of their condition can attempt Control Shape checks untrained.) This skill determines whether an afflicted lycanthrope can control their shape. A natural lycanthrope does not need this skill, since it has full control over its shape.

Check (Involuntary Change): An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce their hit points by one-quarter and again after each additional one-quarter lost.

Involuntary Change	Control Shape DC
Resist involuntary change	25

On a failed check, the character must remain in animal form until the next dawn, when they automatically return to their base form. A character aware of their condition may make one attempt to return to humanoid form (see below), but if they fail, they remain in animal form until the next dawn.

Retry (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of their condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form, or return to humanoid form, regardless of the state of the moon or whether he has been injured.

Involuntary Change	Control Shape DC
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon)	15
Voluntary change to animal form (not full moon)	20

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

Retry (Voluntary Change): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see Lycanthropy as an Affliction).

MONSTERS (M-N)

MAENAD

Size & Type:	Medium Humanoid (Maenad, Psionic)
Hit Dice:	1d8+1 (6 hp)
T/AC System Adj:	--
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/14 (+3 studded leather [Hard: 3, HP: 15, +1 light shield [Hard: 5, HP: 10]], flat-footed 14
BA / Grapple / Parry:	+1/+1/+2
Attack:	Longsword +1 melee (1d8/19–20) or longbow +1 ranged (1d8/x3)
Full Attack:	Longsword +1 melee (1d8/19–20) or longbow +1 ranged (1d8/x3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Psi-like abilities
Special Qualities:	Outburst
Saves / Dodge:	Fort +2, Ref +0, Will –1, Dodge +0
Attributes:	Str 10, Dex 11, Con 11, Int 10, Wis 9, Cha 13
Skills:	Climb +2, Jump +2
Feats:	Weapon Focus (longsword)
Environment:	Warm hills
Organization:	Party (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually chaotic
Advancement:	By character class
Level Adjustment:	+0

Creatures of passion, maenads are capable of explosive outbursts. Maenads typically stand more than 6 feet tall and weigh about 200 pounds; males are the same height as and only marginally heavier than maenad females. Maenads have no facial or body hair, and they prefer heavier clothing and armor if possible. Maenads speak their own language and Common.

COMBAT

Psi-Like Abilities: 1/day—*Energy Ray*. A maenad can deal only sonic damage with this ability. Manifest level equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.

Outburst (Ex): Once per day for up to 4 rounds a maenad can subjugate their mentality. They take a –2 penalty to Intelligence and Wisdom and gain a +2 bonus to Strength and Constitution.

MAENADS AS CHARACTERS

Maenad characters possess the following racial traits.

- Maenads are willful and prone to indulgence, but their joy for life is infectious, giving them a certain natural magnetism; maenads receive a -2 Wisdom and a +2 Charisma modifier.
- Medium size.
- Maenad base land speed is 30 feet.
- Naturally Psionic: Maenads gain 2 bonus power points at 1st level.
- Special Attacks (see above): Psi-like abilities.
- Special Qualities (see above): Outburst.
- Automatic Languages: Common, Maenad. Bonus Languages: Aquan, Draconic, Dwarven, Elven, Goblin.
- Favored Class: Wilder.
- Level Adjustment: +0.

MAGMIN

Size & Type:	Small Elemental (Fire, Extraplanar)
Hit Dice:	2d8+2 (11 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP; Ignore 5/1d Hardness
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/17 (+1 size, +6 natural), flat-footed 17
BA / Grapple / Parry:	+1/–1/+3
Attack:	Burning touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
Full Attack:	Burning touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Combustion, fiery aura
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold
Saves / Dodge:	Fort +3, Ref +3, Will +0, Dodge +4
Attributes:	Str 15, Dex 11, Con 13, Int 8, Wis 10, Cha 10
Skills:	Climb +4, Spot +3
Feats:	Great Fortitude
Environment:	Elemental Plane of Fire
Organization:	Solitary, gang (2–4), or squad (6–10)
Challenge Rating:	3
Treasure:	Standard coins; standard goods (nonflammables only); standard items (nonflammables only)
Alignment:	Always chaotic neutral
Advancement:	3–4 HD (Small); 5–6 HD (Medium)
Level Adjustment:	—

Magmins are small, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames. A typical magmin is 4 feet tall and weighs 400 pounds. Magmins speak Ignan.

COMBAT

Although small, magmins are dangerous opponents. Their touch is effective against those who lack protection or immunity from heat and flames, but if faced with opponents who have immunity to fire, magmins rely on their slam attack. In any case, magmins are not valiant fighters. They usually flee if injured, although often only far

enough to set up a fiery ambush for their enemies. A magmin's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 12 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 12 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 12 Fortitude save or melt away into slag. The save DC is Constitution-based.

MALLEABLE CREATURE (Template)

For whatever reason, whether or mutation or a racial feature, this creature has a rubbery composition, allowing it to stretch and compress in ways most bodies with bones can't.

Template Traits

"Malleable creature" is an acquired template that can be added to any corporeal humanoid or monstrous humanoid (referred to hereafter as the "base creature"). The creature retains its original type. It uses the base creature's statistics and special abilities except as noted here.

Challenge Rating / Racial Level Adjustment: Same as base creature +1.

Grapple Bonus: A malleable creature gains a +4 species bonus on grapple checks.

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

Bludgeoning Resistance 5 (Ex): A malleable creature ignores the first 5 points of damage from any bludgeoning attack.

Increased Reach (Ex): The reach of a malleable creature increases by 5 feet.

Malleable Form (Ex): This ability allows a malleable creature to make itself look different. It can appear 1 foot shorter or taller than its normal height, and it can seem thinner or fatter. It cannot change its skin, hair color, body type, or number of limbs. This ability does not allow the malleable creature to mimic the appearance of specific individuals.

As a full-round action, a malleable creature can squeeze through an opening as small as 6 inches square (a Diminutive 4-microhex space). In the case of an enclosed space, such as a drainpipe or airshaft, the malleable creature moves at one-third of its normal speed, but it can take no other actions until at least half of its body mass has emerged from the enclosure. Objects and clothing worn by the malleable creature may or may not be small enough to fit through the opening—objects larger than Tiny are left behind unless every part of the opening is large enough to accommodate them.

Saves / Dodge: Same as the base creature, with a +1 species bonus on Fortitude saves, and modified by new ability scores.

Attribute Modifiers: A malleable creature's attributes change as follows: Con +2, Dex -4.

Skill Bonuses: A malleable creature's pliant body grants it a +4 species bonus on Disguise checks and a +10 species bonus on Escape Artist checks.

Bonus Feat: A malleable creature gains Nimble as a bonus feat.

MANIAC (Template)

Template Traits

"Maniac" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the "base creature"). The creature retains its original type. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating / Racial Level Adjustment: Same as base creature +2.

Hit Dice: Change to d12.

Attacks: A maniac retains all the attacks of the base creature and gains a slam attack if the base creature didn't

already have one. If the base creature did not have a slam attack, use the base damage values in the table below. Otherwise, use the values below or the base creature's base damage, whichever is greater.

Size	Slam Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

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

Ability Surge (Ex): Once per day as a free action, the maniac can temporarily increase its Strength and Dexterity scores, but doing so imposes a penalty on its saving throws. While this ability is in effect, the maniac gains a +4 morale bonus to both Strength and Dexterity but takes a –2 penalty on all saving throws. Ability surge lasts for a number of rounds equal to the maniac's character level. Following an ability surge, the maniac is fatigued (–2 to Strength and Dexterity) for as many rounds as the surge was in effect, but it may negate this penalty as a free action by spending an action point.

Damage Reduction 5/– (Ex): A maniac ignores the first 5 points of damage dealt by any attack.

Immunities (Ex): A maniac is immune to mind-affecting effects.

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

Allegiances: Previous allegiances are lost and replaced by allegiances to chaos and evil. Changed allegiances might cause the loss of particular class abilities.

Saves / Dodge: Same as the base creature, with a +2 bonus on Fortitude saves, and modified by new ability scores.

Attribute Modifiers: A maniac gains the following attribute increases: Str +4, Con +4.

Feats: A maniac gains Improved Damage Threshold and Toughness as bonus feats.

MAN-O'-WAR, GIANT

Size & Type:	Large Animal
Hit Dice:	5d8+10 (32 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+3; Swim 60 ft. (12 hexes)
Touch/Full AC (T/AC):	12/17 (–1 size, +3 Dex, +5 natural), flat-footed 15
BA / Grapple / Parry:	+3/+9/—
Attack:	Strand +4 melee (attach), or bite +4 melee (1d4+2)
Full Attack:	8 strands (attach), and 1 bite -1 melee (1d4+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex), 100 ft. (20 hexes) with strand
Special Attacks:	Attach, paralysis
Special Qualities:	Damage reduction 5/piercing, fire vulnerability, wavesense
Saves / Dodge:	Fort +6, Ref +7, Will +2, Dodge +6
Attributes:	Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 4
Skills:	Hide +9, Move Silently +9
Feats:	None
Environment:	Any saltwater
Organization:	Solitary, or pack (3-6)
Challenge Rating:	7
Treasure:	Standard

Alignment:	Usually neutral
Advancement:	6–9 HD (Large); 10–15 HD (Huge)
Level Adjustment:	—

This massive jellyfish is a serious threat, especially if its target isn't a waterborne creature. Their ability to paralyze prey coupled with their strands and wavesense make them an innocuous but deadly enemy in the water.

COMBAT

The giant man-o'-war will engage anything that triggers its strands or seems big enough via its wavesense to make a meal of.

Attach (Ex): If a giant man-o'-war hits with a strand attack, the strand latches onto the opponent's body. The attachment deals no damage, but the giant man-o'-war can then draw the opponent 20 feet closer to itself that round and each subsequent round thereafter that the opponent remains stuck. Once the creature is within 20 feet of the giant man-o'-war, the jellyfish can draw it the remaining distance and bite (+4 melee) in that same round.

The opponent can break free of a strand with a successful Escape Artist check (DC 20) or Strength check (DC 16). Alternatively, the opponent or an ally can try to sever a strand. A single attack with a slashing weapon that deals at least 10 points of damage severs a strand (touch AC 18).

Damage Reduction 5/Piercing (Ex): A giant man-o'-war ignores the first 5 points of damage dealt by any non-piercing weapon.

Fire Vulnerability: A giant man-o'-war takes 50% more damage from fire attacks.

Paralysis (Ex): The strands of a giant man-o'-war secrete an anesthetizing slime. Any target hit by its strand attack must succeed on a Fortitude save (DC 10 + 1/2 the man-o'-war's Hit Dice + its Constitution modifier) or be paralyzed for 3d6 rounds. The man-o'-war can automatically bite a paralyzed opponent.

Strands (Ex): A giant man-o'-war lies in wait for prey by spreading out its long, sticky strands and floating along on the deep currents. In this mode, it can spread its strands over a 100-foot radius. When something brushes one of the strands, all the rest of the strands contract to assist in pulling the prey toward the man-o'-war's mouth.

Wavesense (Ex): A giant man-o'-war can automatically sense the location of any object or creature within 150 feet that is in contact with the water.

MANTICORE

Size & Type:	Large Magical Beast
Hit Dice:	6d10+24 (57 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+2; 30 ft. (6 hexes), fly 50 ft. (clumsy)
Touch/Full AC (T/AC):	11/17 (–1 size, +2 Dex, +6 natural), flat-footed 15
BA / Grapple / Parry:	+6/+15/+11
Attack:	Claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19–20)
Full Attack:	2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2); or 6 spikes +8 ranged (1d8+2/19–20)
Space/Reach:	10 ft. (2-polyhex) / 5 ft. (1 hex)
Special Attacks:	Spikes
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves / Dodge:	Fort +9, Ref +7, Will +3, Dodge +6
Attributes:	Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9
Skills:	Listen +5, Spot +9, Survival +1
Feats:	Flyby Attack, Multiattack, Track (B), Weapon Focus (spikes)
Environment:	Warm marshes
Organization:	Solitary, pair, or pride (3–6)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	7–16 HD (Large); 17–18 HD (Huge)
Level Adjustment:	—

A horrid combination of lion, man, and bat, a manticore is vicious and voracious, always looking for the next meal. The hunting cat's body, with a man's head and giant pair of bat wing, the terrifying arrangement is made complete by a spiky tail that can shoot its spikes! A typical manticore is about 10 feet long and weighs about 1,000 pounds. Manticores speak Common.

COMBAT

A manticore begins most attacks with a volley of spikes, then closes. In the outdoors, it often uses its powerful wings to stay aloft during battle.

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six 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 twenty-four spikes in any 24-hour period.

Skills: *Manticores have a +4 racial bonus on Spot checks.

MAPINGUARI

Size & Type:	Large Animal
Hit Dice:	8d8+48 (84 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	9/15 (–1 size, +6 natural), flat-footed 15
BA / Grapple / Parry:	+6/+16/—
Attack:	Slam +11 melee (1d6+6)
Full Attack:	2 slams +11 melee (1d6+6)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Stench
Special Qualities:	Scent
Saves / Dodge:	Fort 12, Ref +2, Will +3, Dodge +1
Attributes:	Str 23, Dex 11, Con 22, Int 2, Wis 12, Cha 8
Skills:	Climb +10, Listen +5
Feats:	None
Environment:	Forests
Organization:	Solitary, or pair
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	9–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

A mapinguari is more than 7 feet tall at the shoulder. Its body resembles that of a sloth and is covered with shaggy black or dark red fur. It has a long, sharp, backward-curving talon on each toe, and its face looks almost human. Few creatures can bear to come close enough to see its face, however, because of its unbearable stench. This foul odor emanates from a scent gland in its abdomen, which the natives have fancifully dubbed a "second mouth." The mapinguari's long, bellowing roar is legendary, and a few recordings of it are in the possession of the Smithsonian Institute.

COMBAT

Although herbivores, these giant creatures are extremely territorial. The astute traveler will recognize the threat by its stench and hopefully avoid its aggressions.

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

Stench (Ex): The odor of a mapinguari is overpoweringly offensive. Anyone approaching within 60 feet of the creature must make a successful Fortitude save (DC 18) or become nauseated. The nausea persists for as long as

the creature remains in the area and for 1 round thereafter. If a creature leaves and reenters the area, a new save is required.

MEDUSA

Size & Type:	Medium Monstrous Humanoid
Hit Dice:	6d8+6 (33 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	12/15 (+2 Dex, +3 natural), flat-footed 13
BA / Grapple / Parry:	+6/+6/+8
Attack:	Shortbow +8 ranged (1d6/x3) or dagger +8 melee (1d4/19–20) or snakes +8 melee (1d4 plus poison)
Full Attack:	Shortbow +8/+3 ranged (1d6/x3); or dagger +8/+3 melee (1d4/19–20) and snakes +3 melee (1d4 plus poison)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Petrifying gaze, poison
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +3, Ref +7, Will +6, Dodge +7
Attributes:	Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15
Skills:	Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8
Feats:	Point Blank Shot, Precise Shot, Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary or covey (2–4)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+8

Said to have been cursed for having unearthly beauty rivalling that of the gods, a medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). However, should she reveal her unbearable countenance, the medusa's eyes and hair threaten to kill the viewer.

The creature often wears garments that enhance its body while hiding its face behind a hood or veil. A typical medusa is 5 to 6 feet tall and about the same weight as a human. Medusas speak Common.

COMBAT

A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

MEPHIT

Mephits are minor creatures from the elemental planes. All mephits appear as small, winged creatures with more or less humanoid features. While they are often described as impish, their elemental origins are apparent at first glance.

COMBAT

All mephits fight by biting and clawing or by using a breath weapon, the nature and effects of which vary from creature to creature. A mephit's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): A mephit can use its breath weapon once every 1d4 rounds as a standard action. See the individual descriptions for details.

Spell-Like Abilities: All mephits have one or more spell-like abilities (save DC 12 + spell level). See the individual descriptions for details.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *Summon Monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

Fast Healing (Ex): Mephits heal 2 points of damage each round, provided they are still alive and certain other conditions are met. See the individual descriptions for details.

AIR MEPHIT

Size & Type:	Small Outsider (Air, Extraplanar)
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 3; +15 HP; Ignore 5/1d Hardness
Initiative / Speed:	+7; 30 ft. (6 hexes), fly 60 ft. (perfect)
Touch/Full AC (T/AC):	15/18 (+1 size, +3 Dex, +1 dodge, +3 natural), flat-footed 14
BA / Grapple / Parry:	+3/–1/+3
Attack:	Claw +4 melee (1d3)
Full Attack:	2 claws +4 melee (1d3)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves / Dodge:	Fort +3, Ref +6, Will +3, Dodge +8*
Attributes:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +5
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	–

Air mephits come from the Elemental Plane of Air. An air mephit is about 4 feet tall and weighs about 1 pound. Air mephits speak Common and Auran.

COMBAT

Breath Weapon (Su): 15-foot cone of dust and grit, damage 1d8, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an air mephit can surround itself with vapor, duplicating the effect of a *Blur* spell (caster level 3rd). Once per day it can use *Gust of Wind* (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An air mephit heals only if exposed to moving air, be it a breeze, a draft, a spell effect, or even the mephit fanning itself.

DUST MEPHIT

	Small Outsider (Air, Extraplanar)
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 3; +15 HP; Ignore 5/1d Hardness

Initiative / Speed:	+7; 30 ft. (6 hexes), fly 50 ft. (perfect)
Touch/Full AC (T/AC):	15/18 (+1 size, +3 Dex, +1 dodge, +3 natural), flat-footed 14
BA / Grapple / Parry:	+3/–1/+3
Attack:	Claw +4 melee (1d3)
Full Attack:	2 claws +4 melee (1d3)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves / Dodge:	Fort +3, Ref +6, Will +3, Dodge +8*
Attributes:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +5
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	–

Dust mephits come from the Elemental Plane of Air. A dust mephit is about 4 feet tall and weighs about 2 pounds. Dust mephits speak Common and Auran.

COMBAT

Breath Weapon (Su): 10-foot cone of irritating particles, damage 1d4, Reflex DC 12 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a dust mephit can surround itself with a plume of dust, duplicating the effect of a *Blur* spell (caster level 3rd). Once per day it can create a mass of roiling dust that duplicates the effect of *Wind Wall* (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A dust mephit heals only if in an arid, dusty environment.

EARTH MEPHIT

Size & Type:	Small Outsider (Earth, Extraplanar)
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP; Ignore 5/1d Hardness
Initiative / Speed:	–1; 30 ft. (6 hexes), fly 40 ft. (average)
Touch/Full AC (T/AC):	10/16 (+1 size, –1 Dex, +6 natural), flat-footed 16
BA / Grapple / Parry:	+3/+2/+6
Attack:	Claw +7 melee (1d3+3)
Full Attack:	2 claws +7 melee (1d3+3)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Change size, damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves / Dodge:	Fort +4, Ref +2, Will +3, Dodge +3
Attributes:	Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +5, Hide +9, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +5, Spot +6, Use Rope +1
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Earth

Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	–

Earth mephits come from the Elemental Plane of Earth. An earth mephit is about 4 feet tall and weighs about 80 pounds. Earth mephits speak Common and Terran.

COMBAT

Breath Weapon (Su): 15-foot cone of rock shards and pebbles, damage 1d8, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 1/day—*Soften Earth and Stone*. Caster level 6th.

Change Size (Sp): Once per hour, an earth mephit can magically change its size. This works just like an *Enlarge Person* spell, except that the power works only on the earth mephit. This is the equivalent of a 2nd-level spell.

Fast Healing (Ex): An earth mephit heals only if it is underground or buried up to its waist in earth.

FIRE MEPHIT

Size & Type:	Small Outsider (Extraplanar, Fire)
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 4; +20 HP; Ignore 5/1d Hardness
Initiative / Speed:	+5; 30 ft. (6 hexes), fly 50 ft. (average)
Touch/Full AC (T/AC):	13/17 (+1 size, +1 Dex, +1 dodge, +4 natural), flat-footed 15
BA / Grapple / Parry:	+3/–1/+3
Attack:	Claw +4 melee (1d3 and 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 and 1d4 fire)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., immunity to fire, fast healing 2, vulnerability to cold
Saves / Dodge:	Fort +3, Ref +4, Will +3, Dodge +6*
Attributes:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +3
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	–

Fire mephits come from the Elemental Plane of Fire. A fire mephit is about 4 feet tall and weighs about 1 pound. Fire mephits speak Common and Ignan.

COMBAT

Breath Weapon (Su): 15-foot cone, damage 1d8 fire, Reflex half DC 12. The save DC is Constitution-based and includes a +1 racial adjustment.

Spell-Like Abilities: 1/hour—*Scorching Ray* (DC 14) as the spell cast by a 3rd-level sorcerer; 1/day—*Heat Metal*

(DC 14). Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A fire mephit heals only if it is touching a flame at least as large as a torch.

ICE MEPHIT

Size & Type:	Small Outsider (Air, Cold, Extraplanar)
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 4; +20 HP; Ignore 5/1d Hardness
Initiative / Speed:	+7; 30 ft. (6 hexes), fly 50 ft. (perfect)
Touch/Full AC (T/AC):	15/19 (+1 size, +3 Dex, +1 dodge, +4 natural), flat-footed 15
BA / Grapple / Parry:	+3/–1/+3
Attack:	Claw +4 melee (1d3 plus 1d4 cold)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 cold)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, vulnerability to fire
Saves / Dodge:	Fort +3, Ref +6, Will +3, Dodge +8*
Attributes:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +9, Spot +6, Use Rope +5
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	–

Ice mephits come from the Elemental Plane of Air. Ice mephits have a cold, aloof demeanor. Each one is about 4 feet tall and weighs about 30 pounds. Ice mephits speak Common and Auran.

COMBAT

Breath Weapon (Su): 10-foot cone of ice shards, damage 1d4 cold, Reflex DC 12 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 1/hour—*Magic Missile* (caster level 3rd); 1/day—*Chill Metal* (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32°F. or below.

MAGMA MEPHIT

Size & Type:	Small Outsider (Fire, Extraplanar)
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 4; +20 HP; Ignore 5/1d Hardness
Initiative / Speed:	+5; 30 ft. (6 hexes), fly 50 ft. (average)
Touch/Full AC (T/AC):	13/17 (+1 size, +1 Dex, +1 dodge, +4 natural), flat-footed 15
BA / Grapple / Parry:	+3/–1/+3
Attack:	Claw +4 melee (1d3 plus 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 fire)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)

Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold
Saves / Dodge:	Fort +3, Ref +4, Will +3, Dodge +6*
Attributes:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +3
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	–

Magma mephits come from the Elemental Plane of Fire. Magma mephits are slow-witted and brutish. Each one is about 4 feet tall and weighs about 60 pounds. Magma mephits speak Common and Ignan.

COMBAT

Breath Weapon (Su): 10-foot cone of magma, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a magma mephit can use *Shapechange* to take the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

Once per day a magma mephit can use *Pyrotechnics* (DC 14). It can use itself as the fire source without harm. Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.

OOZE MEPHIT

Size & Type:	Small Outsider (Extraplanar, Water)
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP; Ignore 5/1d Hardness
Initiative / Speed:	+0; 30 ft. (6 hexes), fly 40 ft. (average), swim 30 ft.
Touch/Full AC (T/AC):	11/16 (+1 size, +5 natural), flat-footed 16
BA / Grapple / Parry:	+3/+1/+5
Attack:	Claw +6 melee (1d3+2)
Full Attack:	2 claws +6 melee (1d3+2)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves / Dodge:	Fort +4, Ref +3, Will +3, Dodge +4
Attributes:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +2
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Water
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)

Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	–

Ooze mephits come from the Elemental Plane of Water. An ooze mephit is about 4 feet tall and weighs about 30 pounds. Ooze mephits speak Common and Aquan.

COMBAT

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like *Acid Arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *Stinking Cloud* (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An ooze mephit heals only if in a wet or muddy environment.

Skills: An ooze mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SALT MEPHIT

Size & Type:	Small Outsider (Earth, Extraplanar)
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP; Ignore 5/1d Hardness
Initiative / Speed:	-1; 30 ft. (6 hexes), fly 40 ft. (average)
Touch/Full AC (T/AC):	10/16 (+1 size, –1 Dex, +6 natural), flat-footed 16
BA / Grapple / Parry:	+3/+2/+6
Attack:	Claw +7 melee (1d3+3)
Full Attack:	2 claws +7 melee (1d3+3)
Space/Reach:	2 ft. (microhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves / Dodge:	Fort +4, Ref +2, Will +3, Dodge +3
Attributes:	Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +5, Hide +9, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +5, Spot +6, Use Rope +1
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Earth
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	–

Salt mephits come from the Elemental Plane of Earth. Salt mephits are sarcastic creatures who loathe water and moisture of any kind. Each one is about 4 feet tall and weighs about 80 pounds. Salt mephits speak Common and Terran.

COMBAT

Breath Weapon (Su): 10-foot cone of salt crystals, damage 1d4, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a salt mephit can use *Glitterdust* (DC 14, caster level 3rd).

Once per day it can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant creatures and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A salt mephit heals only if in an arid environment.

STEAM MEPHIT

Size & Type:	Small Outsider (Extraplanar, Fire)
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 4; +20 HP; Ignore 5/1d Hardness
Initiative / Speed:	+5; 30 ft. (6 hexes), fly 50 ft. (average)
Touch/Full AC (T/AC):	13/17 (+1 size, +1 Dex, +1 dodge, +4 natural), flat-footed 15
BA / Grapple / Parry:	+3/–1/+3
Attack:	Claw +4 melee (1d3 plus 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 fire)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold
Saves / Dodge:	Fort +3, Ref +4, Will +3, Dodge +6*
Attributes:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +3
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	–

Steam mephits come from the Elemental Plane of Fire. Steam mephits are bossy creatures who consider themselves the lords of all their kind. Each one is about 4 feet tall and weighs about 2 pounds. Steam mephits speak Common and Ignan.

COMBAT

Unlike other mephits, steam mephits rush into combat eagerly, driven by an oversized ego.

Breath Weapon (Su): 10-foot cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a *Blur* spell (caster level 3rd). Once per day it can create a rainstorm of boiling water that affects a 15-foot radius (a 3-polyhex area). Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

WATER MEPHIT

Size & Type:	Small Outsider (Extraplanar, Water)
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP; Ignore 5/1d Hardness
Initiative / Speed:	+0; 30 ft. (6 hexes), fly 40 ft. (average), swim 30 ft.
Touch/Full AC (T/AC):	11/16 (+1 size, +5 natural), flat-footed 16
BA / Grapple / Parry:	+3/+1/+5
Attack:	Claw +6 melee (1d3+2)
Full Attack:	2 claws +6 melee (1d3+2)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves / Dodge:	Fort +4, Ref +3, Will +3, Dodge +4
Attributes:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +2
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Water
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	—

Water mephits come from the Elemental Plane of Water. Water mephits are jaunty creatures with an unflagging sense of humor who quickly get on the nerves of everyone around them. Each one is about 4 feet tall and weighs about 30 pounds. Water mephits speak Common and Aquan.

COMBAT

Breath Weapon (Su): 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a water mephit can hurl an acidic blob that functions like *Acid Arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of a *Stinking Cloud* spell (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

Skills: A water mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

MERFOLK

Size & Type:	Medium Humanoid (Aquatic)
Hit Dice:	1d8+2 (6 hp)
T/AC System Adj:	--
Initiative / Speed:	+1; 5 ft. (1 hex), swim 50 ft.
Touch/Full AC (T/AC):	11/13 (+1 Dex, +2 leather [Hard:2, HP: 10]), flat-footed 12
BA / Grapple / Parry:	+1/+2/+2
Attack:	Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19–20)
Full Attack:	Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19–20)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—

Special Qualities:	Amphibious, low-light vision
Saves / Dodge:	Fort +4, Ref +1, Will –1, Dodge +1
Attributes:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10
Skills:	Listen +3, Spot +3, Swim +9
Feats:	Alertness
Environment:	Temperate aquatic
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level lieutenants and 1 leader of 3rd–6th level), or band (30–60 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 10 porpoises)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

Half-humanoid half-fish, a merfolk is about 8 feet long from the top of the head to the end of the tail and weighs about 400 pounds. Merfolk speak Common and Aquan. Most merfolk encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Merfolk favor heavy crossbows of shell and coral that fire bolts fashioned from blowfish spines, with an underwater range increment of 30 feet. Merfolk often barrage their enemies before closing, when they resort to tridents. The merfolk warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

Skills: A merfolk has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

MERFOLK AS CHARACTERS

Merfolk characters possess the following racial traits.

- +2 Strength, +2, Dexterity, +4 Constitution, –2 Wisdom.
- Aquatic subtype: Merfolk have a 50' swim speed, and they can breathe water. Because they are amphibious (see above), they can also breathe air.
- A merfolk's base land speed is 5 feet, with a 50 ft. swim speed.
- Low-light vision.
- Racial Feats: A merfolk begins with the Alertness feat.
- Weapon Proficiency: A merfolk is proficient with trident and with all simple weapons.
- Special Qualities (see above): Amphibious, Swim skill bonuses.
- Automatic Languages: Common, Aquan.
- Favored Class: Bard.
- Level adjustment +1.

MIMIC

Size & Type:	Large Aberration (Shapechanger)
Hit Dice:	7d8+21 (52 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+1; 10 ft. (2 hexes)
Touch/Full AC (T/AC):	10/15 (–1 size, +1 Dex, +5 natural), flat-footed 15
BA / Grapple / Parry:	+5/+13/+10
Attack:	Slam +9 melee (1d8+4)

Full Attack:	2 slams +9 melee (1d8+4)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Adhesive, crush
Special Qualities:	Darkvision 60 ft., immunity to acid, mimic shape
Saves / Dodge:	Fort +5, Ref +5, Will +6, Dodge +4
Attributes:	Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10
Skills:	Climb +9, Disguise +13, Listen +8, Spot +8
Feats:	Alertness, Lightning Reflexes, Weapon Focus (slam)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

One of the most insidious monsters known, a mimic can have almost any dimensions, but usually is not more than 10 feet long. These creatures imitate common devices that usually get touched; doors, tables, chests, etc. A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 4,500 pounds. Mimics speak Common.

COMBAT

A mimic often surprises an unsuspecting adventurer, lashing out with a heavy pseudopod. The creature does not necessarily fight to the death if it can succeed in extorting treasure or food from a party.

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 1d8+4 points of damage with a successful grapple check.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present.

Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Skills: A mimic has a +8 racial bonus on Disguise checks.

MINOTAUR

Size & Type:	Large Monstrous Humanoid
Hit Dice:	6d8+12 (39 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch / Full AC (T/AC):	9/14 (–1 size, +5 natural), flat-footed — (see text)
BA / Grapple / Parry:	+6/+14/+10
Attack:	Greataxe +9 melee (3d6+6/x3) or gore +9 melee (1d8+4)
Full Attack:	Greataxe +9/+4 melee (3d6+6/x3) and gore +4 melee (1d8+2)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Powerful charge 4d6+6
Special Qualities:	Darkvision 60 ft., natural cunning, scent
Saves / Dodge:	Fort +6, Ref +5, Will +5, Dodge +4

Attributes:	Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
Skills:	Intimidate +2, Listen +7, Search +2, Spot +7
Feats:	Great Fortitude, Power Attack, Track
Environment:	Underground
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+7

A hulking humanoid with the head of a bull, a minotaur stands more than 7 feet tall and weighs about 700 pounds. These powerful creatures favor greataxes in melee, charging into battle. However, they also make good bodyguards with their natural cunning, assuming they can be cowed into servitude. Minotaurs speak Giant.

COMBAT

Minotaurs prefer melee combat, where their great strength serves them well. However, they also recognize and respect great strength, and are willing to serve beings obviously more powerful than they are.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *Maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

MINOTAURS AS CHARACTERS

Minotaur characters possess the following racial traits.

- +8 Strength, +4 Constitution, –4 Intelligence (minimum 3), –2 Charisma.
- Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A minotaur's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A minotaur begins with six levels of monstrous humanoid, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.
- Racial Skills: A minotaur's monstrous humanoid levels give it skill points equal to $9 \times \frac{1}{2}(2 + \text{Int modifier, minimum } 1)$. Its class skills are Intimidate, Jump, Listen, Search, and Spot. Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.
- Racial Feats: A minotaur's monstrous humanoid levels give it three feats.
- Weapon Proficiency: A minotaur is proficient with the greataxe and all simple weapons.
- +5 natural armor bonus.
- Natural Weapons: Gore (1d8).
- Special Attacks (see above): Powerful charge.
- Special Qualities (see above): Natural cunning, scent.
- Automatic Languages: Common, Giant. Bonus Languages: Orc, Goblin, Terran.
- Favored Class: Berserker.
- Level adjustment +7.

MOHRG

Size & Type:	Medium Undead
Hit Dice:	14d12 (91 hp)

T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	+9; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	15/24 (+4 Dex, +1 dodge, +9 natural), flat-footed 14
BA / Grapple / Parry:	+7/+12/+12
Attack:	Slam +12 melee (1d6+7) or tongue +12 melee touch (paralysis)
Full Attack:	Slam +12 melee (1d6+7) and tongue +12 melee touch (paralysis)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Improved grab, paralyzing touch, create spawn
Special Qualities:	Darkvision 60 ft., undead traits
Saves / Dodge:	Fort +4, Ref +10, Will +9, Dodge +11*
Attributes:	Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10
Skills:	Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9
Feats:	Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility
Environment:	Any
Organization:	Solitary, gang (2–4), or mob (2–4 plus 5–10 zombies)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	15–21 HD (Medium); 22–28 HD (Large)
Level Adjustment:	—

Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes. Where zombies are plodding, mohrgs are dexterous, reacting quickly to quarry and nimble in combat. Most mohrgs are 5 to 6 feet tall and weigh about 120 pounds.

COMBAT

Like zombies, mohrgs attack by slamming enemies with their fists. They often catch opponents flat-footed, for they move much faster than zombies.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

MONGOLIAN DEATH WORM

Size & Type:	Small Magical Beast
Hit Dice:	2d10+6 (17 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 20 ft. (4 hexes), burrow 20 ft.
Touch/Full AC (T/AC):	13/16 (+1 size, +2 Dex, +3 natural), flat-footed 14
BA / Grapple / Parry:	+2/-3/—
Attack:	Bite +5 melee (1d4-1 + poison)
Full Attack:	Bite +5 melee (1d4-1 + poison)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Death touch (DC 14), poison, poison spray
Special Qualities:	Darkvision 60 ft., low-light vision, tremorsense
Saves / Dodge:	Fort +6, Ref +5, Will -1, Dodge +6
Attributes:	Str 8, Dex 15, Con 16, Int 2, Wis 9, Cha 4
Skills:	Listen +3, Spot +6
Feats:	Weapon Finesse
Environment:	Rocky or sandy areas

Organization:	Gang (2–4), or brood (5-10)
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral
Advancement:	3–5 HD (Small); 6–10 HD (Medium); 11-15 HD (Large)
Level Adjustment:	—

A rare and dangerous anomaly of the Mongolian steppes (and elsewhere), this creature is usually underestimated before it's too late. Appearing like a giant grub, the death worm is much more than that, yet its origin is lost in antiquity.

COMBAT

Bonus Feat: A Mongolian death worm gains Weapon Finesse (bite) as a bonus feat.

Death Touch (Su): Any creature grappling with a Mongolian death worm must make a successful Fortitude save (DC 10 + 1/2 the worm's Hit Dice + its Constitution modifier) each round or gain one negative level that lasts only until the grapple ends (no saving throw needed for removal).

Most Mongolian death worms use this ability purely in self-defense, but some of the larger ones learn that it can be a swift means of killing prey.

Poison (Ex): Bite—Fortitude negates; save DC 10 + 1/2 the worm's Hit Dice + its Constitution modifier; 1d6 Con/1d6 Con.

Poison Spray (Ex): Once every 1d4 rounds, the Mongolian death worm can spray poison in a 15-foot cone. See above for the effects of the poison.

Tremorsense (Ex): A Mongolian death worm can automatically sense the location of anything within 60 feet that is in contact with the ground.

MONTAUK MONSTER

	Montauk Monster	Montauk Monster, Advanced
Size & Type:	Large Elemental (Air, Fire)	Huge Elemental (Air, Fire)
Hit Dice:	9d8+27 (67 hp)	19d8+95 (180 hp)
T/AC System Adj:	Hardness 4; +20 HP; Ignore 20/4d/1D Hardness	Hardness 5/1d; +35 HP; Ignore 20/4d/1D Hardness
Initiative / Speed:	+1; 30 ft. (6 hexes)	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/14 (-1 size, +1 Dex, +4 natural), flat-footed 13	8/15 (-2 size, +7 natural), flat-footed 15
BA / Grapple / Parry:	+6/+16/+12	+14/+32/+22
Attack:	Energy claw +11 melee (1d8+6 plus 1d6 fire plus 1d6 electricity)	Energy claw +22 melee (2d6+10 plus 1d6 fire plus 1d6 electricity)
Full Attack:	2 energy claws +11 melee (1d8+6 plus 1d6 fire plus 1d6 electricity)	2 energy claws +22 melee (2d6+10 plus 1d6 fire plus 1d6 electricity)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (1 hex)	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Fuse (DC 15)	Fuse (DC 24)
Special Qualities:	Damage reduction 20/magic, darkvision 60 ft., elemental traits, energy claw, energy form, fast healing 3, fire subtype, immunities, invisibility	Damage reduction 20/magic, darkvision 60 ft., elemental traits, energy claw, energy form, fast healing 3, fire subtype, immunities, invisibility
Saves / Dodge:	Fort +6, Ref +9, Will +3, Dodge +8	Fort +11, Ref +13, Will +6, Dodge +11
Attributes:	Str 22, Dex 13, Con 16, Int 6, Wis 10, Cha 12	Str 30, Dex 11, Con 20, Int 6, Wis 10, Cha 12
Skills:	Climb +13, Listen +9, Move Silent +8, Spot +9	Climb +22, Listen +14, Move Silent +12, Spot +14
Feats:	Alertness, Lightning Reflexes	Alertness, Combat Reflexes, Lightning Reflexes, Power Attack
Environment:	Any non-cold	Any non-cold

Organization:	Solitary	Solitary
Challenge Rating:	11	14
Treasure:	None	None
Alignment:	Always evil	Always evil
Advancement:	10–18 HD (Large); 19–27 HD (Huge)	—
Level Adjustment:	—	—

A freakish union of the elements of air and fire, caused by careless use of dimensional energies and named for the first scientist to discover it, a montauk monster is a deadly predator. With natural invisibility and a touch that can instantly kill, this monstrosity lives only to destroy once it's created. When visible (see below), this monster is a humanoid-shaped flaming being wreathed in dancing electricity.

COMBAT

Damage Reduction 20/magic (Su): A montauk monster ignores the first 20 points of damage dealt by any nonmagical weapon. In campaigns without magic weapons, the GM can either disregard the montauk monster's damage reduction or apply it only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/concussion).

Elemental: Montauk monsters have all the traits common to elementals.

Energy Claw (Ex): In addition to its base damage, a Montauk monster's claw attack deals 1d6 points of electricity damage and 1d6 points of fire damage with a successful hit.

Energy Form (Ex): Montauk monsters are raw energy given sentience. Their bodies and their melee attacks are force effects.

Fast Healing 3: A montauk monster heals 3 points of damage per round unless it is reduced to –10 or fewer hit points. This ability does not enable a montauk monster to regrow or reattach severed body parts.

Fire Subtype (Ex): A montauk monster is immune to fire damage and takes 50% more damage from cold attacks.

Fuse (Su): Once every 1d4 rounds, a montauk monster can cause a creature it has successfully hit with a melee attack to fuse with nearby matter. At the time of the attack, the target creature must be within 5 feet of a solid object with a volume at least equal to its own. (In most cases, the ground or a wall is sufficient.) The target must succeed at a Will saving throw (DC 10 + 1/2 the montauk monster's Hit Dice + its Charisma modifier) or be fused with the object and instantly killed. The object's hardness drops by 2 after the fusion, regardless of the creature's nature or physical makeup. Such an object continues to function normally, but it is usually cosmetically grotesque, with fleshy fingers or a portion of a face projecting from its surface.

Immunities (Ex): Montauk monsters are immune to fire and electricity. They are also immune to force effects such as *Mage Armor*, *Magic Missile*, and *Wall of Force*. The creatures and their melee attacks pass through such effects unharmed and unhindered.

Invisibility (Su): A montauk monster is naturally invisible, as though constantly under the effect of the *Invisibility* spell (caster level 10th). Like a subject of that spell, the monster becomes visible upon attacking, but it can reinstate its invisibility as a free action once per round.

MOTHFOLK

Size & Type:	Large Outsider
Hit Dice:	2d8 (9 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+1; 30 ft. (6 hexes), fly 300 ft. (good)
Touch/Full AC (T/AC):	10/12 (-1 size, +1 Dex, +2 natural), flat-footed 11
BA / Grapple / Parry:	+2/+7/+3
Attack:	Claw +2 melee (1d6+1)
Full Attack:	2 claws +2 melee (1d6+1)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Fear aura
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +3, Ref +4, Will +5, Dodge +3

Attributes:	Str 12, Dex 13, Con 10, Int 10, Wis 14, Cha 10
Skills:	Balance +7, Climb +7, Hide +5, Listen +8, Move Silently +7, Read/Write Mothfolk, Sense Motive +4, Speak Mothfolk, Spot +4
Feats:	Stealthy
Environment:	Astral Plane
Organization:	Gang (2–4), or a clutch (5-10)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+2

On a perpetual quest for the “Source of the Trueflame”, the mothfolk are an enigmatic people. Mothfolk appear as tall, lanky humanoids covered in short, dark fur. Their large wings have a wingspread of over 20 feet. Their most arresting features are their eyes: large, red, and luminescent, and occasionally described as looking like oversized bicycle reflectors.

COMBAT

Mothfolk are generally pacifists, but unfortunately their fear aura is often misconstrued as an attack, requiring them to defend themselves. However, given their superior flying capabilities, they can usually flee any would-be aggressor that they don’t want to fight.

Automatic Language: Mothfolk read, write, and speak a language of whistles, squeaks, and clicks (called Mothfolk, for lack of a better name).

Fear Aura (Su): A mothfolk projects an aura of fear around itself in a 20-foot radius. Creatures within this area that wish to remain must attempt a Will save (DC 10 + ½ the mothman’s Hit Dice + its Charisma modifier) or be affected as by a *Fear* spell. A mothfolk is immune to the fear auras of other mothfolk.

Skill Bonuses: Mothfolk gain a +4 species bonus on Balance, Climb, Listen, and Move Silently checks.

MUMMY

	Mummy	Mummy Lord, 10th-Level Cleric
Size & Type:	Medium Undead	Medium Undead
Hit Dice:	8d12+3 (55 hp)	8d12 plus 10d8 (97 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP	Hardness 10/2d; +50 HP
Initiative / Speed:	+0; 20 ft. (4 hexes)	+5; 15 ft. in half-plate armor (3 hexes); base speed 20 ft.
Touch/Full AC (T/AC):	10/20 (+10 natural), flat-footed 20	14/33 (+3 DB, +1 Dex, +10 natural, +9 +2 <i>half-plate armor</i> [Hard: 10, HP: 60]), flat-footed 29
BA / Grapple / Parry:	+4/+11/+11	+11/+19/+23
Attack:	Slam +11 melee (1d6+10 plus mummy rot)	Slam +20 melee (1d6+12/19–20 plus mummy rot)
Full Attack:	Slam +11 melee (1d6+10 plus mummy rot)	Slam +20 melee (1d6+12/19–20 plus mummy rot)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Despair, mummy rot	Despair, mummy rot, rebuke undead, spells
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., undead traits, vulnerability to fire	Damage reduction 5/–, darkvision 60 ft., resistance to fire 10, undead traits, vulnerability to fire
Saves / Dodge:	Fort +4, Ref +2, Will +8, Dodge +2	Fort +13, Ref +8, Will +20, Dodge +11
Attributes:	Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15	Str 26, Dex 12, Con —, Int 8, Wis 20, Cha 17
Skills:	Hide +7, Listen +8, Move Silently +7, Spot +8	Concentration +8, Knowledge (religion) +4, Listen +18, Move Silently +5, Spot +18
Feats:	Alertness, Great Fortitude, Toughness	Alertness, Combat Casting, Great Fortitude,

		Improved Critical (slam), Improved Initiative, Weapon Focus (slam)
Environment:	Any	Any
Organization:	Solitary, warden squad (2–4), or guardian detail (6–10)	Solitary or tomb guard (1 mummy lord and 6–10 mummies)
Challenge Rating:	5	15
Treasure:	Standard	Standard plus possessions noted below
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	9–16 HD (Medium); 17–24 HD (Large)	By character class
Level Adjustment:	—	—

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten. Most mummies are 5 to 6 feet tall and weigh about 120 pounds. Mummies can speak Common, but seldom bother to do so.

COMBAT

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with 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. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *Break Enchantment* or *Remove Curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

MUMMY LORD

Unusually powerful or evil individuals preserved as mummies sometimes rise as greater mummies after death. A mummy lord resembles its lesser fellows, but often wears or carries equipment it used in life.

Mummy lords are often potent spellcasters. They are found as guardians of the tombs of high lords, priests, and mages. Most are sworn to defend for eternity the resting place of those whom they served in life, but in some cases a mummy lord's unliving state is the result of a terrible curse or rite designed to punish treason, infidelity, or crimes of an even more abhorrent nature. A mummy lord of this sort is usually imprisoned in a tomb that is never meant to be opened again.

Despair (Su): The save DC against this mummy lord's despair is 17.

Mummy Rot (Su): The save DC against this mummy lord's mummy rot is 17.

Typical Cleric Spells Prepared (6/7/6/5/5/4 or 127 PP; save DC 15 + spell level): 0—*Detect Magic & Psionics* (2), *Guidance*, *Read Magic*, *Resistance*, *Virtue*; 1st—*Bane*, *Command*, *Deathwatch*, *Divine Favor*, *Doom*, *Sanctuary**, *Shield of Faith*; 2nd—*Bull's Strength*, *Death Knell**, *Hold Person*, *Resist Energy*, *Silence*, *Spiritual Weapon*; 3rd—*Animate Dead**, *Deeper Darkness*, *Dispel Magic & Psionics*, *Invisibility Purge*, *Searing Light*; 4th—*Air Walk*, *Dismissal*, *Divine Power*, *Giant Vermin*, *Spell Immunity**; 5th—*Insect Plague*, *Slay Living**, *Spell Resistance*, *Symbol of Pain*.

*Domain Spell. Domains: Death and Protection.

Possessions: +2 half-plate armor, cloak of resistance +2, ring of minor elemental resistance (fire), brooch of shielding. (Different mummy lords may have different possessions.)

NAGA

All nagas have long, snakelike bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

COMBAT

Nagas favor spells over other forms of combat. Because they are almost always found in the lairs they guard and know well, they can arrange most encounters to suit their wishes.

DARK NAGA

Size & Type:	Large Aberration
Hit Dice:	9d8+18 (58 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/15 (–1 size, +2 Dex, +1 dodge, +3 natural), flat-footed 12
BA / Grapple / Parry:	+6/+12/+8
Attack:	Sting +7 melee (2d4+2 plus poison)
Full Attack:	Sting +7 melee (2d4+2 plus poison) and bite +2 melee (1d4+1)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Poison, spells
Special Qualities:	Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm
Saves / Dodge:	Fort +5, Ref +7, Will +8, Dodge +7*
Attributes:	Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 17
Skills:	Bluff +9, Concentration +13, Diplomacy +7, Disguise +5 (+7 acting), Intimidate +5, Listen +11, Sense Motive +8, Spellcraft +12, Spot +11
Feats:	Alertness, Combat Casting, Dodge, Eschew Materials (B), Lightning Reflexes
Environment:	Temperate hills
Organization:	Solitary or nest (2–4)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	—

Natural schemers, dark nagas gravitate into the service of more powerful beings such as devils. Dark nagas speak Common and Infernal.

COMBAT

Dark nagas prefer to fight from an elevated position where they get a good view of the battlefield while also staying out of reach.

Poison (Ex): Injury, Fortitude DC 16 or lapse into a nightmare-haunted *Sleep* for 2d4 minutes. The save DC is Constitution-based.

Spells: Dark nagas cast spells as 7th-level Sorcerers.

Typical Sorcerer Spells Known (6/7/7/5 or 59 PP; save DC 13 + spell level): 0—*Daze*, *Detect Magic & Psionics*, *Light*, *Mage Hand*, *Open/Close*, *Ray of Frost*, *Read Magic*; 1st—*Expeditious Retreat*, *Magic Missile*, *Ray of Enfeeblement*, *Shield*, *Silent Image*; 2nd—*Cat's Grace*, *Invisibility*, *Scorching Ray*; 3rd—*Displacement*, *Lightning Bolt*.

Resistance to Charm: Dark nagas have a +2 racial bonus on saving throws against all *Charm* effects (not included in the statistics block).

Detect Thoughts (Su): A dark naga can continuously use *Detect Thoughts* as the spell (caster level 9th; Will DC 15 negates). This ability is always active. The save DC is Charisma-based.

Guarded Thoughts (Ex): Dark nagas are immune to any form of mind reading.

GUARDIAN NAGA

Size & Type:	Large Aberration
Hit Dice:	11d8+44 (93 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/19 (–1 size, +2 Dex, +1 dodge, +7 natural), flat-footed 16
BA / Grapple / Parry:	+8/+17/+13
Attack:	Bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison)
Full Attack:	Bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Poison, spit, spells
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +7, Ref +7, Will +11, Dodge +7*
Attributes:	Str 21, Dex 14, Con 19, Int 16, Wis 19, Cha 18
Skills:	Bluff +18, Concentration +19, Listen +13, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +6, Sense Motive +18, Spellcraft +17, Spot +13
Feats:	Alertness, Combat Casting, Dodge, Eschew Materials (B), Lightning Reflexes
Environment:	Temperate plains
Organization:	Solitary or nest (2–4)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Usually lawful good
Advancement:	12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment:	—

These beings are often used by the greater powers of good to protect sacred sites and items. Guardian nagas speak Celestial and Common.

COMBAT

Guardian nagas usually warn off intruders before attacking. If the warning is ignored, they may begin a spell assault or spit poison.

Poison (Ex): Injury or contact, Fortitude DC 19, initial and secondary damage 1d10 Con. The save DC is Constitution-based.

Spit (Ex): A 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.

Spells: Guardian nagas cast spells as 9th-level Sorcerers, and they can also cast spells from the Cleric list and from the Good and Law domains. The Cleric spells and domain spells are considered arcane spells for a guardian naga, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/5 or 104 PP; save DC 14 + spell level): 0—*Cure Minor Wounds, Daze, Detect Magic & Psionics, Light, Mage Hand, Open/Close, Ray of Frost, Read Magic*; 1st—*Cure Light Wounds, Divine Favor, Expeditious Retreat, Mage Armor, Magic Missile*; 2nd—*Detect Thoughts, Lesser Restoration, See Invisibility, Scorching Ray*; 3rd—*Cure Serious Wounds, Dispel Magic & Psionics, Lightning Bolt*; 4th—*Divine Power, Greater Invisibility*.

SPIRIT NAGA

Size & Type:	Large Aberration
Hit Dice:	9d8+36 (76 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	10/16 (–1 size, +1 Dex, +6 natural), flat-footed 15
BA / Grapple / Parry:	+6/+14/+10

Attack:	Bite +9 melee (2d6+6 plus poison)
Full Attack:	Bite +9 melee (2d6+6 plus poison)
Space/Reach:	10 ft. (2-polyhex)/5 ft. (1 hex)
Special Attacks:	Charming gaze, poison, spells
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +7, Ref +6, Will +9, Dodge +5
Attributes:	Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17
Skills:	Concentration +13, Listen +14, Spellcraft +10, Spot +14
Feats:	Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials (B), Lightning Reflexes
Environment:	Temperate marshes
Organization:	Solitary or nest (2–4)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	—

Spirit nagas are born of unspeakable rituals intended to create a ruthless and powerful sentry for a profane place or object. They speak Abyssal and Common.

COMBAT

Spirit nagas meet foes boldly so as to use their gaze attacks to best effect. They quickly slither forward to bite foes that avert their eyes.

Charming Gaze (Su): As *Charm Person*, 30 feet, Will DC 19 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Spirit nagas cast spells as 7th-level Sorcerers, and they can also cast spells from the Cleric spell list and from the Chaos and Evil domains as arcane spells. The Cleric spells and domain spells are considered arcane spells for a spirit naga, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/5 or 59 PP; save DC 13 + spell level): 0—*Cure Minor Wounds, Daze, Detect Magic & Psionics, Mage Hand, Open/Close, Ray of Frost, Read Magic*; 1st—*Charm Person, Cure Light Wounds, Divine Favor, Magic Missile, Shield of Faith*; 2nd—*Cat's Grace, Invisibility, Summon Swarm*; 3rd—*Displacement, Fireball*.

WATER NAGA

Size & Type:	Large Aberration (Aquatic)
Hit Dice:	7d8+28 (59 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+1; 30 ft. (6 hexes), swim 50 ft.
Touch/Full AC (T/AC):	10/15 (–1 size, +1 Dex, +5 natural), flat-footed 14
BA / Grapple / Parry:	+5/+12/+8
Attack:	Bite +7 melee (2d6+4 plus poison)
Full Attack:	Bite +7 melee (2d6+4 plus poison)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Poison, spells
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +6, Ref +5, Will +8, Dodge +4
Attributes:	Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 15
Skills:	Concentration +12, Listen +7, Spellcraft +8, Spot +7, Swim +11
Feats:	Alertness, Combat Casting, Eschew Materials (B), Lightning Reflexes
Environment:	Temperate aquatic
Organization:	Solitary, pair, or nest (3–4)
Challenge Rating:	7

Treasure:	Standard
Alignment:	Usually neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

These creatures are spawned to protect underwater temples and sacred sites. Water nagas speak Aquan and Common.

COMBAT

Water nagas prefer to stay mostly concealed in a body of water while they launch a spell attack.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Water nagas cast spells as 7th-level Sorcerers but never use fire spells.

Typical Sorcerer Spells Known (6/7/7/4 or 54 PP; save DC 12 + spell level): 0—*Acid Splash, Daze, Detect Magic & Psionics, Light, Mage Hand, Open/Close, Read Magic*; 1st—*Expeditious Retreat, Magic Missile, Obscuring Mist, Shield, True Strike*; 2nd—*Invisibility, Acid Arrow, Mirror Image*; 3rd—*Protection from Energy, Suggestion*.

Skills: A water naga has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

NEOTHELID

Size & Type:	Gargantuan Aberration (Psionic)
Hit Dice:	25d8+200 (312 hp)
T/AC System Adj:	Hardness 20/4d/1D; +120 HP
Initiative / Speed:	+2; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	4/28 (–4 size, –2 Dex, +24 natural), flat-footed 28
BA / Grapple / Parry:	+18/+40/+28
Attack:	 Tentacle rake +24 melee (2d6+10/19–20) 
Full Attack:	4 tentacle rakes +24 melee (2d6+10/19–20)
Space/Reach:	20 ft. (4-polyhex) /20 ft. (4 hexes)
Special Attacks:	Breath weapon, improved grab, psi-like abilities, swallow whole
Special Qualities:	Blindsight 100 ft., damage reduction 5/–, power resistance 25
Saves / Dodge:	Fort +16, Ref +6, Will +16, Dodge +2
Attributes:	Str 30, Dex 7, Con 27, Int 16, Wis 15, Cha 20
Skills:	Climb +38, Knowledge (psionics) +31, Listen +30, Psicraft +31, Spot +30
Feats:	Cleave, Improved Critical (tentacle rake), Improved Initiative, Power Attack, Power Endowment, Power Fist, Psionic Meditation, Speed of Thought, Wild Talent
Environment:	Underground
Organization:	Solitary
Challenge Rating:	15
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	26–45 HD (Colossal)
Level Adjustment:	—

Terrifying beings often mistaken for merely being giant worms, neothelids are equally powerful on the mental spectrum, potent psychics. Even worse, they possess the ability to spew forth a great gout of acid. A mature neothelid is a gigantic worm scores of feet long and weighing tens of thousands of pounds, with four tentacles surrounding a maw. Although they understand Undercommon, they rarely communicate in a meaningful way.

COMBAT

As one might expect given its massive size, a neothelid has a massive appetite and consumes anything organic

smaller than itself.

Breath Weapon (Su): Cone of acid 50 feet long, once every 1d4 rounds; damage 14d10 acid, Reflex half DC 30.

Improved Grab (Ex): To use this ability, a neothelid must hit a creature with two tentacles during the same attack. If it gets a hold, it automatically deals tentacle damage and can attempt to swallow the foe.

Psi-Like Abilities: At will—*Body Equilibrium*, *Charm Being* (all targets, duration 15 days, DC 21*), *Clairvoyant Sense*, *Levitate*, *Read Thoughts* (DC 17*), *Suggestion* (seven targets, DC 17*), *Telekinetic Force* (500 lb., DC 18*), *Telekinetic Maneuver* (+4 bonus, DC 19*), *Telekinetic Thrust* (500 lb., DC 18*), *Teleport*, *Trace Teleport*, *Truevenom* (DC 19); 3/day—*Mind Thrust* (15d10, DC 23*). Manifest level 15th. The save DCs are Charisma-based.

*Includes augmentation for the neothelid's manifest level.

**Includes the inherent +4 save adjustment described in the power.

Swallow Whole (Ex): A neothelid can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+15 points of crushing damage plus 2d6 points of acid damage per round from stomach secretions. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the stomach (AC 22). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A neothelid's interior can hold 1 Huge, 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Blindsight (Ex): A neothelid can use nonvisual means to ascertain all foes within 100 feet as a sighted creature would.

NIGHT HAG

Size & Type:	Medium Outsider (Evil, Extraplanar)
Hit Dice:	8d8+32 (68 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP; Ignore 10/2d Hardness
Initiative / Speed:	+1; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	11/22 (+1 Dex, +11 natural), flat-footed 21
BA / Grapple / Parry:	+8/+12/+12
Attack:	Bite +12 melee (2d6+6 plus disease)
Full Attack:	Bite +12 melee (2d6+6 plus disease)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	Spell-like abilities, dream haunting
Special Qualities:	Damage reduction 10/cold iron and magic, immunity to fire, cold, charm, <i>Sleep</i> , and fear, spell resistance 25
Saves / Dodge:	Fort +12*, Ref +9*, Will +10*, Dodge +9
Attributes:	Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12
Skills:	Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Listen +15, Ride +12, Sense Motive +13, Spellcraft +11, Spot +15
Feats:	Alertness, Combat Casting, Mounted Combat
Environment:	An evil-aligned plane
Organization:	Solitary, mounted (1, on nightmare), or covey (3, on nightmares)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	9–16 HD (Medium)
Level Adjustment:	—

A night hag is a creature of nightmares, literally! This fiendish being preys on people while they *Sleep*, haunting their dreams and turning them into nightmares. And whether for namesake or for efficiency, many night hags ensnare an actual nightmare, a fiendish horse, to serve as their steed. A night hag is about the same height and weight as a female human. Night hags speak Abyssal, Celestial, Common, and Infernal.

COMBAT

Night hags attack good creatures on sight if the odds of success seem favorable. These creatures rip through

armor and flesh with their deadly teeth. They love to use *Sleep* and then strangle those who are overcome by it. A night hag's natural weapons, as well as any weapons it wields, are treated as magic and evil-aligned for the purpose of overcoming damage reduction.

Disease (Ex): Demon fever—bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution based.

Spell-Like Abilities: At will—*Detect Alignment*, *Detect Magic & Psionics*, *Magic Missile*, *Polymorph* (self only), *Ray of Enfeeblement* (DC 12), *Sleep* (DC 12). Caster level 8th. A night hag can use *Etherealness* at will (caster level 16th) so long as it possesses its *heartstone* (see below). The save DCs are Charisma-based.

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

HEARTSTONE

All night hags carry a periapt known as a *heartstone*, which 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). A night hag that loses this charm can no longer use *Etherealness* until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the *heartstone's* powers, but the periapt shatters after ten uses (any disease cured or saving throw affected counts as a use) and it does not bestow *Etherealness* to a bearer that is not a night hag. If sold, an intact *heartstone* brings 1,800 gp.

NIGHT TERROR

Size & Type:	Medium Fey
Hit Dice:	3d6 (10 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+5; 30 ft. (6 hexes); fly 30 ft. (average)
Touch/Full AC (T/AC):	11/12 (+1 Dex, +1 natural), flat-footed 11
BA / Grapple / Parry:	+1/+2/+2
Attack:	Claw +2 melee (1d4+1), or cleaver +2 melee (1d6+1/19-20)
Full Attack:	2 claws +2 melee (1d4+1), or cleaver +2 melee (1d6+1/19-20)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	Fear aura, terrify
Special Qualities:	Chosen victim, immune to fear, low-light vision, selective invisibility, vulnerability (any one)
Saves / Dodge:	Fort +1, Ref +2, Will +6, Dodge +2
Attributes:	Str 13, Dex 13, Con 10, Int 12, Wis 16, Cha 17
Skills:	Bluff +6, Climb +3, Disguise +5, Escape Artist +2, Hide +4, Intimidate +13, Knowledge (behavioral science) +6, Listen +6, Move Silently +5, Search +3, Sense Motive +13, Spot +6
Feats:	Improved Initiative, Renown
Environment:	Any
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always evil
Advancement:	By character class
Level Adjustment:	—

These creatures are the reason why children fear the night, and not only children. They delight in causing terror and fear, feeding off it. Eventually though, the mind of their victim crumbles, and they literally die of terror. A

night terror stands 5 to 6 feet tall and weighs between 120 and 200 pounds. Although it is always horrific and feral, the details of the creature's appearance can vary widely. The typical specimen is almost impossible to describe because it can alter its appearance based on the specific fears of its victim.

COMBAT

A night terror thrives of being disbelieved; accordingly, they take great pains to not be detected, so they only fight when cornered. Otherwise, if they are detected by forces that threaten them with death, they will abandon their current victim in search of easier, unsuspecting prey.

Bonus Feat: A night terror gains Simple Weapons Proficiency as a bonus feat.

Chosen Victim (Ex): A night terror can feed on the terror of only one individual at a time. Once it chooses its victim, it can choose another only upon the death of the previous victim or by making a successful Will save (DC 25).

Fear Aura (Su): A night terror projects a frightful aura that affects all creatures within 30 feet. Creatures in the area that can see the night terror must make a Will save (DC 10 + 1/2 the night terror's Hit Dice + its Charisma modifier). Those that fail the save are shaken. The night terror's chosen victim is left cowering instead of shaken. Creatures that successfully save against a night terror's fear aura cannot be affected by that particular night terror's fear aura for 24 hours.

Immune to Fear (Ex): Night terrors are immune to fear effects.

Selective Invisibility (Su): Once the night terror has chosen its victim, only that individual can see it. To everyone else, the creature is invisible, as the *Invisibility* spell (caster level 10th). If the night terror attacks anyone, it becomes visible to all viewers until the next sunrise.

Skill Bonuses: A night terror gains a +4 species bonus on Intimidate and Sense Motive checks during the night. It loses these bonuses during daylight hours.

Terrify (Su): Once per night as a full-round action, the night terror can try to feed upon the fear of its chosen victim. The victim must make a successful Will save (DC 10 + 1/2 the night terror's Hit Dice + its Charisma modifier) or take 1d4 points of Wisdom damage. The night terror can attempt to use this ability only if it has already successfully used its fear aura against the target. If this Wisdom damage would cause the chosen victim's Wisdom score to fall below 0, the victim must make another Will save. Success leaves the victim's Wisdom score at 0; failure means the victim dies on the spot.

Vulnerability (Ex): Each night terror has a specific irrational weakness that varies with the individual. For each night terror, roll on [Table: Sample Sources of Weakness](#). Regardless of its nature, the weakness has overpowering strength (Will save DC 20) and causes the Aversion effect (see Sources of Weakness).

NIGHTMARE

	Nightmare	Nightmare, Cauchemar
Size & Type:	Large Outsider (Evil, Extraplanar)	Huge Outsider (Evil, Extraplanar)
Hit Dice:	6d8+18 (45 hp)	15d8+105 (172 hp)
T/AC System Adj:	Hardness 10/2d; +65 HP	Hardness 15/3d; +80 HP
Initiative / Speed:	+6; 40 ft. (8 hexes), fly 90 ft. (good)	+6; 40 ft. (8 hexes), fly 90 ft. (good)
Touch/Full AC (T/AC):	11/24 (–1 size, +2 Dex, +13 natural), flat-footed 22	10/26 (–2 size, +2 Dex, +16 natural), flat-footed 24
BA / Grapple / Parry:	+6/+14/+10	+15/+33/+25
Attack:	Hoof +9 melee (1d8+4 plus 1d4 fire)	Hoof +23 melee (2d6+10 plus 1d4 fire)
Full Attack:	2 hooves +9 melee (1d8+4 plus 1d4 fire) and bite +4 melee (1d8+2)	2 hooves +23 melee (2d6+10 plus 1d4 fire) and bite +18 melee (2d6+5)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Flaming hooves, smoke	Flaming hooves, smoke
Special Qualities:	Astral projection, darkvision 60 ft., etherealness	Astral projection, darkvision 60 ft., etherealness
Saves / Dodge:	Fort +8, Ref +7, Will +6, Dodge +6	Fort +16, Ref +11, Will +10, Dodge +9
Attributes:	Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12	Str 31, Dex 14, Con 24, Int 16, Wis 12, Cha 12
Skills:	Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (the planes) +10, Listen +12,	Bluff +19, Concentration +25, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +21,

	Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks)	Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +21, Move Silently +20, Search +21, Sense Motive +19, Spot +21, Survival +19 (+21 on other planes and following tracks)
Feats:	Alertness, Improved Initiative, Run	Alertness, Cleave, Improved Initiative, Power Attack, Run, Track
Environment:	An evil-aligned plane	An evil-aligned plane
Organization:	Solitary Solitary	Solitary
Challenge Rating:	5	11
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	7–10 HD (Large); 11–18 HD (Huge)	—
Level Adjustment:	—	—

The warmount of choice in the lower realms, a nightmare is about the size of a light war horse, with a coal-black mane and glowing red eyes. Tendrils of smoke escape its nose and mouth as if an internal fire perpetually burned.

COMBAT

A nightmare can fight while carrying a rider, but the rider cannot also fight unless he or she succeeds on a Ride check. A nightmare's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Flaming Hooves (Su): A blow from a nightmare's hooves sets combustible materials alight.

Smoke (Su): During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 16 Fortitude save or take a –2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

Astral Projection and Etherealness (Su): These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.

Carrying Capacity: A light load for a nightmare is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

CAUCHEMAR

The cauchemar is a horrible, especially malevolent version of a nightmare. The sight of one of these great horrors bearing down is enough to shake the heart of the boldest champion.

COMBAT

The save DC for the cauchemar's smoke attack (DC 24) is adjusted for its greater number of Hit Dice and higher Constitution score.

Carrying Capacity: A light load for a cauchemar is up to 612 pounds; a medium load, 613–1,224 pounds; and a heavy load, 1,225–1,840 pounds.

NIGHTSHADE

Nightshades are powerful undead composed of equal parts absolute darkness and pure evil. Although they can be summoned by powerful wizards and sorcerers, they are dangerous beings to treat with; more often, they are summoned by priests of death, or dispatched directly by their dark master to perform some fell deed. Nightshades can read and understand all forms of communication; however, they communicate with others by telepathy.

COMBAT

Each of the three known varieties of nightshade is a terrible creature with unique powers and abilities. Their tactics vary according to their abilities, but they all make liberal use of *Haste*.

Nightshade Abilities

All nightshades have the following special abilities.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *Daylight* spell), nightshades take a –4 penalty on all attack rolls, saving throws, and skill checks.

Desecrating Aura (Su): All nightshades give off a 20-foot radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *Desecrate* spell, except that the nightshade's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightshade (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. (The nightshade Hit Dice, attack, and save entries given here include these profane bonuses.) Charisma checks made to turn undead within this area take a –6 penalty.

A nightshade's desecrating aura cannot be dispelled except by a *Dispel Evil* spell or similar effect. If the effect is dispelled, the nightshade can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightshade enters a *Consecrated* or *Hallowed* area, but the nightshade's presence also suppresses the *Consecrated* or *Hallowed* effect for as long as it remains in the area.

NIGHTCRAWLER

Size & Type:	Gargantuan Undead (Extraplanar)
Hit Dice:	25d12+50 (212 hp)
T/AC System Adj:	Hardness 25/5d/1D; +145 HP; Ignore 15/3d Hardness
Initiative / Speed:	+4; 30 ft. (6 hexes), burrow 60 ft.
Touch/Full AC (T/AC):	6/35 (–4 size, +29 natural), flat-footed 35
BA / Grapple / Parry:	+12/+45/+31
Attack:	Bite +29 melee (4d6+21)
Full Attack:	Bite +29 melee (4d6+21/19–20) and sting +24 melee (2d8+11/19–20 plus poison)
Space/Reach:	20 ft. (4-polyhex) /15 ft. (3 hexes)
Special Attacks:	Desecrating aura, energy drain, spell-like abilities, poison, summon undead, swallow whole
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 31, telepathy 100 ft, tremorsense 60 ft., undead traits
Saves / Dodge:	Fort +12, Ref +10, Will +23, Dodge +6
Attributes:	Str 48, Dex 10, Con —, Int 20, Wis 20, Cha 18
Skills:	Concentration +32, Diplomacy +6, Hide +16, Knowledge (arcana) +33, Listen +33, Move Silently +28, Search +33, Sense Motive +23, Spellcraft +35, Spot +33, Survival +5 (+7 following tracks)
Feats:	Blind-Fight, Combat Casting, Great Fortitude, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (<i>Cone of Cold</i>)
Environment:	Plane of Shadow
Organization:	Solitary or pair
Challenge Rating:	18
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	26–50 HD (Colossal)
Level Adjustment:	—

A nightcrawler is a massive behemoth similar to a purple worm, though corpulent, bloated, and utterly black in color. A nightcrawler measures about 7 feet in diameter and is 100 feet long from its toothy maw to the tip of its stinging tail. It weighs about 55,000 pounds.

COMBAT

A nightcrawler attacks by burrowing through the ground and emerging to strike. A nightcrawler's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Energy Drain (Su): Living creatures inside a nightcrawler's gizzard gain one negative level each round. The DC is 26 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the nightcrawler gains 5 temporary hit points.

Improved Grab (Ex): To use this ability, a nightcrawler must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

Poison (Ex): Injury, Fortitude DC 22, initial and secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—*Contagion* (DC 18), *Deeper Darkness*, *Detect Magic & Psionics*, *Dispel Magic & Psionics*, *Haste*, *Invisibility*, *See Invisibility*, *Unholy Blight* (DC 18); 3/day—*Cone of Cold* (DC 19), *Confusion* (DC 18), *Hold Being* (DC 19); 1/day—*Finger of Death* (DC 21), *Mass Hold Being* (DC 23), *Plane Shift* (DC 21). Caster level 25th. The save DCs are Charisma-based.

Summon Undead (Su): A nightcrawler can summon undead creatures once per night: 9–16 shadows, 3–6 greater shadows, or 2–4 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Swallow Whole (Ex): A nightcrawler can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 12 points of acid damage per round from the nightcrawler's gizzard and is subject to the creature's energy drain. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the gizzard (AC 21). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A nightcrawler's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, 512 Tiny or smaller opponents.

NIGHTWALKER

Size & Type:	Huge Undead (Extraplanar)
Hit Dice:	21d12+42 (178 hp)
T/AC System Adj:	Hardness 20/4d/1D; +110 HP; Ignore 15/3d Hardness
Initiative / Speed:	+6; 40 ft (8 hexes)., fly 20 ft. (poor)
Touch/Full AC (T/AC):	10/32 (–2 size, +2 Dex, +22 natural), flat-footed 30
BA / Grapple / Parry:	+10/+34/+24
Attack:	Slam +24 melee (2d6+16)
Full Attack:	2 slams +24 melee (2d6+16)
Space/Reach:	15 ft. (3-polyhex) / 15 ft. (3 hexes)
Special Attacks:	Crush item, desecrating aura, evil gaze, spell-like abilities, summon undead
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 29, telepathy 100 ft., undead traits
Saves / Dodge:	Fort +11, Ref +11, Will +19, Dodge +9
Attributes:	Str 38, Dex 14, Con —, Int 20, Wis 20, Cha 18
Skills:	Concentration +28, Diplomacy +6, Hide +18*, Knowledge (arcana) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +7
Feats:	Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-Like Ability (<i>Unholy Blight</i>)
Environment:	Plane of Shadow
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	16
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	22–31 HD (Huge); 32–42 HD (Gargantuan)
Level Adjustment:	—

Nightwalkers are human-shaped horrors that haunt the darkness. Despite being little more than a silhouette, any who gaze into the depths of its face are said to confront their own greatest fear; almost all fail and freeze in terror

as the nightwalker consumes them body and soul. A nightwalker is about 20 feet tall and weighs about 12,000 pounds.

COMBAT

Nightwalkers lurk in dark areas where they can almost always surprise the unwary. A nightwalker's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Crush Item (Su): A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. The nightwalker must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a DC 34 Fortitude save to resist destruction. The save DC is Strength-based.

Evil Gaze (Su): Fear, 30 feet. A creature that meets the nightwalker's gaze must succeed on a DC 24 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same nightshade's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*Contagion* (DC 18), *Deeper Darkness*, *Detect Magic & Psionics*, *Dispel Magic & Psionics*, *Haste*, *See Invisibility*, and *Unholy Blight* (DC 18); 3/day—*Confusion* (DC 18), *Hold Being* (DC 19), *Invisibility*; 1/day—*Cone of Cold* (DC 19), *Finger of Death* (DC 21), *Plane Shift* (DC 21). Caster level 21st. The save DCs are Charisma-based.

Summon Undead (Su): A nightwalker can summon undead creatures once per night: 7–12 shadows, 2–5 greater shadows, or 1–2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: *When hiding in a dark area, a nightwalker gains a +8 racial bonus on Hide checks.

Tactics Round-by-Round

The nightwalker is an exceedingly intelligent foe that makes the best use of all its abilities. It favors using its spell-like abilities to divide and disable its enemies, then closing to melee with opponents it has isolated from their allies.

Prior to combat: The nightwalker keeps its *See Invisibility* power active most of the time. It uses *Haste* and *Invisibility* to prepare for battle.

Round 1: Move to within 30 feet to make use of gaze attack and strike with *Confusion* or *Hold Being*, coupled with a quickened *Unholy Blight*.

Round 2: Hit a spellcaster with *Finger of Death* and another quickened *Unholy Blight*.

Round 3: Move up to engage the enemy and attempt to disarm an enemy fighter.

Round 4: Crush the disarmed weapon (or use gaze attack if disarm attempt failed).

Round 5: Full attack against the unarmed foe (or on a nearby spellcaster).

NIGHTWING

Size & Type:	Huge Undead (Extraplanar)
Hit Dice:	17d12+34 (144 hp)
T/AC System Adj:	Hardness 15/3d; +90 HP; Ignore 15/3d Hardness
Initiative / Speed:	+8; 20 ft. (4 hexes), fly 60 ft. (good)
Touch/Full AC (T/AC):	13/31 (–2 size, +4 Dex, +1 dodge, +18 natural), flat-footed 26
BA / Grapple / Parry:	+8/+28/+18
Attack:	Bite +18 melee (2d6+17/19–20 plus magic drain)
Full Attack:	Bite +18 melee (2d6+17/19–20 plus magic drain)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Desecrating aura, magic drain, spell-like abilities, summon undead
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 27, telepathy 100 ft., undead traits
Saves / Dodge:	Fort +9, Ref +11, Will +17, Dodge +11*
Attributes:	Str 31, Dex 18, Con —, Int 18, Wis 20, Cha 18
Skills:	Concentration +24, Diplomacy +6, Hide +16*, Listen +25, Move Silently +24, Search +24, Sense Motive +25, Spellcraft +24, Spot +25, Survival +7
Feats:	Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (bite),

	Improved Initiative
Environment:	Plane of Shadow
Organization:	Solitary, pair, or flock (3–6)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	18–25 HD (Huge); 26–34 HD (Gargantuan)
Level Adjustment:	—

Nightwings are batlike flyers that hunt on the wing. Hunting only at night, black on black, they are nearly invisible (and can be completely invisible if they wish to be!). A nightwing has a wingspan of about 40 feet and weighs about 4,000 pounds.

COMBAT

Nightwings prowl the night sky and dive onto their victims. They are all but invisible, detectable only because of the stars they obscure in their passing (unless actually *invisible*). A nightwing's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Magic Drain (Su): A nightwing can weaken magic armor, weapons, and shields by making a successful touch attack. The targeted item must succeed on a DC 22 Fortitude save or lose 1 point of its enhancement bonus. The save DC is Charisma-based. An item that loses its entire enhancement bonus becomes merely a masterwork item and loses any special abilities (such as flaming) as well. Casting *Dispel Evil* upon the item reverses the effect of the magic drain, provided this occurs within a number of days after the attack equal to the caster's level and the caster succeeds on a DC 29 caster level check.

Spell-Like Abilities: At will—*Contagion* (DC 18), *Deeper Darkness*, *Detect Magic & Psionics*, *Haste*, *See Invisibility*, *Unholy Blight* (DC 18); 3/day—*Confusion* (DC 18), *Dispel Magic & Psionics*, *Hold Being* (DC 19), *Invisibility*; 1/day—*Cone of Cold* (DC 19), *Finger of Death* (DC 21), *Plane Shift* (DC 21). Caster level 17th. The save DCs are Charisma-based.

Summon Undead (Su): A nightwing can summon undead creatures once per night: 5–12 shadows, 2–4 greater shadows, or 1 dread wraith. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: *When hiding in a dark area or flying in a dark sky, a nightwing gains a +8 racial bonus on Hide checks.

NYMPH

Size & Type:	Medium Fey
Hit Dice:	6d6+6 (27 hp)
T/AC System Adj:	--
Initiative / Speed:	+3; 30 ft. (6 hexes), swim 20 ft.
Touch/Full AC (T/AC):	18/18 (+3 Dex, +4 deflection, +1 dodge), flat-footed 14
BA / Grapple / Parry:	+3/+3/+6
Attack:	Dagger +6 melee (1d4/19–20)
Full Attack:	Dagger +6 melee (1d4/19–20)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Blinding beauty, spells, spell-like abilities, stunning glance
Special Qualities:	Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy
Saves / Dodge:	Fort +7, Ref +12, Will +12, Dodge +13*
Attributes:	Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19
Skills:	Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12, Listen +12, Move Silently +12, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +5
Feats:	Combat Casting, Dodge, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	7

Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	7–12 HD (Medium)
Level Adjustment:	+7

A nymph is about the height and weight of a female elf but possessing unearthly beauty. A spirit of the forest, she will brook no damage to the living trees of her home. Nymphs speak Sylvan and Common.

COMBAT

The nymph is a protector of the forest, preventing its exploitation or wanton destruction. It will try non-violent methods at first, but if such methods prove ineffective, the nymph is not above making things deadly to prove a point.

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 17 Fortitude save or be blinded permanently as though by the *Blindness* spell. A nymph can suppress or resume this ability as a free action.

The save DC is Charisma-based.

Spell-Like Abilities: 1/day—*Dimension Door*. Caster level 7th.

Spells: A nymph casts divine spells as a 7th-level Druid.

Typical Druid Spells Prepared (6/5/4/3/1 or 45 PP; save DC 13 + spell level): 0—*Cure Minor Wounds*, *Detect Magic* & *Psionics*, *Flare*, *Guidance*, *Light*, *Resistance*; 1st—*Calm Animal*, *Cure Light Wounds*, *Entangle*, *Longstrider*, *Speak with Animals*; 2nd—*Barkskin*, *Heat Metal*, *Lesser Restoration*, *Tree Shape*; 3rd— *Call Lightning*, *Cure Moderate Wounds*, *Protection from Energy*; 4th—*Rusting Grasp*.

Stunning Glance (Su): As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 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 bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Skills: A nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

MONSTERS (O-R)

OGRE

	Ogre	Ogre, 4th-Level Berserker
Size & Type:	Large Giant	Large Giant
Hit Dice:	4d8+11 (29 hp)	4d8+19 plus 4d12+16 (79 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP	Hardness 5/1d; +25 HP
Initiative / Speed:	-1; 30 ft. in hide armor (6 hexes); base speed 40 ft.	+0; 40 ft. in hide armor (8 hexes); base speed 50 ft.
Touch/Full AC (T/AC):	8/16 (–1 size, –1 Dex, +5 natural, +3 hide armor [Hard: 3, HP: 15]), flat-footed 16	12/21 (+2 DB, –1 size, +5 natural, +4 +1 <i>hide armor</i> [Hard: 5, HP: 25], <i>ring of protection</i> +1), flat-footed 19
BA / Grapple / Parry:	+3/+12/+9	+7/+19/+19
Attack:	Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)	+1 <i>greatclub</i> +16 melee (2d8+13) or javelin +6 ranged (1d8+8)
Full Attack:	Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)	+1 <i>greatclub</i> +16/+11 melee (2d8+13) or javelin +6 ranged (1d8+8)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	—	Rage 2/day

Special Qualities:	Darkvision 60 ft., low-light vision	Darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge
Saves / Dodge:	Fort +6, Ref +0, Will +1, Dodge -1	Fort +12, Ref +2, Will +2, Dodge +3
Attributes:	Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7	Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4
Skills:	Climb +5, Listen +2, Spot +2	Climb +13, Hide -6, Jump +17, Listen +6, Spot +2
Feats:	Toughness, Weapon Focus (greatclub)	Power Attack, Toughness, Weapon Focus (greatclub)
Environment:	Temperate hills (Merrow: Temperate aquatic)	Temperate hills
Organization:	Solitary, pair, gang (3–4), or band (5–8)	Solitary, pair, gang (1 plus 1–3 ogres), or band (1 plus 4–7 ogres)
Challenge Rating:	3	7
Treasure:	Standard	Standard (including +1 <i>hide armor</i> , +1 <i>greatclub</i> , and <i>ring of protection</i> +1)
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+3	+3

Strong and simple in equal measure, an ogre can sometimes seem like an oversized super-strong child. However, if they ever come to think that they're being mocked for their intellect, they tend to violence to prove otherwise. Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres speak Giant, and those specimens who boast Intelligence scores of at least 10 also speak Common.

COMBAT

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire ranged weapons first to soften up their foes before closing, but ogre gangs and bands fight as unorganized individuals.

OGRE BERSERKER

Their inherent bent toward chaos combines with their size and strength to make ogres natural berserkers. Indeed, their leaders are almost always berserkers of low to middle level, monstrous brutes whose fury in battle is truly fearsome. A raging ogre berserker is an inspiration to other ogres.

COMBAT

Marginally more intelligent than his brutish fellows, an ogre berserker is slightly more likely to enter a fair fight, but in general prefers the brutish tactics common to all its kind.

Rage (Ex): Twice per day, an ogre berserker can enter a state of fierce rage that last for 9 rounds. The following changes are in effect as long as they rage: AC 17 (touch 8, flat-footed 17); hp 95; Atk +18/+13 melee (2d6+16, +1 *greatclub*); SV Fort +14, Will +4; Str 30, Con 22; Climb +15, Jump +16. At the end of their rage, the ogre berserker is fatigued for the duration of the encounter.

Trap Sense (Ex): An ogre berserker has a +1 bonus on Reflex saves made to avoid traps. They also have a +1 bonus to their AC against attacks by traps.

Uncanny Dodge (Ex): An ogre berserker retains their Dex bonus to AC regardless of being caught flat-footed or attacked by an invisible opponent. Their Dex bonus to AC is typically +0, but this means that they are not subject to a rogue's sneak attack in these circumstances.

MERROW

These cousins of the ogre have the aquatic subtype. They dwell in freshwater lakes and rivers. They have a base land speed of 30 feet and a swim speed of 40 feet and are found only in aquatic environments. Instead of the typical ogre's greatclub, they prefer to use longswords in melee (attack +8 melee, damage 1d8+7).

OGRES AS CHARACTERS

Ogre characters possess the following racial traits.

- +10 Strength, –2 Dexterity, +4 Constitution, –4 Intelligence, –4 Charisma.
- Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- An ogre's base land speed is 40 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: An ogre begins with four levels of giant, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
- Racial Skills: An ogre's giant levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Climb, Listen, and Spot.
- Racial Feats: An ogre's giant levels give it two feats.
- Weapon and Armor Proficiency: An ogre is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
- +5 natural armor bonus.
- Automatic Languages: Common, Giant. Bonus Languages: Dwarven, Orc, Goblin, Terran.
- Favored Class: Berserker.
- Level adjustment +2.

OGRE MAGE

Size & Type:	Large Giant
Hit Dice:	5d8+15 (37 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+4; 40 ft. (8 hexes), fly 40 ft. (good)
Touch/Full AC (T/AC):	9/18 (–1 size, +5 natural, +4 chain shirt [Hard: 4, HP: 20]), flat-footed 18
BA / Grapple / Parry:	+3/+12/+8
Attack:	Greatsword +7 melee (3d6+7/19–20) or longbow +2 ranged (2d6/x3)
Full Attack:	Greatsword +7 melee (3d6+7/19–20) or longbow +2 ranged (2d6/x3)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19
Saves / Dodge:	Fort +7, Ref +1, Will +3, Dodge +0
Attributes:	Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17
Skills:	Concentration +11, Listen +10, Spellcraft +10, Spot +10
Feats:	Combat Expertise, Improved Initiative
Environment:	Cold hills
Organization:	Solitary, pair, or troupe (1–2 plus 2–4 ogres)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+7

The ogre mage is a more intelligent and dangerous variety of its mundane cousin. An ogre mage stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor. Ogre mages speak Giant and Common.

COMBAT

Ogre mages rely on their spell-like abilities, resorting to physical combat only when necessary. When faced with

obviously superior forces, they prefer to retreat using *Gaseous Form* rather than fight a losing battle.

Spell-Like abilities: At will—*Darkness*, *Invisibility*; 1/day— *Charm Person* (DC 14), *Cone of Cold* (DC 18), *Gaseous Form*, *Polymorph*, *Sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. Otherwise, all other damage forms inflict nonlethal damage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

OGRE MAGES AS CHARACTERS

Ogre mage characters possess the following racial traits.

- +10 Strength, +6 Constitution, +4 Intelligence, +4 Wisdom, +6 Charisma.
- Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- An ogre mage's base land speed is 40 feet. It also has a fly speed of 40 feet (good).
- Darkvision: Ogre mages can see in the dark up to 60 feet.
- Racial Hit Dice: An ogre mage begins with five levels of giant, which provide 5d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
- Racial Skills: An ogre mage's giant levels give it skill points equal to $8 \times (2 + \text{Int modifier [minimum 1]})$. Its class skills are Concentration, Listen, Spellcraft, and Spot.
- Racial Feats: An ogre mage's giant levels give it two feats.
- +5 natural armor bonus.
- Special Attacks (see above): Spell-like abilities.
- Special Qualities (see above): Regeneration 5, spell resistance 19.
- Automatic Languages: Common, Giant. Bonus Languages: Dwarven, Goblin, Infernal, Orc.
- Favored Class: Sorcerer.
- Level adjustment +7.

OOZE

Oozes are amorphous creatures that live only to eat. Mindless, or at least single-minded in purpose, they inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter—living or dead.

COMBAT

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

BLACK PUDDING

	Black Pudding	Elder Black Pudding
Size & Type:	Huge Ooze	Gargantuan Ooze
Hit Dice:	10d10+60 (115 hp)	20d10+180 (290 hp)
T/AC System Adj:	--	--
Initiative / Speed:	-5; 20 ft. (4 hexes), climb 20 ft.	-5; 20 ft. (4 hexes), climb 20 ft.
Touch/Full AC (T/AC):	3/3 (–2 size, –5 Dex), flat-footed 3	1/1 (–4 size, –5 Dex), flat-footed 1
BA / Grapple / Parry:	+7/+18/—	+15/+35/—
Attack:	Slam +8 melee (2d6+4 plus 2d6 acid)	Slam +19 melee (3d6+12 plus 3d6 acid)
Full Attack:	Slam +8 melee (2d6+4 plus 2d6 acid)	Slam +19 melee (3d6+12 plus 3d6 acid)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)	20 ft. (4-polyhex) /20 ft. (4 hexes)

Special Attacks:	Acid, constrict 2d6+4 plus 2d6 acid, improved grab	Acid, constrict 2d8+12 plus 2d6 acid, improved grab
Special Qualities:	Blindsight 60 ft., split, ooze traits	Blindsight 60 ft., split, ooze traits
Saves / Dodge:	Fort +9, Ref –2, Will –2, Dodge —	Fort +15, Ref +1, Will +1, Dodge —
Attributes:	Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1	Str 26, Dex 1, Con 28, Int —, Wis 1, Cha 1
Skills:	Climb +11	Climb +16
Feats:	—	—
Environment:	Underground	Underground
Organization:	Solitary	Solitary
Challenge Rating:	7	12
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	11–15 HD (Huge); 16–30 HD (Gargantuan)	—
Level Adjustment:	—	—

An amorphous slick pool of black ichor, this creature can easily be mistaken for some sort of oil slick or spill. The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.

COMBAT

A black pudding attacks by grabbing and squeezing their prey.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but the acid does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ELDER BLACK PUDDING

The most ancient black puddings are vast pools of inky death.

COMBAT

The save DC for the elder black pudding's acid attack (DC 29) is adjusted for its additional Hit Dice and higher Constitution score.

GELATINOUS CUBE

Size & Type:	Huge Ooze
Hit Dice:	4d10+32 (54 hp)
T/AC System Adj:	--
Initiative / Speed:	-5; 15 ft. (3 hexes)
Touch/Full AC (T/AC):	3/3 (–2 size, –5 Dex), flat-footed 3
BA / Grapple / Parry:	+3/+11/—

Attack:	Slam +1 melee (1d6 plus 1d6 acid)
Full Attack:	Slam +1 melee (1d6 plus 1d6 acid)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Acid, engulf, paralysis
Special Qualities:	Blindsight 60 ft., immunity to electricity, ooze traits, transparent
Saves / Dodge:	Fort +9, Ref –4, Will –4, Dodge —
Attributes:	Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)
Alignment:	Always neutral
Advancement:	5–12 HD (Huge); 13–24 HD (Gargantuan)
Level Adjustment:	—

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 15 feet on a side and weighs about 50,000 pounds, though much larger specimens are not unknown.

COMBAT

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

GRAY OOZE

Size & Type:	Medium Ooze
Hit Dice:	3d10+15 (31 hp)
T/AC System Adj:	--
Initiative / Speed:	-5; 10 ft. (2 hexes)
Touch/Full AC (T/AC):	5/5 (–5 Dex), flat-footed 5
BA / Grapple / Parry:	+2/+3/—
Attack:	Slam +3 melee (1d6+1 plus 1d6 acid)
Full Attack:	Slam +3 melee (1d6+1 plus 1d6 acid)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Acid, constrict 1d6+1 plus 1d6 acid, improved grab
Special Qualities:	Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent
Saves / Dodge:	Fort +6, Ref –4, Will –4, Dodge —

Attributes:	Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Cold marshes
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds. Despite its name, this ooze is actually transparent. It lies in wait on the ground for something to step upon it, seizing it and bringing it in to be constricted and digested.

COMBAT

A gray ooze strikes like a snake, slamming opponents with its body.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

OCHRE JELLY

Size & Type:	Large Ooze
Hit Dice:	6d10+36 (69 hp)
T/AC System Adj:	--
Initiative / Speed:	-5; 10 ft. (2 hexes), climb 10 ft.
Touch/Full AC (T/AC):	4/4 (–1 size, –5 Dex), flat-footed 4
BA / Grapple / Parry:	+4/+10/—
Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Full Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Acid, constrict 2d4+3 plus 1d4 acid, improved grab
Special Qualities:	Blindsight 60 ft., split, ooze traits
Saves / Dodge:	Fort +8, Ref –3, Will –3, Dodge —
Attributes:	Str 15, Dex 1, Con 22, Int —, Wis 1, Cha 1
Skills:	Climb +10
Feats:	—
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	5
Treasure:	None

Alignment:	Always neutral
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	—

Easily mistaken for a particularly cohesive pool of excrement, an ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but it can compress its body to fit into cracks as small as 1 inch wide. A typical specimen weighs about 5,600 pounds.

COMBAT

An ochre jelly attempts to envelop and squeeze its prey.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: An ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ORC

Size & Type:	Medium Humanoid (Orc)
Hit Dice:	1d8+1 (5 hp)
T/AC System Adj:	--
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/13 (+3 studded leather armor [Hard: 3, HP: 15]), flat-footed 13
BA / Grapple / Parry:	+1/+4/+4
Attack:	Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3)
Full Attack:	Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., light sensitivity
Saves / Dodge:	Fort +3, Ref +0, Will –2, Dodge +0
Attributes:	Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
Skills:	Listen +1, Spot +1
Feats:	Alertness
Environment:	Temperate hills
Organization:	Gang (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+0

Brutish humanoids with a penchant for bloodshed, orcs are known as perpetual aggressors, always raiding neighbors. Thankfully they are not very bright, which prevents them from organizing to become a real threat. Nonetheless they are typically brutish and the cause of many other humanoids' woes.

An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that

many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller. The language an orc speaks varies slightly from tribe to tribe, but any orc is understandable by someone else who speaks Orc. Some orcs know Goblin or Giant as well.

COMBAT

Orcs are proficient with all simple weapons, preferring those that cause the most damage in the least time. Many orcs who take up the warrior or fighter class also gain proficiency with the falchion or the greataxe as a martial weapon. They enjoy attacking from concealment and setting ambushes, and they obey the rules of war (such as honoring a truce) only as long as it is convenient for them. The orc warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *Daylight* spell.

ORCS AS CHARACTERS

Orc Traits (Ex): Orcs possess the following racial traits.

- +4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma.
- An orc's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.
- Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon.
- Favored Class: Berserker.
- Level Adjustment: +0.

HALF-ORCS AS CHARACTERS

These orc–human crossbreeds can be found in either orc or human society (where their status varies according to local sentiments), or in communities of their own. Half-orcs usually inherit a good blend of the physical characteristics of their parents. They are as tall as humans and a little heavier, thanks to their muscle. They have greenish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and coarse body hair. Half-orcs who have lived among or near orcs have scars, in keeping with orcish tradition.

Half-Orc Traits (Ex): Half-orcs possess the following racial traits.

- +2 Strength, –2 Intelligence, –2 Charisma.
- Medium size.
- A half-orc's base land speed is 30 feet.
- Darkvision: Half-orcs can see in the dark up to 60 feet.
- Orc Blood: For all effects related to race, a half-orc is considered an orc.
- Automatic Languages: Common, Orc. Bonus Languages: Draconic, Giant, Gnoll, Goblin, Abyssal.
- Favored Class: Berserker.
- Level Adjustment: +0.

OTYUGH

Size & Type:	Large Aberration
Hit Dice:	6d8+9 (36 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+0; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	9/17 (–1 size, +8 natural), flat-footed 17
BA / Grapple / Parry:	+4/+8/+5
Attack:	Tentacle +4 melee (1d6)
Full Attack:	2 tentacles +4 melee (1d6) and bite –2 melee (1d4)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes), 15 ft. (3 hexes) with tentacle
Special Attacks:	Constrict 1d6, disease, improved grab
Special Qualities:	Darkvision 60 ft., scent
Saves / Dodge:	Fort +3, Ref +2, Will +6, Dodge +1

Attributes:	Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6
Skills:	Hide –1*, Listen +6, Spot +6
Feats:	Alertness, Toughness, Weapon Focus (tentacle)
Environment:	Underground
Organization:	Solitary, pair, or cluster (3–4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7–8 HD (Large); 9–18 HD (Huge)
Level Adjustment:	—

A strange bulbous creature with tentacles and a massive maw at the top of its body, an otyugh is perfectly happy to eat offal and carrion or fresh meat captured live. A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds. Although you would never know it from looking at them, otyughs speak Common in a guttural, gurgling voice.

COMBAT

An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. Otyughs slash and squeeze opponents with their tentacles, which they also use to drag prey into their mouths.

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever—bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

OWL, GIANT



Size & Type:	Large Magical Beast
Hit Dice:	4d10+4 (26 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+3; 10 ft. (2 hexes), fly 70 ft. (average)
Touch/Full AC (T/AC):	12/15 (–1 size, +3 Dex, +3 natural), flat-footed 12
BA / Grapple / Parry:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Superior lowlight vision
Saves / Dodge:	Fort +5, Ref +7, Will +3, Dodge +6
Attributes:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10
Feats:	Alertness, Wingover
Environment:	Temperate forests
Organization:	Solitary, pair, or company (3–5)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	+5

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are

intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. Giant owls speak Common and Sylvan.

COMBAT

A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead.

Superior Low-Light Vision (Ex): A giant owl can see five times as far as a human can in dim light.

Skills: Giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks.

*When in flight, giant owls gain a +8 bonus on Move Silently checks.

TRAINING A GIANT OWL

Although intelligent, a giant owl requires training before it can bear a rider in combat. To be trained, a giant owl must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant owl requires six weeks of work and a DC 25 Handle Animal check. Riding a giant owl requires an exotic saddle. A giant owl can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Giant owl eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant owl.

Carrying Capacity: A light load for a giant owl is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

OWLBEAR

Size & Type:	Large Magical Beast
Hit Dice:	5d10+25 (52 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/15 (–1 size, +1 Dex, +5 natural), flat-footed 14
BA / Grapple / Parry:	+5/+14/—
Attack:	Claw +9 melee (1d6+5)
Full Attack:	2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Improved grab
Special Qualities:	Scent
Saves / Dodge:	Fort +9, Ref +5, Will +2, Dodge +4
Attributes:	Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10
Skills:	Listen +8, Spot +8
Feats:	Alertness, Track
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (3–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

Combining the most fearsome elements of both the owl (eyes and beak) and the bear (size and claws), an owlbear is obviously the result of some sort of insane experiment. An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

COMBAT

Owlbears attack prey—any creature bigger than a mouse—on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

PEGASUS

Size & Type:	Large Magical Beast
Hit Dice:	4d10+12 (34 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+2; 60 ft. (12 hexes), fly 120 ft. (average)
Touch/Full AC (T/AC):	11/14 (–1 size, +2 Dex, +3 natural), flat-footed 12
BA / Grapple / Parry:	+4/+12/+8
Attack:	Hoof +7 melee (1d6+4)
Full Attack:	2 hooves +7 melee (1d6+4) and bite +2 melee (1d3+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent, spell-like abilities
Saves / Dodge:	Fort +7, Ref +6, Will +4, Dodge +5
Attributes:	Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Listen +8, Sense Motive +9, Spot +8
Feats:	Flyby Attack, Iron Will
Environment:	Temperate forests
Organization:	Solitary, pair, or herd (6–10)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually chaotic good
Advancement:	5–8 HD (Large)
Level Adjustment:	+4

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Pegasi cannot speak, but they understand Common.

COMBAT

Actually very intelligent creatures, pegasi do not fight battles they cannot win. They will harass a target with flyby attacks to drive them off, but they are not malicious or dogged in their pursuit of a retreating enemy.

Spell-Like abilities: At will—*Detect Good* and *Detect Evil* within a 60-foot radius. Caster level 5th.

Skills: Pegasi have a +4 racial bonus on Listen and Spot checks.

TRAINING A PEGASUS

Although intelligent, a pegasus requires training before it can bear a rider in combat. To be trained, a pegasus must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly pegasus requires six weeks of work and a DC 25 Handle Animal check. Riding a pegasus requires an exotic saddle. A pegasus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Pegasus eggs are worth 2,000 gp each on the open market, while young are worth 3,000 gp per head. Pegasi mature at the same rate as horses. Professional trainers charge 1,000 gp to rear or train a pegasus, which serves a good or neutral master with absolute faithfulness for life.

Carrying Capacity: A light load for a pegasus is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

PHANTOM FUNGUS

Size & Type:	Medium Plant
Hit Dice:	2d8+6 (15 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+0; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	10/14 (+4 natural), flat-footed 14
BA / Grapple / Parry:	+1/+3/—
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Low-light vision, plant traits, greater invisibility
Saves / Dodge:	Fort +6, Ref +0, Will +0, Dodge +0
Attributes:	Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9
Skills:	Listen +4, Move Silently +6, Spot +4
Feats:	Alertness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

This creature looks like a brown and greenish-brown mass with a cluster of nodules atop the main mass, though it is visible only when dead. A cluster of nodules atop the main mass serve as sensory organs. The creature feeds and attacks with a gaping maw lined with rows of teeth. Four stumpy legs support the creature and allow it to move about. This ambulatory fungus is naturally invisible, making it a feared predator among subterranean inhabitants.

COMBAT

A phantom fungus usually roams quietly, hunting for prey. It attacks lone individuals almost anywhere, but when tackling groups it prefers an open space where it has a better chance.

Greater Invisibility (Su): This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *Greater Invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *Invisibility Purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

Skills: A phantom fungus has a +5 racial bonus on Move Silently checks.

PHASE SPIDER

Size & Type:	Large Magical Beast
Hit Dice:	5d10+15 (42 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+7; 40 ft. (8 hexes), climb 20 ft.
Touch/Full AC (T/AC):	12/15 (–1 size, +3 Dex, +3 natural), flat-footed 12
BA / Grapple / Parry:	+5/+12/+8
Attack:	Bite +7 melee (1d6+4 plus poison)
Full Attack:	Bite +7 melee (1d6+4 plus poison)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., ethereal jaunt, low-light vision
Saves / Dodge:	Fort +7, Ref +7, Will +2, Dodge +6
Attributes:	Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10
Skills:	Climb +11, Move Silently +11, Spot +4

Feats:	Ability Focus (poison), Improved Initiative
Environment:	Warm hills
Organization:	Solitary or cluster (2–5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

Phase spiders are aggressive predators that can move quickly from the Ethereal Plane to attack opponents on the Material Plane. A typical phase spider's body is 8 feet long. It weighs about 700 pounds. Phase spiders cannot speak.

COMBAT

Phase spiders dwell and hunt on the Material Plane. Once a spider locates prey, however, it shifts to the Ethereal Plane to attack, attempting to catch its victim flat-footed. The spider shifts in, bites its victim, and retreats quickly back to the Ethereal Plane.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and then they can shift back again as a move action (or during a move action). The ability is otherwise identical with *Ethereal Jaunt* (caster level 15th).

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Skills: A phase spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

PHASM

Size & Type:	Medium Aberration (Shapechanger)
Hit Dice:	15d8+30 (97 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+6; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	13/18 (+2 Dex, +1 dodge, +5 natural), flat-footed 15
BA / Grapple / Parry:	+11/+12/+12
Attack:	Slam +12 melee (1d3+1)
Full Attack:	Slam +12 melee (1d3+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Alternate form, amorphous, resilient, scent, telepathy 100 ft., tremorsense 60 ft.
Saves / Dodge:	Fort +11, Ref +11, Will +11, Dodge +12*
Attributes:	Str 12, Dex 15, Con 15, Int 16, Wis 15, Cha 14
Skills:	Bluff +20, Climb +7, Craft (any one) +12, Diplomacy +12, Disguise +20 (+22 acting)*, Intimidate +4, Knowledge (any one) +18, Listen +12, Spot +12, Survival +8
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	15–21 HD (Huge); 22–45 HD (Gargantuan)
Level Adjustment:	—

Where these creatures originate from is uncertain; some say the phasm is a result of an arcane experiment gone wrong, while others say that the creature is a denizen of an impossibly-distant realm where the laws of physics are entirely different. Regardless of the truth, it is known that a phasm is an amorphous creature that can assume the

guise of almost any other creature or object. A phasm in its natural form is about 5 feet in diameter and 2 feet high at the center. Swirls of color indicate sensory organs. In this form, a phasm slithers about like an ooze and can attack with a pseudopod. It weighs about 400 pounds. Phasms can speak Common but prefer telepathic communication.

COMBAT

When faced with potential danger, a phasm is equally likely to retreat, parley, or attack, as its fancy strikes. If pursued or harassed, a phasm transforms into the most fearsome creature it knows and attacks. When seriously hurt, it changes to some fast or agile form and tries to escape.

Amorphous (Ex): A phasm in its natural form has immunity to poison, *Sleep*, paralysis, polymorph, and stunning effects. It is not subject to critical hits and, having no clear front or back, cannot be flanked.

Resilient (Ex): A phasm has a +4 racial bonus on Fortitude and Reflex saves (included in the statistics block).

Alternate Form (Su): A phasm can assume any form of Large size or smaller as a standard action. This ability functions as a *Polymorph* spell cast on itself (caster level 15th), except that the phasm does not regain hit points for changing form. A phasm can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Tremorsense (Ex): A phasm can automatically sense the location of anything within 60 feet that is in contact with the ground, so long as it is touching the ground itself.

Skills: *When using an alternate form, a phasm gains a +10 circumstance bonus on Disguise checks.

PHRENIC CREATURE (Template)

Seemingly no different from standard examples of their kind, phrenic creatures harbor mental might.

Monsters who naturally possess psionic ability are not found as phrenic creatures. Phrenic creatures are freaks among their kind, otherwise normal creatures whose minds are more powerful than those of their fellows.

Similarly, creatures who advance by character class are usually not phrenic creatures—they simply take levels in a psionic class to hone their mental powers.

CREATING A PHRENIC CREATURE



D&D20



“Phrenic” is an inherited template that can be added to any non-mindless creature that does not already have the psionic subtype (referred to hereafter as the “base creature”). A phrenic creature uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type does not change, unless it is an animal (in which case it becomes a magical beast [augmented animal]). It gains the psionic subtype.

Psi-Like Abilities (Sp): A phrenic creature possesses the psi-like abilities indicated below, depending on its Hit Dice. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Manifest level is equal to the creature’s HD. The save DCs for a phrenic creature’s psi-like abilities are Charisma-based.

HD	Abilities
1–2	3/day— <i>Defensive Precognition</i> ; 1/day— <i>Force Screen</i>
3–4	3/day— <i>Empty Mind</i> , <i>Mind Thrust</i>
5–6	1/day— <i>Body Adjustment</i> , <i>Brain Lock</i>
7–8	1/day— <i>Aversion</i> , <i>Mental Blast</i>
9–10	3/day— <i>Intellect Fortress</i> ; 1/day— <i>Psychic Crush</i>
11–12	1/day— <i>Dominate Being</i>
13–14	1/day— <i>Energy Current</i> , <i>Tower of Iron Will</i>
15–16	3/day— <i>Teleport</i>
17–18	1/day— <i>Fission</i>
19–20	1/day— <i>Ultrablast</i>

Special Qualities: A phrenic creature has all the special qualities of the base creature, plus the following special qualities.

Naturally Psionic: A phrenic creature gains 1 bonus power point.

Power Resistance (Ex): A phrenic creature has power resistance equal to its Hit Dice +10.

Attributes: Increase from the base creature as follows: Int +2 (if Int is 3 or greater), Wis +2, Cha +4.

Feats: A phrenic creature can take psionic feats if it meets the prerequisites for such feats.

Challenge Rating: Up to 5 HD, same as base creature +1; 6–10 HD, same as base creature +2; 11+ HD, same as base creature +3.

Level Adjustment: Same as base creature +3.

PHTHISIC

Size & Type:	Large Monstrous Humanoid (Psionic)
Hit Dice:	6d8+30 (57 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP; Ignore 10/2d Hardness
Initiative / Speed:	+5; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/18 (–1 size, +1 Dex, +8 natural), flat-footed 17
BA / Grapple / Parry:	+6/+16/+12
Attack:	Claw +11 melee (1d6+6)
Full Attack:	2 claws +11 melee (1d6+6) and bite +6 melee (1d6+3 plus mind feed)
Space/Reach:	10 ft. (2-polyhex) / 10 ft. (2 hexes)
Special Attacks:	Mind feed, psi-like abilities
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., regeneration 5, resistance to cold 10, scent
Saves / Dodge:	Fort +9, Ref +6, Will +8, Dodge +5
Attributes:	Str 23, Dex 12, Con 21, Int 10, Wis 16, Cha 16
Skills:	Listen +11, Move Silently +7, Spot +11
Feats:	Alertness, Great Fortitude, Improved Initiative
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

The product of very powerful psychic mind, sometimes caused by an interrupted manifestation of *Schism* or *Fission*, a phthisic stands 10 feet tall and weighs 600 pounds. Tortured by its own existence and evil to the extreme, a phthisic vaguely resembles the person whose mind the phthisic escaped from, but its appearance is severely distorted (someone who knows the individual from whom the phthisic sprung can make a DC 25 Spot check to note the resemblance). A phthisic speaks the primary language of the mind that birthed it, usually Common.

COMBAT

Mind Feed (Ex): A phthisic that hits with its bite attack deals 1d4 points of Intelligence damage. If this effect reduces the opponent's Intelligence score to 0, the ability damage becomes ability drain.

Psi-Like abilities: 3/day—*Brain Lock* (affects animals, fey, giants, humanoids, magical beasts, and monstrous humanoids, DC 15*), *Dimension Slide*, *Ego Whip* (1d4, DC 15*), *Mental Barrier*, *Mind Thrust* (ML 4th, 4d10, DC 15*), *Skate*; 1/day—*Body Adjustment* (heal 1d12*), *Catapsi* (DC 18). Manifesters level 6th. The save DCs are Charisma-based.

*Includes augmentation for the phthisic's manifester level.

Regeneration (Ex): Fire and acid deal normal damage to a phthisic; all other sources of damage deal nonlethal damage.

PLANETOUCH

Planetouched is a general word to describe someone who can trace his or her bloodline back to an outsider, usually a fiend or celestial. The effects of having a supernatural being in one's heritage last for many generations.

Although not as dramatically altered as a half-celestial or a half-fiend, planetouched still retain some special qualities.

The two planetouched varieties described here are the most common. Aasimars are humans with some trace of celestial blood in their veins, and tieflings have some fiendishness in their family tree.

AASIMAR

Size & Type:	Medium Outsider (Native)
Hit Dice:	1d8+1 (5 hp)
T/AC System Adj:	--
Initiative / Speed:	+4; 20 ft. in scale mail (4 hexes); base speed 30 ft.
Touch/Full AC (T/AC):	10/16 (+4 scale mail [Hard: 4, HP: 20], +2 heavy shield [Hard: 10, HP: 10]), flat-footed 16
BA / Grapple / Parry:	+1/+2/+2
Attack:	Longsword +2 melee (1d8+1/19–20) or light crossbow +1 ranged (1d8/19–20)
Full Attack:	Longsword +2 melee (1d8+1/19–20) or light crossbow +1 ranged (1d8/19–20)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	<i>Daylight</i>
Special Qualities:	Darkvision 60 ft., resistance to acid 5, cold 5, and electricity 5
Saves / Dodge:	Fort +3, Ref +0, Will +0, Dodge +0
Attributes:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 10
Skills:	Heal +4, Knowledge (religion) +1, Listen +3, Ride +1, Spot +3
Feats:	Improved Initiative
Environment:	Temperate plains
Organization:	Solitary, pair, or team (3–4)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually good (any)
Advancement:	By character class
Level Adjustment:	+1

Aasimars are usually tall, good-looking, and generally pleasant. Some have a minor physical trait suggesting their heritage, such as silver hair, golden eyes, or an unnaturally intense stare.

Most aasimars are decidedly good-aligned. They fight against evil causes and attempt to sway others to do the right thing. Occasionally they take on the vengeful, judgmental aspect of their celestial ancestor, but this is rare.

COMBAT

Aasimars usually like a fair, straightforward contest. Against a particularly evil foe, however, they fight with utter conviction and to the death. The aasimar warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Daylight (Sp): An aasimar can use *Daylight* once per day as a 1st-level caster or a caster of their class levels, whichever is higher.

Skills: An aasimar has a +2 racial bonus on Spot and Listen checks.

AASIMAR AS CHARACTERS

Aasimar characters possess the following racial traits.

- +2 Wisdom, +2 Charisma.
- Medium size.
- An aasimar's base land speed is 30 feet.
- Darkvision: Aasimars can see in the dark up to 60 feet.
- Racial Skills: Aasimars have a +2 racial bonus on Spot and Listen checks.
- Racial Feats: An aasimar gains feats according to its class levels.
- Special Attacks (see above): *Daylight*.

- Special Qualities (see above): Resistance to acid 5, cold 5, and electricity 5.
- Automatic Languages: Common, Celestial. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Sylvan.
- Favored Class: Paladin.
- Level adjustment +1.

TIEFLING

Size & Type:	Medium Outsider (Native)
Hit Dice:	1d8+1 (5 hp)
T/AC System Adj:	--
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/15 (+1 Dex, +3 studded leather [Hard: 3, HP: 15], +1 light shield [Hard: 5, HP: 10]), flat-footed 14
BA / Grapple / Parry:	+1/+2/+3
Attack:	Rapier +3 melee (1d6+1/18–20) or light crossbow +2 ranged (1d8/19–20)
Full Attack:	Rapier +3 melee (1d6+1/18–20) or light crossbow +2 ranged (1d8/19–20)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	<i>Darkness</i>
Special Qualities:	Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5
Saves / Dodge:	Fort +3, Ref +1, Will –1, Dodge +1
Attributes:	Str 13, Dex 13, Con 12, Int 12, Wis 9, Cha 6
Skills:	Bluff +4, Hide +5, Move Silently +1, Sleight of Hand +1
Feats:	Weapon Focus (rapier)
Environment:	Temperate plains
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually evil (any)
Advancement:	By character class
Level Adjustment:	+1

Many tieflings are indistinguishable from humans. Others have small horns, pointed teeth, red eyes, a whiff of brimstone about them, or even cloven feet. No two tieflings are the same.

COMBAT

Tieflings are sneaky, subtle, and generally conniving. They prefer to strike from ambush and usually avoid a fair fight if they can. The tiefling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Darkness (Sp): A tiefling can use *Darkness* once per day (caster level equal to class levels).

Skills: A tiefling has a +2 racial bonus on Bluff and Hide checks.

TIEFLINGS AS CHARACTERS

Tiefling characters possess the following racial traits.

- +2 Dexterity, +2 Intelligence, –2 Charisma.
- Medium size.
- A tiefling's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Skills: Tieflings have a +2 racial bonus on Bluff and Hide checks.
- Racial Feats: A tiefling gains feats according to its class levels.
- Special Attacks (see above): *Darkness*.
- Special Qualities (see above): Resistance to cold 5, electricity 5, and fire 5.
- Automatic Languages: Common, Infernal. Bonus Languages: Abyssal, Draconic, Dwarven, Elven, Goblin, Orc.
- Favored Class: Rogue.

—Level adjustment +1.

PLATONIC

Size & Type:	Medium Outsider (Native)
Hit Dice:	15d8+75 (142 hp)
T/AC System Adj:	Hardness 15/3d; +75 HP; Ignore 20/4d/1D Hardness
Initiative / Speed:	+5; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	19/34 (+1 competence, +5 Dex, +1 dodge, +15 natural, +2 deflection), flat-footed 27
BA / Grapple / Parry:	+15/+21/+22*
Attack:	Unarmed strike +21 melee (1d4+6), or by weapon
Full Attack:	Unarmed strike +21/+16/+11/+6 melee (1d4+6), or by weapon
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Aura of menace
Special Qualities:	Damage reduction 20/magic, extradimensional storage, fast healing 10, keen vision, resistance to acid 20 and fire 20, spell resistance 25, spell-like abilities, tongues
Saves / Dodge:	Fort +14, Ref +14, Will +15, Dodge +15*
Attributes:	Str 23, Dex 21, Con 20, Int 20, Wis 23, Cha 24
Skills:	Diplomacy +25, Intimidate +25, Investigate +23, Listen +24, Search +25, Sense Motive +24, Spot +24, any other four (at least one Knowledge) +25
Feats:	Combat Martial Arts, Defensive Martial Arts, Dodge, any five (5) others
Environment:	Any
Organization:	Solitary
Challenge Rating:	17
Treasure:	Triple Standard
Alignment:	Any
Advancement:	By character class
Level Adjustment:	—

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

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

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

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

COMBAT

Depending on the nature of the platonic's overarching principle, they may be eager or hesitant to engage in combat. However, once the decision is made to engage, they fight to their full capability.

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

Spell-Like Abilities: At will—*Bestow Curse*, *Change Self*, *Detect Magic & Psionics*, *Dispel Magic & Psionics*, *Fear*, *Status*, *Telekinesis*, *Teleport*. In addition, platronics generally have four (4) additional spell/psi-like abilities (each usable at will) chosen from the spell lists and three (3) spell-like abilities (each usable once per day) chosen from

among the incantations. These seven spell-like abilities relate to the platonic's cause in some way, and they tend to be split evenly between offense, defense, and utility abilities. A platonic's spell-like abilities are as the spells cast by a 15th-level manifester.

Tongues (Su): All platonics can speak with any creature that has a language, as though using a *Tongues* spell cast by a 15th-level caster. This ability is always active.

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

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

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

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

Damage Reduction 20/magic (Ex): A platonic ignores the first 20 points of damage dealt by nonmagical weapons.

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

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

Bonus Feat: Platronics gain the bonus feats Combat Martial Arts and Defensive Martial Arts.

PSEUDODRAGON

Size & Type:	Tiny Dragon
Hit Dice:	2d12+2 (15 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+2; 15 ft. (3 hexes), fly 60 ft. (good)
Touch/Full AC (T/AC):	14/18 (+2 size, +2 Dex, +4 natural), flat-footed 16
BA / Grapple / Parry:	+2/-8/+4
Attack:	Sting +4 melee (1d3-2 plus poison)
Full Attack:	Sting +4 melee (1d3-2 plus poison) and bite -1 melee (1)
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex), 5 ft. (1 hex) with tail
Special Attacks:	Poison
Special Qualities:	Blindsense 60 ft., darkvision 60 ft., immunity to <i>Sleep</i> and paralysis, low-light vision, spell resistance 19, telepathy 60 ft.
Saves / Dodge:	Fort +4, Ref +5, Will +4, Dodge +7
Attributes:	Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10
Skills:	Diplomacy +2, Hide +20*, Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +3
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, pair, or clutch (3-5)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral good
Advancement:	3-4 HD (Tiny)
Level Adjustment:	+3

No larger than a housecat, a pseudodragon has a body about 1 foot long, with a 2-foot tail. It weighs about 7 pounds. However, just like housecats can behave like great cats, so too does a pseudodragon consider itself a dragon nonetheless, and woe betide any who disrespect this creature for its size! A pseudodragon can communicate telepathically and can also vocalize animal noises.

COMBAT

A pseudodragon can deliver a vicious bite, but its principal weapon is its sting-equipped tail.

Poison (Ex): Injury, Fortitude DC 14, initial damage *Sleep* for 1 minute, secondary damage *Sleep* for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsense (Ex): A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually

see still have total concealment against the pseudodragon.

Telepathy (Su): Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Skills: Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus on Hide checks. *In forests or overgrown areas, this bonus improves to +8.

PSICRYSTAL

Size & Type:	Diminutive Construct
Hit Dice:	As master's HD (hp 1/2 master's)
T/AC System Adj:	Hardness 5/1d; +15 HP
Initiative / Speed:	+2; 30 ft. (6 hexes), climb 20 ft.*
Touch/Full AC (T/AC):	16/16 (+4 size, +2 Dex*), flat-footed 14
BA / Grapple / Parry:	+0/-17/-4
Attack:	—
Full Attack:	—
Space/Reach:	6 in. (4-microhex) /0 ft.
Special Attacks:	—
Special Qualities:	Construct traits, hardness 8, psicrystal granted abilities (improved evasion, personality, self-propulsion, share powers, sighted, telepathic link)
Saves / Dodge:	As master's saves, Dodge (Ref save +8)
Attributes:	Str 1*, Dex 15*, Con —, Int 6, Wis 10, Cha 10
Skills:	Climb +14*, Listen +6, Move Silently +6, Search +2, Spot +6
Feats:	Alertness
Environment:	Any
Organization:	Solitary
Challenge Rating:	Included with master
Treasure:	None
Alignment:	As master
Advancement:	—
Level Adjustment:	—

*With self-propulsion ability activated.

The self-aware reflection of a potent psychic, a psicrystal is sometimes the target of an attack, especially if it's snooping somewhere it shouldn't be. The psicrystal described here is that of a 1st-level manifester.

COMBAT

A psicrystal's characteristics depend on its master. Its Hit Dice are equal to its master's Hit Dice (counting only levels in Psion or Wilder), its hit points are equal to half its master's, and its saving throw bonuses are the same as its master's.

Construct Traits: A psicrystal has immunity to poison, *Sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Psicrystals do not have the usual construct traits of darkvision and low-light vision.

Psicrystal Granted abilities: The psicrystal described here has the special abilities of self-propulsion, alertness, improved evasion, share powers, telepathic link, sighted, and personality (If its master chooses not to activate the self-propulsion ability, the psicrystal reverts to a speed of 0 feet and has no Strength score and no Dexterity score.)

Skills: A psicrystal (with its self-propulsion ability activated) uses its Dexterity modifier instead of its Strength modifier on Climb checks. It has a +8 racial bonus on Climb checks and can always choose to take 10, even if rushed or threatened.

PSI-KILLER

Size & Type:	Large Construct
Hit Dice:	15d10+30 (112 hp)
T/AC System Adj:	Hardness 15/3d; +95 HP
Initiative / Speed:	+0; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	9/28 (–1 size, +19 natural), flat-footed 28
BA / Grapple / Parry:	+11/+25/—
Attack:	Slam +20 melee (2d10+10)
Full Attack:	2 slams +20 melee (2d10+10)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Dispel (magic &) psionics
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to psionics, lowlight vision
Saves / Dodge:	Fort +5, Ref +5, Will +5, Dodge —
Attributes:	Str 31, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	16–21 HD (Large); 22–45 (Huge)
Level Adjustment:	—

A psi-killer (also called a crystal golem) is a construct specifically intended to face off against psionic opponents. Standing 9-1/2 feet tall and weighing around 2,500 pounds, the psi-killer's body is composed of sharply faceted crystal.

COMBAT

A psi-killer does nothing without explicit orders from its creator. It follows instructions literally and is incapable of any strategy or tactics. Psi-killers don't use weapons, even if ordered to, but always strike with their fists.

A psi-killer's creator can command it if the psi-killer is within 60 feet and can see and hear its creator. If uncommanded, a psi-killer usually follows its last instruction to the best of its ability, though if attacked it returns the attack. Its creator can give a psi-killer a simple command to govern its actions in his or her absence.

Dispel Magic & Psionics (Su): A psi-killer can use *Dispel Magic & Psionics* as a free action once per round. The effect is as an area dispel in a 30-foot-radius burst. The dispel check is 1d20+10.

Construct Traits: A psi-killer has immunity to poison, *Sleep* effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Immunity to Magic & Psionics (Ex): Psi-killers completely resist magical and psionic effects that are subject to power resistance. This immunity also applies to super-powers that are based on spells or powers that normally allow power resistance.

CONSTRUCTION

A psi-killer's body is constructed from massive blocks of quartz crystal with a total weight of at least 5,000 pounds and costing at least 6,000 gp (Purchase DC 40). Assembling the body requires a DC 30 Craft (mechanical) check and a DC 30 Craft (structural) check.

ML 16th; Imbue Construct, *Bend Reality*, *Dispel Magic & Psionics*, *Fabricate*, *Mind Seed*, *Null Power Field*, manifester must be at least 16th level; Price 150,000 gp (Purchase DC 51); Cost 79,000 gp (Purchase DC 49) + 7,200

XP.

PUPPETEER

Size & Type:	Fine Magical Beast (Psionic)
Hit Dice:	¼ d10 (1 hp)
T/AC System Adj:	--
Initiative / Speed:	+2; 5 ft. (1 hex)
Touch/Full AC (T/AC):	20/20 (+8 size, +2 Dex), flat-footed 18
BA / Grapple / Parry:	+1/-20/-12
Attack:	Bite +4 melee (1d2-5)
Full Attack:	Bite +4 melee (1d2-5)
Space/Reach:	3 in. (5-microhex) /3 in. (One 5-microhex)
Special Attacks:	Enthrall, psi-like abilities
Special Qualities:	Blindsight 60 ft., host protection, telepathy 20 ft.
Saves / Dodge:	Fort +2, Ref +4, Will +5, Dodge +12
Attributes:	Str 1, Dex 15, Con 11, Int 14, Wis 16, Cha 14
Skills:	Hide +22, Listen +7, Sense Motive +7, Spot +7
Feats:	Iron Will
Environment:	Underground
Organization:	Solitary or pack (2-8)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	—
Level Adjustment:	—

Puppeteers do not speak, though they can speak indirectly using a host body's vocal cords, in whatever language the host knows (usually Common).

COMBAT

Puppeteers use their psionic powers in conjunction with their enthrall ability to gain control over potential hosts. Once it is in control, a puppeteer almost exclusively relies on the host's mental and physical abilities, although it can use its own powers to enhance their effectiveness in a particularly dangerous situation.

Enthrall (Ex): If a puppeteer is in physical contact with a person it has charmed (the puppeteer establishes a physical hold by means of slender infiltrating tendrils), the subject acts as if dominated. (Puppeteers often seek to charm victims first and then "ask" to be picked up.) So long as the puppeteer remains in contact with the victim, the domination remains in effect, even if a check would normally indicate that the effect is broken.

Psi-Like abilities: 3/day— *Detect Magic & Psionics*, *Mental Barrier*, *Charm Being* (DC 13). Manifest level 1st. The save DCs are Charisma-based.

Blindsight (Ex): A puppeteer can ascertain creatures by nonvisual means within 60 feet.

Hide Mind (Su): A puppeteer cannot be identified as psionic by divination spells or clairsentience powers.

Host Protection (Ex): A puppeteer in control of a host is treated as an attended magic item for the purpose of making saving throws, even if the puppeteer is specifically targeted. A puppeteer that is attached to its host is treated as a creature in a grapple for the purpose of striking at the puppeteer instead of the host (but the host is not considered grappled in turn).

Telepathy (Su): A puppeteer can communicate telepathically with any creature within 20 feet that has a language.

PUPPETEER, FLESH HARROWER

Size & Type:	Small Magical Beast (Psionic)
Hit Dice:	3d10+15 (31 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+3; 20 ft. (4 hexes)

Touch/Full AC (T/AC):	13/16 (+3 Dex, +3 natural), flat-footed 13
BA / Grapple / Parry:	+3/+1/+5
Attack:	Bite +6 melee (1d6+2)
Full Attack:	Bite +6 melee (1d6+2) and 2 tail blades +1 melee (1d4+1)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Psi-like abilities
Special Qualities:	Blindsight 60 ft., telepathy 20 ft.
Saves / Dodge:	Fort +8, Ref +6, Will +4, Dodge +7
Attributes:	Str 14, Dex 17, Con 21, Int 11, Wis 12, Cha 12
Skills:	Hide +10, Move Silently +6, Listen +6, Spot +6
Feats:	Alertness, Iron Will
Environment:	Underground
Organization:	Solitary or cluster (2–5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	—

The flesh harrower is the dire version of the puppeteer, a genetic deviant intended to protect its brethren physically when they meet a threat that cannot be overcome psionically. It is much larger than the standard puppeteer, a 4 foot long slug-like creature with a pair of nasty pincers at the opposite end of its razor-toothed mouth.

COMBAT

The flesh harrower uses its defensive abilities to protect itself from damage while it attacks any who threaten the clutch of puppeteers. However, once its brethren have made their escape, it too will escape using its ability to *Hustle*.

Psi-Like abilities: 3/day—*Concealing Amorpha*, *Hustle*, *Mental Barrier*; 1/day—*Vigor* (+15 hp*). Manifest level 3rd.

*Includes augmentation for the flesh harrower's manifest level.

PURPLE WORM

Size & Type:	Gargantuan Magical Beast
Hit Dice:	16d10+112 (200 hp)
T/AC System Adj:	Hardness 15/3d; +75 HP
Initiative / Speed:	-2; 20 ft. (4 hexes), burrow 20 ft., swim 10 ft.
Touch/Full AC (T/AC):	4/19 (–4 size, –2 Dex, +15 natural), flat-footed 19
BA / Grapple / Parry:	+16/+40/—
Attack:	Bite +25 melee (2d8+12)
Full Attack:	Bite +25 melee (2d8+12) and sting +20 melee (2d6+6 plus poison)
Space/Reach:	20 ft. (4-polyhex) /15 ft. (3 hexes)
Special Attacks:	Improved grab, swallow whole, poison
Special Qualities:	Tremorsense 60 ft.
Saves / Dodge:	Fort +17, Ref +8, Will +4, Dodge +4
Attributes:	Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8
Skills:	Listen +18, Swim +20
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	12

Treasure:	No coins, 50% goods (stone only), no items
Alignment:	Always neutral
Advancement:	16–32 HD (Gargantuan); 33–48 HD (Colossal)
Level Adjustment:	—

A gargantuan worm capable of swallowing most creatures whole, the purple worm is also incredibly poisonous. The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

COMBAT

In battle, a purple worm forms into a coil 20 feet in diameter, biting and stinging anything within reach.

Improved Grab (Ex): To use this ability, a purple worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Skills: A purple worm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

RAKSHASA

Size & Type:	Medium Outsider (Native)
Hit Dice:	7d8+21 (52 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	+2; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/21 (+2 Dex, +9 natural), flat-footed 19
BA / Grapple / Parry:	+7/+8/+8
Attack:	Claw +8 melee (1d4+1)
Full Attack:	2 claws +8 melee (1d4+1) and bite +3 melee (1d6)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Detect thoughts, spells
Special Qualities:	Change shape, damage reduction 15/good and piercing, darkvision 60 ft., spell resistance 27
Saves / Dodge:	Fort +8, Ref +7, Will +6, Dodge +8*
Attributes:	Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17
Skills:	Bluff +17*, Concentration +13, Diplomacy +7, Disguise +17 (+19 acting)*, Intimidate +5, Listen +13, Move Silently +13, Perform (oratory) +13, Sense Motive +11, Spellcraft +11, Spot +11
Feats:	Alertness, Combat Casting, Dodge
Environment:	Warm marshes
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	By character class
Level Adjustment:	+9

A tiger-headed humanoid in its native form, a closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human. This fiend is rarely in its natural form though, usually using a guise with its ability to change face, leading the unwary to their doom. A rakshasa is about the same height and weight as a human. Rakshasas speak Common, Infernal, and Undercommon.

COMBAT

In close combat, which a rakshasa disdains as ignoble, it employs its sharp claws and powerful bite. Whenever possible, it uses its other abilities to make such encounters unnecessary.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells: A rakshasa casts spells as a 7th-level sorcerer.

Typical Sorcerer Spells Known (6/7/7/5 or 59 PP; save DC 13 + spell level): 0—*Detect Magic & Psionics, Light, Mage Hand, Message, Read Magic, Resistance, Touch of Fatigue*; 1st—*Charm Person, Mage Armor, Magic Missile, Shield, Silent Image*; 2nd—*Bear's Endurance, Invisibility, Acid Arrow*; 3rd—*Haste, Suggestion*.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

RAKSHASAS AS CHARACTERS

Rakshasa characters possess the following racial traits.

- +2 Strength, +4 Dexterity, +6 Constitution, +2 Intelligence, +2 Wisdom, +6 Charisma.
- Medium size.
- A rakshasa's base land speed is 40 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A rakshasa begins with seven levels of outsider, which provide 7d8 Hit Dice, a base attack bonus of +7, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.
- Racial Skills: A rakshasa's outsider levels give it skill points equal to 10 x (8 + Int modifier). Its class skills are Bluff, Disguise, Listen, Move Silently, Perform, Sense Motive, and Spot. A rakshasa has a +4 racial bonus on Bluff and Disguise checks, and it can gain further bonuses by using change shape (+10 on Disguise checks) and detect thoughts (+4 on Bluff and Disguise checks).
- Racial Feats: A rakshasa's outsider levels give it three feats.
- +9 natural armor bonus.
- Natural Weapons: Bite (1d6) and 2 claws (1d4).
- Detect Thoughts (Su): The save DC is 13 + the character's Cha modifier.
- Spells: A rakshasa character casts spells as a 7th-level sorcerer. If the character takes additional levels of sorcerer, these levels stack with the rakshasa's base spellcasting ability for spells known, spells per day, and other effects dependent on caster level. A rakshasa character likewise uses the sum of its racial spellcasting levels and class levels to determine the abilities of its familiar.
- Special Qualities (see above): Change shape, damage reduction 15/good and piercing, spell resistance equal to 27 + class levels.
- Automatic Languages: Common, Infernal. Bonus Languages: Sylvan, Undercommon.
- Favored Class: Sorcerer.
- Level Adjustment: +9.

RAST

Size & Type:	Medium Outsider (Extraplanar, Fire)
Hit Dice:	4d8+7 (25 hp)

T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+5; 5 ft. (1 hex), fly 60 ft. (perfect)
Touch/Full AC (T/AC):	11/15 (+1 Dex, +4 natural), flat-footed 14
BA / Grapple / Parry:	+4/+6/+6
Attack:	Claw +6 melee (1d4+2) or bite +6 melee (1d8+3)
Full Attack:	4 claws +6 melee (1d4+2) or bite +6 melee (1d8+3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Paralyzing gaze, improved grab, blood drain
Special Qualities:	Darkvision 60 ft., flight, immunity to fire, vulnerability to cold
Saves / Dodge:	Fort +5, Ref +5, Will +5, Dodge +5
Attributes:	Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12
Skills:	Hide +8, Listen +8, Move Silently +8, Spot +8
Feats:	Improved Initiative, Toughness
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (3–6)
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	—

A strange creature from the elemental plane of Fire, a rast has anywhere from ten to fifteen claws, though it can only use four at once. A rast hovers and flies with no obvious means of propulsion, with a body about the size of a large dog's, and a head almost as large as the body. It weighs about 200 pounds.

COMBAT

Rasts paralyze as many of their foes as possible, then attack any that are still moving. A rast can claw or bite, but cannot do both during the same round.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

RAVID

Type & Size:	Medium Outsider (Extraplanar)
Hit Dice:	3d8+3 (16 hp)
T/AC System Adj:	Hardness 15/3d; +75 HP
Initiative / Speed:	+4; 20 ft. (4 hexes), fly 60 ft. (perfect)
Touch/Full AC (T/AC):	10/25 (+15 natural), flat-footed 25
BA / Grapple / Parry:	+3/+4/+4
Attack:	Tail slap +4 melee (1d6+1 plus positive energy) or tail touch +4 melee touch (positive energy)
Full Attack:	Tail slap +4 melee (1d6+1 plus positive energy) and claw +2 melee (1d4 plus positive energy); or tail touch +4 melee touch (positive energy) and claw touch +2 melee touch (positive energy)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Positive energy lash, animate objects
Special Qualities:	Darkvision 60 ft., flight, immunity to fire
Saves / Dodge:	Fort +4, Ref +3, Will +4, Dodge +3

Attributes:	Str 13, Dex 10, Con 13, Int 7, Wis 12, Cha 14
Skills:	Escape Artist +6, Hide +6, Listen +7, Move Silent +6, Spot +7, Survival +7, Use Rope +2
Feats:	Improved Initiative, Multiattack
Environment:	Positive Energy Plane
Organization:	Solitary (1 plus at least 1 animated object)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	4 HD (Medium); 5–9 HD (Large)
Level Adjustment:	—

Appearing as serpentine creatures of pure white with a draconic head and a single clawed arm, ravidis are from the Positive Energy Plane. These bizarre entities imbue creatures with energy by their touch and animate lifeless objects around them. Ravidis that make their way to the Material Plane wander about aimlessly, followed by the objects to which they have given life. A ravid is about 7 feet long and weighs about 75 pounds.

COMBAT

Ravidis fight only in self-defense. A ravid itself is not very powerful but is always accompanied by at least one animated object that defends it.

Positive Energy Lash (Su): A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 2d10 points of damage.

Animate Objects (Su): Once per round, a random object within 20 feet of a ravid animates as though by the spell *Animate Objects* (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su): A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Feats: A ravid has the Multiattack feat even though it does not have the requisite three natural weapons.

REMORHAZ

Size & Type:	Huge Magical Beast
Hit Dice:	7d10+35 (73 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP
Initiative / Speed:	+1; 30 ft. (6 hexes), burrow 20 ft.
Touch/Full AC (T/AC):	9/20 (–2 size, +1 Dex, +11 natural), flat-footed 19
BA / Grapple / Parry:	+7/+23/+15
Attack:	Bite +13 melee (2d8+12)
Full Attack:	Bite +13 melee (2d8+12)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Darkvision 60 ft., heat, low-light vision, tremorsense 60 ft.
Saves / Dodge:	Fort +10, Ref +6, Will +3, Dodge +4
Attributes:	Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10
Skills:	Listen +8, Spot +8
Feats:	Awesome Blow, Improved Bull Rush, Power Attack
Environment:	Cold desert
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	8–14 HD (Huge); 15–21 HD (Gargantuan)
Level Adjustment:	—

A great centipede-type creature with a heavy chitin, a remorhaz is whitish-blue in color but pulses with a reddish glow from the heat its body produces. The creature is a little more than 20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds. Remorhazes cannot speak.

COMBAT

Remorhazes hide under the snow and ice until they hear movement above them, then attack from below and surprise prey.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 18 Fortitude save to avoid destruction. The save DC is Constitution-based. Skills: Remorhazes have a +4 racial bonus on Listen checks.

REPLACEMENT (Template)

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

Replacements are bred in laboratories. A sample of the primary's subdermal tissue is required to create a replacement (dead skin cells or hair follicles will not do), and an adult replacement takes two months to grow. Creating a replacement requires a successful Craft (pharmaceutical) check (DC 50 at Tech Level 5; reduce by 10 for each level of the Tech Level of your scenario above Tech Level 5). The check must be made 1 month into the replacement's growth period, and a failed roll indicates the premature death of the replacement. Financing the growth and development of a replacement also has a purchase DC of 48 (65,000gp / \$6,500,000), paid before the process of growing the clone commences. Like the difficulty, the Purchase DC of the replacement decreases by 2 for every level of the Tech Level of your scenario beyond Tech Level 5.

Template Traits

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

Challenge Rating: Same as the original -1.

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

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

In addition to its inherited extraordinary abilities, a replacement has the following special quality:

Limited Existence (Ex): A replacement has a programmed natural life span of one to four years (the creator must specify the life span when the project to create the replacement begins). Once the replacement reaches the end of its programmed life span, it must make a Fortitude save (DC 25) once per day. Each failed save drains the

replacement of 1d6 points of Constitution. This ability drain cannot be restored by any means. When its Constitution drops to 0, the replacement dissolves into a mass of protoplasmic goo. A replacement that dies before this time retains the shape of the original.

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

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

Action Points: Regardless of the Heroic Level of your scenario, replacements never acquire or amass action points.

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

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

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

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

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

Advancement: By character class.

REVENANT (Template)

The spirit of vengeance incarnate, a revenant appears much as it did in life. Although the decay and stench of a dead body are lacking, its skin has a deathly pallor. Its body typically shows subtle or obvious signs of its manner of death. A revenant understands that it is dead and seeks to hide this fact from anyone who might see it, so it rarely moves about in the daylight and avoids brightly illuminated areas. Those who knew the revenant in life usually recognize it. The revenant retains its memories and habits, but it seems colder and more emotionally distant than it once was. Astute observers might also note that the revenant is nimbler than it once was. The creature's sole objective; to avenge its own murder.

Template Traits

"Revenant" is an acquired template that can be added to any corporeal living creature that has both an Intelligence score and a Charisma score greater than 6 (referred to hereafter as the "base creature"). The creature's type changes to undead. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Hit Dice: Change to d12.

Speed: The base creature's speeds increase by +10 feet each.

Defense: The base creature's natural armor bonus improves by +4.

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

Revenant Regeneration (Ex): The base creature loses the regeneration and fast healing special qualities if it had them and gains revenant regeneration instead. Only damage that matches the revenant's special vulnerability (see below) actually reduces its hit points. However, damage of other sorts does have an effect. Track the creature's nonvulnerability damage separately from its hit points. When that damage equals or exceeds its actual current hit point total, it falls prone and is immobile and helpless for 2d6 rounds.

During this time, any further damage dealt to it heals instantly. When this time elapses, the revenant arises to fight again, and its nonvulnerability damage tally is wiped clean. Note that damage matching the revenant's special vulnerability reduces its revenant regeneration damage threshold by reducing its actual hit points.

Special Vulnerability (Ex): Each revenant has a special vulnerability related to the way it died. Any attack that deals the kind of damage that caused the revenant's original death deals damage to the creature normally. Should the revenant reach 0 hit points from such damage, it is destroyed. Possible damage types include acid, electricity, fire,

cold, sonic/concussion, slashing, piercing, bludgeoning, and ballistic.

A revenant that died from poison, starvation, suffocation, or some other cause that does not cause hit point damage is instead vulnerable to some danger that frightened it in life or some means of death that it meted out to others. Choose one of the damage types above for its special vulnerability on that basis.

If the revenant was killed by an attack that dealt multiple types of damage, only one of those damage types counts as its special vulnerability. If the revenant is subjected to another such mixed-damage attack, it takes hit point damage only from the type to which it is vulnerable.

Turn Resistance (Ex): A revenant is treated as an undead with Hit Dice equal to the base creature's Hit Dice +3 for the purpose of turn or rebuke attempts. This turn resistance increases by an additional +2 when it sees a creature upon which it wishes to take revenge and decreases by –2 while it is within sight of its vulnerability fear (see below). These modifiers stack.

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

Vulnerability Fear (Ex): A revenant is terrified of any specific items directly associated with its cause of death. Only something directly associated with the revenant's death can cause this fear; the creature cannot be deceived by illusions or duplicates. When the revenant sees the item it fears, it must succeed at a Will saving throw (DC 15) or be shaken for 24 hours. Success leaves it shaken for only 1d4 rounds. If that item is used to deal damage to the revenant that matches its special vulnerability, the revenant must succeed at a Will saving throw (DC 20) or be panicked for 1 minute and shaken for 24 hours thereafter. Success indicates that the revenant is shaken for 1 minute. The time that a revenant is shaken or panicked from this effect does not stack.

Allegiances: Revenge becomes the revenant's sole purpose. Any allegiances that would interfere with that goal are sublimated or abandoned (GM's choice).

Saves / Dodge: Same as the base creature, modified by new ability scores.

Attributes: A revenant gains the following ability score increases: Str +4, Dex +6, Cha +4. As an undead creature, a revenant has no Constitution score and uses its Charisma modifier for all Constitution and Constitution-based checks.

Skills: A revenant gains a +8 species bonus on Balance, Climb, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Sense Motive, Spot, and Tumble checks. It can use Tumble as though it had ranks in the skill, even if it was untrained in life. A human revenant retains the extra skill points afforded to all humans.

Feats: A revenant receives Combat Reflexes, Improved Initiative, Lightning Reflexes, Quick Draw, Quick Reload, and Run as bonus feats, assuming the base creature meets the prerequisites and doesn't already have these feats. A human revenant keeps the extra feat it gained as a 1st-level human character.

Advancement: By character class.

ROBOT

Robots are manufactured, remote-controlled tech constructs. These highly useful machines come in a variety of sizes and shapes and can be fitted with tools or weapons. Experts and Techsmiths create robots—for any special rules these classes bring to the creation process, refer to the appropriate class.

See Chapter IV: Robots, for more information on how to create your own robots, as allowed by the Tech Level of your scenario.

ROC

Size & Type:	Gargantuan Animal
Hit Dice:	18d8+126 (207 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	+2; 20 ft. (4 hexes), fly 80 ft. (average)
Touch/Full AC (T/AC):	8/17 (–4 size, +2 Dex, +9 natural), flat-footed 15
BA / Grapple / Parry:	+13/+37/—
Attack:	Talon +21 melee (2d6+12)
Full Attack:	2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6)
Space/Reach:	20 ft. (4-polyhex) /15 ft. (3 hexes)
Special Attacks:	—
Special Qualities:	Low-light vision

Saves / Dodge:	Fort +18, Ref +13, Will +9, Dodge +9
Attributes:	Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11
Skills:	Hide –3, Listen +10, Spot +14
Feats:	Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover
Environment:	Warm mountains
Organization:	Solitary or pair
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	19–32 HD (Gargantuan); 33–54 (Colossal)
Level Adjustment:	—

Imagine an eagle the size of and having the wingspan of a private plane, and you are imagining a roc. A roc's plumage is either dark brown or golden from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A roc weighs about 8,000 pounds.

COMBAT

A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary roc is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

Skills: Rocs have a +4 racial bonus on Spot checks.

ROPER

Size & Type:	Large Magical Beast
Hit Dice:	10d10+30 (85 hp)
T/AC System Adj:	Hardness 10/2d; +70 HP
Initiative / Speed:	+5; 10 ft. (2 hexes)
Touch/Full AC (T/AC):	10/24 (–1 size, +1 Dex, +14 natural), flat-footed 23
BA / Grapple / Parry:	+10/+18/+15
Attack:	Strand +11 ranged touch (drag) or bite +13 melee (2d6+6)
Full Attack:	6 strands +11 ranged touch (drag) and bite +13 melee (2d6+6)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes), 50 ft. (10 hexes) with strand
Special Attacks:	Drag, strands, weakness
Special Qualities:	Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, spell resistance 30, vulnerability to fire
Saves / Dodge:	Fort +10, Ref +7, Will +8, Dodge +7
Attributes:	Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12
Skills:	Climb +12, Hide +10*, Listen +13, Spot +13
Feats:	Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)
Environment:	Underground
Organization:	Solitary, pair, or cluster (3–6)
Challenge Rating:	12
Treasure:	No coins; 50% goods (stone only); no items
Alignment:	Usually chaotic evil
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	—

A strange and deadly result of magical experimentation, a roper stands some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top, akin to a stalagmite in appearance. It weighs 2,200 pounds. A roper's coloration and temperature change to match the features of the surrounding cave. Ropers speak Terran and Undercommon.

COMBAT

A roper hunts by standing very still and imitating a bit of rock. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with its strands. In melee, it bites adjacent opponents with its powerful maw.

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Strands (Ex): Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based.

Skills: *Ropers have a +8 racial bonus on Hide checks in stony or icy areas.

RUST MONSTER

Size & Type:	Medium Aberration
Hit Dice:	5d8+5 (27 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+3; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	13/18 (+3 Dex, +5 natural), flat-footed 15
BA / Grapple / Parry:	+3/+3/—
Attack:	Antennae touch +3 melee (rust)
Full Attack:	Antennae touch +3 melee (rust) and bite –2 melee (1d3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex), 10 ft. (2 hexes) with antennae
Special Attacks:	Rust
Special Qualities:	Darkvision, scent
Saves / Dodge:	Fort +2, Ref +4, Will +5, Dodge +4
Attributes:	Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8
Skills:	Listen +7, Spot +7
Feats:	Alertness, Track
Environment:	Underground
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Medium); 9–15 HD (Large)
Level Adjustment:	—

Appearing similar to an armadillo but having two long sinewy antennae, the rust monster is the bane of any who rely on metal to survive. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact. The typical rust monster measures 5 feet long and 3 feet high, weighing 200 pounds, with an additional 5 feet in length thanks to their antennae.

COMBAT

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal.

The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, reducing the hardness of the target object by 5 points. Once a metal object's hardness reaches zero (0) this way, the item falls to pieces and becomes useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Fortitude save or be dissolved similarly (i.e., 5 points of Hardness reduction until zero Hardness destroys the item). The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected. The rust monster's attacks cannot be parried by metal weapons without causing contact and thus damage to the item's hardness. Unlike other forms of damage, hardness reduction cannot be repaired except by the most powerful means, such as *bend reality*, *limited wish*, *matter manipulation*, or the like.

MONSTERS (S)

SAHUAGIN

Size & Type:	Medium Monstrous Humanoid (Aquatic)
Hit Dice:	2d8+2 (11 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+1; 30 ft. (6 hexes), swim 60 ft.
Touch/Full AC (T/AC):	11/16 (+1 Dex, +5 natural), flat-footed 15
BA / Grapple / Parry:	+2/+4/+4
Attack:	Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19–20)
Full Attack:	Trident +4 melee (1d8+3) and bite +2 melee (1d4+1); or 2 talons +4 melee (1d4+2) and bite +2 melee (1d4+1); or heavy crossbow +3 ranged (1d10/19–20)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Blood frenzy, rake 1d4+1
Special Qualities:	Blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent
Saves / Dodge:	Fort +3, Ref +4, Will +4, Dodge +4
Attributes:	Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9
Skills:	Handle Animal +4*, Hide +6*, Listen +6*, Profession (hunter) +1*, Ride +3, Spot +6*, Survival +1*
Feats:	Great Fortitude, Multiattack (B)
Environment:	Warm aquatic
Organization:	Solitary, pair, team (5–8), patrol (11–20 plus 1 3rd-level lieutenant and 1–2 sharks), band (20–80 plus 100% noncombatants plus 1 3rd-level lieutenant and 1 4th-level chieftain per 20 adults plus 1–2 sharks), or tribe (70–160 plus 100% noncombatants plus 1 3rd-level lieutenant per 20 adults, 1 4th-level chieftain per 40 adults, 9 4th-level guards, 1–4 underpriestesses of 3rd–6th level, 1 7th-level priestess, and 1 baron of 6th–8th level plus 5–8 sharks)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	3–5 HD (Medium), 6–10 HD (Large), or by character class
Level Adjustment:	+2 (+3 if four-armed)

Known as the shark people both for their appearance and their taste for blood, the sahuagin are a bane upon all sea life. Most sahuagin feature green coloration, darker along the back and lighter on the belly. Many have dark

stripes, bands, or spots, but these tend to fade with age. An adult male sahuagin stands roughly 6 feet tall and weighs about 200 pounds.

Sahuagin are the natural enemy of aquatic elves. The two cannot coexist peacefully: Wars between them are prolonged, bloody affairs that sometimes interfere with shipping and maritime trade. Sahuagin have an only slightly less vehement hatred for tritons.

Sahuagin speak their own language, Sahuagin. Thanks to their high Intelligence scores, most sahuagin also speak two bonus languages, usually Common and Aquan.

COMBAT

Sahuagin are savage fighters, asking for and giving no quarter. When swimming, a sahuagin tears with its feet as it strikes with its talons or a weapon. About half of any group of sahuagin are also armed with nets.

Blindsense (Ex): A sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the sahuagin is underwater.

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and it takes a –2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the Drowning rules).

Skills: A sahuagin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home. A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

SAHUAGIN MUTANTS

About one in two hundred sahuagin has four arms. Such creatures can make four claw attacks or use extra weapons, in addition to the claw and bite attacks. They usually have anywhere from 2 to 20 Mutation Points (MP) to spend on Mutations (and/or Super-Powers, if the GM desires).

If a community of aquatic elves is located within 100 miles of a sahuagin community, about one in one hundred sahuagin looks just like an aquatic elf. These creatures, called malenti, have a swim speed of 40 feet, can remain out of water for 1 hour per point of Constitution, and have freshwater sensitivity and light sensitivity (dazzled in bright light). Malenti have no natural attacks. They are otherwise identical with sahuagin.

SALAMANDER

	Flamebrother Salamander	Average Salamander	Noble Salamander
Size & Type:	Small Outsider (Extraplanar, Fire)	Medium Outsider (Extraplanar, Fire)	Large Outsider (Extraplanar, Fire)
Hit Dice:	4d8+8 (26 hp)	9d8+18 (58 hp)	15d8+45 (112 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP	Hardness 5/1d; +35 HP; Ignore 10/2d Hardness	Hardness 5/1d; +40 HP; Ignore 15/3d Hardness
Initiative / Speed:	+1; 20 ft. (4 hexes)	+1; 20 ft. (4 hexes)	+1; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	12/19 (+1 size, +1 Dex, +7 natural), flat-footed 18	11/18 (+1 Dex, +7 natural), flat-footed 17	10/18 (–1 size, +1 Dex, +8 natural), flat-footed 17

BA / Grapple / Parry:	+4/+1/+5	+9/+11/+11	+15/+25/+24
Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire)	Spear +11 melee (1d8+3/x3 plus 1d6 fire)	+3 <i>longspear</i> +23 melee (1d8+9/x3 plus 1d8 fire)
Full Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire) and tail slap +4 melee (1d4 plus 1d6 fire)	Spear +11/+6 melee (1d8+3/x3 plus 1d6 fire) and tail slap +9 melee (2d6+1 plus 1d6 fire)	+3 <i>longspear</i> +23/+18/+13/+8 melee (1d8+9/x3 plus 1d8 fire) and tail slap +18 melee (2d8+3 plus 1d8 fire)
Space/Reach:	2 ft. (2-microhex) /5 ft.	5 ft./5 ft. (1 hex), 10 ft. (2 hexes) with tail	10 ft. (2-polyhex) /10 ft., 20 ft. with tail (4 hexes)
Special Attacks:	Constrict 1d4 plus 1d6 fire, heat, improved grab	Constrict 2d6+1 plus 1d6 fire, heat, improved grab	Constrict 2d8+3 plus 1d8 fire, heat, improved grab, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to fire, vulnerability to cold	Damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold	Damage reduction 15/magic, darkvision 60 ft., immunity to fire, vulnerability to cold
Saves / Dodge:	Fort +6, Ref +5, Will +6, Dodge +6	Fort +8, Ref +7, Will +8, Dodge +7	Fort +12, Ref/Dodge +10/+9, Will +11
Attributes:	Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13	Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13	Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15
Skills:	Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11	Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +3, Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8	Bluff +19, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Spot +13
Feats:	Alertness, Multiattack	Alertness, Multiattack, Power Attack	Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Craft [blacksmithing])
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (3–5)	Solitary, pair, or cluster (3–5)	Solitary, pair, or noble party (9–14)
Challenge Rating:	3	6	10
Treasure:	Standard (nonflammables only)	Standard (nonflammables only)	Double standard (nonflammables only) and +3 <i>longspear</i>
Alignment:	Usually evil (any)	Usually evil (any)	Usually evil (any)
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–21 HD (Large); 22–45 HD (Huge)
Level Adjustment:	+5	+10	—

Native denizens of the Elemental Plane of Fire, these beings have the lower half of a serpent with the upper half of a humanoid. Their leathery red skin is constantly shimmering in the natural heat they exude. Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

COMBAT

If a salamander has damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell-Like abilities: (Noble salamanders only) 3/day—*Burning Hands* (DC 13), *Fireball* (DC 15), *Flaming Sphere* (DC 14), *Wall of Fire* (DC 16); 1/day—*Dispel Magic & Psionics*, *Summon Monster VII* (Huge fire elemental). Caster level 15th. The save DCs are Charisma-based.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

SAND SLAVE (Template)

Sand slaves (sometimes called sandmen or cyberslaves) are intelligent creatures that have been transformed into cybernetic slaves of the etoile (see the [“Etoile”](#) entry above). A sand slave looks much like it did before its transformation, though it is stronger, faster, and healthier than before.

Although a sand slave is superficially similar to its previous self, its biology has been significantly altered, and portions of its DNA have been replaced. X-rays reveal the presence of hair-thin wires running throughout the sand slave's body and silicon structures that support bones and joints. Microscopic examination of the creature's blood reveals tiny nanites—microscopic machines—busily altering their host's body structure, and brain scans reveal more bioelectric activity than normal.

Sand slaves retain the knowledge, skills, and personalities they had before succumbing to the nanites, but their allegiances change. Now totally loyal to the etoile, sand slaves only feign loyalty to those they once knew and loved, using the trust of such people to their own advantage.

Template Traits

“Sand slave” is an acquired template that can be added to any corporeal living creature with an Intelligence score of 6 or higher that is susceptible to disease (referred to hereafter as the “base creature”). The creature retains its original type. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Speed: The base creature's speeds increase by +10 feet each.

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

Darkvision (Ex): A sand slave has darkvision to a range of 60 feet or the base creature's darkvision, whichever is better.

Electricity Resistance 10 (Ex): A sand slave ignores the first 10 points of electricity damage from any single attack. If the base creature already has electricity resistance, use the better value.

Fast Ability Healing 1 (Ex): A sand slave heals ability damage at the rate of 1 ability score point per damaged ability per round.

Fast Healing 3 (Ex): A sand slave heals 3 points of damage per round unless it is reduced to –10 or fewer hit points. This ability does not enable the sand slave to regrow or reattach severed body parts. If the base creature already has fast healing, use the better value.

Fortification (Ex): A sand slave has a 50% chance to ignore the extra damage from a critical hit.

Fugue (Ex): Once per day as a free action, a sand slave may attempt a Constitution check (DC 20). Success indicates that the sand slave has forced its nanites into hyperproductivity, thereby gaining an extra attack or move action each round for 1d8+2 rounds.

Hot Running (Ex): Once per day as a free action, a sand slave can make a Constitution check (DC 15) to reverse the effects of fatigue and nonlethal damage. A successful check negates all nonlethal damage the sand slave has sustained and reduces fatigue or exhaustion as if the sand slave had rested for a full day.

Immunities (Ex): The sand slave is immune to disease and poison. The nanites in its body fight off all diseases, including other nanite infections, and break down all poisons before they can take effect.

Network Mind (Ex): A sand slave is automatically aware of the position and general emotional status of any other sand slaves within 200 feet. All sand slaves within that range that can see one another are in constant telepathic

communication. If one is aware of a particular threat, they all are. If one sand slave in a particular group is not flat-footed, none of them are. No sand slave in such a group is considered flanked unless they all are.

Self-Destruct (Ex): When reduced to –10 hit points or below, a sand slave’s body immediately turns into a pile of dust. At any time, a sand slave can willfully destroy itself by taking an attack action to make a Constitution check (DC 10). Success indicates that the sand slave self-destructs as above.

Stasis (Ex): Once per day as a free action, a sand slave can attempt a Constitution check (DC 15). Success dramatically slows the creature’s metabolism for up to 1 hour. During this time, the sand slave does not need to breathe, and it lacks a heartbeat and normal body temperature. If it does not move, it appears dead to casual inspection, though a blood test or successful Treat Injury check (DC 20) reveals that it is still alive. While in stasis, the sand slave does not take damage from prolonged exposure to environmental heat or cold, and the time spent in stasis does not count toward the time limit that the sand slave can go without water or food before taking damage. While in stasis, a sand slave can act normally, except that it cannot use its hot running or fugue abilities, and it does not heal ability or hit point damage.

The sand slave can end the stasis at any time before its duration runs out as a free action.

Telepathy (Ex): A sand slave can communicate its thoughts and desires to any etoile or sand slave within 200 feet that it can see, regardless of intervening matter such as glass. The target creature “hears” the sand slave’s thoughts in whatever language it can most easily understand. However, it cannot communicate thoughts back to the sand slave unless it also has telepathy.

Allegiances: A sand slave is totally dedicated to the etoile, but when not acting under any particular orders, it maintains the allegiances that the base creature had. This allegiance hierarchy allows the etoile to use sand slaves as *Sleeper* agents. Sand slaves follow the orders of all etoile and give precedence to the last orders they received.

Saves: Same as the base creature, modified by new ability scores.

Attributes: A sand slave gains the following ability increases: Str +2, Dex +2.

Skills: A sand slave gains a +4 species bonus on Bluff checks.

Feats: A sand slave gains Improved Damage Threshold as a bonus feat.

SASQUATCH

Size & Type:	Large Giant
Hit Dice:	3d8+9 (22 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	8/11 (-1 size, -1 Dex, +3 natural), flat-footed 11
BA / Grapple / Parry:	+2/+12/+8
Attack:	Slam +7 melee (1d4+6)
Full Attack:	2 slams +7 melee (1d4+6)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves / Dodge:	Fort +6, Ref -1, Will +2, Dodge -2
Attributes:	Str 22, Dex 9, Con 17, Int 6, Wis 12, Cha 10
Skills:	Climb +8, Intimidate +4, Listen +5, Speak Weren, Spot +5, Survival +10
Feats:	Alertness (B), Simple Weapons Proficiency, Tracking
Environment:	Mountainous forests
Organization:	Solitary, or pair
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+3

A sasquatch stands 8 to 10 feet tall and weighs about 300 pounds. It has long, tawny fur and beady black eyes. A sasquatch has an oppressive, bestial stink that frightens domestic animals.

COMBAT

Very animalistic in nature, the sasquatch will engage anything it might be able to overpower, but it will stay away from large groups. It will follow tracks it finds in the wild, especially if its scent reveals that there is wounded prey amongst those leaving the tracks.

Automatic Language: Sasquatches speak Weren—a language of growls, rumbles, and snorts.

Species Bonuses: Because of its size and ferocious appearance, a sasquatch gains a +4 species bonus on Intimidate checks.

SATANIC ICHOR

	Satanic Ichor	Satanic Ichor, Advanced
Size & Type:	Small Ooze	Medium Ooze
Hit Dice:	2d10+10 (21 hp)	8d10+36 (80 hp)
T/AC System Adj:	--	Hardness 2; +10 HP
Initiative / Speed:	+0; 10 ft. (2 hexes), climb 10 ft., fly 20 ft. (average)	+0; 10 ft. (2 hexes), climb 10 ft., fly 20 ft. (average)
Touch/Full AC (T/AC):	11/11 (+1 size), flat-footed 11	9/11 (-1 Dex, +2 natural), flat-footed 11
BA / Grapple / Parry:	+1/-3/+0	+6/+9/+9
Attack:	Slam +1 melee (1d4-1 plus special)	Slam +9 melee (1d6+4 plus special)
Full Attack:	Slam +1 melee (1d4-1 plus special)	Slam +9 melee (1d6+4 plus special)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Corrupt the mind, vessel of flesh	Corrupt the mind, vessel of flesh
Special Qualities:	Blindsight 120 ft., immunities, ooze traits, telepathy	Blindsight 120 ft., immunities, ooze traits, telepathy
Saves / Dodge:	Fort +0, Ref +0, Will +3, Dodge +1	Fort +4, Ref +1, Will +5, Dodge +1
Attributes:	Str 9, Dex 11, Con 11, Int 18, Wis 17, Cha 18	Str 17, Dex 9, Con 15, Int 18, Wis 17, Cha 18
Skills:	None	None
Feats:	None	None
Environment:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	4	10
Treasure:	None	None
Alignment:	Always evil	Always evil
Advancement:	3-5 HD (Small); 6-9 HD (Medium)	6-9 HD (Medium); 10-15 HD (Large)
Level Adjustment:	—	—

A translucent green ooze said to be the essence of evil incarnate, a satanic ichor is either contained or terrorizing those around it. A 13-gallon canister of satanic ichor weighs 250 pounds. A typical canister has hardness 5, 15 hit points, and a break DC of 18. If the canister sports a lock, the lock is usually high quality (Open Lock DC 30). Once released from its canister, satanic ichor can crawl across surfaces or float through the air with ease.

COMBAT

This being will always begin its reign of terror innocuously, dominating one thrall to bring it more to be dominated. Once it has amassed a sufficient amount power through thralls, it will take a vessel of flesh, and begin its campaign of evil in earnest.

Blindsight (Ex): Satanic ichor is blind but can ascertain all creatures and objects within 120 feet by nonvisual means. Beyond that range, all targets have total concealment with respect to the satanic ichor.

Corrupt the Mind (Su): As an attack action, satanic ichor can *Dominate* any creature it can contact telepathically (as the *Domination* psionic power manifested by a 10th-level Telepath). A successful Will save (DC 18) negates the effect and protects the creature against further domination attempts by the satanic ichor for 24 hours. Satanic ichor trapped within a container will typically use a *Dominated* creature to break the container that confines it. Freed satanic ichor will typically use a dominated creature as a vessel (see below) or thrall to attract other

potential thralls.

Immunities: Satanic ichor is immune to all weapons except ones that deal energy damage.

Ooze: Satanic ichor has the traits and immunities common to all oozes.

Telepathy (Su): Satanic ichor can communicate telepathically with any creature within 100 feet that has a language.

Vessel of Flesh (Su): If it succeeds at an attack roll against a living creature, satanic ichor can enter the creature's body through one or more orifices (usually the mouth, nostrils, or ears) or an open wound. The target gets a Will save (DC 10 + 1/2 the satanic ichor's Hit Dice + its Charisma modifier) to keep the satanic ichor from entering and taking control of its body. If the save fails, the satanic ichor seizes control of the creature's body, using it as a vessel to commit murder and other atrocities. A *Remove Curse* spell can expel satanic ichor from a creature's body, but the caster must succeed at a level check (1d20 + caster level) or the spell fails (DC 10 + 1/2 the satanic ichor's Hit Dice + its Charisma modifier). The creature possessed by satanic ichor has no memory of the possession once the satanic ichor is expelled. If the host drops to 0 or fewer hit points, the satanic ichor inside spills out through the mouth, ears, and nostrils and tries to commandeer a new "vessel" as quickly as possible. While possessing a creature, satanic ichor cannot be attacked directly.

A living creature possessed by satanic ichor takes 1d2 points of temporary Constitution damage per day, or 1d6 points per day if the satanic ichor's size category is larger than its host's. The Constitution damage cannot be healed until the satanic ichor is expelled.

SATYR

Size & Type:	Medium Fey
Hit Dice:	5d6+5 (22 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/16 (+1 Dex, +1 dodge, +4 natural), flat-footed 14
BA / Grapple / Parry:	+2/+2/+2
Attack:	Head butt +2 melee (1d6) or shortbow +3 ranged (1d6/x3)
Full Attack:	Head butt +2 melee (1d6) and dagger –3 melee (1d4/19–20); or shortbow +3 ranged (1d6/x3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Pipes
Special Qualities:	Damage reduction 5/cold iron, low-light vision
Saves / Dodge:	Fort +2, Ref +5, Will +5, Dodge +6*
Attributes:	Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13
Skills:	Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)
Feats:	Alertness (B), Dodge, Mobility
Environment:	Temperate forests
Organization:	Solitary, pair, band (3–5), or troop (6–11)
Challenge Rating:	2 (without pipes) or 4 (with pipes)
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	6–10 HD (Medium)
Level Adjustment:	+7

A satyr is a half-man / half-ram, but unlike a centaur a satyr has only the two legs. Natural pranksters with a love for music, satyrs have hair colors that range from red to chestnut brown, while their hooves and ram's horns are jet black. A satyr is about as tall and heavy as a half-elf. Satyrs speak Sylvan, and most also speak Common.

COMBAT

The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural

grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing. (If you wish, you can apply the Sidhe fey subtype template to the satyr for the ability to *Change Self*; see the Sidhe entry for more details).

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 13 Will save or be affected by *Charm Person*, *Sleep*, or *Fear* (caster level 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

SATYRS AS CHARACTERS

Satyr characters possess the following racial traits.

- +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma.
- Medium size.
- A satyr's base land speed is 40 feet.
- Low-light vision.
- Racial Hit Dice: A satyr begins with five levels of fey, which provide 5d6 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- Racial Skills: A satyr's fey levels give it skill points equal to 8 x (6 + Int modifier). Its class skills are Bluff, Hide, Knowledge (nature), Listen, Move Silently, Perform, and Spot. Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.
- Racial Feats: A satyr's fey levels give it two feats. A satyr receives Alertness as a bonus feat.
- +4 natural armor bonus.
- Natural Weapons: Head butt (1d6).
- Special Attacks (see above): Pipes.
- Special Qualities (see above): Damage reduction 5/cold iron.
- Automatic Languages: Sylvan. Bonus Languages: Common, Elven, Gnome.
- Favored Class: Bard.
- Level adjustment +7.

SEA CAT

Size & Type:	Large Magical Beast
Hit Dice:	6d10+18 (51 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+1; 10 ft. (2 hexes), swim 40 ft.
Touch/Full AC (T/AC):	18 (–1 size, +1 Dex, +8 natural), flat-footed 17
BA / Grapple / Parry:	+6/+14/—
Attack:	Claw +9 melee (1d6+4)
Full Attack:	2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Rend 2d6+6
Special Qualities:	Darkvision 60 ft., hold breath, low-light vision, scent
Saves / Dodge:	Fort +8, Ref +6, Will +5, Dodge +5
Attributes:	Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10
Skills:	Listen +8, Spot +7, Swim +12
Feats:	Alertness, Endurance, Iron Will
Environment:	Temperate aquatic
Organization:	Solitary, pair, or pride (5–12)
Challenge Rating:	4

Treasure:	None
Alignment:	Always neutral
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	—

This fearsome beast has the front quarters of a great cat with the hind quarters of a sea lion. A typical sea cat is 12 feet long and weighs 800 pounds.

COMBAT

Sea cats attack on sight, either for food or to defend their territory, and use both claws and teeth to grab and rend their prey. They display tremendous courage, always fighting to the death, even against creatures many times their size. Pairs and prides of sea cats attack in concert, trying to wear the opponent down until one beast can dispatch it.

Hold Breath (Ex): A sea cat can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Rend (Ex): A sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+6 points of damage.

Skills: A sea cat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SEA SERPENT

	Sea Serpent	Advanced Sea Serpent
Size & Type:	Huge Magical Beast	Colossal Magical Beast
Hit Dice:	9d10+27 (76 hp)	19d10+133 (237 hp)
T/AC System Adj:	Hardness 4; +20 HP	Hardness 10/2d; +65 HP
Initiative / Speed:	+7; Swim 60 ft.	+7; Swim 60 ft.
Touch/Full AC (T/AC):	11/15 (-2 size, +3 Dex, +4 natural), flat-footed 12	5/18 (-8 size, +3 Dex, +13 natural), flat-footed 15
BA / Grapple / Parry:	+9/+25/—	+19/+51/—
Attack:	Bite or tail slap +15 melee (2d6+8)	Bite or tail slap +27 melee (4d6+16)
Full Attack:	Bite or tail slap +15 melee (2d6+8)	Bite or tail slap +27 melee (4d6+16)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)	30 ft. (5-polyhex) /15 ft. (3 hexes)
Special Attacks:	Improved grab, swallow whole	Improved grab, swallow whole
Special Qualities:	Hazy outline, low-light vision	Hazy outline, low-light vision
Saves / Dodge:	Fort +9, Ref +9, Will +5, Dodge +7	Fort +18, Ref +14, Will +8, Dodge +6
Attributes:	Str 26, Dex 16, Con 17, Int 2, Wis 15, Cha 9	Str 42, Dex 16, Con 25, Int 2, Wis 15, Cha 9
Skills:	Hide +0 (+10 in water), Listen +7, Spot +7	Hide –8 (+2 in water), Listen +7, Spot +7
Feats:	Improved Initiative, Power Attack	Cleave, Great Cleave, Improved Initiative, Power Attack
Environment:	Any aquatic	Any aquatic
Organization:	Solitary, or pair	Solitary
Challenge Rating:	7	10
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	10-18 HD (Gargantuan); 19-40 HD (Colossal)	—
Level Adjustment:	—	—

The villain of many a sailor's tale, a sea serpent has a snakelike body between 30 and 200 feet long. Other features may vary with the individual creature— some sea serpents have slender fins like those of an eel, while others have completely smooth bodies. The head of one may be shaped like a horse, another like a seal.

Species Traits

Hazy Outline (Su): Part of the reason that so few sea serpents have ever been spotted or photographed is that they can make their forms indistinct and thereby blend into the lapping waves. As a full-round action, a sea serpent can blur its outline for a number of rounds equal to its Hit Dice. This distortion grants the sea serpent one-half concealment (20% miss chance). A sea serpent cannot be recorded on any visual media while in this state—a photograph shows only a fuzzy haze. A *See Invisibility* spell does not counteract this effect, but a *True Seeing* spell does.

Improved Grab (Ex): To use this ability, the sea serpent must hit an opponent at least one size category smaller than itself with its bite attack. If it gets a hold, it automatically deals bite damage each round that the hold is maintained, and it can swallow in the next round.

Skill Bonuses: The sea serpent's coloration and shape grant it a +10 species bonus on Hide checks made while it is in water.

Swallow Whole (Ex): If a sea serpent begins its turn with an opponent two or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the sea serpent, the opponent takes bludgeoning damage equal to the serpent's tail slap attack plus 1d6 points of acid damage per round from the monster's gullet. A successful grapple check allows the swallowed creature to climb out of the gullet and return to the sea serpent's maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the gullet using claws or a Small or Tiny slashing weapon. Dealing at least 20 points of damage to the gullet (Defense 25) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed creature must cut its own way out. A Huge sea serpent's gullet can hold 2 Medium-size, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

SEWER SLUDGE

	Sewer Sludge	Sewer Sludge, Advanced
Size & Type:	Medium Ooze	Large Ooze
Hit Dice:	4d10+14 (36 hp)	8d10+39 (83 hp)
T/AC System Adj:	--	Hardness 2; +10 HP
Initiative / Speed:	+0; 20 ft. (4 hexes)	+0; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	10/10, flat-footed 10	8/10 (-2 Dex, +2 natural), flat-footed 10
BA / Grapple / Parry:	+3/+4/—	+6/+15/—
Attack:	Slam +4 melee (1d6+1 plus disease)	Slam +10 melee (1d8+7 plus disease)
Full Attack:	Slam +4 melee (1d6+1 plus disease)	Slam +10 melee (1d8+7 plus disease)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)	10 ft. (2-polyhex) / 10 ft. (2 hexes)
Special Attacks:	Disease, constrict, improved grab	Disease, constrict, improved grab
Special Qualities:	Blindsight 30 ft., camouflage, immunities, ooze traits, stench	Blindsight 30 ft., camouflage, immunities, ooze traits, stench
Saves / Dodge:	Fort +2, Ref +1, Will -4, Dodge —	Fort +5, Ref +1, Will -3, Dodge —
Attributes:	Str 13, Dex 10, Con 13, Int —, Wis 1, Cha 1	Str 21, Dex 8, Con 17, Int —, Wis 1, Cha 1
Skills:	None	None
Feats:	None	None
Environment:	Any subterranean	Any subterranean
Organization:	Solitary	Solitary
Challenge Rating:	5	7
Treasure:	Standard	Standard
Alignment:	Always neutral	Always neutral
Advancement:	5–8 HD (Large); 9–12 HD (Huge)	—
Level Adjustment:	—	—

An unnatural amalgam of the detritus of society, the sewer sludge makes for a disgusting, if not deadly, opponent.

COMBAT

A mindless ooze, the sewer sludge tries to consume anything organic that is not already part of the monster.

Blindsight (Ex): A sewer sludge is blind but can ascertain all creatures and objects within 30 feet just as a sighted creature would. Beyond that range, all targets have total concealment with respect to the sewer sludge.

Camouflage (Ex): A motionless sewer sludge looks like nothing more than a pile of rotting garbage. A successful Spot check (DC 15) is required to recognize it as a creature.

Constrict (Ex): A sewer sludge deals slam damage (1d6+1 for a typical specimen) with a successful grapple check against a target at least one size category smaller than itself.

Disease (Ex): The touch of a sewer sludge carries typhoid bacillus (Fort DC 13 negates; incubation period 1d3 weeks; initial 1d4 Con; secondary 1d4 Con).

Immunities (Ex): A sewer sludge is immune to electricity and cold damage. If a cold attack deals damage equal to or greater than the sewer sludge's Constitution score, the creature is affected as though by a *slow* spell.

Improved Grab (Ex): To use this ability, the sewer sludge must hit an opponent at least one size category smaller than itself with its slam attack. If it gets a hold, it automatically deals slam damage each round that the hold is maintained, and it can constrict in the same round.

Ooze: A sewer sludge has the traits and immunities common to oozes.

Stench (Ex): A creature within 10 feet of a sewer sludge must make a successful Fortitude save (DC 10 + 1/2 the sludge's Hit Dice + its Constitution modifier) or be nauseated. The nausea persists for as long as the creature remains within 10 feet of the sewer sludge. A creature that leaves and reenters the area must make another save.

SHADOW

	Shadow	Greater Shadow
Size & Type:	Medium Undead (Incorporeal)	Medium Undead (Incorporeal)
Hit Dice:	3d12 (19 hp)	9d12 (58 hp)
T/AC System Adj:	+2	+2
Initiative / Speed:	Fly 40 ft. (good) (8 hexes)	Fly 40 ft. (good) (8 hexes)
Touch/Full AC (T/AC):	14/14 (+2 Dex, +1 deflection, +1 dodge), flat-footed 11	15/15 (+2 Dex, +2 deflection, +1 dodge), flat-footed 12
BA / Grapple / Parry:	+1/—/—	+4/—/—
Attack:	Incorporeal touch +3 melee (1d6 Str)	Incorporeal touch +6 melee (1d8 Str)
Full Attack:	Incorporeal touch +3 melee (1d6 Str)	Incorporeal touch +6 melee (1d8 Str)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	Create spawn, strength damage	Create spawn, strength damage
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits	Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
Saves / Dodge:	Fort +1, Ref +3, Will +4, Dodge +4*	Fort +3, Ref +5, Will +7, Dodge +6*
Attributes:	Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13	Str —, Dex 15, Con —, Int 6, Wis 12, Cha 14
Skills:	Hide +8*, Listen +7, Search +4, Spot +7	Hide +14*, Listen +9, Search +6, Spot +9
Feats:	Alertness, Dodge	Alertness, Dodge, Mobility, Spring Attack
Environment:	Any	Any
Organization:	Solitary, gang (2–5), or swarm (6–11)	Solitary
Challenge Rating:	3	8
Treasure:	None	None
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	4–9 HD (Medium)	—
Level Adjustment:	—	—

Born of darkness, negative energy, and death, a shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. A shadow is 5 to 6 feet tall and is weightless. Shadows cannot speak intelligibly.

COMBAT

Shadows lurk in dark places, waiting for living prey to happen by.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

GREATER SHADOW

Although no more intelligent than an average shadow, a greater shadow is more fearsome because of its increased damage and its hit-and-run tactics.

COMBAT

Strength Damage (Su): The touch of a greater shadow deals 1d8 points of Strength damage to a living foe.

SHADOW MASTIFF

Size & Type:	Medium Outsider (Extraplanar)
Hit Dice:	4d8+12 (30 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+5; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	12/15 (+1 Dex, +1 dodge, +3 natural), flat-footed 13
BA / Grapple / Parry:	+4/+7/+7
Attack:	Bite +7 melee (1d6+4)
Full Attack:	Bite +7 melee (1d6+4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Bay, trip
Special Qualities:	Darkvision 60 ft., shadow blend, scent
Saves / Dodge:	Fort +7, Ref +5, Will +5, Dodge +6*
Attributes:	Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13
Skills:	Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*
Feats:	Dodge, Improved Initiative, Track (B)
Environment:	Plane of Shadow
Organization:	Solitary, pair, or pack (5–12)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	–

This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth. A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds. Shadow mastiffs cannot speak, but they understand Common.

COMBAT

Shadow mastiffs prefer fighting in shadows or dark conditions, which gives them a great advantage. If a magical light source negates the shadows around them, shadow mastiffs are cunning enough to either move out of the light or back off and break up the opposition with their baying. They have been known to seize and carry off items enspelled with *Daylight* spells.

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 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 mastiff's bay for 24 hours. The

save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *Light* or *Continual Flame* spell, does not negate this ability. A *Daylight* spell, however, will.

Skills: *A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

SHAMBLING MOUND

Size & Type:	Large Plant
Hit Dice:	8d8+24 (60 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP
Initiative / Speed:	+0; 20 ft. (4 hexes), swim 20 ft.
Touch/Full AC (T/AC):	9/20 (–1 size, +11 natural), flat-footed 20
BA / Grapple / Parry:	+6/+15/+13
Attack:	Slam +11 melee (2d6+5)
Full Attack:	2 slams +11 melee (2d6+5)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Improved grab, constrict 2d6+7
Special Qualities:	Darkvision 60 ft., immunity to electricity, low-light vision, plant traits, resistance to fire 10
Saves / Dodge:	Fort +9, Ref +2, Will +4, Dodge +1
Attributes:	Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9
Skills:	Hide +3*, Listen +8, Move Silently +8
Feats:	Iron Will, Power Attack, Weapon Focus (slam)
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	6
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	–

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants. A shambler's brain and sensory organs are located in its upper body. A shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds.

COMBAT

A shambling mound batters or constricts its opponents with two huge, armlike appendages.

Improved Grab (Ex): To use this ability, a shambler must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

Skills: Shamblers have a +4 racial bonus on Hide, Listen, and Move Silently checks. They have a +12 racial bonus on Hide checks when in a swampy or forested area.

SHIELD GUARDIAN

Size & Type:	Large Construct
Hit Dice:	15d10+30 (112 hp)

T/AC System Adj:	Hardness 15/3d; +75 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	9/24 (–1 size, +15 natural), flat-footed 24
BA / Grapple / Parry:	+11/+21/—
Attack:	Slam +16 melee (1d8+6)
Full Attack:	2 slams +16 melee (1d8+6)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	—
Special Qualities:	Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, <i>Shield Other</i> , <i>Spell Storing</i>
Saves / Dodge:	Fort +5, Ref +5, Will +5, Dodge —
Attributes:	Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1
Environment:	Any
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	16–24 HD (Large); 25–45 HD (Huge)
Level Adjustment:	—

Created by spellcasters to be bodyguards, shield guardians are constructs that protect their masters with spells and stamina. When it is fashioned, a shield guardian is keyed to a particular magical amulet. Henceforth, it regards the wearer of that amulet to be its master, protecting and following that individual everywhere (unless specifically commanded not to do so).

A shield guardian obeys its master's verbal commands to the best of its ability, although it is not good for much beyond combat and possibly simple manual labor. It can also be keyed to perform specific tasks at specific times or when certain conditions are met. The wearer of the amulet can call the shield guardian from any distance, and it will come as long as it is on the same plane.

A shield guardian is some 9 feet tall and weighs more than 1,200 pounds. Shield guardians cannot speak, but they understand commands given in any language.

COMBAT

Shield guardians are straightforward in battle, bashing with their heavy stone fists. They are made for defense and are not particularly impressive on offense.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

CONSTRUCTION

A shield guardian is built from wood, bronze, stone, and steel. The materials cost 5,000 gp (Purchase DC 39).

The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a DC 30 Craft (armorsmithing) and DC 30 Craft (mechanical) check. The keyed amulet is fashioned at the same time, and its cost (20,000 gp; Purchase DC 44) is included in the cost of the guardian. After the body is sculpted, the shield guardian is animated through an extended magical ritual that requires a specially prepared

laboratory or workroom, similar to an alchemist's laboratory and costing 5,000 gp (Purchase DC 39) to establish.

If the creator is personally constructing the creature's body, the building and the ritual can be performed together. A shield guardian with more than 15 Hit Dice can be created, but each additional Hit Die adds +5,000 gp to the market price, and the price increases by +20,000 gp if the creature's size increases to Huge, modifying the cost to create accordingly.

CL 15th; Enchant Construct, *Limited Wish*, *Discern Location*, *Shield*, *Shield Other*, or *Imbue Construct*, *Bend Reality*, *Correspond*, *Force Shield*, *Share Pain*, caster / manifester must be at least 15th level; Price 120,000 gp (Purchase DC 50); Cost 65,000 gp (Purchase DC 48) + 5,750 XP.

AMULET

If a shield guardian's amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out the last command it was given.

SHOCKER LIZARD

Size & Type:	Small Magical Beast
Hit Dice:	2d10+2 (13 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+6; 40 ft. (8 hexes), climb 20 ft., swim 20 ft.
Touch/Full AC (T/AC):	13/16 (+1 size, +2 Dex, +3 natural), flat-footed 14
BA / Grapple / Parry:	+2/-2/-
Attack:	Bite +3 melee (1d4)
Full Attack:	Bite +3 melee (1d4)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Stunning shock, lethal shock
Special Qualities:	Darkvision 60 ft., electricity sense, immunity to electricity, low-light vision
Saves / Dodge:	Fort +4, Ref +5, Will +1, Dodge +6
Attributes:	Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6
Skills:	Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10
Feats:	Improved Initiative
Environment:	Warm marshes
Organization:	Solitary, pair, clutch (3–5), or colony (6–11)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	3–4 HD (Small); 5–6 HD (Medium)
Level Adjustment:	—

Looking very similar to a large gecko, a shocker lizard has a pale gray or blue underside, shading to a darker hue on its back. It has blue-black markings along its back and tail. A shocker lizard is about 1 foot tall at the shoulder and weighs about 25 pounds.

COMBAT

A shocker lizard relies on its electricity abilities in combat. A lizard tends to bite only after its shock has rendered an opponent unconscious or when the shock seems to have no effect at all. A solitary lizard flees once it delivers its shocks, but if other shocker lizards are nearby, they all home in on their comrade's discharges and attempt to administer their shocks to the foe.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution-based.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 +

number of lizards contributing) reduces the damage by half.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Skills: Shocker lizards have a +4 racial bonus on Hide checks due to their coloration. Shocker lizards have a +2 racial bonus on Listen and Spot checks.

Shocker lizards use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. A shocker lizard has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

A shocker lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SIDHE (Template)

A sub-species of fey, the sidhe have often been referred to as “the children of the forest”, and they all have a penchant for the wild aspect of nature, embracing change and chaos openly. Use the information on Fey to create new sidhe.

COMBAT

All sidhe have the Fey type for purposes of Hit Dice, Base Attack, Saving Throws, etc., as well as the following traits.

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

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

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

Damage Reduction (Su): Sidhe have damage reduction, as noted in the chart below.

Sidhe Hit Dice	Damage Reduction
8 or fewer	5/cold iron
9–16	10/cold iron
17 or more	15/cold iron

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

Allegiances: All sidhe have a primary allegiance to chaos.

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

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

Advancement: By character class.

Table: Sidhe Immunities and Resistances

Roll d%	Immunity	Roll d%	Resistance
01–06	Acid damage	01–21	None (do not roll again)
07–12	Cold damage	22–27	Acid resistance 10
13–18	Sonic/concussion damage	28–30	Acid resistance 20
19–24	Electricity damage	31–36	Cold resistance 10
25–30	Fire damage	37–39	Cold resistance 20
31–36	Ballistic damage	40–45	Sonic/concussion resistance 10
37–42	Bludgeoning damage	46–48	Sonic/concussion resistance 20
43–48	Piercing damage	49–54	Electricity resistance 10
49–54	Slashing damage	55–57	Electricity resistance 20
55–60	Poison damage	58–63	Fire resistance 10
61–66	Radiation damage	64–66	Fire resistance 20
67–100	Choose one, and roll again 1	67–100	Choose one, and roll again 1

1 After having rolled this result once, ignore further results of the same, re-rolling instead.

Two examples of sidhe include the dreamghast and the faun; many others abound.

	Sidhe, Dreamghast	Sidhe, Faun
Size & Type:	Medium Fey	Medium Fey
Hit Dice:	10d6+10 (45 hp)	5d6 (17 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP	Hardness 2; +10 HP
Initiative / Speed:	+2; 30 ft. (6 hexes)	+2; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	12/17 (+2 Dex, +5 natural), flat-footed 11	12/14 (+2 Dex, +2 natural), flat-footed 12
BA / Grapple / Parry:	+5/+6/+6	+2/+2/+2
Attack:	Machete +6 melee (1d6+1/19-20)	Gore +2 melee (1d6) or by weapon
Full Attack:	Machete +4 melee (1d6+1/19-20) and 3 machete attacks +0 melee (1d6/19-20)	Gore +2 melee (1d6) or by weapon
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Dream eating	—
Special Qualities:	Change self, despair, detect dreams, enslave, fascinate, memory loss, damage reduction 10/cold iron, fire resistance 10, immunities, low-light vision	Change self, cold resistance, damage reduction 5/cold iron, immunities, low-light vision
Saves / Dodge:	Fort +4, Ref +5, Will +8, Dodge +5	Fort +3, Ref +3, Will +3, Dodge +3
Attributes:	Str 12, Dex 14, Con 13, Int 11, Wis 13, Cha 20	Str 10, Dex 15, Con 11, Int 10, Wis 9, Cha 14
Skills:	Concentration +14, Intimidate +18, Listen +13, Spot +14	Bluff +10, Disguise +12, Hide +14, Listen +3, Move Silently +12, Perform (sing) +14, Perform (any one) +14, Spot +3
Feats:	Archaic Weapons Proficiency, Combat Reflexes, Improved Damage Threshold, Multiweapon Fighting*	Archaic Weapons Proficiency, Great Fortitude
Environment:	Any woodland	Any woodland
Organization:	Solitary	Solitary, or gang (3-6)
Challenge Rating:	7	4
Treasure:	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic
Advancement:	By character class	By character class
Level Adjustment:	—	—

DREAMGHAST

This horrible creature feeds on the dreams of sentient creature, and it can even eat the memories of its victims or bend its victim's mind to its will. In its native form the dreamghast appears as an obese humanoid with greasy green skin, soulless white eyes and 4 arms. However, its voice and mannerisms are very soothing, and insofar as the creature is almost never in its native form, the dreamghast is actually quite charismatic.

A giveaway trait of theirs in any shape; any hands not occupied with carrying something constantly paw at the open air, as if expecting to touch or grab something. The dreamghast can suppress this with a Concentration DC 20 check; failure means they're obviously twitching with their hands.

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

Any potential threat (such as a thrall of the dreamghast moving behind the fascinated creature) allows an

affected target a new save against the *Fascinate* effect. Any obvious threat, such as drawing a weapon, automatically breaks the effect. While using the *Fascinate* ability, a dreamghast must spend an attack action each round concentrating. The *Fascinate* ability is a spell-like, mind-affecting charm ability.

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

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

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

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

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

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

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

FAUN

Always ready for revelry, a faun is a creature of passion and music. They love the fine arts, drunken celebrations, and the beauty of nature. Unlike their evil kin, fauns have no need to always conceal their true nature; amongst their friends, or whenever they begin relaxing with good wine and music, they tend to revert to their native form, that of a comely humanoid with small horns and cloven feet.

Enchanting Music (Su): Music is magical to fauns, and they can create a variety of enchanting effects on listeners with a carefully crafted song. When a faun infuses its song with its fey power, all creatures within a 60-foot spread of the satyr (except other sidhe) must succeed at a Will save (DC 13) or be affected by *Attraction*, as the power manifest by a 10th level Telepath. Once per day, the faun can use his music to instead create a *Lesser Domination* effect (Will save, DC 15, negates) or *Mental Blast* effect (Will save, DC 15, negates) targeted at one specific listener. It takes the faun a full-round action to use enchanting music. Anyone who successfully saves against the faun's enchanting music cannot be affected by music from that faun for one day.

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

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

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

SKELETON (Template)

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.

CREATING A SKELETON

“Skeleton” is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice gained from class levels (to a minimum of 1) and raise remaining Hit Dice to d12s. If the creature has more than 20 Hit Dice, it can’t be made into a skeleton by the *animate dead* spell.

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

Armor Class: Natural armor bonus changes to a number based on the skeleton’s size:

Tiny or smaller	+0
Small	+1
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Attacks: A skeleton retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature, except for attacks that can’t work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with each of its claw attacks at its full attack bonus. A skeleton’s base attack bonus is equal to 1/2 its Hit Dice.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton’s size. (If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it’s better.)

Skeleton Size	Claw
Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8



Special Attacks: A skeleton retains none of the base creature’s special attacks.

Special Qualities: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A skeleton gains the following special qualities.

Immunity to Cold (Ex): Skeletons are not affected by cold.

Damage Reduction 5/Bludgeoning: Skeletons lack flesh or internal organs.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Attributes: A skeleton’s Dexterity increases by +2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton has no skills.

Feats: A skeleton loses all feats of the base creature and gains Improved Initiative.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
1/2	1/6
1	1/3

2–3	1
4–5	2
6–7	3
8–9	4
10–11	5
12–14	6
15–17	7
18–20	8

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature (or — if the base creature advances by character class).

Level Adjustment: —.

	Human Warrior Skeleton	Wolf Skeleton	Owlbear Skeleton
Size & Type:	Medium Undead	Medium Undead	Large Undead
Hit Dice:	1d12 (6 hp)	2d12 (13 hp)	5d12 (32 hp)
T/AC System Adj:	Hardness 2; +10 HP	Hardness 2; +10 HP	Hardness 2; +10 HP
Initiative / Speed:	+5; 30 ft. (6 hexes)	+7; 50 ft. (10 hexes)	+6; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/15 (+1 Dex, +2 natural, +2 heavy steel shield [Hard: 10, HP: 10]), flat-footed 14	13/15 (+3 Dex, +2 natural), flat-footed 12	11/13 (–1 size, +2 Dex, +2 natural), flat-footed 11
BA / Grapple / Parry:	+0/+1/—	+1/+2/—	+2/+11/—
Attack:	Scimitar +1 melee (1d6+1/18–20) or claw +1 melee (1d4+1)	Bite +2 melee (1d6+1)	Claw +6 melee (1d6+5)
Full Attack:	Scimitar +1 melee (1d6+1/18–20) or 2 claws +1 melee (1d4+1)	Bite +2 melee (1d6+1)	2 claws +6 melee (1d6+5) and bite +1 melee (1d8+2)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	5 ft. (1 hex) /5 ft. (1 hex)	10 ft. (2-polyhex) /5 ft.
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves / Dodge:	Fort +0, Ref +1, Will +2, Dodge —	Fort +0, Ref +3, Will +3, Dodge —	Fort +1, Ref +3, Will +4, Dodge —
Attributes:	Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1	Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1	Str 21, Dex 14, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
Environment:	Temperate plains	Temperate forests	Temperate forests
Organization:	Any	Any	Any
Challenge Rating:	1/3	1	2
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	—	3 HD (Medium); 4–6 HD (Large)	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—	—	—

	Troll Skeleton	Chimera Skeleton	Ettin Skeleton
Size & Type:	Large Undead	Large Undead	Large Undead
Hit Dice:	6d12 (39 hp)	9d12 (58 hp)	10d12 (65 hp)

T/AC System Adj:	Hardness 2; +10 HP	Hardness 2; +10 HP	Hardness 2; +10 HP
Initiative / Speed:	+7; 30 ft. (6 hexes)	+6; 30 ft. (6 hexes)	+4; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/14 (+3 Dex, -1 size, +2 natural), flat-footed 11	11/13 (+2 Dex., -1 size, +2 natural), flat-footed 11	9/11 (-1 size, +2 natural), flat-footed 11
BA / Grapple / Parry:	+3/+13/—	+4/+12/—	+5/+15/—
Attack:	Claw +8 melee (1d6+6)	Bite +7 melee (2d6+4)	Morningstar +10 melee (2d6+6) or claw +10 melee (1d6+6) or javelin +4 ranged (1d8+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d6+3)	Bite +7 melee (2d6+4) and bite+7 melee (1d8+4) and gore +7 melee (1d8+4) and 2 claws +2 melee (1d6+2)	2 morningstars +10 melee (2d6+6) or 2 claws +10 melee (1d6+6) or 2 javelins +4 ranged (1d8+6)
Space/Reach:	10 ft. (2-polyhex) /10 ft.	10 ft. (2-polyhex) /5 ft.	10 ft. (2-polyhex) /10 ft.
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., darkvision 60 ft., immunity to cold, superior twoweapon
Saves / Dodge:	Fort +2, Ref +5, Will +5, Dodge —	Fort +3, Ref +5, Will +6, Dodge —	Fort +3, Ref +3, Will +7, Dodge —
Attributes:	Str 23, Dex 16, Con —, Int — Wis 10, Cha 1	Str 19, Dex 15, Con —, Int — Wis 10, Cha 1	Str 23, Dex 10, Con —, Int — Wis 10, Cha 1
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
Environment:	Cold mountains	Temperate hills	Cold hills
Organization:	Any	Any	Any
Challenge Rating:	3	4	5
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	—	10–13 HD (Large); 14–27 HD (Huge)	—
Level Adjustment:	—	—	—

	Advanced Megaraptor Skeleton	Cloud Giant Skeleton	Young Adult Red Dragon Skeleton
Size & Type:	Huge Undead	Huge Undead	Huge Undead (Fire)
Hit Dice:	12d12 (78 hp)	17d12 (110 hp)	19d12 (123 hp)
T/AC System Adj:	Hardness 3; +15 HP	Hardness 3; +15 HP	Hardness 3; +15 HP
Initiative / Speed:	+7; 60 ft. (12 hexes)	+6; 50 ft. (10 hexes)	+5; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	11/14 (-2 size, +3 Dex, +3 natural), flat-footed 11	10/13 (-2 size, +2 Dex, +3 natural), flat-footed 11	9/12 (-2 size, +1 Dex, +3 natural), flat-footed 11
BA / Grapple / Parry:	+6/+19/—	+8/+28/—	+9/+27/—
Attack:	Talons +9 melee (2d8+5)	Gargantuan morningstar +18 melee (4d6+18) or claw +18 melee (1d8+12) or rock +8 ranged (2d8+12)	Bite +17 melee (2d8+10)
Full Attack:	Talons +9 melee (2d8+5) and 2 claws +4 melee (1d8+2) and bite +4 melee (2d6+2)	Gargantuan morningstar +18/+13 melee (4d6+18) or 2 claws +18 melee (1d8+12)	Bite +17 melee (2d8+10) and 2 claws +12 melee (2d6+5) and 2 wings +12 melee

		or rock +8 ranged (2d8+12)	(1d8+5) and tail slap +12 melee (2d6+15)
Space/Reach:	15 ft. (3-polyhex) /10 ft.	15 ft. (3-polyhex) /15 ft.	15 ft. (3-polyhex) /10 ft.
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, oversize weapon, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, undead traits
Saves / Dodge:	Fort +4, Ref +7, Will +8, Dodge —	Fort +5, Ref +7, Will +10, Dodge —	Fort +6, Ref +7, Will +8, Dodge —
Attributes:	Str 21, Dex 17, Con —, Int — Wis 10, Cha 1	Str 35, Dex 15, Con —, Int — Wis 10, Cha 1	Str 31, Dex 12, Con —, Int — Wis 10, Cha 1
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
Environment:	Warm forests	Temperate mountains	Warm mountains
Organization:	Any	Any	Any
Challenge Rating:	6	7	8
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	13–16 HD (Huge); 17–20 HD (Gargantuan)	—	20 HD (Huge)
Level	—	—	—
Adjustment:			

SKIN FEASTER

	Skin Feaster	Skin Feaster, Advanced
Size & Type:	Medium Undead	Large Undead
Hit Dice:	4d12 (26 hp)	9d12 (58 hp)
T/AC System Adj:	Hardness 3; +15 HP	Hardness 5/1d; +25 HP
Initiative / Speed:	+3; 30 ft. (6 hexes)	+2; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	13/16 (+3 Dex, +3 natural), flat-footed 13	12/17 (-1 size, +2 Dex, +1 dodge, +5 natural), flat-footed 14
BA / Grapple / Parry:	+2/+2/+2	+4/+12/+8
Attack:	Claw +2 melee (1d4 plus necrotizing touch)	Claw +7 melee (1d6+6 plus necrotizing touch)
Full Attack:	Claw +2 melee (1d4 plus necrotizing touch)	Claw +7 melee (1d6+6 plus necrotizing touch)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Necrotizing touch (DC 13)	Necrotizing touch (DC 15)
Special Qualities:	Flesh weakness, skin regrowth, undead traits	Flesh weakness, skin regrowth, undead traits
Saves / Dodge:	Fort +1, Ref +4, Will +6, Dodge +4	Fort +3, Ref +5, Will +8, Dodge +6*
Attributes:	Str 10, Dex 16, Con —, Int 6, Wis 15, Cha 12	Str 18, Dex 14, Con —, Int 6, Wis 15, Cha 12
Skills:	Climb +6, Jump +6, Listen +8, Read/Write (any one), Speak (any one), Spot +8	Climb +9, Jump +9, Listen +10, Read/Write (any one), Speak (any one), Spot +10
Feats:	Simple Weapons Proficiency	Agile Riposte, Dodge, Simple Weapons Proficiency
Environment:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	3	5
Treasure:	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil

Advancement:	5–8 HD (Medium); 9-15 HD (Large)	—
Level Adjustment:	—	—

An especially insidious form of undead, the skin feaster can hide indefinitely amongst others of its former race, if consistently fed. Typically born as the victim of an especially painful death involving the skin (i.e. fire, acid, disease, etc.), the undead skin feaster has returned to try in vain to regain what it lost; its skin. In its native form, it looks like a completely skinned version of its former self, muscle and bone exposed. However, if it has been able to maintain a steady diet of flesh, then it can appear normal to others, hiding amongst them to stay close to its food source.

COMBAT

The skin feaster will always deny being anything except normal. However, if it has a skin and its skin is being threatened with damage, it will promise to do whatever it can for mercy's sake, and it will conspire to kill the one threatening it at a later time. If its true form is discovered, it will attempt to destroy all who know of it.

Automatic Languages: A skin feaster can read, write, and speak any one language that it could in life.

Bonus Feat: A skin feaster gains Simple Weapons Proficiency as a bonus feat.

Flesh Weakness (Ex): A skin feaster that successfully deals damage to an opponent with its necrotizing touch attack must spend its next turn devouring the flesh that has fallen from that opponent's body. It takes no other actions during this time but can defend itself normally. It can consume an amount of flesh equivalent to 3 points of Constitution damage (or drain; see below) per round.

Necrotizing Touch (Su): With a successful melee touch attack, the skin feaster causes lumps of flesh to fall from the target's body, dealing 1d3 points of Constitution damage; a successful Fortitude save negates (DC 10 + 1/2 the skin feaster's Hit Dice + its Charisma modifier). On a failed save, the target must attempt a second Fortitude save at the same DC. Failure indicates that 1 point of the Constitution damage already taken becomes Constitution drain instead.

Skin Regrowth (Su): If a skin feaster manages to eat an amount of flesh equivalent to 6 points of Constitution damage (or drain; see above) in any 24-hour period, it begins to regrow its skin. This process requires 1d6 hours. For the next 1d3 days thereafter, the skin feaster appears just as it did before its death, excluding scars, moles, or other minor skin imperfections. Only the creature's appearance changes—it is still an undead with all of its usual species traits except the flesh weakness, which is not active while the skin feaster wears its new skin. Once this period is over, the skin feaster's regrown skin sloughs off, restoring it to its usual appearance and reactivating its flesh weakness.

Undead: Skin feasters have the traits and immunities common to undead.

SKUM

Size & Type:	Medium Aberration (Aquatic)
Hit Dice:	2d8+2 (11 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+1; 20 ft. (4 hexes), swim 40 ft.
Touch/Full AC (T/AC):	11/13 (+1 Dex, +2 natural), flat-footed 12
BA / Grapple / Parry:	+1/+5/+5
Attack:	Bite +5 melee (2d6+4)
Full Attack:	Bite +5 melee (2d6+4) and 2 claws +0 melee (1d4+2)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Rake 1d6+2
Special Qualities:	Darkvision 60 ft., amphibious
Saves / Dodge:	Fort +1, Ref +1, Will +3, Dodge +1
Attributes:	Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6
Skills:	Hide +6*, Listen +7*, Move Silently +6, Spot +7*, Swim +12
Feats:	Alertness
Environment:	Underground
Organization:	Brood (2–5) or pack (6–15)

Challenge Rating:	1
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	+2

A slave race of the aboleth (see above), a skum looks like a lumpy-skinned humanoid with a froglike head. A skum is about the same height and weight as a human. Skum speak Aquan.

COMBAT

Skum are typically cowardly, only attacking when the numerical superiority is obvious or when commanded to by an aboleth overlord.

Rake (Ex): Attack bonus +0 melee, damage 1d6+2. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater. A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SPACE CREATURE (Template)

A space creature is a xenomorph that either lives in the cold vacuum of space or can survive there indefinitely. Space creatures often hibernate in comets and asteroids. Others wander outer space in search of food, occasionally taking up residence on planets where food is abundant (assuming they can find a safe way to the surface). Space creatures even threaten astronauts and idle starships from time to time. Not all space creatures are motivated by hunger or sheer malice; other likely motives include natural curiosity or a desire for companionship. Space is, after all, a vast and lonely place.

CREATING A SPACE CREATURE

“Space creature” is an inherited template that can be added to any creature (referred to hereafter as the “base creature”). The creature retains its original type. It uses the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +1.

Speed: In space and other zero-gravity environments, a space creature gains a fly speed equal to its base speed (perfect maneuverability).

Special Qualities: A space creature retains all the special qualities of the base creature. It also gains the following special qualities:

Energy Resistance (Ex): A space creature gains cold resistance 20 and fire resistance 20.

Darkvision (Ex): The space creature gains darkvision out to a range of 120 feet. Darkvision is black and white only but is otherwise the same as normal sight.

Radiation Resistance (Ex): A space creature gains a +8 species bonus on saves to resist any kind of radiation poisoning.

Vacuum Survival (Ex): A space creature creates its own oxygen supply or doesn’t need to breathe at all. It can exist in zero-atmosphere environments.

Ability Modifiers: Apply the following modifiers to a space creature’s ability scores: –2 Str, +2 Con.

Bonus Feats: A space creature gains the bonus feat Zero-G Training.

SPECTRE

Size & Type	Medium Undead (Incorporeal)
Hit Dice:	7d12 (45 hp)
T/AC System Adj:	--
Initiative / Speed:	+7; 40 ft. (8 hexes), fly 80 ft. (perfect)

Touch/Full AC (T/AC):	15/15 (+3 Dex, +2 deflection), flat-footed 13
BA / Grapple / Parry:	+3/—/—
Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Full Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Energy drain, create spawn
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura
Saves / Dodge:	Fort +2, Ref +5, Will +7, Dodge +5
Attributes:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills:	Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks)
Feats:	Alertness, Blind-Fight, Improved Initiative
Environment:	Any land and underground
Organization:	Solitary, gang (2–4), or swarm (6–11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always lawful evil
Advancement:	8–14 HD (Medium)
Level Adjustment:	—

A spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its countenance. Hating all that is living, the spectre seeks to drain all of their lifeforce. A spectre is roughly human-sized and is weightless.

COMBAT

In close combat a spectre attacks with its numbing, life-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

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 can take only a single move or attack action in a round.

SPHYNX

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass. A typical sphinx is about 10 feet long and weighs about 800 pounds. Sphinxes speak Sphinx, Common, and Draconic.

COMBAT

Most sphinxes fight on the ground, using their wings to help them pounce much as lions do. If outnumbered by earthbound creatures, a sphinx takes wing and attacks on the fly.

Pounce (Ex): If a sphinx charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A sphinx that pounces onto a creature can make two rake attacks with its hind legs. Each sphinx's

description provides its attack bonus and damage.

ANDROSPHYNX

Size & Type:	Large Magical Beast
Hit Dice:	12d10+48 (114 hp)
T/AC System Adj:	Hardness 10/2d; +65 HP
Initiative / Speed:	+0; 50 ft. (10 hexes), fly 80 ft. (poor)
Touch/Full AC (T/AC):	9/22 (–1 size, +13 natural), flat-footed 22
BA / Grapple / Parry:	+12/+23/+19
Attack:	Claw +18 melee (2d4+7)
Full Attack:	2 claws +18 melee (2d4+7)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Pounce, rake 2d4+3, roar, spells
Special Qualities:	Darkvision 60 ft., low-light vision
Saves / Dodge:	Fort +12, Ref +8, Will +7, Dodge +7
Attributes:	Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17
Skills:	Intimidate +17, Knowledge (any one) +18, Listen +18, Spot +18, Survival +18
Feats:	Alertness, Cleave, Great Cleave, Flyby Attack, Power Attack, Track
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	13–18 HD (Large); 19–36 HD (Huge)
Level Adjustment:	+14

These sphynxes are always male. Androsphynxes are clever and generally good-natured, but they can be savage opponents.

COMBAT

In battle, an androsphynx rips apart enemies with its razor-sharp claws. It relies on its natural weapons in a fight, employing its spells for defense or healing.

Rake (Ex): Attack bonus +18 melee, damage 2d4+3.

Roar (Su): Three times per day an androsphynx can loose a mighty roar. The first time it does this, all creatures within 500 feet must succeed on a DC 19 Will save or be affected as though by a *Fear* spell for 2d6 rounds.

If the sphynx roars a second time during the same encounter, all creatures within 250 feet must make a DC 19 Fortitude save or be paralyzed for 1d4 rounds, and all within 90 feet are deafened for 2d6 rounds (no save).

If it roars a third time during the same encounter, all within 250 feet must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage for 2d4 rounds. In addition, any Medium or smaller creature within 90 feet must succeed on a DC 19 Fortitude save or be thrown to the ground and take 2d8 points of damage. The force of this roar is so great that it deals 50 points of damage to any stone or crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a DC 19 Reflex save.

Other androsphynxes are immune to these effects. The save DCs are Charisma-based.

Spells: An androsphynx casts divine spells as a 6th-level Cleric from the Cleric spell list and from the Good, Healing, and Protection domains.

Typical Cleric Spells Prepared (5/5/5/4 or 45 PP; save DC 13 + spell level): 0—*Cure Minor Wounds*, *Detect Magic & Psionics*, *Guidance*, *Light*, *Resistance*; 1st—*Divine Favor*, *Protection from Evil**, *Shield of Faith*, *Remove Fear*, *Summon Monster I*; 2nd—*Bull's Strength*, *Remove Paralysis*, *Resist Energy*, *Shield Other**, *Summon Monster II*; 3rd—*Cure Serious Wounds**, *Daylight*, *Invisibility Purge*, *Searing Light*.

*Domain spell. Domains: Good and Healing.

GYNOSPHYNX

Size & Type:	Large Magical Beast
Hit Dice:	8d10+8 (52 hp)
T/AC System Adj:	Hardness 10/2d; +55 HP
Initiative / Speed:	+5; 40 ft. (8 hexes), fly 60 ft. (poor)
Touch/Full AC (T/AC):	10/21 (–1 size, +1 Dex, +11 natural), flat-footed 20
BA / Grapple / Parry:	+8/+16/+12
Attack:	Claw +11 melee (1d6+4)
Full Attack:	2 claws +11 melee (1d6+4)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Pounce, rake 1d6+2, spell-like abilities
Special Qualities:	Darkvision 60 ft., low-light vision
Saves / Dodge:	Fort +7, Ref +7, Will +8, Dodge +6
Attributes:	Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19
Skills:	Bluff +15, Concentration +12, Craft (writing) +15, Decipher Script +15, Diplomacy +8, Intimidate +13, Listen +17, Sense Motive +15, Spot +17
Feats:	Combat Casting, Improved Initiative, Iron Will
Environment:	Warm deserts
Organization:	Solitary or covey (2–4)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	+10

These sphynxes are the female counterparts of androsphynxes. Unlike their good-natured mates, gynosphynxes are much more introspective and reserved. They often specialize in poetry and rhyme in creating and deciphering riddles that conceal important information.

COMBAT

In close combat, gynosphynxes use their powerful claws to flay the flesh from their enemies. Despite their deadly nature, they prefer to avoid combat whenever possible.

Rake (Ex): Attack bonus +11 melee, damage 1d6+2.

Spell-Like abilities: 3/day—*Clairaudience/Clairvoyance, Detect Magic & Psionics, Read Magic, See Invisibility*; 1/day—*Comprehend Languages, Divination, Locate Object, Dispel Magic & Psionics, Remove Curse* (DC 18), *Legend Lore*. Caster level 14th. The save DC is Charisma-based.

Once per week a gynosphynx can create a *Symbol of Death*, a *Symbol of Fear*, a *Symbol of Insanity*, a *Symbol of Pain*, a *Symbol of Persuasion*, a *Symbol of Sleep*, and a *Symbol of Stunning* as the spells (caster level 18th), except that all save DCs are 22 and each symbol remains a maximum of one week once scribed. The save DCs are Charisma-based.

SPIDER EATER

Size & Type:	Large Magical Beast
Hit Dice:	4d10+20 (42 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+1; 30 ft. (6 hexes), fly 60 ft. (good)
Touch/Full AC (T/AC):	11/15 (–1 size, +1 Dex, +1 dodge, +4 natural), flat-footed 13
BA / Grapple / Parry:	+4/+13/—
Attack:	Sting +8 melee (1d8+5 plus poison)
Full Attack:	Sting +8 melee (1d8+5 plus poison) and bite +3 melee (1d8+2)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Implant, poison

Special Qualities:	Darkvision 60 ft., freedom of movement, lowlight vision, scent
Saves / Dodge:	Fort +9, Ref +5, Will +2, Dodge +5*
Attributes:	Str 21, Dex 13, Con 21, Int 2, Wis 12, Cha 10
Skills:	Listen +10, Spot +11
Feats:	Alertness, Dodge
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	5–12 HD (Huge)
Level Adjustment:	—

A giant wasp-like insectoid, a spider eater is so-called because of its preference for using giant spiders as incubators for its young. A spider eater is about 10 feet long and 4 feet high and has a wingspan of about 20 feet. It weighs about 4,000 pounds.

COMBAT

A spider eater attacks with its venomous sting and powerful mandibles. Its usual tactic is to deliver a sting, then back off, hovering out of reach until the venom takes effect.

Implant (Ex): Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge about six weeks later, literally devouring the host from inside.

Poison (Ex): Injury, Fortitude DC 17, initial damage none, secondary damage paralysis for 1d8+5 weeks. The save DC is Constitution-based.

Freedom of Movement (Su): Spider eaters have a continuous *Freedom of Movement* ability as the spell (caster level 12th). When the spider eater serves as a mount, this effect does not extend to its rider.

Skills: Spider eaters have a +4 racial bonus on Listen and Spot checks.

TRAINING A SPIDER EATER

A spider eater requires training before it can bear a rider in combat.

Training a spider eater requires six weeks of work and a DC 25 Handle Animal check. Riding a spider eater requires an exotic saddle. A spider eater can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Spider eater eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each.

Professional trainers charge 3,000 gp to rear or train a spider eater.

Carrying Capacity: A light load for a spider eater is up to 306 pounds; a medium load, 307–612 pounds; and a heavy load, 613–920 pounds.

SPRITE

Sprites are reclusive fey. They go out of their way to fight evil and ugliness and to protect their homelands. Combat Sprites fight their opponents with spell-like abilities and pint-sized weaponry. They prefer ambushes and other trickery over direct confrontation. Unlike sidhe, sprites do not have the ability to change form, instead relying on their diminutive size to help escape notice.

Skills: All sprites have a +2 racial bonus on Search, Spot, and Listen checks.

GRIG

Size & Type:	Tiny Fey
Hit Dice:	½ d6+1 (2 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+4; 20 ft. (4 hexes), fly 40 ft. (poor)
Touch/Full AC (T/AC):	17/19 (+2 size, +4 Dex, +1 dodge, +2 natural), flat-footed 16
BA / Grapple / Parry:	+0/–11/+4

Attack:	Short sword +6 melee (1d3–3/19–20) or longbow +6 ranged (1d4–3/x3)
Full Attack:	Short sword +6 melee (1d3–3/19–20) or longbow +6 ranged (1d4–3/x3)
Space/Reach:	1 ft. (3-microhex) /2 ft. (One 2-microhex)
Special Attacks:	Spell-like abilities, fiddle
Special Qualities:	Damage reduction 5/cold iron, low-light vision, spell resistance 17
Saves / Dodge:	Fort +1, Ref +6, Will +3, Dodge +9*
Attributes:	Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14
Skills:	Craft (any one) +4, Escape Artist +8, Hide +16, Jump +3, Listen +3, Move Silently +8*, Perform (string instruments) +6, Search +2, Spot +3
Feats:	Dodge (B), Weapon Finesse
Environment:	Temperate forests
Organization:	Gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating:	1
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	1–3 HD (Tiny)
Level Adjustment:	+2

Tiny folk with distinguishing grasshopper's legs, grigs can leap great distances. They have light blue skin, forest-green hair, and brown hairy legs, and usually wear tunics or brightly colored vests with buttons made from tiny gems. A grig stands 1-1/2 feet tall and weighs about 1 pound. Grigs speak Sylvan. Some also speak Common.

COMBAT

Grigs are fierce by sprite standards, attacking opponents fearlessly with bow and dagger.

Spell-Like abilities: 3/day—*Disguise Self*, *Entangle* (DC 13), *Invisibility* (self only), *Pyrotechnics* (DC 14), *Ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any non-fey within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *Irresistible Dance* for as long as the playing continues. The save DC is Charisma-based.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

NIXIE

Size & Type:	Small Fey (Aquatic)
Hit Dice:	1d6 (3 hp)
T/AC System Adj:	--
Initiative / Speed:	+3; 20 ft. (4 hexes), swim 30 ft.
Touch/Full AC (T/AC):	15/15 (+1 size, +3 Dex, +1 dodge), flat-footed 11
BA / Grapple / Parry:	+0/–6/+3
Attack:	Short sword +4 melee (1d4–2/19–20) or light crossbow +4 ranged (1d6/19–20)
Full Attack:	Short sword +4 melee (1d4–2/19–20) or light crossbow +4 ranged (1d6/19–20)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	<i>Charm Person</i>
Special Qualities:	Amphibious, damage reduction 5/cold iron, low-light vision, spell resistance 16, <i>Water Breathing</i> , wild empathy
Saves / Dodge:	Fort +0, Ref +5, Will +3, Dodge +7*
Attributes:	Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18
Skills:	Bluff +8, Craft (any one) +5, Escape Artist +6, Handle Animal +8, Hide +7*, Listen +6, Perform (sing) +7, Search +3, Sense Motive +5, Spot +6, Swim +6
Feats:	Dodge (B), Weapon Finesse
Environment:	Temperate aquatic
Organization:	Gang (2–4), band (6–11), or tribe (20–80)

Challenge Rating:	1
Treasure:	No coins; 50% goods (metal or stone only); 50% items (no scrolls)
Alignment:	Always neutral
Advancement:	2–3 HD (Small)
Level Adjustment:	+2

The protectors of sylvan lakes and streams, nixies are typically slim and comely, with lightly scaled, pale green skin and dark green hair. Females often twine shells and pearl strings in their hair and dress in wraps woven from colorful seaweed. Males wear loincloths of the same materials. Nixies prefer not to leave their lakes. A nixie stands about 4 feet tall and weighs about 45 pounds. Nixies speak Aquan and Sylvan, with some also speaking Common.

COMBAT

Nixies rely on their *Charm Person* ability to deter enemies, entering combat only to protect themselves and their territory.

Charm Person (Sp): A nixie can use *Charm Person* three times per day as the spell (caster level 4th). Those affected must succeed on a DC 15 Will save or be *charmed* for 24 hours. Most *charmed* creatures are used to perform heavy labor, guard duty, and other onerous tasks for the nixie community. Shortly before the effect wears off, the nixie escorts the *charmed* creature away and orders it to keep walking. The save DC is Charisma-based.

Amphibious (Ex): Although nixies are aquatic, they can survive indefinitely on land.

Water Breathing (Sp): Once per day a nixie can use *Water Breathing* as the spell (caster level 12th). Nixies usually bestow this effect on those they have *charmed*.

Wild Empathy (Ex): This ability works like the Druid's wild empathy class feature, except that a nixie has a +6 racial bonus on the check.

Skills: A nixie has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Nixies have a +5 racial bonus on Hide checks when in the water.

PIXIE

Size & Type:	Small Fey
Hit Dice:	1d6 (3 hp)
T/AC System Adj:	Hardness 1; +5 HP
Initiative / Speed:	+4; 20 ft. (4 hexes), fly 60 ft. (good)
Touch/Full AC (T/AC):	16/17 (+1 size, +4 Dex, +1 dodge, +1 natural), flat-footed 12
BA / Grapple / Parry:	+0/–6/+4
Attack:	Short sword +5 melee (1d4–2/19–20) or longbow +5 ranged (1d6–2/x3)
Full Attack:	Short sword +5 melee (1d4–2/19–20) or longbow +5 ranged (1d6–2/x3)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities, special arrows
Special Qualities:	Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15
Saves / Dodge:	Fort +0, Ref +6, Will +4, Dodge +8*
Attributes:	Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16
Skills:	Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8
Feats:	Dodge (B), Weapon Finesse
Environment:	Temperate forests
Organization:	Gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating:	4 (5 with <i>Irresistible Dance</i>)
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	2–3 HD (Small)

Level Adjustment: +3 (+4 with *Irresistible Dance*)

Footloose and fancy-free, pixies are lovers of life and the forest. Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes. A pixie stands about 2-1/2 feet tall and weighs about 30 pounds. Pixies speak Sylvan and Common, and they may know other languages as well.

COMBAT

The normally carefree pixies ferociously attack evil creatures and unwanted intruders. They take full advantage of their invisibility and other abilities to harass and drive away opponents.

Greater 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.

Spell-Like abilities: 1/day—*Lesser Confusion* (DC 14), *Dancing Lights*, *Detect Alignment*, *Detect Thoughts* (DC 15), *Dispel Magic & Psionics*, *Entangle* (DC 14), *Permanent Image* (DC 19; visual and auditory elements only), *Polymorph* (self only). Caster level 8th. The save DCs are Charisma-based. One pixie in ten can use *Irresistible Dance* (caster level 8th) once per day.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to *Sleep*.

Memory Loss: An opponent struck by this arrow must succeed on a DC 15 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *Heal* spell or memory restoration with *Bend Reality*, *Limited Wish*, *Wish*, *Miracle*, or *Reality Revision*.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a *Sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

PIXIES AS CHARACTERS

A pixie character exchanges its 1 HD of fey for its first class level.

Pixie characters possess the following racial traits.

- −4 Strength, +8 Dexterity, +6 Intelligence, +4 Wisdom, +6 Charisma.
- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, −4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A pixie's base land speed is 20 feet. It also has a fly speed of 60 feet (good).
- Low-light vision.
- Skills: Pixies have a +2 racial bonus on Listen, Search, and Spot checks.
- Racial Feats: A pixie receives Dodge as a bonus feat.
- +1 natural armor bonus.
- Special Attacks (see above): Spell-like abilities.
- Special Qualities (see above): Damage reduction 10/cold iron, greater invisibility, spell resistance equal to 15 + class levels.
- Automatic Languages: Common, Sylvan. Bonus Languages: Elven, Gnome, Halfling.
- Favored Class: Sorcerer.
- Level adjustment +3 (+4 if the pixie can use *Irresistible Dance*).

STAR DOPPELGANGER

In its natural form, a star doppelganger is a hideous conglomeration of all the creatures it has mimicked over the ages. An individual's body may exhibit any combination of features, including fish fins, crab claws, spider legs, shark jaws, bear teeth, a human face, tentacles, and less recognizable appendages of various alien beings. Its entire form is awash with blood, slime, and stinking ichor of unknown origin. If a star doppelganger once had a shape of its own, that shape has long ago become indistinguishable in the roiling mass of flesh and putrescence that makes up its current form.

	Tiny Star Doppelganger	Small Star Doppelganger	Medium Star Doppelganger
Size & Type:	Tiny Aberration	Small Aberration	Medium Aberration

Hit Dice:	1d8 (4 hp)	2d8 (9 hp)	4d8+4 (22 hp)
T/AC System Adj:	Hardness 4; +20 HP	Hardness 4; +20 HP	Hardness 4; +20 HP
Initiative / Speed:	+1; 30 ft. (6 hexes), burrow 20 ft., climb 20 ft., swim 20 ft.	+0; 30 ft. (6 hexes), burrow 20 ft., climb 20 ft., swim 20 ft.	-1; 30 ft. (6 hexes), burrow 20 ft., climb 20 ft., swim 20 ft.
Touch/Full AC (T/AC):	13/17 (+2 size, +1 Dex, +4 natural), flat-footed 16	11/15 (+1 size, +4 natural), flat-footed 15	9/13 (-1 Dex, +4 natural), flat-footed 13
BA / Grapple / Parry:	+0/-8/+0	+1/-2/+3	+3/+7/+7
Attack:	Bite +2 melee (1d4)	Bite +4 melee (1d6+2)	Bite +7 melee (2d4+4)
Full Attack:	Bite +2 melee (1d4) and gore -3 melee (1d3) and claw -3 melee (1d2) and slam -3 melee (1)	Bite +4 melee (1d6+2) and gore -1 melee (1d4+1) and claw -1 melee (1d3+1) and slam -1 melee (1d2+1)	Bite +7 melee (2d4+4) and gore +2 melee (1d6+2) and claw +2 melee (1d4+2) and slam +2 melee (1d3+2)
Space/Reach:	1 ft. (3-microhex) /1 ft.	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft.
Special Attacks:	Flesh transfer (DC 10)	Flesh transfer (DC 11)	Flesh transfer (DC 13)
Special Qualities:	Absorb, alien physiology, cold resistance 10, convert, darkvision 60 ft., fear aura (DC 10), hive mind, immunities, mimic, regeneration 5, split	Absorb, alien physiology, cold resistance 10, convert, darkvision 60 ft., fear aura (DC 11), hive mind, immunities, mimic, regeneration 5, split	Absorb, alien physiology, cold resistance 10, convert, darkvision 60 ft., fear aura (DC 12), hive mind, immunities, mimic, regeneration 5, split
Saves / Dodge:	Fort +0, Ref +1, Will +4, Dodge +3	Fort +0, Ref +0, Will +5, Dodge +1	Fort +2, Ref +0, Will +6, Dodge +0
Attributes:	Str 10, Dex 12, Con 10, Int 16, Wis 15, Cha 10	Str 14, Dex 10, Con 10, Int 16, Wis 15, Cha 10	Str 18, Dex 8, Con 12, Int 16, Wis 15, Cha 10
Skills:	Climb +12, Craft (electronic) +9, Craft (mechanical) +9, Drive +5, Hide +11, Listen +8, Move Silently +11, Pilot +5, Spot +8, Swim +12	Climb +14, Craft (electronic) +9, Craft (mechanical) +9, Drive +4, Listen +8, Hide +7, Move Silently +7, Pilot +4, Spot +8, Swim +14	Climb +17, Craft (electronic) +9, Craft (mechanical) +9, Drive +3, Listen +8, Hide +3, Move Silently +3, Pilot +3, Spot +8, Swim +17
Feats:	Alertness, Athletic, Builder, Simple Weapons Proficiency	Alertness, Athletic, Builder, Simple Weapons Proficiency	Alertness, Athletic, Builder, Simple Weapons Proficiency
Environment:	Any	Any	Any
Organization:	Any	Any	Any
Challenge Rating:	1	2	3
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	2 HD (Small); 3-4 HD (Medium), 5-8 HD (Large); 9-16 HD (Huge)	3-4 HD (Medium), 5-8 HD (Large); 9-16 HD (Huge)	5-8 HD (Large); 9-16 HD (Huge)
Level Adjustment:	—	—	—

	Large Star Doppelganger	Huge Star Doppelganger
Size & Type:	Large Aberration	Huge Aberration
Hit Dice:	8d8+24 (60 hp)	16d8+80 (152 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP	Hardness 5/1d; +45 HP
Initiative / Speed:	-2; 30 ft. (6 hexes), burrow 20 ft., climb 20 ft., swim 20 ft.	-3; 30 ft. (6 hexes), burrow 20 ft., climb 20 ft., swim 20 ft.
Touch/Full AC (T/AC):	7/13 (-1 size, -2 Dex, +6 natural), flat-footed 13	5/14 (-2 size, -3 Dex, +9 natural), flat-footed 14

BA / Grapple / Parry:	+6/+18/+14	+12/+32/+24
Attack:	Bite +13 melee (2d6+8)	Bite +22 melee (2d8+12)
Full Attack:	Bite +13 melee (2d6+8) and gore +8 melee (1d8+4) and claw +8 melee (1d6+4) and slam +8 melee (1d4+4)	Bite +22 melee (2d8+12) and gore +17 melee (2d6+6) and claw +17 melee (2d4+6) and slam +17 melee (1d6+6)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Flesh transfer (DC 17)	Flesh transfer (DC 23)
Special Qualities:	Absorb, alien physiology, cold resistance 10, convert, darkvision 60 ft., fear aura (DC 14), hive mind, immunities, mimic, regeneration 5, split	Absorb, alien physiology, cold resistance 10, convert, darkvision 60 ft., fear aura (DC 18), hive mind, immunities, mimic, regeneration 5, split
Saves / Dodge:	Fort +5, Ref +0, Will +8, Dodge -1	Fort +10, Ref +2, Will +12, Dodge +0
Attributes:	Str 26, Dex 6, Con 16, Int 16, Wis 15, Cha 10	Str 34, Dex 4, Con 20, Int 16, Wis 15, Cha 10
Skills:	Climb +23, Craft (electronic) +9, Craft (mechanical) +9, Drive +2, Listen +8, Hide –1, Move Silently –1, Pilot +2, Spot +8, Swim +23	Climb +30, Craft (electronic) +9, Craft (mechanical) +9, Drive +1, Listen +8, Hide –3, Move Silently –3, Pilot +1, Spot +8, Swim +30
Feats:	Alertness, Athletic, Builder, Power Attack, Simple Weapons Proficiency	Alertness, Athletic, Builder, Cleave, Great Cleave, Power Attack, Simple Weapons Proficiency
Environment:	Any	Any
Organization:	Solitary (special; see text)	Solitary (special; see text)
Challenge Rating:	7	10
Treasure:	Standard	Standard
Alignment:	Always neutral evil	Always neutral evil
Advancement:	9-16 HD (Huge)	—
Level Adjustment:	—	—

COMBAT

The star doppelganger knows it is universally feared by all other beings, such that it would quickly be ganged up on if out in the open. Thus it will attempt to isolate individuals to be absorbed or converted, until it has a numerical superiority, at which point it may attempt to take over by force.

Absorb (Ex): As a full-round action, a star doppelganger can absorb the body (but not the equipment) of any creature to which it has successfully transferred its flesh (see Flesh Transfer, below). The star doppelganger gains a size category whenever it has absorbed creatures whose combined size categories equal its own, according to the following equivalencies: Four Tiny creatures equal a Small creature, four Small creatures equal a Medium-size creature, and four Medium-size creatures equal a Large creature. Thus, a Huge star doppelganger could have resulted from a Large star doppelganger absorbing one Large creature, four Medium-size creatures, or any mix of sizes that equals Large. The star doppelganger's statistics remain the same after absorption unless it gains a size category. Any hit point or ability damage that the star doppelganger has taken before absorbing its prey still applies to its new statistics. A star doppelganger cannot absorb a creature larger than itself, nor can it absorb another star doppelganger.

Alien Physiology (Ex): A star doppelganger does not need to eat or *Sleep* the way a normal creature does. It cannot starve or become fatigued. A star doppelganger is not subject to death from massive damage or critical hits.

Cold Resistance 10 (Ex): A star doppelganger ignores the first 10 points of cold damage from any single attack.

Convert (Ex): If desired, a star doppelganger can convert any creature to which it has successfully transferred its flesh (see Flesh Transfer, below) into a new star doppelganger as a full-round action. A converted creature becomes in all ways a star doppelganger of the appropriate size category, losing all its own ability scores, Hit Dice, class levels, skills, feats, species traits, and allegiances and replacing them with those of a star doppelganger. A creature with less than 1 Hit Die or more than 16 Hit Dice cannot be converted.

Flesh Transfer (Ex): A star doppelganger can transfer its own flesh to a helpless living creature or a living creature that it has pinned in a grapple for 3 consecutive rounds. As an attack action, the star doppelganger sloughs flesh

from its own body onto the helpless or pinned foe, thereby transforming the latter's body into star doppelganger flesh. The opponent may attempt a Fortitude save (DC 10 + 1/2 star doppelganger's Hit Dice + its Constitution modifier) to resist. Success indicates that the star doppelganger has failed to transfer its flesh to the opponent, but it can attempt to do so again using another attack action assuming that the proper conditions are still in place. Failure indicates that the flesh transfer was successful and the opponent's body has begun to transform into star doppelganger flesh. The opponent is then helpless for the remainder of the process.

The star doppelganger must stay in physical contact with the target for 1d4 additional rounds before the transfer is complete. At that point, the opponent can be either absorbed by the star doppelganger or converted into a new star doppelganger (see Absorb and Convert, above), at the attacker's option. If the star doppelganger is physically separated from the opponent or killed before the flesh transfer is complete, the opponent takes 1d4 points of Constitution drain and remains helpless for 2d4 rounds.

An opponent smaller than Tiny or larger than Large cannot be either absorbed or converted. If the opponent cannot be either absorbed, and a creature with less than 1 Hit Die or more than 16 Hit Dice cannot be converted, it simply becomes a dead star doppelganger when the process is complete.

Fear Aura (Su): Any creature within 60 feet of a star doppelganger in its normal form must succeed on a Will saving throw (DC 10 + 1/2 star doppelganger's Hit Dice + its Charisma modifier) or be stunned for 1d4 rounds by its hideous appearance and otherworldly appendages. An opponent that cannot see the star doppelganger is immune to this effect.

Whether or not the save is successful, the creature cannot be affected again by that star doppelganger's fear aura for 24 hours.

Hive Mind (Su): All star doppelgangers within 200 feet of one another are in constant mental communication. If one is aware of a particular threat, they all are. If one star doppelganger in a particular group is not flat-footed, none of them are. No star doppelganger in such a group is considered flanked unless they all are.

Immunities (Ex): Because a star doppelganger does not need to breathe, it is immune to suffocation, inhaled poisons, and other detrimental atmospheric effects. If it has assumed a form that normally breathes, it does so to look natural, but its immunities still apply.

Mimic (Ex): A star doppelganger can perfectly mimic any creature that it has absorbed within the past hour. Changing its form to match that of the absorbed creature is a full-round action that provokes attacks of opportunity. The star doppelganger retains its own Hit Dice, hit points, species traits, desires, and allegiances, but replaces its own ability scores with those of the absorbed creature. It also gains access to all the absorbed creature's natural weapons, attack bonuses, skills, ability scores, feats, memories, and even spells yet to be cast. All of these abilities function at the effective Hit Dice or level of the absorbed creature. The star doppelganger functions in all ways as the creature did just before the absorption.

The star doppelganger must be of the same size category as the creature it chooses to mimic, so it may need to split or absorb creatures until its size is correct. It must acquire the equipment of the absorbed individual to complete the ruse properly. A star doppelganger may mimic a particular creature only once, and it can stay in that form for no longer than 24 hours. Thereafter, it automatically reverts to its star doppelganger form, losing all the knowledge, skills, feats, and abilities that the mimicked form provided. It does retain the memories of its actions while in the mimicked form and any information it gained during that time. Hit point and ability damage or drain taken in the mimicked form is healed upon reversion to its original form, but a star doppelganger that is killed in a mimicked form remains dead. Any magical effects that were operating on the star doppelganger in its mimicked form end upon reversion.

Most star doppelgangers try to return to their normal forms when their mimicked forms have lost half their hit points to damage.

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

Split (Ex): If a star doppelganger wants to escape bonds, or to enter an area of smaller confines than its current size would permit, or to diminish its size to mimic a creature it has absorbed, it can split off part of its body at will. Splitting is a full-round action that provokes attacks of opportunity.

The detached portion is a new star doppelganger of a size category smaller than the original, with the normal statistics for a star doppelganger of its size category. (Use the size equivalencies given in the Absorb ability, above, to determine the results of splits.) Any damage or other negative effects previously suffered stay with the

larger portion or are randomly assigned to one portion if both are the same size category. Neither portion of the split doppelganger can be smaller than Tiny. Once it has split apart, the star doppelganger cannot rejoin its parts; they are forever separate creatures. A star doppelganger can initiate a split at any point on its body—a fact that makes binding one nearly impossible.

Species Bonuses: Because of its near-perfect mimicry ability, a star doppelganger gains a +30 circumstance bonus on Disguise checks and a +10 circumstance bonus on Bluff checks when acting as the creature it is mimicking. These bonuses are not accounted for in the statistics blocks below.

STIRGE

Size & Type:	Tiny Magical Beast
Hit Dice:	1d10 (5 hp)
T/AC System Adj:	--
Initiative / Speed:	+4; 10 ft (2 hexes), fly 40 ft. (average)
Touch/Full AC (T/AC):	16/16 (+2 size, +4 Dex), flat-footed 12
BA / Grapple / Parry:	+1/-11 (+1 when attached)/ —
Attack:	Touch +7 melee (attach)
Full Attack:	Touch +7 melee (attach)
Space/Reach:	1 ft. (3-microhex) /1 ft. (One 3-microhex)
Special Attacks:	Attach, blood drain
Special Qualities:	Darkvision 60 ft., low-light vision
Saves / Dodge:	Fort +2, Ref +6, Will +1, Dodge +8
Attributes:	Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6
Skills:	Hide +14, Listen +4, Spot +4
Feats:	Alertness, Weapon Finesse (B)
Environment:	Warm marshes
Organization:	Colony (2–4), flock (5–8), or storm (9–14)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Akin to giant mutated mosquitoes, stirges are a nuisance as single creatures, but as a group they can drink a victim dry in seconds. A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The proboscis is pink at the tip, fading to gray at its base. A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound.

COMBAT

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack and can target only Small or larger creatures.

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

SWARM

Swarms are dense masses of Fine, Diminutive, or Tiny creatures that would not be particularly dangerous in small

groups but can be terrible foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

Many different creatures can mass as swarms; bat swarms, centipede swarms, hellwasp swarms, locust swarms, rat swarms, and spider swarms are described here. The swarm's type varies with the nature of the component creature (most are animals or vermin), but all swarms have the swarm subtype.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot (2-polyhex) space based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. A large swarm is completely shapeable, though it usually remains contiguous.

COMBAT

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity. Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any seven contiguous hexes, and it can squeeze through any space large enough to contain one of its component creatures. A swarm can never ready an attempt to parry or dodge.

Vulnerabilities of Swarms

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

- A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.
- A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.
- A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in hexes adjacent to where it breaks.

BAT SWARM

Size & Type:	Diminutive Animal (Swarm)
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	--
Initiative / Speed:	+2; 5 ft. (1 hex), fly 40 ft. (good)
Touch/Full AC (T/AC):	16/16 (+4 size, +2 Dex), flat-footed 12
BA / Grapple / Parry:	+2/—/—
Attack:	Swarm (1d6)
Full Attack:	Swarm (1d6)
Space/Reach:	10 ft. (7 contiguous hexes) /0 ft.
Special Attacks:	Distraction, wounding
Special Qualities:	Blindsense 20 ft., half damage from slashing, immune to bludgeoning and piercing damage, low-light vision, swarm traits
Saves / Dodge:	Fort +3, Ref +7, Will +3, Dodge —
Attributes:	Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills:	Listen +11, Spot +11
Feats:	Alertness, Lightning Reflexes
Environment:	Temperate deserts
Organization:	Solitary, flight (2–4 swarms), or colony (11–20 swarms)
Challenge Rating:	2

Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

A bat swarm is nocturnal and is never found above ground in daylight.

COMBAT

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Treat Injury check or the application of a *Cure* spell or some other healing magic.

Blindsense (Ex): A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Skills: A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

CENTIPEDE SWARM

Size & Type:	Diminutive Vermin (Swarm)
Hit Dice:	9d8–9 (31 hp)
T/AC System Adj:	--
Initiative / Speed:	+4; 20 ft. (4 hexes), climb 20 ft.
Touch/Full AC (T/AC):	18/18 (+4 size, +4 Dex), flat-footed 14
BA / Grapple / Parry:	+6/—/—
Attack:	Swarm (2d6 plus poison)
Full Attack:	Swarm (2d6 plus poison)
Space/Reach:	10 ft. (7 contiguous hexes) /0 ft.
Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits
Saves / Dodge:	Fort +5, Ref +7, Will +3, Dodge —
Attributes:	Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2
Skills:	Climb +12, Spot +4
Feats:	Weapon Finesse (B)
Environment:	Underground
Organization:	Solitary, tangle (2–4 swarms), or colony (7–12 swarms)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

A slithering horde of legs and mandibles, a centipede swarm is also poisonous.

COMBAT

A centipede swarm seeks to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

Skills: A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and it uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

HELLWASP SWARM

Size & Type:	Diminutive Magical Beast (Extraplanar, Evil, Swarm)
Hit Dice:	12d10+27 (93 hp)
T/AC System Adj:	Ignore 10/2d Hardness
Initiative / Speed:	+10; 5 ft. (1 hex), fly 40 ft.
Touch/Full AC (T/AC):	20/20 (+4 size, +6 Dex), flat-footed 14
BA / Grapple / Parry:	+12/—/—
Attack:	Swarm (3d6 plus poison)
Full Attack:	Swarm (3d6 plus poison)
Space/Reach:	10 ft. (7 contiguous hexes) /0 ft.
Special Attacks:	Distraction, inhabit, poison
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits
Saves / Dodge:	Fort +10, Ref +14, Will +7, Dodge —
Attributes:	Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9
Skills:	Hide +19, Listen +10, Spot +10
Feats:	Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness
Environment:	An evil-aligned plane
Organization:	Solitary, fright (2–4 swarms), or terror (5–8 swarms)
Challenge Rating:	8
Treasure:	None
Alignment:	Always lawful evil
Advancement:	None
Level Adjustment:	—

A single hellwasp resembles a thumb-sized normal wasp, except its carapace is gleaming black with ruby-red stripes, and its compound eyes are an iridescent green. In swarms, hellwasps form a collective hive mind intelligence with infernal cunning and bloodlust.

COMBAT

Like any swarm, a hellwasp swarm seeks to surround and attack any living prey it encounters. A swarm deals 3d6 points of damage to any creature whose space it occupies at the end of its move. The swarm can take over the bodies of its prey and infest both the living and the dead, using them as horrible living (or unliving) puppets to accomplish acts of wickedness that a swarm of insects could never attempt. A hellwasp swarm's attack is treated as an evil-aligned weapon and a magic weapon for the purpose of overcoming damage reduction.

Distraction (Ex): Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. 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 *Dominant Being* on the victim. The hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour they inhabit a body. A body reduced to Constitution 0

is dead.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The 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): Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Hive Mind (Ex): Any hellwasp swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard hellwasp swarm) forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

LOCUST SWARM

Size & Type:	Diminutive Vermin (Swarm)
Hit Dice:	6d8–6 (21 hp)
T/AC System Adj:	--
Initiative / Speed:	+4; 10 ft. (2 hexes), fly 30 ft. (poor)
Touch/Full AC (T/AC):	18/18 (+4 size, +4 Dex), flat-footed 14
BA / Grapple / Parry:	+4/—/—
Attack:	Swarm (2d6)
Full Attack:	Swarm (2d6)
Space/Reach:	10 ft. (7 contiguous hexes) /0 ft.
Special Attacks:	Distraction
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits
Saves / Dodge:	Fort +4, Ref +6, Will +2, Dodge —
Attributes:	Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2
Skills:	Listen +4, Spot +4
Feats:	—
Environment:	Temperate plains
Organization:	Solitary, cloud (2–7 swarms), or plague (11–20 swarms)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

A locust swarm is a cloud of thousands of winged vermin that devours any organic material in its path.

COMBAT

A locust swarm surrounds and attacks any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a locust swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A locust swarm has a +4 racial bonus on Listen and Spot checks.

RAT SWARM

Size & Type:	Tiny Animal (Swarm)
Hit Dice:	4d8 (13 hp)
T/AC System Adj:	--
Initiative / Speed:	+2; 15 ft. (3 hexes), climb 15 ft.
Touch/Full AC (T/AC):	14/14 (+2 size, +2 Dex), flat-footed 12
BA / Grapple / Parry:	+3/—/—
Attack:	Swarm (1d6 plus disease)

Full Attack:	Swarm (1d6 plus disease)
Space/Reach:	10 ft. (7 contiguous hexes) /0 ft.
Special Attacks:	Disease, distraction
Special Qualities:	Half damage from slashing, immune to bludgeoning and piercing damage, low-light vision, scent, swarm traits
Saves / Dodge:	Fort +4, Ref +6, Will +2, Dodge —
Attributes:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10
Feats:	Alertness, Weapon Finesse
Environment:	Any
Organization:	Solitary, pack (2–4 swarms), or infestation (7–12 swarms)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

Whereas many insect swarms have poisonous creatures, a swarm of rats threatens the spread of disease.

COMBAT

A rat swarm seeks to surround and attack any warm-blooded prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Disease (Ex): Filth fever—swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Any living creature that begins its turn with a swarm in its hex must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A rat swarm has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SPIDER SWARM

Size & Type:	Diminutive Vermin (Swarm)
Hit Dice:	2d8 (9 hp)
T/AC System Adj:	--
Initiative / Speed:	+3; 20 ft. (4 hexes), climb 20 ft.
Touch/Full AC (T/AC):	17/17 (+4 size, +3 Dex), flat-footed 14
BA / Grapple / Parry:	+1/—/—
Attack:	Swarm (1d6 plus poison)
Full Attack:	Swarm (1d6 plus poison)
Space/Reach:	10 ft. (7 contiguous hexes) /0 ft.
Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits
Saves / Dodge:	Fort +3, Ref +3, Will +0, Dodge —
Attributes:	Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +11, Listen +4, Spot +4
Feats:	—
Environment:	Warm forests
Organization:	Solitary, tangle (2–4 swarms), or colony (7–12 swarms)
Challenge Rating:	1

Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

A swarm of spiders is a roiling clump of legs, eyes, and poisonous mandibles.

COMBAT

A spider swarm seeks to surround and attack any living prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills: A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

MONSTERS (T-U)

TARRASQUE

Size & Type:	Colossal Magical Beast
Hit Dice:	48d10+594 (858 hp)
T/AC System Adj:	Hardness 30/6d/1D; +150 HP; Ignore 15/3d Hardness
Initiative / Speed:	+7; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	6/36 (–8 size, +3 Dex, +1 dodge, +30 natural), flat-footed 32
BA / Grapple / Parry:	+48/+81/+65
Attack:	Bite +57 melee (4d8+17/18–20/x3)
Full Attack:	Bite +57 melee (4d8+17/18–20/x3) and 2 horns +52 melee (1d10+8) and 2 claws +52 melee (1d12+8) and tail slap +52 melee (3d8+8)
Space/Reach:	30 ft. (5-polyhex) /20 ft. (4 hexes)
Special Attacks:	Augmented critical, frightful presence, improved grab, rush, swallow whole
Special Qualities:	Carapace, damage reduction 15/epic, immunity to fire, poison, disease, energy drain, and ability damage, regeneration 40, scent, spell resistance 32
Saves / Dodge:	Fort +38, Ref +29, Will +20, Dodge +22*
Attributes:	Str 45, Dex 16, Con 35, Int 3, Wis 14, Cha 14
Skills:	Listen +17, Search +9, Spot +17, Survival +14 (+16 following tracks)
Feats:	Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Toughness (6)
Environment:	Any
Organization:	Solitary
Challenge Rating:	20
Treasure:	None
Alignment:	Always neutral
Advancement:	49+ HD (Colossal)
Level Adjustment:	—

A monstrous and nigh-unstoppable harbinger of death and destruction, the tarrasque is 70 feet long and 50 feet tall, and it weighs about 130 tons. Its origin is lost in antiquity, as is its current location. All that is known of the tarrasque is that it awakens approximately once every century to feed, and in that time the carnage it wreaks is both terrible and legendary. The tarrasque cannot speak.

COMBAT

The tarrasque attacks with its claws, teeth, horns, and tail. The tarrasque's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Augmented Critical (Ex): The tarrasque's bite threatens a critical hit on a natural attack roll of 18–20, dealing triple damage on a successful critical hit.

Frightful Presence (Su): The tarrasque can inspire terror by charging or attacking. Affected creatures must succeed on a DC 36 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the tarrasque. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, the tarrasque must hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Rush (Ex): Once per minute, the normally slow-moving tarrasque can move at a speed of 150 feet.

Swallow Whole (Ex): The tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the tarrasque's digestive tract (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The tarrasque's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Carapace (Ex): The tarrasque's armorlike carapace is exceptionally tough and highly reflective, deflecting all rays, lines, cones, and even *Magic Missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance.

Regeneration (Ex): No form of attack deals lethal damage to the tarrasque. The tarrasque regenerates even if it fails a saving throw against a *disintegrate* spell or a death effect. If the tarrasque fails its save against a spell or effect that would kill it instantly (such as those mentioned above), the spell or effect instead deals nonlethal damage equal to the creature's full normal hit points + its Constitution attribute score (858 + 35 = 893 hp, 1043 HP if using the T/ACTical combat system). The tarrasque is immune to effects that produce incurable or bleeding wounds, such as mummy rot, a sword with the wounding special ability, or a clay golem's cursed wound ability.

The tarrasque can be slain only by raising its nonlethal damage total to its full normal hit points + its Constitution attribute score (893 hit points, 1043 hit points with the T/ACTical combat system) and using a *Wish* or *Miracle* spell to keep it dead.

If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

Skills: The tarrasque has a +8 racial bonus on Listen and Spot checks.

TEMPORAL FILCHER

Size & Type:	Large Aberration (Psionic)
Hit Dice:	8d8+16 (52 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+7; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	13/16 (–1 size, +3 Dex, +1 dodge, +3 natural), flat-footed 12
BA / Grapple / Parry:	+6/+11/+7
Attack:	Claw +6 melee (1d6+1)
Full Attack:	4 claws +6 melee (1d6+1) and bite +1 melee (1d8) and horn +1 melee (1d4)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Improved grab, psi-like abilities, time filch
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +4, Ref +5, Will +7, Dodge +5*
Attributes:	Str 13, Dex 17, Con 14, Int 7, Wis 12, Cha 14
Skills:	Listen +7, Spot +7, Tumble +6
Feats:	Alertness, Dodge, Improved Initiative
Environment:	Any
Organization:	Solitary
Challenge Rating:	3

Treasure:	Standard
Alignment:	Usually evil (any)
Advancement:	9–15 HD (Large)
Level Adjustment:	—

These strange looking creatures stand on a single leg with seeming perfect balance, with two arms and roughly spherical bodies. Temporal filchers do not speak.

COMBAT

The temporal filcher usually fights by identifying a potential target (usually the smallest or obviously weakest member of a group) and time filching them, skipping forward into the future several minutes. The rest of the victim's party, perplexed, is usually gone by the time the filcher returns with its victim, giving it a chance to overcome its victim alone.

Improved Grab (Ex): To use this ability, a temporal filcher must hit a creature of Large size or smaller with two claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and uses its time filch ability.

Psi-Like abilities: At will—*Chameleon*, *Distract* (DC 13), *Dimension Door*, *Levitate*, *Wall Walker*; 3/ day—*Mental Barrier*. Manifest level 8th. The save DC is Charisma-based.

Time Filch (Su): If a temporal filcher successfully grapples a Large or smaller creature, it latches onto the opponent's body and shifts 7 minutes forward in time as a free action. Observers (if any) see the temporal filcher and its prey disappear in a shimmer, then reappear 7 minutes later in exactly the orientation and condition they left. For the filcher and its prey, no time passes at all. The victim must succeed on a Will save (DC 16) or be dazed for 1 round from temporal disorientation. The ability is otherwise identical to *Time Hop* manifested by an 8th-level manifester.

TENDRICULOS

Size & Type:	Huge Plant
Hit Dice:	9d8+54 (94 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	-1; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	7/16 (–2 size, –1 Dex, +9 natural), flat-footed 16
BA / Grapple / Parry:	+6/+23/+15
Attack:	Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)
Full Attack:	Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)
Space/Reach:	15 ft. (3-polyhex) /15 ft. (3 hexes)
Special Attacks:	Improved grab, paralysis, swallow whole
Special Qualities:	Low-light vision, plant traits, regeneration 10
Saves / Dodge:	Fort +12, Ref +2, Will +4, Dodge +0
Attributes:	Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3
Skills:	Hide +9, Listen +1, Move Silently +1, Spot +1
Feats:	Alertness, Iron Will, Power Attack, Stealthy
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	6
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	10–16 HD (Huge); 17–27 HD (Gargantuan)
Level Adjustment:	—

This aggressive plant creature tends to rest in a near-formless lump of entwined vines and vegetation. However, when prompted into action, a tendriculos can rear up to a height of 15 feet, a pillar of whipping tendrils with a concealed maw atop it. A tendriculos weighs about 3,500 pounds. Animals and other plant creatures are unnerved

by the presence of a tendriculos; they avoid it and any place it has been within the last 24 hours.

COMBAT

Prowling deep forests or waiting in vegetated areas (looking like nothing more than a small hillock), a tendriculos attacks savagely, showing no fear. It attempts to swallow as much flesh as it can, as quickly as it can.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round. A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

THOQQUA

Size & Type:	Medium Elemental (Earth, Extraplanar, Fire)
Hit Dice:	3d8+3 (16 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+1; 30 ft. (6 hexes), burrow 20 ft.
Touch/Full AC (T/AC):	11/18 (+1 Dex, +7 natural), flat-footed 17
BA / Grapple / Parry:	+2/+4/+4
Attack:	Slam +4 melee (1d6+3 plus 2d6 fire)
Full Attack:	Slam +4 melee (1d6+3 plus 2d6 fire)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Heat, burn
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, tremorsense 60 ft., vulnerability to cold
Saves / Dodge:	Fort +4, Ref +2, Will +2, Dodge +2
Attributes:	Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10
Skills:	Listen +5, Move Silently +3, Survival +3
Feats:	Alertness, Track
Environment:	Elemental Plane of Fire
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	4–9 HD (Large)
Level Adjustment:	—

A segmented worm the size of an adult human, a thoqqua is about 1 foot in diameter and 5 to 6 feet long. However, upon looking at the worm for any length of time one will note the shimmer of great heat near its thick brown-red skin. It weighs about 200 pounds.

COMBAT

When a thoqqua is disturbed, its first instinct is to attack. Its favored tactic is to spring directly at a foe, either by bursting out of the rock or by coiling up its body and launching itself like a spring. (Treat this as a charge, even though the thoqqua does not need to move 10 feet before attacking.)

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

THOUGHT EATER

Size & Type:	Small Aberration (Psionic)
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 2; +10
Initiative / Speed:	+8; fly 40 ft. (good)
Touch/Full AC (T/AC):	15/17 (+1 size, +4 Dex, +2 natural), flat-footed 13
BA / Grapple / Parry:	+2/−1/+3
Attack:	+4 melee touch (eat thoughts)
Full Attack:	+4 melee touch (eat thoughts)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Eat thoughts, psi-like abilities
Special Qualities:	Darkvision 60 ft., ethereal jaunt
Saves / Dodge:	Fort +1, Ref +5, Will +4, Dodge +6
Attributes:	Str 12, Dex 18, Con 11, Int 7, Wis 12, Cha 14
Skills:	Hide +10, Listen +5, Spot +5
Feats:	Alertness, Improved Initiative
Environment:	Ethereal Plane
Organization:	Solitary or group (1–3)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	4–6 HD (Small)
Level Adjustment:	—

Appearing akin to an emaciated platypus except it swims through the air instead of water, a thought eater is a potentially dangerous nuisance for spellcasters and psychics. Thought eaters do not speak.

COMBAT

A thought eater can spend a maximum of 10 continuous rounds on the Material Plane before its ectoplasmic flesh finally dissipates and its essence returns to the Ethereal Plane. If badly wounded, it escapes to the Ethereal Plane rather than continuing the fight.

Eat Thoughts (Su): A thought eater can drain magic or psionic (not super) power points with a successful melee touch attack. Each touch drains 6 power points from the opponent (or fewer, if the opponent has fewer than 6 points remaining). Against a creature that currently has no power points to offer, this touch attack instead deals 1 point of Intelligence damage, which provides nourishment equivalent to 6 power points. A thought eater requires 12 power points per day to survive but will gorge itself on weak prey.

Psi-Like abilities: At will—*Detect Magic & Psionics*, *Distract* (DC 13), *Precognition*, *Daze* (DC 13*); 3/day—*Thought Shield*.

Manifester level 3rd. The save DCs are Charisma-based.

*Includes augmentation for the thought eater's manifesters level.

Ethereal Jaunt (Su): A thought eater can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the *Ethereal Jaunt* power.

THOUGHT SLAYER

Size & Type:	Huge Aberration (Psionic)
Hit Dice:	14d8+70 (133 hp)
T/AC System Adj:	Hardness 10/2d; +70 HP
Initiative / Speed:	+1; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	9/23 (–2 size, +1 Dex, +14 natural), flat-footed 22
BA / Grapple / Parry:	+10/+26/+18
Attack:	Bite +17 melee (3d6+12)
Full Attack:	Bite +17 melee (3d6+12)
Space/Reach:	15 ft. (3-polyhex) /15 ft. (3 hexes)
Special Attacks:	Mind-consuming gaze, psi-like abilities
Special Qualities:	Darkvision 60 ft., ethereal jaunt, power resistance 21
Saves / Dodge:	Fort +11, Ref +5, Will +10, Dodge +3
Attributes:	Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 15
Skills:	Climb +12, Jump +20, Listen +7, Spot +8
Feats:	Alertness, Cleave, Great Fortitude, Power Attack, Weapon Focus (bite)
Environment:	Ethereal Plane
Organization:	Solitary or pack (2–4)
Challenge Rating:	13
Treasure:	Standard
Alignment:	Often chaotic neutral
Advancement:	15–28 HD (Huge)
Level Adjustment:	—

A monstrously huge version of a thought eater, a thought slayer has consumed thousands of thoughts. Developing its own psychic power to be even more fearsome, the thought slayer has reached the point where it can consume a victim's entire mind with one look. Thought slayers do not speak.

COMBAT

A thought slayer can spend a maximum of 10 continuous minutes on the Material Plane before its ectoplasmic flesh finally dissipates and its psychic essence returns to the Ethereal Plane. Unlike its less developed brethren, an ethereal slayer will resort to physically biting a target if its psychic powers aren't having the desired effect. If badly wounded, it escapes to the Ethereal Plane rather than continuing the fight.

Mind-Consuming Gaze (Su): Instantly kill (by draining the mind away), range 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based. This is considered a mind-affecting death effect. If a thought slayer's gaze is met indirectly (such as through a mirror or a reflection in water), the opponent does not die on a failed save but instead is dazed for 14 rounds. This otherwise is a gaze effect.

The gaze cannot affect creatures on the Material Plane while the thought slayer remains ethereal, but it can affect ethereal creatures while the thought slayer is on the Material Plane.

Psi-Like abilities: At will—*Brain Lock* (any non-mindless, DC 14*), *Chameleon*, *Detect Magic & Psionics*, *Distract* (DC 13); 3/day—*Body Adjustment* (5d12*), *Mental Barrier* (+6 AC, 2 rounds*), *Mind Trap* (10 rounds*), *Precognition*, *Wall Walker*; 1/day—*Escape Detection*. Manifest level 14th. The save DCs are Charisma-based.

*Includes augmentation for the thought slayer's manifester level.

Ethereal Jaunt (Su): A thought slayer can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the *Ethereal Jaunt* power.

THUNDERBIRD

Size & Type:	Huge Magical Beast
Hit Dice:	16d10+80 (168 hp)
T/AC System Adj:	Hardness 10/2d; +70 HP
Initiative / Speed:	+0; 30 ft. (6 hexes); fly 100 ft. (average)
Touch/Full AC (T/AC):	8/22 (–2 size, +14 natural), flat-footed 22

BA / Grapple / Parry:	+16/+32/+25
Attack:	Bite +23 melee (2d6+8)
Full Attack:	Bite +23 melee (2d6+8) and 2 claws +21 melee (2d4+4)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Breath weapon (8d10 sonic damage DC 23), improved grab
Special Qualities:	Darkvision 60 ft., fear aura (DC 20), immunities, low-light vision
Saves / Dodge:	Fort +15, Ref +10, Will +8, Dodge +8
Attributes:	Str 26, Dex 10, Con 20, Int 12, Wis 16, Cha 14
Skills:	Hide –2, Intimidate +10, Listen +12, Move Silently +6, Speak Auran, Speak Language (any one), Spot +12
Feats:	Cleave, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw)
Environment:	Any aerie or mountainous
Organization:	Solitary or pair
Challenge Rating:	14
Treasure:	Double standard
Alignment:	Always chaotic (any)
Advancement:	16–25 HD (Huge); 26–40 HD (Gargantuan)
Level Adjustment:	—

The thunderbird appears as an enormous raptor with blazing, electric-blue eyes. Its feathers are a mix of dark gray and snowy white, resembling the clouds of a thunderstorm. Its wings periodically shed wisps of fog and arcs of electricity that become more abundant when it is angered or excited. The thunderbird measures 30 feet from beak to tail, and its wingspan can reach 120 feet.

COMBAT

Its tactics are simple, but a thunderbird is not a simple animal; quite intelligent, it will use its fear aura to try and break up groups and formations, and then find optimal angles from which to use its thundering breath weapon.

Automatic Language: A thunderbird can speak Auran (the language of avian creatures).

Breath Weapon (Su): Every 1d4 rounds, a thunderbird can breathe a 60-foot-long cone of sonic energy as an attack action. Any creature in the cone takes 1d10 points of sonic damage per 2 Hit Dice of the thunderbird (8d10 for the typical adult specimen). A successful Reflex save (DC 10 + 1/2 the thunderbird's Hit Dice + its Constitution modifier) halves the damage.

Fear Aura (Su): Any creature within 60 feet of a thunderbird must succeed on a Will save (DC 10 + 1/2 the thunderbird's Hit Dice + its Charisma modifier) or be shaken for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that thunderbird's fear aura for 24 hours.

Improved Grab (Ex): To use this ability, the thunderbird must hit a single opponent at least two size categories smaller than itself with both claw attacks in the same round. If it gets a hold, it automatically deals damage for two claw attacks and a bite attack each round that the hold is maintained.

Immunities (Ex): Thunderbirds are immune to electricity and sonic damage.

TITAN

Size & Type:	Huge Outsider (Chaotic, Extraplanar)
Hit Dice:	20d8+280 (370 hp)
T/AC System Adj:	Hardness 15/3d; +95 HP; Ignore 10/2d Hardness
Initiative / Speed:	+1; 40 ft. in half-plate armor (8 hexes); base speed 60 ft.
Touch/Full AC (T/AC):	8/38 (–2 size, +19 natural, +11 +4 <i>half-plate armor</i> [Hard:15, HP: 75]), flat-footed 38
BA / Grapple / Parry:	+20/+44/+39
Attack:	Gargantuan +3 <i>adamantine warhammer</i> +37 melee (4d6+27/x3) or +3 <i>javelin</i> +22 ranged (2d6+19) or slam +34 (1d8+16)
Full Attack:	Gargantuan +3 <i>adamantine warhammer</i> +37/+32/+27/+22/+17 melee (4d6+27/3) or +3 <i>javelin</i> +22 ranged (2d6+19) or 2 slams +34 (1d8+16)
Space/Reach:	15 ft. (3-polyhex) /15 ft. (3 hexes)

Special Attacks:	Oversized weapon, spell-like abilities
Special Qualities:	Damage reduction 10/lawful and magic, darkvision 60 ft., spell resistance 32
Saves / Dodge:	Fort +26, Ref +13, Will +21, Dodge +11
Attributes:	Str 43, Dex 12, Con 39, Int 21, Wis 28, Cha 24
Skills:	Balance +7, Bluff +19, Climb +22, Concentration +37, Craft (any one) +28, Diplomacy +11, Disguise +7 (+9 acting), Heal +20, Intimidate +32, Jump +38, Knowledge (any one) +28, Listen +32, Perform (oratory) +30, Sense Motive +32, Search +28, Spellcraft +17, Spot +32, Survival +9 (+11 following tracks), Swim +16
Feats:	Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Quicken Spell-Like Ability (<i>chain lightning</i>)
Environment:	A chaotic good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	21
Treasure:	Double standard plus +4 <i>half-plate armor</i> and Gargantuan +3 <i>adamantine warhammer</i>
Alignment:	Always chaotic (any)
Advancement:	21–30 HD (Huge); 31–60 HD (Gargantuan)
Level Adjustment:	—

Majestic and terrible in their power, a titan is about 25 feet tall and weighs about 14,000 pounds. Many titans dedicate themselves to the study of a concept or principle, sometimes rivalling the platonic in their mastery of a subject. However, unlike a platonic, every titan has their own agenda. All titans speak Abyssal, Common, Celestial, Draconic, and Giant.

COMBAT

A titan's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and magic for the purpose of overcoming damage reduction.

Oversized Weapon (Ex): A titan wields a great, two-handed warhammer (big enough for Gargantuan creatures) without penalty.

Spell-Like abilities: At will—*Chain Lightning* (DC 23), *Charm Being* (DC 21), *Cure Critical Wounds* (DC 21), *Fire Storm* (DC 24), *Dispel Magic & Psionics*, *Hold Being* (DC 22), *Invisibility*, *Invisibility Purge*, *Levitate*, *Persistent Image* (DC 22), *Polymorph* (humanoid forms only, duration 1 hour); 3/day—*Etherealness*, *Word of Chaos* (DC 22), *Summon Nature's Ally IX*; 1/day—*Gate*, *Maze*, *Meteor Swarm* (DC 26). Caster level 20th. The save DCs are Charisma-based.

In addition, titans of good or neutral alignment can use the following additional spell-like abilities: At will—*Daylight*, *Holy Smite* (DC 21), *Remove Curse* (DC 21); 1/day—*Greater Restoration*. Caster level 20th. The save DCs are Charisma-based.

Titans of evil alignment can use the following additional spell-like abilities: At will—*Bestow Curse* (DC 21), *Deeper Darkness*, *Unholy Blight* (DC 21); 1/day—*Crushing Hand of Force* (DC 26). Caster level 20th. The save DCs are Charisma-based.

TACTICS ROUND-BY-ROUND

Titans enjoy combat and usually close with their foes. If that proves ineffective, they swiftly back off and pelt the foe with spell-like abilities and magical effects. Because of a titan's Quicken Spell-Like Ability feat, it can use *Chain Lightning* as a free action, and frequently attacks in melee while lashing out with this ability at the same time.

Prior to combat: *Invisibility Purge* or *Invisibility*.

Round 1: Charge and attempt to sunder the weapon of the most dangerous foe. Hurl *Chain Lightning* at opponents standing away from the fight.

Round 2: Full attack against the disarmed opponent, and hurl *Chain Lightning* at other opponents.

Round 3: Back away from first opponent and use *Maze* or *Meteor swarm* on any spellcaster causing trouble.

Round 4: Sunder the weapon of the next most effective combatant, or use *Dispel Magic & Psionics* on all nearby opponents.

Round 5: Full attack against any nearby opponent or use *Fire Storm*. Use another quickened *Chain Lightning* if foes

seem really dangerous.

Fallback: A titan usually reserves its *Gate* and *Etherealness* abilities to escape a fight that is not going well.

TOJANIDA

	Juvenile Tojanida	Adult Tojanida	Elder Tojanida
Size & Type:	Small Outsider (Extraplanar, Water)	Medium Outsider (Extraplanar, Water)	Large Outsider (Extraplanar, Water)
Hit Dice:	3d8+6 (19 hp)	7d8+14 (45 hp)	15d8+60 (127 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP	Hardness 10/2d; +60 HP	Hardness 10/2d; +70 HP
Initiative / Speed:	+1; 10 ft. (2 hexes), swim 90 ft.	+1; 10 ft. (2 hexes), swim 90 ft.	+1; 10 ft. (2 hexes), swim 90 ft.
Touch/Full AC (T/AC):	13/23 (+1 size, +1 Dex, +1 dodge, +10 natural), flat-footed 21	12/24 (+1 Dex, +1 dodge, +12 natural), flat-footed 22	11/25 (–1 size, +1 Dex, +1 dodge, +14 natural), flat-footed 23
BA / Grapple / Parry:	+3/+1/+5	+7/+10/+10	+15/+25/+21
Attack:	Bite +6 melee (2d6+2)	Bite +10 melee (2d8+3)	Bite +20 melee (4d6+6)
Full Attack:	Bite +6 melee (2d6+2) and 2 claws +1 melee (1d4+1)	Bite +10 melee (2d8+3) and 2 claws +5 melee (1d6+1)	Bite +20 melee (4d6+6) and 2 claws +15 melee (1d8+3)
Space/Reach:	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft.	10 ft. (2-polyhex) /5 ft.
Special Attacks:	Improved grab, ink cloud	Improved grab, ink cloud	Improved grab, ink cloud
Special Qualities:	All-around vision, darkvision 60 ft., immunity to acid and cold, resistance to	All-around vision, darkvision 60 ft., immunity to acid and cold, electricity 10 and fire 10	All-around vision, darkvision 60 ft., resistance to electricity 10 and fire 10 immunity to acid and cold, resistance to electricity 10 and fire 10
Saves / Dodge:	Fort +5, Ref +4, Will +4, Dodge +6*	Fort +7, Ref +6, Will +6, Dodge +7*	Fort +13, Ref +10, Will +10, Dodge +10*
Attributes:	Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 9	Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 9	Str 22, Dex 13, Con 19, Int 10, Wis 12, Cha 9
Skills:	Diplomacy +1, Escape Artist +7, Hide +11, Knowledge (the planes) +6, Listen +7, Search +6, Spot +9, Sense Motive +7, Survival +1 (+3 other planes and following tracks), Swim +10, Use Rope +1 (+3 with bindings)	Diplomacy +1, Escape Artist +11, Hide +11, Knowledge (the planes) +6, Listen +11, Search +14, Sense Motive +11, Spot +15, Survival +1 (+3 other planes and following tracks), Swim +11, Use Rope+1 (+3 with bindings)	Escape Artist +19, Hide +15, Intimidate +17, Knowledge (the Planes) +18, Listen +21, Search +22, Sense Motive +17, Spot +25, Survival +1 (+3 other planes and following tracks), Swim +14, Use Rope+1 (+3 with bindings)
Feats:	Blind-Fight, Dodge	Blind-Fight, Dodge, Power Attack	Alertness, Blind-Fight, Cleave, Dodge, Improved Sunder, Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary or clutch (2–4)	Solitary or clutch (2–4)	Solitary or clutch (2–4)
Challenge Rating:	3	5	9
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–24 HD (Large); 25–45 HD (Huge)
Level Adjustment:	—	—	—

This peculiar denizen of the Elemental Plane of Water has a very unique composition, being reminiscent of a turtle for its shell and an octopus for its tentacle-like clawed stalks. A tojanida's shell is blue-green in color. Inside the shell is a fleshy body from which extend seven stalks. Four of these stalks have paddles for locomotion, two are tipped with claws, and one bears the creature's head. Eight vents in the shell, four at each end, allow the tojanida to thrust its stalks out in whatever configuration it finds convenient.

A juvenile tojanida is up to 25 years old. It has a shell about 3 feet long, and it weighs about 60 pounds. An adult is aged 26 to 80. Its shell is about 6 feet long, and it weighs about 220 pounds. An elder can reach 150 years of age. It has a shell about 9 feet long, and it weighs about 500 pounds. Tojanidas speak Aquan and can be loquacious, but usually only on the subject of food.

COMBAT

A tojanida is not necessarily aggressive, but it seems to always be hungry, and as an omnivore it is prepared to try anything. Although not malicious, unless a potential meal can convey its sentience in Aquan, the tojanida will just assume the squawking of its target is the noise of any simple animal and continue with its predations.

Improved Grab (Ex): To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to *Fog Cloud* cast by an individual of a level equal to the tojanida's Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a Reflex save or be blinded for 1 round. The save DC is 13 against a juvenile, 15 against an adult, and 21 against an elder. The save DCs are Constitution based.

All-Around Vision (Ex): The multiple apertures in a tojanida's shell allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

Skills: A tojanida has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

TOXIC SLUDGE

	Toxic Sludge	Toxic Sludge, Advanced
Size & Type:	Large Ooze	Gargantuan Ooze
Hit Dice:	6d10+27 (60 hp)	20d10+150 (260 hp)
T/AC System Adj:	--	Hardness 5/1d; +35 HP
Initiative / Speed:	-2; 20 ft. (4 hexes)	-2; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	7/7 (-1 size, -2 Dex), flat-footed 7	3/10 (-4 size, -3 Dex, +7 natural), flat-footed 10
BA / Grapple / Parry:	+4/+10/—	+15/+37/—
Attack:	Slam +5 melee (1d8+3 plus 1d4 acid)	Slam +21 melee (2d8+10 plus 1d4 acid)
Full Attack:	Slam +5 melee (1d8+3 plus 1d4 acid)	Slam +21/+16/+11/+6 melee (2d8+10 plus 1d4 acid)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)	20 ft. (4-polyhex) /15 ft. (3 hexes)
Special Attacks:	Acid, constrict, improved grab, toxic fumes (DC 15)	Acid, constrict, improved grab, toxic fumes (DC 26)
Special Qualities:	Blindsight, expansion, immunities, ooze traits	Blindsight, expansion, immunities, ooze traits
Saves / Dodge:	Fort +4, Ref +0, Will -3, Dodge —	Fort +12, Ref +3, Will +1, Dodge —
Attributes:	Str 15, Dex 7, Con 14, Int —, Wis 1, Cha 1	Str 31, Dex 5, Con 22, Int —, Wis 1, Cha 1
Skills:	None	None
Feats:	None	None
Environment:	Any toxic	Any toxic

Organization:	Solitary	Solitary
Challenge Rating:	7	12
Treasure:	Standard	Standard
Alignment:	Always neutral	Always neutral
Advancement:	—	—
Level Adjustment:	—	—

Toxic sludge usually spawns spontaneously from the unique chemical combinations of tailings ponds, spent nuclear rods, and other toxic waste when introduced to some random source of magical or psychic energy. Toxic sludge may seem evil, with its inherently toxic nature and insatiable desire to consume, as far as all other life is concerned, but they are in fact mindless, and as such neutral for purposes of alignment.

COMBAT

The toxic sludge eats all organic material within range of its blindsight.

Acid (Ex): A toxic sludge is composed of caustic chemicals that dissolve any substance except stone and metal. A toxic sludge's slam attack deals 1d4 points of acid damage in addition to the normal bludgeoning damage.

Blindsight (Ex): A toxic sludge is blind but can ascertain all creatures and objects within 40 feet just as a sighted creature would. Beyond that range, all targets have total concealment with respect to the toxic sludge.

Expansion (Ex): A toxic sludge absorbs the bodies of creatures it has killed in battle. This process takes a number of rounds depending on the size of the corpse: Diminutive or smaller 1, Tiny 2, Small 4, Medium-size 8, Large 16, Huge 32, Gargantuan 64, and Colossal 128. The sludge grows by 1 Hit Die for every 16 rounds it spends consuming bodies, to a maximum of 45 Hit Dice.

Immunities (Ex): Toxic sludges are immune to acid, electricity, and cold damage. If a cold attack deals damage equal to or greater than a toxic sludge's Constitution score, the toxic sludge is affected as though by a *slow* spell.

Improved Grab (Ex): To use this ability, the toxic sludge must hit an opponent at least one size category smaller than itself with its slam attack. If it gets a hold, it automatically deals slam damage each round that the hold is maintained, and it can constrict in the same round.

Ooze: A toxic sludge has the traits and immunities common to oozes.

Toxic Fumes (Ex): Any creature that comes within 10 feet of a toxic sludge must make a successful Fortitude save (DC 10 + 1/2 the toxic sludge's Hit Dice + its Constitution modifier) or take 1d4 points of Strength damage. A new save must be made each round a creature remains within 10 feet of the toxic sludge.

TOXYDERM

Elementals of waste and pollution, toxyderms are antithetical to life. They only spawn on worlds that have potential issues with chemical, garbage, or nuclear waste (Tech Levels 5, 6, and 7 see the most of these creatures).

Species Traits

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

Elemental: As elementals, toxyderms are immune to poison, *Sleep*, paralysis, and stunning. They are not subject to critical hits, flanking, or the effects of massive damage. They cannot be raised from the dead. However, toxyderms are native to the Prime Material Plane and the world that spawned them, and thus cannot be dismissed or otherwise targeted as outsiders.

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

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

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

CHEMICAL TOXYDERM

	Chemical Toxyderm	Chemical Toxyderm, Advanced
Size & Type:	Huge Elemental (Native)	Gargantuan Elemental (Native)
Hit Dice:	24d8+120 (228 hp)	64d8+454 (742 hp)
T/AC System Adj:	Hardness 10/2d; +60 HP	Hardness 15/3d; +80 HP
Initiative / Speed:	+0; 20 ft. (4 hexes)	+4; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	8/20 (–2 size, +12 natural), flat-footed 20	6/22 (–4 size, +16 natural), flat-footed 22
BA / Grapple / Parry:	+18/+37/+29	+48/+75/+64
Attack:	Slam +27 melee (2d6+16 plus 2d6 acid)	Slam +60 melee (2d8+22 plus 2d6 acid)
Full Attack:	Slam +27/+22/+17/+12 melee (2d6+16 plus 2d6 acid)	Slam +60/+55/+50/+45 melee (2d8+22 plus 2d6 acid)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)	20 ft. (4-polyhex) /15 ft. (3 hexes)
Special Attacks:	Acid, breath weapon (DC 27), engulf (DC 22)	Acid, breath weapon (DC 49), engulf (DC 42)
Special Qualities:	Darkvision 60 ft., elemental traits	Darkvision 60 ft., elemental traits
Saves / Dodge:	Fort +21, Ref +10, Will +8, Dodge +8	Fort +42, Ref +23, Will +23, Dodge +19
Attributes:	Str 32, Dex 11, Con 20, Int 6, Wis 11, Cha 11	Str 40, Dex 11, Con 24, Int 6, Wis 11, Cha 11
Skills:	Hide –8, Listen +27, Spot +27, Swim +15	Hide –12, Listen +56, Spot +56, Swim +41
Feats:	Cleave, Great Cleave, Great Fortitude, Lightning Reflexes, Power Attack	Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Toughness (x2), Weapon Focus (slam)
Environment:	Any toxic or urban	Any toxic or urban
Organization:	Solitary	Solitary
Challenge Rating:	15	26
Treasure:	Standard	Standard
Alignment:	Always neutral	Always neutral
Advancement:	25-60 HD (Huge); 61-72 HD (Gargantuan)	—
Level Adjustment:	—	—

COMBAT:

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

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

GARBAGE TOXYDERM

	Garbage Toxyderm	Garbage Toxyderm, Advanced
Size & Type:	Huge Elemental (Native)	Gargantuan Elemental (Native)
Hit Dice:	18d8+90 (171 hp)	42d8+294 (483 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP	Hardness 10/2d; +70 HP
Initiative / Speed:	–2; 20 ft. (4 hexes); burrow 10 ft.	–2; 20 ft. (4 hexes); burrow 10 ft.
Touch/Full AC (T/AC):	6/16 (–2 size, –2 Dex, +10 natural), flat-footed 16	4/18 (–4 size, –2 Dex, +14 natural), flat-footed 18
BA / Grapple / Parry:	+13/+30/+22	+32/+57/+45
Attack:	Slam +20 melee (2d6+13 plus disease)	Slam +41 melee (2d8+19 plus disease)

Full Attack:	Slam +20/+15/+10 melee (2d6+13 plus disease)	Slam +41/+36/+31/+26 melee (2d8+19 plus disease)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)	20 ft. (4-polyhex) /15 ft. (3 hexes)
Special Attacks:	Breath weapon (DC 24), disease, engulf	Breath weapon (DC 49), disease, engulf
Special Qualities:	Darkvision 60 ft., elemental traits	Darkvision 60 ft., elemental traits
Saves / Dodge:	Fort +16, Ref +4, Will +6, Dodge +2	Fort +37, Ref +14, Will +16, Dodge +10
Attributes:	Str 28, Dex 7, Con 20, Int 6, Wis 11, Cha 11	Str 36, Dex 7, Con 24, Int 6, Wis 11, Cha 11
Skills:	Hide –10, Listen +21, Spot +21, Swim +13	Hide –14, Listen +39, Spot +39, Swim +33
Feats:	Cleave, Great Cleave, Power Attack, Sunder	Alertness, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Sunder
Environment:	Any urban	Any urban
Organization:	Solitary	Solitary
Challenge Rating:	11	18
Treasure:	Double standard (coins only)	Double standard (coins only)
Alignment:	Always neutral	Always neutral
Advancement:	19-40 HD (Huge); 41-54 HD (Gargantuan)	—
Level Adjustment:	—	—

COMBAT

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

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

NUCLEAR TOXYDERM

	Nuclear Toxyderm	Nuclear Toxyderm, Advanced
Size & Type:	Gargantuan Elemental (Native)	Colossal Elemental (Native)
Hit Dice:	30d8+180 (305 hp)	90d8+840 (1,245 hp)
T/AC System Adj:	Hardness 15/3d; +75 HP	Hardness 20/4d/1D; +100 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)	+4; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	6/21 (–4 size, +15 natural), flat-footed 21	2/22 (–8 size, +20 natural), flat-footed 22
BA / Grapple / Parry:	+22/+47/+36	+66/+99/+84
Attack:	Slam +32 melee (2d8+19 plus radiation)	Slam +84 melee (4d6+25 plus radiation)
Full Attack:	Slam +32/+27/+22/+17 melee (2d8+19 plus radiation)	Slam +84/+79/+74/+69 melee (4d6+25 plus radiation)
Space/Reach:	20 ft. (4-polyhex) /15 ft. (3 hexes)	30 ft. (5-polyhex) /15 ft. (3 hexes)
Special Attacks:	Breath weapon (DC 32), engulf (DC 25), radiation	Breath weapon (DC 64), engulf (DC 55), radiation
Special Qualities:	Chain reaction, darkvision 60 ft., elemental traits	Chain reaction, darkvision 60 ft., elemental traits
Saves / Dodge:	Fort +26, Ref +12, Will +12, Dodge +8	Fort +52, Ref +24, Will +24, Dodge +16
Attributes:	Str 36, Dex 11, Con 24, Int 13, Wis 11, Cha 11	Str 44, Dex 11, Con 28, Int 13, Wis 11, Cha 11
Skills:	Hide –12, Listen +33, Spot +33, Swim +31	Hide –16, Listen +75, Spot +75, Swim +75
Feats:	Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)	Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack,

		Sunder, Toughness (x10), Weapon Focus (slam)
Environment:	Any toxic	Any toxic
Organization:	Solitary	Solitary
Challenge Rating:	20	35
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	31-64 HD (Gargantuan); 65-90 HD (Colossal)	—
Level Adjustment:	—	—

COMBAT

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

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

Chain Reaction (Su): If the nuclear toxyderm is reduced to 0 or fewer hit points, it explodes in a blinding flash of light that deals 400 points of damage to everything (creatures and objects alike) within 400 feet and 100 points of damage to everything within a mile; a successful Reflex save halves the damage (DC 10 + 1/2 toxyderm's Hit Dice + toxyderm's Dexterity modifier). This explosion generally results in a mile-high mushroom cloud and a highly radioactive crater a quarter-mile across.

Radiation Sickness

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

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

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

Table: Radiation Exposure

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

Table: Radiation Sickness

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

*Minimum damage 0 Con.

TREANT

Size & Type:	Huge Plant
Hit Dice:	7d8+35 (66 hp)
T/AC System Adj:	Hardness 10/2d; +65 HP
Initiative / Speed:	-1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	7/20 (–2 size, –1 Dex, +13 natural), flat-footed 20
BA / Grapple / Parry:	+5/+22/+14
Attack:	Slam +12 melee (2d6+9)
Full Attack:	2 slams +12 melee (2d6+9)
Space/Reach:	15 ft. (3-polyhex) /15 ft. (3 hexes)
Special Attacks:	Animate trees, double damage against objects, trample 2d6+13
Special Qualities:	Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire
Saves / Dodge:	Fort +10, Ref +1, Will +7, Dodge -1
Attributes:	Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12
Skills:	Diplomacy +3, Hide –9*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground)
Feats:	Improved Sunder, Iron Will, Power Attack
Environment:	Temperate forests
Organization:	Solitary or grove (4–7)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	8–16 HD (Huge); 17–21 HD (Gargantuan)
Level Adjustment:	+7

A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree. A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds. Treants speak their own language, plus Common and Sylvan. Most also can manage a smattering of just about all other humanoid tongues—at least enough to say "Get away from my trees!"

COMBAT

Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they animate trees as reinforcements.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *Liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

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

Trample (Ex): Reflex DC 22 half. The save DC is Strength-based. Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

TRITON

Size & Type:	Medium Outsider (Native, Water)
Hit Dice:	3d8+3 (16 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	+0; 5 ft. (1 hex), swim 40 ft.
Touch/Full AC (T/AC):	10/16 (+6 natural), flat-footed 16
BA / Grapple / Parry:	+3/+4/+4
Attack:	Trident +4 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19–20)
Full Attack:	Trident +4 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19–20)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +4, Ref +3, Will +4, Dodge +3
Attributes:	Str 12, Dex 10, Con 12, Int 13, Wis 13, Cha 11
Skills:	Craft (any one) +7, Diplomacy +2, Hide +6, Listen +7, Move Silently +6, Ride +6, Search +7, Sense Motive +7, Spot +7, Survival +9, Swim +9
Feats:	Mounted Combat, Ride-By Attack
Environment:	Temperate aquatic
Organization:	Company (2–5), squad (6–11), or band (20–80)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	4–9 HD (Medium)
Level Adjustment:	+3

Similar to a merfolk in form, a triton has silvery skin that fades into silver-blue scales on the lower half of its body. A triton's hair is deep blue or blue-green. A triton is about the same size and weight as a human. Tritons speak Common and Aquan.

COMBAT

The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. They attack with either melee or ranged weapons as the circumstances warrant. When encountered outside their lair, they are 90% likely to be mounted on friendly sea creatures such as porpoises.

Spell-Like abilities: 1/day—*Summon Nature's Ally IV*. Caster level 7th. Tritons often choose water elementals for their companions.

Skills: A triton has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

TROGLODYTE

Size & Type:	Medium Humanoid (Reptilian)
Hit Dice:	2d8+4 (13 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	-1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	9/15 (–1 Dex, +6 natural), flat-footed 15
BA / Grapple / Parry:	+1/+1/+1
Attack:	Club +1 melee (1d6) or claw +1 melee (1d4) or javelin +1 ranged (1d6)
Full Attack:	Club +1 melee (1d6) and claw –1 melee (1d4) and bite –1 melee (1d4); or 2 claws +1 melee (1d4) and bite –1 melee (1d4); or javelin +1 ranged (1d6)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Stench

Special Qualities:	Darkvision 90 ft.
Saves / Dodge:	Fort +5, Ref –1, Will +0, Dodge –1
Attributes:	Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10
Skills:	Hide +5*, Listen +3
Feats:	Multiattack (B), Weapon Focus (javelin)
Environment:	Underground
Organization:	Clutch (2–5), squad (6–11 plus 1–2 monitor lizards), or band (20–80 plus 20% noncombatants plus 3–13 monitor lizards)
Challenge Rating:	1
Treasure:	50% coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

Reptilian humanoids with a penchant for cruelty and sadism, troglodytes smell as bad as they behave. A troglodyte stands about 5 feet tall and weighs about 150 pounds. Troglodytes speak Draconic.

COMBAT

Half of a group of troglodytes are armed only with claws and teeth; the rest carry one or two javelins and clubs. They normally conceal themselves, launch a volley of javelins, then close to attack. If the battle goes against them, they retreat and attempt to hide.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte'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.

Skills: The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. *In rocky or underground settings, this bonus improves to +8.

TROGLODYTES AS CHARACTERS

Troglodyte characters possess the following racial traits.

- –2 Dexterity, +4 Constitution, –2 Intelligence.
- Medium size.
- A troglodyte's base land speed is 30 feet.
- Darkvision out to 90 feet.
- Racial Hit Dice: A troglodyte begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A troglodyte's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Hide and Listen. Troglodytes have a +4 racial bonus on Hide checks (+8 in rocky or underground surroundings).
- Racial Feats: A troglodyte's humanoid levels give it one feat. A troglodyte receives Multiattack as a bonus feat.
- +6 natural armor bonus.
- Natural Weapons: 2 claws (1d4) and bite (1d4).
- Special Attacks (see above): Stench.
- Automatic Languages: Draconic. Bonus Languages: Common, Giant, Goblin, Orc.
- Favored Class: Cleric.
- Level adjustment +2.

TROLL

Troll

Troll Hunter, 6th-Level Ranger

Size & Type:	Large Giant	Large Giant
Hit Dice:	6d8+36 (63 hp)	6d8+6d8+72 (130 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP	Hardness 5/1d; +30 HP
Initiative / Speed:	+2; 30 ft. (6 hexes)	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/16 (–1 size, +2 Dex, +5 natural), flat-footed 14	14/25 (+4 DB, –1 size, +1 Dex, +6 natural, +5 +1 <i>chain shirt</i> [Hard: 5, HP:30]), flat-footed 20
BA / Grapple / Parry:	+4/+14/+10	+10/+21/+21
Attack:	Claw +9 melee (1d6+6)	Claw +16 melee (1d6+7) or +1 <i>battleaxe</i> +17 melee (2d6+8/×3) or javelin +10 ranged (1d8+7)
Full Attack:	2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3)	2 claws +16 melee (1d6+7) and bite +11 melee (1d6+3); or +1 <i>battleaxe</i> +17/+12/+7 melee (2d6+8/×3) and claw +12 melee (1d6+3) and bite +12 (1d6+3); or javelin +10 ranged (1d8+7)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Rend 2d6+9	Rend 2d6+10, spells
Special Qualities:	Darkvision 90 ft., low-light vision, regeneration 5, scent	Darkvision 90 ft., favored enemy elves (+4), favored enemy humans (+2), low-light vision, regeneration 5, scent, wild empathy
Saves / Dodge:	Fort +11, Ref/Dodge +4/+3, Will +3	Fort +16, Ref +8, Will +8, Dodge +11
Attributes:	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6	Str 25, Dex 12, Con 22, Int 10, Wis 15, Cha 10
Skills:	Listen +5, Spot +6	Knowledge (nature) +6, Knowledge (dungeoneering) +6, Listen +13, Move Silently +9, Search +6, Spot +13, Survival +13
Feats:	Alertness, Iron Will, Track	Alertness, Cleave, Endurance (B), Improved Natural Armor, Improved Two-Weapon Fighting (B), Iron Will, Power Attack, Track (B), Two-Weapon Fighting (B)
Environment:	Cold mountains (Scrag: Cold aquatic)	Cold mountains
Organization:	Solitary or gang (2–4)	Solitary
Challenge Rating:	5	11
Treasure:	Standard	Standard
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	—
Level Adjustment:	+6	+6

Misshapen brutes with leathery green skin and terrible claws, trolls take particular delight in feasting on sentient humanoids. Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile. A typical adult troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray. Trolls speak Giant.

COMBAT

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

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

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

SCRAG

These cousins of the troll have the aquatic subtype. They dwell in any body of water in any climate. They have a base land speed of 20 feet and a swim speed of 40 feet and are found only in aquatic environments. They regenerate only if mostly immersed in water.

TROLL HUNTER

Some trolls, more cunning than most, are not satisfied with merely eating civilized beings but train to hunt them relentlessly. These troll hunters are fearsome rangers who focus on slaying and devouring humanoid prey.

COMBAT

A troll hunter makes full use of its scent ability to track its favored enemies and generally prefers to hunt in darkness. The troll hunter uses its limited repertoire of spells to protect itself from damaging forms of energy and to immobilize enemies.

Typical Ranger Spells Prepared (2 or 2 PP; save DC 12 + spell level): 1st—*Entangle*, *Resist Energy*.

TROLLS AS CHARACTERS

Troll characters possess the following racial traits.

- +12 Strength, +4 Dexterity, +12 Constitution, –4 Intelligence (minimum 3), –2 Wisdom, –4 Charisma.
- Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A troll's base land speed is 30 feet.
- Darkvision out to 60 feet and low-light vision.
- Racial Hit Dice: A troll begins with six levels of giant, which provide 6d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +5, Ref +2, and Will +2.
- Racial Skills: A troll's giant levels give it skill points equal to $9 \times 6 (2 + \text{Int modifier, minimum } 1)$. Its class skills are Listen and Spot.
- Racial Feats: A troll's giant levels give it three feats.
- +5 natural armor bonus.
- Natural Weapons: Claw (1d6) and bite (1d6).
- Special Attacks (see above): Rend, damage $2d6 + 1\text{--}1/2$ times Str modifier.
- Special Qualities: Regeneration 5, scent.
- Automatic Languages: Giant. Bonus Languages: Common, Orc.
- Favored Class: Fighter.
- Level adjustment +6.

UDOROOT

Size & Type:	Huge Plant (Psionic)
Hit Dice:	6d8+18 (45 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+0; 0 ft.
Touch/Full AC (T/AC):	3/11 (–2 size, –5 Dex, +8 natural), flat-footed 11
BA / Grapple / Parry:	+4/—/—
Attack:	—
Full Attack:	—
Space/Reach:	15 ft. (3-polyhex) /0 ft.
Special Attacks:	Double manifest, psi-like abilities
Special Qualities:	Blindsight 60 ft., immunity to electricity, plant traits, resistance to cold 10 and fire 10
Saves / Dodge:	Fort +8, Ref +4, Will +5, Dodge —
Attributes:	Str —, Dex —, Con 16, Int 4, Wis 13, Cha 14
Skills:	Listen +10

Feats:	Iron Will, Lightning Reflexes
Environment:	Temperate forest
Organization:	Solitary or patch (2–4)
Challenge Rating:	5
Treasure:	1/5 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	7–16 HD (Huge); 17–18 HD (Gargantuan)
Level Adjustment:	—

COMBAT

An udoroot can be killed only if its root is dug up or exposed, then burned, hacked apart, or otherwise destroyed. Severing or destroying all six crowns puts the plant out of commission, allowing excavation of the helpless root. The crowns are Medium objects with a hardness of 5 and 7 hit points. To sever a crown, an opponent must use the sunder action. The crowns can also be affected by spells or effects that affect an area or targeted by spells that affect an individual target.

An udoroot takes no damage from having a crown severed or destroyed. A severed crown dies and can no longer be used to attack, but the udoroot takes no other penalties. As long as the root system remains intact, the crown regrows in about a month.

Double Manifest (Ex): An udoroot senses its surroundings and manifests its psi-like abilities through its crowns. It can manifest two psi-like abilities per round, as long as it has at least two crowns remaining.

Psi-Like abilities: At will—*Energy Stun* (electricity, 2d6, DC 15*), *False Sensory Input* (DC 15), *Id Insinuation* (two targets, DC 15*), *Mind Thrust* (ML 4th, 4d10, DC 14*), *Telekinetic Force* (275 lb., DC 15*), *Thought Shield* (power resistance 16*); 3/day—*Astral Construct* (3rd level*), *Body Adjustment*, *Mental Barrier*. Manifest level 6th. The save DCs are Charisma-based. An udoroot can use its *body adjustment* power to repair damage to one of its crowns, as long as the crown has not been severed or destroyed.

*Includes augmentation for the udoroot's manifester level.

Blindsight (Ex): An udoroot can ascertain all foes by nonvisual means within 60 feet. If its crowns are destroyed, it can no longer perceive its surroundings.

Plant Traits: An udoroot is immune to poison, *Sleep*, paralysis, stunning, polymorphing, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to critical hits.

UNBODIED

Size & Type:	Medium Monstrous Humanoid (Incorporeal, Psionic)
Hit Dice:	4d8+4 (22 hp)
T/AC System Adj:	--
Initiative / Speed:	+1; Fly 30 ft. (perfect) (6 hexes)
Touch/Full AC (T/AC):	13/13 (+1 Dex, +2 deflection), flat-footed 12
BA / Grapple / Parry:	+4/—/—
Attack:	Incorporeal touch +5 melee (1d6)
Full Attack:	Incorporeal touch +5 melee (1d6)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Psionic powers, telekinetic force
Special Qualities:	Assume likeness, incorporeal traits, telepathy 100 ft.
Saves / Dodge:	Fort +2, Ref +5, Will +6, Dodge +5
Attributes:	Str —, Dex 13, Con 12, Int 15, Wis 14, Cha 15
Skills:	Bluff +10*, Diplomacy +6, Disguise +10*, Intimidate +6, Listen +6, Sense Motive +6, Spot +6
Feats:	Overchannel, Wild Talent
Environment:	Any
Organization:	Solitary or illumination (3–6)
Challenge Rating:	5

Treasure:	Half standard
Alignment:	Any
Advancement:	By character class
Level Adjustment:	+5

An unbodied is exactly that; a disembodied consciousness endowed with psionic power. An unbodied uses telepathy to communicate with others.

COMBAT

Psionic Powers: An unbodied manifests powers as a 4th-level Psion (telepath). The save DCs are Intelligence-based.

Typical Psion Powers Known (21 PP, base save DC 12 + power level): 1st— *Detect Magic & Psionics*, *Empty Mind*, *Mind Thrust* (DC 13*), *Charm Being* (DC 13*); 2nd—*Brain Lock* (DC 14), *Cloud Mind* (DC 14), *Energy Push* (DC 14), *Read Thoughts* (DC 14).

*Power can be augmented.

Telekinetic Force (Su): An unbodied can use *Telekinetic Force* (DC 15) as a standard action that does not provoke attacks of opportunity. Manifest level 4th. The save DC is Charisma-based.

Assume Likeness (Su): An unbodied can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. Its abilities do not change, but it appears to be that creature, relying on its Bluff and Disguise skills to deflect suspicion.

Hide Mind (Su): An unbodied cannot be identified as psionic by divination spells or clairsentience powers.

Incorporeal Traits: An unbodied is harmed only by other incorporeal creatures, magic weapons, powers, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Skills: An unbodied has a +4 racial bonus on Bluff and Disguise checks. *When using its assume likeness ability, an unbodied gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

UNBODIED AS CHARACTERS

Unbodied characters possess the following racial traits.

— +2 Dexterity, +2 Constitution, +4 Intelligence, +4 Wisdom, +4 Charisma. As an incorporeal creature, an unbodied has no Strength score.

—Medium size.

—An unbodied has a fly speed of 30 feet (good maneuverability).

—Darkvision out to 60 feet.

—Deflection bonus to Armor Class equal to character's Charisma modifier (minimum +1).

—Natural Attack: An unbodied can make a melee touch attack to deal 1d6 points of damage.

—Special Attacks (see above): Psionic powers, telekinetic force. An unbodied who takes levels in psion (telepath) adds its racial manifesting ability and psion levels together to determine its power point reserve, manifest level, and powers known.

—Special Qualities (see above): Assume likeness, incorporeal traits.

—Racial Hit Dice: An unbodied begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

—Racial Skills: An unbodied's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier). Its class skills are Bluff, Diplomacy, Disguise, Intimidate, Listen, Sense Motive, and Spot. Unbodied have a +4 racial bonus on Bluff checks and Disguise checks. When using its assume likeness ability, an unbodied gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

—Racial Feats: An unbodied's monstrous humanoid levels give it two feats.

—Favored Class: Psion (telepath).

—Level Adjustment: +5.

UNICORN

	Unicorn	Celestial Charger, 7th-Level Cleric
Size & Type:	Large Magical Beast	Large Magical Beast
Hit Dice:	4d10+20 (42 hp)	8d10+7d8+75 (155 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP; (Ignore 15/3d Hardness with horn)	Hardness 5/1d (15/3d with <i>bracers of armor</i> +5); +30 HP; Ignore 10/2d Hardness (15/3d Hardness with horn)
Initiative / Speed:	+3; 60 ft. (12 hexes)	+4; 60 ft. (12 hexes)
Touch/Full AC (T/AC):	12/18 (–1 size, +3 Dex, +6 natural), flat-footed 15	15/26 (+2 DB, –1 size, +4 Dex, +6 natural, +5 <i>bracers of armor</i> +5), flat-footed 20
BA / Grapple / Parry:	+4/+13/+9	+13/+24/+22
Attack:	Horn +11 melee (1d8+8)	Horn +22 melee (1d8+10)
Full Attack:	Horn +11 melee (1d8+8) and 2 hooves +3 melee (1d4+2)	Horn +22 melee (1d8+10) and 2 hooves +14 melee (1d4+3)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	—	Turn undead 13/day, smite evil, spells
Special Qualities:	Darkvision 60 ft., magic circle against evil, spell-like abilities, immunity to poison, charm, and compulsion, low-light vision, scent, wild empathy	Damage reduction 10/magic, darkvision 60 ft., immunity to poison, charm, and compulsion, low-light vision, magic circle against evil, resistance to acid 10, cold 10, and electricity 10, scent, spell-like abilities, spell resistance 20, wild empathy
Saves / Dodge:	Fort +9, Ref +7, Will +6, Dodge +6	Fort +16, Ref +12, Will +15, Dodge +13
Attributes:	Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24	Str 24, Dex 18, Con 20, Int 13, Wis 27, Cha 22
Skills:	Jump +21, Listen +11, Move Silently +9, Spot +11, Survival +8*	Concentration +11, Knowledge (nature) +9, Knowledge (religion) +8, Listen +15, Move Silently +12, Spellcraft +5, Spot +15, Survival +15 (+17 above-ground)*
Feats:	Alertness, Skill Focus (Survival)	Alertness, Combat Casting, Extra Turning, Improved Turning, Run, Skill Focus (Survival)
Environment:	Temperate forests	A chaotic good plane
Organization:	Solitary, pair, or grace (3–6)	Solitary
Challenge Rating:	3	13
Treasure:	None	None
Alignment:	Always chaotic good	Always chaotic good
Advancement:	5–8 HD (Large)	By character class
Level Adjustment:	+5	—

Regal and reclusive creatures, unicorns appear very similar to the finest horses, except for a single spiraling horn mounted in the center of their foreheads. A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard. A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males. Unicorns speak Sylvan and Common.

COMBAT

Unicorns normally attack only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a +3 magic weapon, though its power fades if removed from the unicorn.

Magic Circle versus Evil (Su): This ability continuously duplicates the effect of the spell. A unicorn cannot suppress this ability.

Spell-Like abilities: Unicorns can use *Detect Evil* at will as a free action.

Once per day a unicorn can use *Greater Teleport* to move anywhere within its home region. It cannot teleport beyond the forest boundaries nor back from outside.

A unicorn can use *Cure Light Wounds* three times per day and *Cure Moderate Wounds* once per day (caster level 5th) by touching a wounded creature with its horn. Once per day it can use *Neutralize Poison* with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the Druid's wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.

Skills: Unicorns have a +4 racial bonus on Move Silently checks. *Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

CELESTIAL CHARGER

The celestial charger described here is an 8 HD celestial unicorn with seven levels of Cleric.

COMBAT

A celestial charger's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Smite Evil (Su): Once per day a celestial charger can make a normal melee attack to deal 15 points of extra damage against an evil foe.

Typical Cleric Spells Prepared (6/7/6/5/4 or 64 PP; save DC 18 + spell level): 0— *Detect Magic & Psionics*, *Detect Poison* (2), *Light*, *Virtue* (2); 1st—*Bless* (2), *Calm Animals**, *Obscuring Mist*, *Remove Fear*, *Sanctuary*, *Shield of Faith*; 2nd—*Aid** (2), *Animal Messenger*, *Lesser Restoration*, *Remove paralysis*, *Shield Other*; 3rd—*Prayer*, *Protection from energy*, *remove curse*, *searing light* (2); 4th—*air walk*, *divine power*, *holy smite**, *restoration*.

*Domain spell. Domains: Animal and Good.

URBAN WENDIGO

Size & Type:	Large Giant
Hit Dice:	6d8+24 (51 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	11/18 (-1 size, +1 Dex, +1 dodge, +7 natural), flat-footed 16
BA / Grapple / Parry:	+4/+14/+10
Attack:	Claw +9 melee (1d6+6)
Full Attack:	2 claws +9 melee (1d6+6) and 1 bite +4 melee (1d6+3)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Rend
Special Qualities:	Ferocity, low-light vision, peripheral invisibility, rage, scent
Saves / Dodge:	Fort +9, Ref +3, Will +4, Dodge +3*
Attributes:	Str 23, Dex 13, Con 19, Int 6, Wis 14, Cha 6
Skills:	Balance +12, Climb +18, Hide +19, Jump +18, Listen +4, Spot +4, Survival +14
Feats:	Dodge, Mobility, Simple Weapons Proficiency
Environment:	Any urban
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

The result of an uncaring society, an urban wendigo usually lives in the sewers and back-alleys of its society. These malicious creatures use their abilities to find isolated and lost targets, striking equally out of hunger or out of spite, upon whatever hapless victims it can ambush with little to no fear of reprisal. An urban wendigo is generally 8 feet

tall and weighs 400 pounds.

COMBAT

Wendigos have the following traits:

Rage (Ex): An urban wendigo that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged urban wendigo gains +4 Strength and +4 Constitution, and takes a –2 penalty Defense. When raging, the urban wendigo gains 12 hit points. Its other statistics change as follows: T/AC 8/15, flat-footed 14; Grap +16; Atk +11 melee (1d6+8, claw); Full Atk +11 melee (1d6+8, 2 claws), +6 melee (1d6+4, bite); SQ rend 2d6+12; SV Fort +11; Str 27, Con 23; Climb +20, Jump +20. The creature cannot end its rage voluntarily.

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

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

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

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

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

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

MONSTERS (V-Z)



VAMPIRE

Legendary for their undead power and their appetite for blood, vampires appear just as they did in life, although their features are often hardened and feral, with the predatory look of wolves. Like liches, they often embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires can be easily recognized, for they cast no shadows and throw no reflections in mirrors. Vampires speak any languages they knew in life.

CREATING A VAMPIRE

"Vampire" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). A vampire uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to Undead (augmented humanoid or monstrous humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

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

Armor Class: The base creature's natural armor bonus improves by +6.

Attack: A vampire retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the vampire retains this ability. A creature with natural weapons retains those natural weapons. A vampire fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A vampire armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A vampire fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Vampires have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A vampire retains all the special attacks of the base creature and gains those described below.

Saves have a DC of 10 + 1/2 vampire's HD + vampire's Cha modifier unless noted otherwise.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected.

Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *Dominate Person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

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

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action.

This ability is similar to a *Polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage

dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume *Gaseous Form* at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

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

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

Attributes: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a vampire has no Constitution score.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Feats: Vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, gang (3–5), or troupe (1–2 plus 2–5 vampire spawn)

Challenge Rating: Same as the base creature +2.

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Vampire Weaknesses

For all their power, vampires have a number of weaknesses.

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Vampire Characters

Vampires are always evil, which causes characters of certain classes to lose some class abilities. In addition, certain classes take additional penalties.

Clerics: Vampire Clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the vampire's controller or any other vampires that a master controls. A vampire Cleric has access to two of the following domains: Chaos, Destruction, Evil, or Trickery.

Sorcerers and Wizards: Vampire sorcerers and wizards retain their class abilities, but if a character has a familiar other than a rat or bat, the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or bat.

VAMPIRE SPAWN

Size & Type:	Medium Undead

Hit Dice:	4d12+3 (29 hp)
T/AC System Adj:	Hardness 3; +15 HP
Initiative / Speed:	+6; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	12/15 (+2 Dex, +3 natural), flat-footed 13
BA / Grapple / Parry:	+2/+5/+5
Attack:	Slam +5 melee (1d6+4 plus energy drain)
Full Attack:	Slam +5 melee (1d6+4 plus energy drain)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Blood drain, domination, energy drain
Special Qualities:	+2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits
Saves / Dodge:	Fort +1, Ref +5, Will +5, Dodge +5
Attributes:	Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14
Skills:	Bluff +6, Climb +8, Craft or Profession (any one) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11
Feats:	Alertness (B), Improved Initiative (B), Lightning Reflexes (B), Skill Focus (selected Craft or Profession skill), Toughness
Environment:	Any
Organization:	Solitary or pack (2–5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always evil (any)
Advancement:	—
Level Adjustment:	—

Vampire spawn are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves. Vampire spawn appear much as they did in life, although their features are often hardened, with a predatory look. Vampire spawn speak Common.

COMBAT

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *Dominate Person* spell from a 5th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume *Gaseous Form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

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

Skills: Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

VAMPIRE SPAWN WEAKNESSES

Vampire spawn are vulnerable to all attacks and effects that repel or slay vampires. For details, see the Vampire entry above.

VARGOUILLE

Size & Type:	Small Outsider (Evil, Extraplanar)
Hit Dice:	1d8+1 (5 hp)
T/AC System Adj:	--
Initiative / Speed:	+1; Fly 30 ft. (good) (6 hexes)
Touch/Full AC (T/AC):	11/12 (+1 size, +1 Dex), flat-footed 11
BA / Grapple / Parry:	+1/−3/+2
Attack:	Bite +3 melee (1d4 plus poison)
Full Attack:	Bite +3 melee (1d4 plus poison)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	Shriek, kiss, poison
Special Qualities:	Darkvision 60 ft.
Saves / Dodge:	Fort +3, Ref +3, Will +3, Dodge +4
Attributes:	Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8
Skills:	Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5
Feats:	Weapon Finesse
Environment:	An evil-aligned plane
Organization:	Cluster (2–5) or mob (6–11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	2–3 HD (Small)
Level Adjustment:	—

A nightmarish creature, a vargouille is slightly larger than a human head, about 18 inches high, except with an obviously fiendish visage, with a pair of bat wings sprouting from the sides of its head, possessing a wingspan of 4 feet. Even more horrifying, the creature's shriek can paralyze those who hear it, and if it should be able to deliver a horrid "kiss" to a paralyzed target, it begins that victim's transformation into a vargouille! Such a creature weighs about the same as a humanoid's head, about 10 pounds. Vargouilles speak Infernal.

COMBAT

Vargouilles attack by biting with their jagged teeth. Their special attacks make them even more dangerous. A vargouille's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns 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 later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a *Daylight* spell can delay death, but to reverse the transformation requires *Remove Disease*. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A *Neutralize Poison* or *Heal* spell removes the effect, while *Delay Poison* allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

VERMIN

These creatures operate on instinct, driven by simple needs such as food and reproduction. Except where noted, vermin attack only when hungry or threatened.

Vermin Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

—**Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). With no Intelligence score, vermin do not have the option to parry or dodge.

—**Darkvision** out to 60 feet.

—**Alignment:** Always neutral. Vermin are not governed by a human sense of morality.

—**Treasure:** Vermin generally possess no treasure. For those that do, this treasure consists of possessions formerly owned by a creature that the monster has killed.

GIANT ANT

	Giant Ant, Worker	Giant Ant, Soldier	Giant Ant, Queen
Size & Type:	Medium Vermin	Medium Vermin	Large Vermin
Hit Dice:	2d8 (9 hp)	2d8+2 (11 hp)	4d8+4 (22 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP	Hardness 5/1d; +35 HP	Hardness 5/1d; +45 HP
Initiative / Speed:	+0; 50 ft. (10 hexes), climb 20 ft.	+0; 50 ft. (10 hexes), climb 20 ft.	-1; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	10/17 (+7 natural), flat-footed 17	10/17 (+7 natural), flat-footed 17	8/17 (-1 size, -1 Dex, +9 natural), flat-footed 17
BA / Grapple:	+1/+1	+1/+3	+3/+10
Attack:	Bite +1 melee (1d6)	Bite +3 melee (2d4+3)	Bite +5 melee (2d6+4)
Full Attack:	Bite +1 melee (1d6)	Bite +3 melee (2d4+3)	Bite +5 melee (2d6+4)
Space/Reach:	5 ft. (1 hex) /5 ft.	5 ft. (1 hex) /5 ft.	10 ft. (2-polyhex) /5 ft.
Special Attacks:	Improved grab	Improved grab, acid sting	Improved grab
Special Qualities:	Scent, vermin traits	Scent, vermin traits	Scent, vermin traits
Saves:	Fort +3, Ref +0, Will +0	Fort +4, Ref +0, Will +1	Fort +5, Ref +0, Will +2
Attributes:	Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 9	Str 14, Dex 10, Con 13, Int —, Wis 13, Cha 11	Str 16, Dex 9, Con 13, Int —, Wis 13, Cha 11
Skills:	Climb +8	Climb +10	—
Feats:	Track (B)	Track (B)	Track (B)
Environment:	Temperate plains	Temperate plains	Temperate plains
Organization:	Gang (2–6) or crew (6–11 plus 1 giant ant soldier)	Solitary or gang (2–4)	Hive (1 plus 10–100 workers and 5–20 soldiers)
Challenge Rating:	1	2	2
Treasure:	None	None	1/10 coins; 50% goods; 50% items
Advancement:	3–4 HD (Medium); 5–6 HD (Large)	3–4 HD (Medium); 5–6 HD (Large)	5–6 HD (Large); 7–8 HD (Huge)
Level Adjustment:	—	—	—

Giant ants are among the hardest and most adaptable vermin. Soldiers and workers are about 6 feet long, while

queens can grow to a length of 9 feet.

COMBAT

Giant ants on their own may be cowed into retreating if suffering significant casualties, but they will fight to the death when the queen is threatened.

Acid Sting (Ex): A giant soldier ant has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round (+3 attack bonus). A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Improved Grab (Ex): To use this ability, a giant ant must hit with its bite attack. A giant soldier ant that wins the ensuing grapple check establishes a hold and can sting.

Skills: *Giant ants have a +4 racial bonus on Survival checks when tracking by scent and a +8 racial bonus on Climb checks. A giant ant can always choose to take 10 on Climb checks, even if rushed or threatened.

GIANT BEE

Size & Type:	Medium Vermin
Hit Dice:	3d8 (13 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+2; 20 ft. (4 hexes), fly 80 ft. (good)
Touch/Full AC (T/AC):	12/14 (+2 Dex, +2 natural), flat-footed 12
BA / Grapple:	+2/+2
Attack:	Sting +2 melee (1d4 plus poison)
Full Attack:	Sting +2 melee (1d4 plus poison)
Space/Reach:	5 ft. (1 hex) / 5 ft. (1 hex)
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +3, Ref +3, Will +2
Attributes:	Str 11, Dex 14, Con 11, Int —, Wis 12, Cha 9
Skills:	Spot +5, Survival +1*
Feats:	—
Environment:	Temperate plains
Organization:	Solitary, buzz (2–5), or hive (11–20)
Challenge Rating:	1
Treasure:	No coins; 1/4 goods (honey only); no items
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

Although many times larger, growing to a length of about 5 feet, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive.

COMBAT

Giant bees are territorial, and will usually warn transgressors with a fly-by, but if something accosts the hive, they will be attacked.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d4 Con. The save DC is Constitution-based. A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.

Skills: Giant bees have a +4 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

GIANT BOMBARDIER BEETLE

Size & Type:	Medium Vermin
Hit Dice:	2d8+4 (13 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP

Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/18 (+8 natural), flat-footed 18
BA / Grapple:	+1/+2
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Acid spray
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +5, Ref +0, Will +0
Attributes:	Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Warm forests
Organization:	Cluster (2–5) or click (6–11)
Challenge Rating:	2
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.

COMBAT

The bombardier beetle is so-named for its ability to shoot an caustic enzyme in a spray to dissuade aggressors.

Acid Spray (Ex): When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.



GIANT FIRE BEETLE

Size & Type:	Small Vermin
Hit Dice:	1d8 (4 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/16 (+1 size, +5 natural), flat-footed 16
BA / Grapple:	+0/–4
Attack:	Bite +1 melee (2d4)
Full Attack:	Bite +1 melee (2d4)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +0, Will +0
Attributes:	Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7
Skills:	—
Feats:	—
Environment:	Warm plains
Organization:	Cluster (2–5) or colony (6–11)
Challenge Rating:	1/3
Advancement:	2–3 HD (Small)
Level Adjustment:	—

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each

eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long.

GIANT STAG BEETLE

Size & Type:	Large Vermin
Hit Dice:	7d8+21 (52 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP
Initiative / Speed:	+0; 20 ft. (4 hexes)
Touch/Full AC (T/AC):	9/19 (–1 size, +10 natural), flat-footed 19
BA / Grapple:	+5/+15
Attack:	Bite +10 melee (4d6+9)
Full Attack:	Bite +10 melee (4d6+9)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Trample 2d8+3
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +8, Ref +2, Will +2
Attributes:	Str 23, Dex 10, Con 17, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Temperate forests
Organization:	Cluster (2–5) or mass (6–11)
Challenge Rating:	4
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10 feet long.

COMBAT

As big as a battering ram, the giant stag beetle uses its great horn to the same effect.

Trample (Ex): Reflex half DC 19. The save DC is Strength-based.

GIANT PRAYING MANTIS

Size & Type:	Large Vermin
Hit Dice:	4d8+8 (26 hp)
T/AC System Adj:	Hardness 5/1d; +30 HP
Initiative / Speed:	–1; 20 ft. (4 hexes), fly 40 ft. (poor)
Touch/Full AC (T/AC):	8/14 (–1 size, –1 Dex, +6 natural), flat-footed 14
BA / Grapple:	+3/+15
Attack:	Claws +6 melee (1d8+4)
Full Attack:	Claws +6 melee (1d8+4) and bite +1 melee (1d6+2)
Space/Reach:	10 ft (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +6, Ref +0, Will +3
Attributes:	Str 19, Dex 8, Con 15, Int —, Wis 14, Cha 11
Skills:	Hide –1*, Spot +6
Feats:	—
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	3

Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	—

Most people don't realize that praying mantises can fly, and their giant cousins are no exception. However, they use their flight almost exclusively to flee a situation; they never fight in the air.

COMBAT

This patient carnivore remains completely still as it waits for prey to come near.

Feed (Ex): A giant praying mantis deals automatic bite damage with a successful pin (i.e. a successful grapple check after already having the target grappled), and automatically hits with the bite attack each round it maintains the pin.

Improved Grab (Ex): To use this ability, a giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (at its full +6 attack bonus).

Skills: A giant praying mantis has a +4 racial bonus on grapple checks, Hide, and Spot checks. *Because of its camouflage, the Hide bonus increases to +12 when a mantis is surrounded by foliage.

GIANT WASP

	Large Vermin
Hit Dice:	5d8+10 (32 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+1; 20 ft. (4 hexes), fly 60 ft. (good)
Touch/Full AC (T/AC):	1-/14 (–1 size, +1 Dex, +4 natural), flat-footed 13
BA / Grapple:	+3/+11
Attack:	Sting +6 melee (1d3+6 plus poison)
Full Attack:	Sting +6 melee (1d3+6 plus poison)
Space/Reach:	10 ft. (2-polyhex) / 5 ft. (1 hex)
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +6, Ref +2, Will +2
Attributes:	Str 18, Dex 12, Con 14, Int —, Wis 13, Cha 11
Skills:	Spot +9, Survival +1*
Feats:	—
Environment:	Temperate forests
Organization:	Solitary, swarm (2–5), or nest (11–20)
Challenge Rating:	3
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

Unlike giant bees, giant wasps are aggressive, and they will attack to the death in every instance.

COMBAT

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Skills: Giant wasps have a +8 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

MONSTROUS CENTIPEDE

	Monstrous Centipede, Tiny	Monstrous Centipede, Small	Monstrous Centipede, Medium
Size & Type:	Tiny Vermin	Small Vermin	Medium Vermin

Hit Dice:	1/4 d8 (1 hp)	1/2 d8 (2 hp)	1d8 (4 hp)
T/AC System Adj:	--	Hardness 2; +10 HP	Hardness 4; +20 HP
Initiative / Speed:	+2; 20 ft. (4 hexes), climb 20 ft.	+2; 30 ft. (6 hexes), climb 30 ft.	+2; 40 ft. (8 hexes), climb 40 ft.
Touch/Full AC (T/AC):	14/14 (+2 size, +2 Dex), flat-footed 12	13/15 (+1 size, +2 Dex, +2 natural), flat-footed 13	12/16 (+2 Dex, +4 natural), flat-footed 14
BA / Grapple:	+0/–5	+0/+1	+0/+7
Attack:	Bite +4 melee (1d3–5 plus poison)	Bite +3 melee (1d4–3 plus poison)	Bite +2 melee (1d6–1 plus poison)
Full Attack:	Bite +4 melee (1d3–5 plus poison)	Bite +3 melee (1d4–3 plus poison)	Bite +2 melee (1d6–1 plus poison)
Space/Reach:	1 ft. (3-microhex) /1 ft.	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Feed, poison	Feed, poison	Feed, poison
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +2, Will +0	Fort +2, Ref +2, Will +0	Fort +2, Ref +2, Will +0
Attributes:	Str 1, Dex 15, Con 10, Int —, Wis 10, Cha 2	Str 5, Dex 15, Con 10, Int —, Wis 10, Cha 2	Str 9, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +18, Spot +4	Climb +10, Hide +14, Spot +4	Climb +10, Hide +10, Spot +4
Feats:	Weapon Finesse (B)	Weapon Finesse (B)	Weapon Finesse (B)
Environment:	Underground	Underground	Underground
Organization:	Colony (8–16)	Colony (2–5) or swarm (6–11)	Solitary or colony (2–5)
Challenge Rating:	1/8	1/4	1/2
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Monstrous Centipede, Large	Monstrous Centipede, Huge
Size & Type:	Large Vermin	Huge Vermin
Hit Dice:	3d8 (13 hp)	6d8+6 (33 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP	Hardness 5/1d; +30 HP
Initiative / Speed:	+2; 40 ft. (8 hexes), climb 40 ft.	+2; 40 ft. (8 hexes), climb 40 ft.
Touch/Full AC (T/AC):	11/16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14	10/16 (–2 size, +2 Dex, +6 natural), flat-footed 14
BA / Grapple:	+2/+15	+4/+23
Attack:	Bite +3 melee (1d8+1 plus poison)	Bite +5 melee (2d6+4 plus poison)
Full Attack:	Bite +3 melee (1d8+1 plus poison)	Bite +5 melee (2d6+4 plus poison)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Feed, poison	Feed, poison
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +3, Ref +3, Will +1	Fort +6, Ref +4, Will +2
Attributes:	Str 13, Dex 15, Con 10, Int —, Wis 10, Cha 2	Str 17, Dex 15, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +6, Spot +4	Climb +11, Hide +2, Spot +4
Feats:	Weapon Finesse (B)	—
Environment:	Underground	Underground
Organization:	Solitary or colony (2–5)	Solitary or colony (2–5)
Challenge Rating:	1	2
Advancement:	4–5 HD (Large)	7–11 HD (Huge)
Level Adjustment:	—	—

Monstrous Centipede, Gargantuan	Monstrous Centipede, Colossal
Gargantuan Vermin	Colossal Vermin

Hit Dice:	12d8+12 (66 hp)	24d8+24 (132 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP	Hardness 15/3d; +80 HP
Initiative / Speed:	+2; 40 ft. (8 hexes), climb 40 ft.	+1; 40 ft. (8 hexes), climb 40 ft.
Touch/Full AC (T/AC):	8/18 (–4 size, +2 Dex, +10 natural), flat-footed 16	4/20 (–8 size, +2 Dex, +16 natural), flat-footed 18
BA / Grapple:	+9/+35	+18/+50
Attack:	Bite +11 melee (2d8+9 plus poison)	Bite +18 melee (4d6+12 plus poison)
Full Attack:	Bite +11 melee (2d8+9 plus poison)	Bite +18 melee (4d6+12 plus poison)
Space/Reach:	20 ft. (4-polyhex) /15 ft. (3 hexes)	30 ft. (5-polyhex) /20 ft. (4 hexes)
Special Attacks:	Feed, poison	Feed, poison
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +9, Ref +6, Will +4	Fort +15, Ref +9, Will +8
Attributes:	Str 23, Dex 15, Con 12, Int —, Wis 10, Cha 2	Str 27, Dex 13, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide –2, Spot +4	Climb +16, Hide –7, Spot +4
Feats:	—	—
Environment:	Underground	Underground
Organization:	Solitary	Solitary
Challenge Rating:	6	9
Advancement:	17–23 HD (Gargantuan)	25–48 HD (Colossal)
Level Adjustment:	—	—

Monstrous centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison.

COMBAT

Feed (Ex): A monstrous centipede deals automatic bite damage (including the need for a poison save) with a successful pin (i.e. a successful grapple check after already having the target grappled), and automatically hits with the bite attack each round it maintains the pin.

Poison (Ex): A monstrous centipede has a poisonous bite. The details vary by the centipede's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is both initial and secondary damage.

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	10	1 Dex	Huge	14	1d6 Dex
Small	10	1d2 Dex	Gargantuan	17	1d8 Dex
Medium	10	1d3 Dex	Colossal	23	2d6 Dex
Large	11	1d4 Dex			

Skills: Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus grapple checks, Climb, and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous scorpions can take 10 on Climb checks, even if threatened or distracted.

MONSTROUS SCORPION

	Monstrous Scorpion, Tiny	Monstrous Scorpion, Small	Monstrous Scorpion, Medium
Size & Type:	Tiny Vermin	Small Vermin	Medium Vermin
Hit Dice:	½ d8+2 (4 hp)	1d8+2 (6 hp)	2d8+4 (13 hp)
T/AC System Adj:	Hardness 2; +10 HP	Hardness 3; +15 HP	Hardness 4; +20 HP
Initiative / Speed:	+0; 20 ft. (4 hexes)	+0; 30 ft. (6 hexes)	+0; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/14 (+2 size, +2 natural), flat-footed 14	11/14 (+1 size, +3 natural), flat-footed 14	10/14 (+4 natural), flat-footed 14
BA / Grapple:	+0/–8	+0/–4	+1/+2
Attack:	Claw +2 melee (1d2–4)	Claw +1 melee (1d3–1)	Claw +2 melee (1d4+1)

Full Attack:	2 claws +2 melee (1d2–4) and sting –3 melee (1d2–4 plus poison)	2 claws +1 melee (1d3–1) and sting –4 melee (1d3–1 plus poison)	2 claws +2 melee (1d4+1) and sting –3 melee (1d4 plus poison)
Space/Reach:	1 ft. (3-microhex) /1 ft.	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Constrict 1d2–4, improved grab, poison	Constrict 1d3–1, improved grab, poison	Constrict 1d4+1, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +4, Ref +0, Will +0	Fort +4, Ref +0, Will +0	Fort +5, Ref +0, Will +0
Attributes:	Str 3, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 9, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +0, Hide +12, Spot +4	Climb +3, Hide +8, Spot +4	Climb +5, Hide +4, Spot +4
Feats:	Weapon Finesse (B)	Weapon Finesse (B)	—
Environment:	Warm deserts	Warm deserts	Warm deserts
Organization:	Colony (8–16)	Colony (2–5) or swarm (6–11)	Solitary or colony (2–5)
Challenge Rating:	1/4	1/2	1
Advancement:	—	—	3–4 HD (Medium)
Level Adjustment:	—	—	—

	Monstrous Scorpion, Large	Monstrous Scorpion, Huge
Size & Type:	Large Vermin	Huge Vermin
Hit Dice:	5d8+10 (32 hp)	10d8+30 (75 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP	Hardness 10/2d; +60 HP
Initiative / Speed:	+0; 50 ft. (10 hexes)	+0; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	9/16 (–1 size, +7 natural), flat-footed 16	8/20 (–2 size, +12 natural), flat-footed 20
BA / Grapple:	+3/+11	+7/+21
Attack:	Claw +6 melee (1d6+4)	Claw +11 melee (1d8+6)
Full Attack:	2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison)	2 claws +11 melee (1d8+6) and sting +6 melee (2d4+3 plus poison)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Constrict 1d6+4, improved grab, poison	Constrict 1d8+6, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +6, Ref +1, Will +1	Fort +10, Ref +3, Will +3
Attributes:	Str 19, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 23, Dex 10, Con 16, Int —, Wis 10, Cha 2
Skills:	Climb +8, Hide +0, Spot +4	Climb +10, Hide –4, Spot +4
Feats:	—	—
Environment:	Warm deserts	Warm deserts
Organization:	Solitary or colony (2–5)	Solitary or colony (2–5)
Challenge Rating:	3	7
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	6–9 HD (Large)	11–19 HD (Huge)
Level Adjustment:	—	—

	Monstrous Scorpion, Gargantuan	Monstrous Scorpion, Colossal
Size & Type:	Gargantuan Vermin	Colossal Vermin
Hit Dice:	20d8+60 (150 hp)	40d8+120 (300 hp)
T/AC System Adj:	Hardness 15/3d; +90 HP	Hardness 25/5d/1D; +125 HP

Initiative / Speed:	+0; 50 ft. (10 hexes)	-1; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	6/24 (–4 size, +18 natural), flat-footed 24	1/26 (–8 size, –1 Dex, +25 natural), flat-footed 26
BA / Grapple:	+15/+37	+30/+58
Attack:	Claw +21 melee (2d6+10)	Claw +34 melee (2d8+12)
Full Attack:	2 claws +21 melee (2d6+10) and sting +16 melee (2d6+5 plus poison)	2 claws +34 melee (2d8+12) and sting +29 melee (2d8+6 plus poison)
Space/Reach:	20 ft. (4-polyhex) /15 ft. (3 hexes)	30 ft. (5-polyhex) /20 ft. (4 hexes)
Special Attacks:	Constrict 2d6+10, improved grab, poison	Constrict 2d8+12, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +15, Ref +6, Will +6	Fort +25, Ref +12, Will +13
Attributes:	Str 31, Dex 10, Con 16, Int —, Wis 10, Cha 2	Str 35, Dex 8, Con 16, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide –8, Spot +4	Climb +16, Hide –12, Spot +4
Feats:	—	—
Environment:	Warm deserts	Warm deserts
Organization:	Solitary	Solitary
Challenge Rating:	10	12
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	21–39 HD (Gargantuan)	41–60 HD (Colossal)
Level Adjustment:	—	—

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

COMBAT

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion's size, as follows. The save DCs are Constitution- based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	12	1 Con	Huge	18	1d6 Con
Small	12	1d2 Con	Gargantuan	23	1d8 Con
Medium	13	1d3 Con	Colossal	33	1d10 Con
Large	14	1d4 Con			

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

MONSTROUS SPIDER

	Monstrous Spider, Tiny	Monstrous Spider, Small	Monstrous Spider, Medium
Size & Type:	Tiny Vermin	Small Vermin	Medium Vermin
Hit Dice:	½ d8 (2 hp)	1d8 (4 hp)	2d8+2 (11 hp)
T/AC System Adj:	--	Hardness 1; +5 HP	Hardness 2; +10 HP
Initiative / Speed:	+3; 20 ft. (4 hexes), climb 10 ft.	+3; 30 ft. (6 hexes), climb 20 ft.	+3; 30 ft. (6 hexes), climb 20 ft.
Touch/Full AC (T/AC):	15 (+2 size, +3 Dex), touch 15, flat-footed 12	14/15 (+1 size, +3 Dex, +1 natural), flat-footed 12	13/15 (+3 Dex, +2 natural), flat-footed 12
BA / Grapple:	+0/–12	+0/–6	+1/+1
Attack:	Bite +5 melee (1d3–4 plus poison)	Bite +4 melee (1d4–2 plus poison)	Bite +4 melee (1d6 plus poison)
Full Attack:	Bite +5 melee (1d3–4 plus	Bite +4 melee (1d4–2 plus	Bite +4 melee (1d6 plus

	poison)	poison)	poison)
Space/Reach:	1 ft. (3-microhex) /1 ft.	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Poison, web	Poison, web	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +2, Ref +3, Will +0	Fort +2, Ref +3, Will +0	Fort +4, Ref +3, Will +0
Attributes:	Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2	Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2	Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +15*, Jump –4*, Spot +4*	Climb +11, Hide +11*, Jump –2*, Spot +4*	Climb +11, Hide +7*, Jump +0*, Spot +4*
Feats:	Weapon Finesse (B)	Weapon Finesse (B)	Weapon Finesse (B)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Colony (8–16)	Colony (2–5) or swarm (6–11)	Solitary or colony (2–5)
Challenge Rating:	1/4	1/2	1
Treasure:	None	None	1/10 coins; 50% goods; 50% items
Advancement:	—	—	3 HD (Medium)
Level	—	—	—
Adjustment:			

	Monstrous Spider, Large	Monstrous Spider, Huge
Size & Type:	Large Vermin	Huge Vermin
Hit Dice:	4d8+4 (22 hp)	8d8+16 (52 hp)
T/AC System Adj:	Hardness 3; +15 HP	Hardness 5/1d; +25 HP
Initiative / Speed:	+3; 30 ft. (6 hexes), climb 20 ft.	+3; 30 ft. (6 hexes), climb 20 ft.
Touch/Full AC (T/AC):	12/15 (–1 size, +3 Dex, +3 natural), flat-footed 12	11/16 (–2 size, +3 Dex, +5 natural), flat-footed 13
BA / Grapple:	+3/+9	+6/+18
Attack:	Bite +4 melee (1d8+3 plus poison)	Bite +9 melee (2d6+6 plus poison)
Full Attack:	Bite +4 melee (1d8+3 plus poison)	Bite +9 melee (2d6+6 plus poison)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Poison, web	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +5, Ref +4, Will +1	Fort +8, Ref +5, Will +2
Attributes:	Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2	Str 19, Dex 17, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +3*, Jump +2*, Spot +4*	Climb +12, Hide –1*, Jump +4*, Spot +4*
Feats:	—	—
Environment:	Temperate forests	Temperate forests
Organization:	Solitary or colony (2–5)	Solitary or colony (2–5)
Challenge Rating:	2	5
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	5–7 HD (Large)	9–15 HD (Huge)
Level Adjustment:	—	—

	Monstrous Spider, Gargantuan	Monstrous Spider, Colossal
Size & Type:	Gargantuan Vermin	Colossal Vermin
Hit Dice:	16d8+32 (104 hp)	32d8+64 (208 hp)

T/AC System Adj:	Hardness 10/2d; +50 HP	Hardness 15/3d; +90 HP
Initiative / Speed:	+3; 30 ft. (6 hexes), climb 20 ft.	+2; 30 ft. (6 hexes), climb 20 ft.
Touch/Full AC (T/AC):	9/19 (–4 size, +3 Dex, +10 natural), flat-footed 16	4/22 (–8 size, +2 Dex, +18 natural), flat-footed 20
BA / Grapple:	+12/+31	+24/+50
Attack:	Bite +15 melee (2d8+10 plus poison)	Bite +26 melee (4d6+15 plus poison)
Full Attack:	Bite +15 melee (2d8+10 plus poison)	Bite +26 melee (4d6+15 plus poison)
Space/Reach:	20 ft. (4-polyhex) /15 ft. (3 hexes)	30 ft. (5-polyhex) /20 ft. (4 hexes)
Special Attacks:	Poison, web	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +12, Ref +8, Will +5	Fort +20, Ref +12, Will +10
Attributes:	Str 25, Dex 17, Con 14, Int —, Wis 10, Cha 2	Str 31, Dex 15, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide –5*, Jump +7*, Spot +4*	Climb +16, Hide –10*, Jump +10*, Spot +7*
Feats:	—	—
Environment:	Temperate forests	Temperate forests
Organization:	Solitary	Solitary
Challenge Rating:	8	11
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	17–31 HD (Gargantuan)	33–60 HD (Colossal)
Level Adjustment:	—	—

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey. Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but they cannot use their webs as weapons the way web-spinners can. A hunting spider has a base land speed 10 feet faster than the figures given in the statistics blocks.

COMBAT

Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider’s size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	10	1d2 Str	Huge	16	1d8 Str
Small	10	1d3 Str	Gargantuan	20	2d6 Str
Medium	12	1d4 Str	Colossal	28	2d8 Str
Large	13	1d6 Str			

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web 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 spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet space, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot 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 section has the hit points given on the table, and sheet webs have damage reduction 5/—.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any

creature touching its web.

Size	Escape Artist DC	Break DC	Hit Points
Tiny	10	14	2
Small	10	14	4
Medium	12	16	6
Large	13	17	12
Huge	16	20	14
Gargantuan	20	24	16
Colossal	28	32	18

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

VIVILOR

Incarnations of the otherworldly planes from which they were summoned, vivilors are outsiders who can come in response to the Summon Monster spells. Vivilors generally have humanoid shapes, but spellcasters can summon quadrupedal or serpentine vivilors if they wish. Vivilors do not speak. However, a vivilor can understand the instructions of its summoner and follows them to the letter.

Creating a Vivilor

In addition to their basic statistics, a summoner chooses additional special qualities from Vivilor Menu A, Vivilor Menu B, and/or Vivilor Menu C, depending on the level of the vivilor summoned (see below). A spellcaster can substitute one choice on Vivilor Menu C for one choice on Vivilor Menu B and one choice on Vivilor Menu A, or for three choices on Vivilor Menu A. A spellcaster also has the option of substituting one choice on Vivilor Menu B for two choices on Vivilor Menu A.

Species Traits

All vivilors share the following traits:

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

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

Vivilor Menu A

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

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

Claws: The vivilor's slam attack is a claw attack instead, inflicting slashing damage and having a critical threat range of 19-20.

Energy Resistance 5 (Ex): The vivilor gains resistance 5 to one energy type of the summoner's choosing: acid, fire, cold, electricity, or sonic/concussion (this option may be taken multiple times, but a different energy type must be chosen each time).

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

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

Scent: The vivilor has the Scent extraordinary ability.

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

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

Vigorous: The vivilor has +10 HP (this option stacks, and thus may be taken multiple times).

Vivilor Menu B

Advanced Ability Scores: The vivilor has +4 to any two attributes of its summoner's choice.

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

Burrowing: The vivilor has a natural manner of digging and moving through the earth, gaining a burrow speed of 20 feet.

Energy Resistance 15 (Ex): The vivilor gains resistance 15 to one energy type of the summoner's choosing: acid, fire, cold, electricity, or sonic/concussion (this option may be taken multiple times, but a different energy type must be chosen each time).

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

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

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

Metallic Skin: The vivilor's natural armor bonus increases by +5.

Naturally Quick: The vivilor has Evasion.

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

Vivilor Menu C

Augmented Ability Scores: The vivilor has +6 to any two attributes of its summoner's choice.

Breath Weapon: The vivilor has a natural breath weapon with a 60 ft. range, usable once every 1d4 rounds. The summoner can choose from cold, fire, or electrical damage, inflicting 1d6 per HD of the vivilor, with a Reflex save for half damage DC equal to 10 + 1/2 the vivilor's HD + the vivilor's Con modifier.

Damage Reduction Enhancement: The vivilor's damage reduction is enhanced, now requiring one of the following additional features (besides being magic); cold iron, silver, chaos, evil, good, or law (alignment types require the summoner to be the diametrically opposed alignment to be able to select such an enhancement).

Energy Immunity: Choose one energy type; the vivilor is immune to that energy type (this option may be taken multiple times).

Heavily Armoured / Plated: The vivilor receives a +10 natural armor bonus.

Preternatural Senses: The vivilor has either Blindsight or Tremorsense, summoner's choice.

Supernatural Flight: The vivilor can fly naturally at will, with no seeming need for physical propulsion, gaining a fly speed of 120 feet and perfect maneuverability.

Unnaturally Quick: The vivilor has Improved Evasion.

VIVILOR

	1st-lvl Vivilor	2nd-lvl Vivilor	3rd-lvl Vivilor
Size & Type:	Small Outsider (Extraplanar)	Medium Outsider (Extraplanar)	Medium Outsider (Extraplanar)
Hit Dice:	1d8 (4 hp)	3d8+3 (17 hp)	5d8+5 (28 hp)
T/AC System Adj:	Hardness 1; +5 HP	Hardness 4; +20 HP	Hardness 5/1d; +35 HP
Initiative / Speed:	+1; 40 ft. (8 hexes)	+0; 40 ft. (8 hexes)	+0; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	12/13 (+1 size, +1 Dex, +1 natural), flat-footed 12	10/14 (+4 natural), flat- footed 14	10/17 (+7 natural), flat- footed 17
BA / Grapple / Parry:	+1/–3/+2	+2/+3/+3	+3/+4/+4
Attack:	Slam +2 melee (1d4)	Slam +3 melee (1d6+1)	Slam +4 melee (1d6+1)
Full Attack:	Slam +2 melee (1d4)	Slam +3 melee (1d6+1)	Slam +4 melee (1d6+1)
Space/Reach:	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft.	5 ft. (1 hex) /5 ft.
Special Attacks:	—	—	—
Special Qualities:	Darkvision 60 ft.,	Darkvision 60 ft., outsider	Darkvision 60 ft., outsider

	outsider traits, one choice from Vivilor Menu A	traits, one choice from Vivilor Menu A	traits, one choice from Vivilor Menu B
Saves / Dodge:	Fort +2, Ref +3, Will +3, Dodge +4	Fort +4, Ref +3, Will +4, Dodge +3	Fort +5, Ref +4, Will +5, Dodge +4
Attributes:	Str 11, Dex 13, Con 11, Int 7, Wis 12, Cha 6	Str 13, Dex 11, Con 13, Int 7, Wis 12, Cha 6	Str 13, Dex 11, Con 13, Int 7, Wis 12, Cha 6
Skills:	Hide +5, Listen +7, Spot +7	Climb +7, Jump +7, Listen +9, Spot +9	Climb +9, Jump +9, Listen +11, Spot +11
Feats:	Alertness, Archaic Weapons Proficiency	Alertness, Archaic Weapons Proficiency	Alertness, Archaic Weapons Proficiency
Environment:	Prime Material or native plane	Prime Material or native plane	Prime Material or native plane
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1/3	1	2
Treasure:	None	None	None
Alignment:	Same as summoner	Same as summoner	Same as summoner
Advancement:	—	—	—
Level Adjustment:	—	—	—

	4th-lvl Vivilor	5th-lvl Vivilor	6th-lvl Vivilor
Size & Type:	Large Outsider (Extraplanar)	Large Outsider (Extraplanar)	Large Outsider (Extraplanar)
Hit Dice:	7d8+21 (53 hp)	9d8+27 (68 hp)	11d8+33 (83 hp)
T/AC System Adj:	Hardness 10/2d; +50 HP; Ignore 5/1d Hardness	Hardness 10/2d; +65 HP; Ignore 5/1d Hardness	Hardness 15/3d; +80 HP; Ignore 10/2d Hardness
Initiative / Speed:	-1; 50 ft. (10 hexes)	-1; 50 ft. (10 hexes)	-1; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	8/18 (-1 size, -1 Dex, +10 natural), flat-footed 18	8/21 (-1 size, -1 Dex, +13 natural), flat-footed 21	8/24 (-1 size, -1 Dex, +16 natural), flat-footed 24
BA / Grapple / Parry:	+5/+14/+10	+6/+15/+11	+8/+17/+13
Attack:	Slam +10 melee (1d8+5)	Slam +11 melee (1d8+5)	Slam +13 melee (1d8+5)
Full Attack:	Slam +10 melee (1d8+5)	2 slams +11/+6 melee (1d8+5)	2 slams +13/+8 melee (1d8+5)
Space/Reach:	10 ft. (2-polyhex) /10 ft.	10 ft. (2-polyhex) /10 ft.	10 ft. (2-polyhex) /10 ft.
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., outsider traits, one choice from Vivilor Menu B	Damage reduction 5/magic, darkvision 60 ft., outsider traits, one choice from Vivilor Menu A and one choice from Vivilor Menu B	Damage reduction 10/magic, darkvision 60 ft., outsider traits, one choice from Vivilor Menu C
Saves / Dodge:	Fort +8, Ref +4, Will +8, Dodge +3	Fort +9, Ref +5, Will +9, Dodge +4	Fort +10, Ref +8, Will +10, Dodge +7
Attributes:	Str 21, Dex 9, Con 17, Int 7, Wis 12, Cha 6	Str 21, Dex 9, Con 17, Int 7, Wis 12, Cha 6	Str 21, Dex 9, Con 17, Int 7, Wis 12, Cha 6
Skills:	Climb +15, Jump +15, Listen +13, Spot +13	Climb +17, Jump +17, Listen +15, Spot +15	Climb +19, Jump +19, Listen +17, Spot +17
Feats:	Alertness, Archaic Weapons Proficiency, Iron Will	Alertness, Archaic Weapons Proficiency, Iron Will	Alertness, Archaic Weapons Proficiency, Iron Will, Lightning Reflexes
Environment:	Prime Material or native plane	Prime Material or native plane	Prime Material or native plane
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	4	5	7

Treasure:	None	None	None
Alignment:	Same as summoner	Same as summoner	Same as summoner
Advancement:	—	—	—
Level Adjustment:	—	—	—

	7th-lvl Vivilor	8th-lvl Vivilor	9th-lvl Vivilor
Size & Type:	Huge Outsider (Extraplanar)	Huge Outsider (Extraplanar)	Huge Outsider (Extraplanar)
Hit Dice:	13d8+65 (124 hp)	15d8+75 (143 hp)	17d8+85 (162 hp)
T/AC System Adj:	Hardness 15/3d; +95 HP; Ignore 10/2d Hardness	Hardness 20/4d/1D; +110 HP; Ignore 15/3d Hardness	Hardness 25/5d/1D; +125 HP; Ignore 15/3d Hardness
Initiative / Speed:	-2; 60 ft. (12 hexes)	-2; 60 ft. (12 hexes)	-2; 60 ft. (12 hexes)
Touch/Full AC (T/AC):	6/25 (-2 size, -2 Dex, +19 natural), flat-footed 25	6/28 (-2 size, -2 Dex, +22 natural), flat-footed 28	6/31 (-2 size, -2 Dex, +25 natural), flat-footed 31
BA / Grapple / Parry:	+9/+26/+18	+11/+28/+20	+12/+29/+21
Attack:	Slam +18 melee (2d6+9)	Slam +20 melee (2d6+9)	Slam +21 melee (2d6+9)
Full Attack:	2 slams +18/+13 melee (2d6+9)	3 slams +20/+15/+10 melee (2d6+9)	3 slams +21/+16/+11 melee (2d6+9)
Space/Reach:	15 ft. (3-polyhex) /10 ft.	15 ft. (3-polyhex) /10 ft.	15 ft. (3-polyhex) /10 ft.
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., outsider traits, one choice from Vivilor Menu A and one choice from Vivilor Menu C	Damage reduction 15/magic, darkvision 60 ft., outsider traits, one choice from Vivilor Menu B and one choice from Vivilor Menu C	Damage reduction 15/magic, darkvision 60 ft., outsider traits, two choices from Vivilor Menu C
Saves / Dodge:	Fort +13, Ref +8, Will +11, Dodge +6	Fort +16, Ref +9, Will +12, Dodge +7	Fort +17, Ref +10, Will +13, Dodge +8
Attributes:	Str 29, Dex 7, Con 21, Int 7, Wis 12, Cha 6	Str 29, Dex 7, Con 21, Int 7, Wis 12, Cha 6	Str 29, Dex 7, Con 21, Int 7, Wis 12, Cha 6
Skills:	Climb +22, Jump +22, Listen +19, Spot +19	Climb +24, Jump +24, Listen +21, Spot +21	Climb +26, Jump +26, Listen +23, Spot +23
Feats:	Alertness, Archaic Weapons Proficiency, Iron Will, Lightning Reflexes	Alertness, Archaic Weapons Proficiency, Great Fortitude, Iron Will, Lightning Reflexes	Alertness, Archaic Weapons Proficiency, Great Fortitude, Iron Will, Lightning Reflexes
Environment:	Prime Material or native plane	Prime Material or native plane	Prime Material or native plane
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	9	10	11
Treasure:	None	None	None
Alignment:	Same as summoner	Same as summoner	Same as summoner
Advancement:	—	—	—
Level Adjustment:	—	—	—

WHISPERER IN THE DARK

Size & Type:	Large Undead (Incorporeal)
Hit Dice:	11d12 (71 hp)
T/AC System Adj:	--
Initiative / Speed:	+7; 30 ft. (6 hexes); fly 60 ft. (good)
Touch/Full AC (T/AC):	14/14 (-1 size, +3 Dex, +2 deflection), flat-footed 11
BA / Grapple / Parry:	+5/—/—
Attack:	Incorporeal touch +4 melee (2d6 Con)
Full Attack:	4 incorporeal touches +4 melee (2d6 Con)

Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Steal essence
Special Qualities:	Daylight powerlessness, incorporeal, psionics, turn resistance +2, undead traits, unnatural aura
Saves / Dodge:	Fort +3, Ref +6, Will +9, Dodge +5
Attributes:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills:	Concentration +8, Hide +13, Intimidate +12, Listen +12, Search +12, Sense Motive +8, Spot +12
Feats:	Alertness, Blind-Fight, Combat Reflexes, Frightful Presence, Improved Initiative
Environment:	Any night
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	12–18 HD (Huge); 19-26 HD (Gargantuan)
Level Adjustment:	—

From a distance, a whisperer in the dark resembles a swirling bank of mist or light fog, but an observer within 30 feet of the whisperer can clearly see dozens of humanoid faces in the fog, silently screaming their endless torment.

COMBAT

Possessing a hatred for all sentient life, the whisperer in the dark finds only the most momentary respite from its tortured existence by adding more minds to its collective eternal misery.

Daylight Powerlessness (Ex): A whisperer in the dark is utterly powerless in natural sunlight and flees from it if possible. If caught in sunlight, it cannot attack and may make only one move or attack action each round. It cannot take full-round actions at all in this situation.

Incorporeal Subtype (Su): A whisperer in the dark has no physical form and can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, though it has a 50% chance to ignore any damage from a corporeal source. The whisperer in the dark can pass through solid objects at will, and its own attacks pass through armor. The charred one moves in complete silence and cannot be heard at all.

Psionics (Sp): At will—*Attraction, Clairaudience/Clairvoyance, Concussion, Detect Magic & Psionics, Suggestion*. Manifestor level 10th; save DC 10 + whisperer in the dark's key ability modifier + power level.

Steal Essence (Su): If a creature with an Intelligence score greater than 2 is slain by a whisperer in the dark, its essence is absorbed into the monster's consciousness within 1d4 rounds, though its physical body remains intact. Stealing a creature's essence grants the whisperer 12 temporary hit points, and a new screaming face resembling that of the absorbed creature appears permanently within the cloud.

Turn Resistance +2 (Su): A whisperer in the dark is treated as having +2 Hit Dice for the purpose of turn or rebuke attempts.

Undead: A whisperer in the dark has the traits and immunities common to undead.

Unnatural Aura (Su): A whisperer in the dark constantly projects an unnatural aura to a radius of 30 feet around itself. Both wild and domesticated animals can sense this aura and refuse to enter its area. If forced to come closer than 30 feet to the whisperer in the dark, they panic and remain panicked for as long as they are in the area.

WIGHT

Size & Type:	Medium Undead
Hit Dice:	4d12 (26 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/15 (+1 Dex, +4 natural), flat-footed 14
BA / Grapple / Parry:	+2/+3/+3
Attack:	Slam +3 melee (1d4+1 plus energy drain)
Full Attack:	Slam +3 melee (1d4+1 plus energy drain)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)

Special Attacks:	Create spawn, energy drain
Special Qualities:	Darkvision 60 ft., undead traits
Saves / Dodge:	Fort +1, Ref +2, Will +5, Dodge +2
Attributes:	Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15
Skills:	Hide +8, Listen +7, Move Silently +16, Spot +7
Feats:	Alertness, Blind-Fight
Environment:	Any
Organization:	Solitary, pair, gang (3–5), or pack (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5–8 HD (Medium)
Level Adjustment:	—

A wight's appearance is a weird and twisted reflection of the form it had in life; it even possesses the memories of its life in many cases. However, the wight is consumed by the gnawing hunger of undeath, and it only seeks to spread its undead curse. A wight is about the height and weight of a human, and it speaks whatever languages it knew in life.

COMBAT

Wights attack by hammering with their fists, their blows sapping the lifeforce of their victims.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

WILL-O'-WISP

Size & Type:	Small Aberration (Air)
Hit Dice:	9d8 (40 hp)
T/AC System Adj:	--
Initiative / Speed:	+13; Fly 50 ft. (perfect) (10 hexes)
Touch/Full AC (T/AC):	30/30 (+1 size, +9 Dex, +9 deflection, +1 dodge), flat-footed 20
BA / Grapple / Parry:	+6/–3/—
Attack:	Shock +16 melee touch (2d8 electricity)
Full Attack:	Shock +16 melee touch (2d8 electricity)
Space/Reach:	2 ft. (2-microhex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., immunity to magic, natural invisibility
Saves / Dodge:	Fort +3, Ref +12, Will +9, Dodge +14*
Attributes:	Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12
Skills:	Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks)
Feats:	Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse (B)
Environment:	Temperate marshes
Organization:	Solitary, pair, or string (3–4)
Challenge Rating:	6
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	10–18 HD (Small)

Level Adjustment:	—

Will-o'-wisp can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch. Will-o'-wisps speak Common and Auran. They have no vocal apparatus but can vibrate to create a voice with a ghostly sound.

COMBAT

Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places. When they are forced to fight, they loose small electrical shocks, which act as melee touch attacks.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *Magic Missile* and *Maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

WINTER WOLF

Size & Type:	Large Magical Beast (Cold)
Hit Dice:	6d10+18 (51 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP
Initiative / Speed:	+5; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	10/15 (–1 size, +1 Dex, +5 natural), flat-footed 14
BA / Grapple / Parry:	+6/+14/+10
Attack:	Bite +9 melee (1d8+6 plus 1d6 cold)
Full Attack:	Bite +9 melee (1d8+6 plus 1d6 cold)
Space/Reach:	10 ft. (2-polyhex) /5 ft. (1 hex)
Special Attacks:	Breath weapon, freezing bite, trip
Special Qualities:	Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire
Saves / Dodge:	Fort +8, Ref +6, Will +3, Dodge +5
Attributes:	Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10
Skills:	Hide –1*, Listen +6, Move Silently +7, Spot +6, Survival +1*
Feats:	Alertness, Improved Initiative, Track
Environment:	Cold forests
Organization:	Solitary, pair, or pack (3–5)
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral evil
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	+6

If the much larger countenance doesn't tip one off as to the magical nature of the winter wolf, the astute observer will note that a winter wolf does not exhale steam in cold weather, unlike most other warm-blooded creatures. A winter wolf grows about 8 feet long and stands about 4-1/2 feet at the shoulder. It weighs about 450 pounds. Winter wolves can speak Giant and Common.

COMBAT

Winter wolves typically hunt in packs. Their size, cunning, and formidable breath weapon allow them to hunt and kill creatures much larger than themselves. A pack usually circles an opponent, each wolf attacking in turn to exhaust it. If they're in a hurry, white wolves try to pin their foes.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its

bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

WORG

Size & Type:	Medium Magical Beast
Hit Dice:	4d10+8 (30 hp)
T/AC System Adj:	Hardness 2; +10 HP
Initiative / Speed:	+2; 50 ft. (10 hexes)
Touch/Full AC (T/AC):	12/14 (+2 Dex, +2 natural), flat-footed 12
BA / Grapple / Parry:	+4/+7/+7
Attack:	Bite +7 melee (1d6+4)
Full Attack:	Bite +7 melee (1d6+4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Trip
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves / Dodge:	Fort +6, Ref +6, Will +3, Dodge +6
Attributes:	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
Skills:	Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*
Feats:	Alertness, Track
Environment:	Temperate plains
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	–

Magically mutated wolves, worgs are larger than wolves but not as large as dire wolves. They have an unnatural cunning and a pack loyalty that extends to their master. However, if a worg's master dies, it leaves to go into the wild to find and lead its own wolf pack. Almost invariably, such a pack develops a taste for "man-flesh".

A typical worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds. More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

COMBAT

Mated pairs or packs work together to bring down large game, while lone worgs usually chase down creatures smaller than themselves. Both often use hit-and-run tactics to exhaust their quarry. A pack usually circles a larger opponent: Each wolf attacks in turn, biting and retreating, until the creature is exhausted, at which point the pack moves in for the kill. If they get impatient or heavily outnumber the opponent, worgs attempt to pin it.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks.

*A worg has a +4 racial bonus on Survival checks when tracking by scent.

WRAITH

Wraith

Dread Wraith

Size & Type:	Medium Undead (Incorporeal)	Large Undead (Incorporeal)
Hit Dice:	5d12 (32 hp)	16d12 (104 hp)
T/AC System Adj:	--	--
Initiative / Speed:	+7; Fly 60 ft. (good) (12 hexes)	+13; Fly 60 ft. (good) (12 hexes)
Touch/Full AC (T/AC):	15/15 (+3 Dex, +2 deflection), flat-footed 12	25/25 (–1 size, +9 Dex, +7 deflection), flat-footed 16
BA / Grapple / Parry:	+2/—/—	+8/—/—
Attack:	Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)	Incorporeal touch +16 melee (2d6 plus 1d8 Constitution drain)
Full Attack:	Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)	Incorporeal touch +16 melee (2d6 plus 1d8 Constitution drain)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Constitution drain, create spawn	Constitution drain, create spawn
Special Qualities:	Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura	Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura
Saves / Dodge:	Fort +1, Ref +4, Will +6, Dodge +4	Fort +5, Ref +14, Will +14, Dodge +14*
Attributes:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15	Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24
Skills:	Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)	Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks)
Feats:	Alertness (B), Blind-Fight, Combat Reflexes, Improved Initiative (B)	Alertness (B), Blind-Fight, Combat Reflexes, Dodge, Improved Initiative (B), Improved Natural Attack (incorporeal touch), Mobility, Spring Attack
Environment:	Any	Any
Organization:	Solitary, gang (2–5), or pack (6–11)	Solitary
Challenge Rating:	5	11
Treasure:	None	None
Alignment:	Always lawful evil	Always lawful evil
Advancement:	6–10 HD (Medium)	17–32 HD (Large)
Level Adjustment:	—	—

Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's combat abilities but only reflects the shape it had in life. A wraith is about as tall as a human, while a dread wraith is roughly the size of an ogre. Since both are incorporeal, they are weightless. Wraiths speak Common and Infernal.

COMBAT

Both the wraith and the dread wraith share the following abilities.

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

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *Daylight* spell) and flee from it.

WRAITH

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and

inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

DREAD WRAITH

The oldest and most malevolent wraiths lurk in the depths of forgotten temples and other forsaken places. They can sense the approach of living creatures, and hunger for them. Despite its size, the dread wraith possesses unearthly quickness, and makes use of its Spring Attack feat and natural reach to strike with deadly effect and melt back into the shadows—or the walls.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *Deathwatch*.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

WYVERN

Size & Type:	Large Dragon
Hit Dice:	7d12+14 (59 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+1; 20 ft. (4 hexes), fly 60 ft. (poor)
Touch/Full AC (T/AC):	10/18 (–1 size, +1 Dex, +8 natural), flat-footed 17
BA / Grapple / Parry:	+7/+15/+11
Attack:	Sting +10 melee (1d6+4 plus poison) or talon +10 melee (2d6+4) or bite +10 melee (2d8+4)
Full Attack:	Sting +10 melee (1d6+4 plus poison) and bite +8 melee (2d8+4) and 2 wings +8 melee (1d8+2) and 2 talons +8 melee (2d6+4)
Space/Reach:	10 ft. (2-polyhex) / 5 ft. (1 hex)
Special Attacks:	Poison, improved grab
Special Qualities:	Darkvision 60 ft., immunity to <i>Sleep</i> and paralysis, low-light vision, scent
Saves / Dodge:	Fort +7, Ref +6, Will +6, Dodge +5
Attributes:	Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9
Skills:	Hide +7, Listen +13, Move Silently +11, Spot +16
Feats:	Ability Focus (poison), Alertness, Flyby Attack, Multiattack (B)
Environment:	Warm hills
Organization:	Solitary, pair, or flight (3–6)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	8–10 HD (Huge); 11–21 HD (Gargantuan)
Level Adjustment:	—

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail.

A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton.

Wyverns speak Draconic, but usually don't bother with anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator.

COMBAT

Wyverns are rather stupid but always aggressive: They attack nearly anything that isn't obviously more powerful

than themselves. A wyvern dives from the air, snatching the opponent with its talons and stinging it to death. A wyvern can slash with its talons only when making a flyby attack.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

XEPH

Size & Type:	Medium Humanoid (Psionic, Xeph)
Hit Dice:	1d8+1 (5 hp)
T/AC System Adj:	--
Initiative / Speed:	+1; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/15 (+1 Dex, +3 studded leather [Hard: 3, HP: 15], +1 light shield [Hard: 5, HP: 10]), flat-footed 14
BA / Grapple / Parry:	+1/+1/+2
Attack:	Rapier +2 melee (1d6/18–20) or longbow +2 ranged (1d8/x3)
Full Attack:	Rapier +2 melee (1d6/18–20) or longbow +2 ranged (1d8/x3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Burst, darkvision 60 ft.
Saves / Dodge:	Fort +3, Ref +1, Will +1, Dodge +1
Attributes:	Str 11, Dex 13, Con 12, Int 9, Wis 12, Cha 8
Skills:	Climb +2, Jump +2
Feats:	Weapon Finesse
Environment:	Warm forest
Organization:	Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+0

Once a slave race of the aboleth, the Xeph have slowly liberated themselves, although many are still enslaved. Their monochromatic, irisless eyes betray the fact that they're not quite human. Xephs speak their own language and Common.

COMBAT

Xeph rely on speed and mobility, using hit-and-run and flanking tactics to bring down big opponents. The xeph warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Burst (Su): Three times per day, a xeph can increase their speed by 10 feet, plus 10 feet per four character levels beyond 1st, to a maximum increase of 30 feet at 9th character level and higher. These bursts of speed are considered a competence bonus to the xeph's base speed. A burst of speed lasts 3 rounds.

XEPHS AS CHARACTERS

Xeph characters possess the following racial traits.

- –2 Strength, +2 Dexterity, +2 Wisdom.
- Medium size.
- Xeph base land speed is 30 feet.
- Darkvision out to 60 feet.

- Naturally Psionic: Xeph's gain 1 bonus power point at 1st level.
- +1 racial bonus on saving throws against powers, spells, and spell-like effects.
- Special Qualities (see above): Burst.
- Racial Feats: A xeph character gains feats according to his or her character class.
- Automatic Languages: Xeph, Common.
- Favored Class: Psychic Warrior.
- Level Adjustment: +0.

XILL

Size & Type:	Medium Outsider (Extraplanar)
Hit Dice:	5d8+10 (32 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+7; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	13/20 (+3 Dex, +7 natural), flat-footed 17
BA / Grapple / Parry:	+5/+7/+7
Attack:	Short sword +7 melee (1d6+2/19–20) or claw +7 melee (1d4+2) or longbow +8 ranged (1d8/x3)
Full Attack:	2 short swords +5 melee (1d6+2/19–20, 1d6+1/19–20) and 2 claws +5 melee (1d4+1); or 4 claws +5 melee (1d4+2, 1d4+1); or 2 longbows +4 ranged (1d8/x3)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Implant, improved grab, paralysis
Special Qualities:	Darkvision 60 ft., planewalk, spell resistance 21
Saves / Dodge:	Fort +6, Ref +7, Will +5, Dodge +7
Attributes:	Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11
Skills:	Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +5
Feats:	Improved Initiative, Multiattack (B), Multiweapon Fighting
Environment:	Ethereal Plane
Organization:	Solitary or gang (2–5)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	6–8 HD (Medium); 9–15 HD (Large)
Level Adjustment:	+7

A xill is a four-armed humanoid with red leathery skin and a slightly fiendish countenance. These native denizens of the Ethereal Plane are nasty, with an ability to step into the Prime Material Plane to fade back to their own plane, allowing them to do planar raids. They use highly organized raiding parties to capture slaves and chattel from the Prime Material. A xill stands 4 to 5 feet tall and weighs about 100 pounds. Xills speak Infernal.

COMBAT

Xills are dangerous opponents, attacking with all four limbs. More civilized ones use weapons, usually fighting with two at a time so as to leave two claws free for grab attacks. Xills typically lie in wait on the Ethereal Plane for suitable prey to happen by, then ambush it using their planewalk ability. They make full use of their Tumble skill in combat; usually, one or two distract physically powerful enemies by attacking, then assuming a defensive stance while their fellows maneuver to advantage.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A *remove disease* spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for

each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away, it becomes harder to hit: Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

XORN

	Minor Xorn	Average Xorn	Elder Xorn
Size & Type:	Small Outsider (Extraplanar, Earth)	Medium Outsider (Extraplanar, Earth)	Large Outsider (Extraplanar, Earth)
Hit Dice:	3d8+9 (22 hp)	7d8+17 (48 hp)	15d8+63 (130 hp)
T/AC System Adj:	Hardness 10/2d; +60 HP	Hardness 10/2d; +70 HP	Hardness 15/3d; +80 HP
Initiative / Speed:	+0; 20 ft. (4 hexes), burrow 20 ft.	+0; 20 ft. (4 hexes), burrow 20 ft.	+0; 20 ft. (4 hexes), burrow 20 ft.
Touch/Full AC (T/AC):	11/23 (+1 size, +12 natural), flat-footed 23	10/24 (+14 natural), flat-footed 24	9/25 (–1 size, +16 natural), flat-footed 25
BA / Grapple / Parry:	+3/+1/+5	+7/+10/+10	+15/+27/+23
Attack:	Bite +6 melee (2d8+2)	Bite +10 melee (4d6+3)	Bite +21 melee (4d8+7)
Full Attack:	Bite +6 melee (2d8+2) and 3 claws +4 melee (1d3+1)	Bite +10 melee (4d6+3) and 3 claws +8 melee (1d4+1)	Bite +21 melee (4d8+7) and 3 claws +19 melee (1d6+3)
Space/Reach:	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft.	10 ft. (2-polyhex) /10 ft.
Special Attacks:	—	—	—
Special Qualities:	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.
Saves / Dodge:	Fort +5, Ref +3, Will +3, Dodge +4	Fort +7, Ref +5, Will +5, Dodge +5	Fort +13, Ref +9, Will +9, Dodge +8
Attributes:	Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10	Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10	Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10
Skills:	Hide +10, Intimidate +3, Knowledge (dungeoneering) +6, Listen +6, Move Silently +3, Search +6, Spot +8, Survival +8	Hide +10, Intimidate +10, Knowledge(dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival+12	Hide +14, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival+20
Feats:	Multiattack, Toughness	Cleave (B), Multiattack, Power Attack, Toughness	Awesome Blow, Cleave (B), Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary, pair, or cluster (3–5)	Solitary, pair, or cluster (3–5)	Solitary, pair, or party (6–11)
Challenge Rating:	3	6	8
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–21 HD (Large); 22–45 HD

		(Huge)
Level Adjustment:	—	—

Native beings of the Elemental Plane of Earth, xorns are strange-looking by any account. Bulbous creatures with rock-like hides, they have three stumpy legs and three large eyes even spaced around their body, with three clawed arms at evenly spaced between the eyes. The top of their body is dominated by a huge maw. Minor xorns are about 3 feet tall and wide and weigh about 120 pounds. Average xorns are about 5 feet tall and wide, weighing about 600 pounds. Elder xorns are about 8 feet tall and wide and weigh about 9,000 pounds. Xorns speak Common and Terran.

COMBAT

Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the Material Plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell such “food” up to 20 feet away. A xorn can be quite aggressive when seeking food, especially on the Material Plane, where such sustenance is harder to find than it is on its native plane.

A xorn’s favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a surprise attack.

All-Around Vision (Ex): A xorn’s symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can’t be flanked.

Earth Glide (Ex): A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *Move Earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

YETH HOUND

Size & Type:	Medium Outsider (Extraplanar, Evil)
Hit Dice:	3d8+6 (19 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+6; 40 ft. (8 hexes), fly 60 ft. (good)
Touch/Full AC (T/AC):	12/20 (+2 Dex, +8 natural), flat-footed 18
BA / Grapple / Parry:	+3/+6/+6
Attack:	Bite +6 melee (1d8+4)
Full Attack:	Bite +6 melee (1d8+4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Bay, trip
Special Qualities:	Damage reduction 10/silver, darkvision 60 ft., flight, scent
Saves / Dodge:	Fort +5, Ref +5, Will +5, Dodge +5
Attributes:	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
Skills:	Listen +11, Spot +11, Search +7, Survival +13*
Feats:	Improved Initiative, Track
Environment:	An evil-aligned plane
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

Fiendish hounds of the lower planes, yeth hounds typically stand 5 feet tall at the shoulder and weighs about 400 pounds. Yeth hounds cannot speak, but it understands Infernal.

COMBAT

Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it. A yeth hound's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

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 11 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.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Skills: *A yeth hound has a +4 racial bonus on Survival checks when tracking by scent.

YETI

Size & Type:	Huge Monstrous Humanoid (Cold)
Hit Dice:	12d8+36 (90 hp)
T/AC System Adj:	Hardness 5/1d; +35 HP
Initiative / Speed:	+0; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	8/15 (-2 size, +7 natural), flat-footed 15
BA / Grapple / Parry:	+12/+28/+20
Attack:	Claw +18 melee (2d4+8)
Full Attack:	2 claws +18 melee (2d4+8)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Constrict, improved grab
Special Qualities:	Cold subtype, darkvision 60 ft.
Saves / Dodge:	Fort +7, Ref +8, Will +9, Dodge +6
Attributes:	Str 26, Dex 11, Con 16, Int 9, Wis 12, Cha 11
Skills:	Climb +14, Hide +3 (+18 in snowy conditions), Move Silently +10, Speak Giant, Survival +12
Feats:	Power Attack, Track
Environment:	Any cold
Organization:	Solitary, or pair
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	12–16 HD (Huge); 17–24 HD (Gargantuan)
Level Adjustment:	—

A yeti, sometimes referred to as an “abominable snowman”, is a large, white-furred, human-shaped creature that stands about 15 feet tall and weighs approximately 1000 pounds. Its long fur is heaviest around the head and shoulders, and its hands and feet are wide and flat. Layers of fat insulate its body, allowing it to survive and even thrive in subzero conditions. Although a yeti can stand and walk upright, it tends to hunch over and use its hands and feet, in the manner of a gorilla, to navigate ice floes and rocky terrain; this tends to make the beast look smaller than it actually is. Its eyes are either blue or colorless, and it has an extra pair of transparent eyelids that allow it to see even in blowing snow.

COMBAT

A yeti typically will not confront a group of armed beings unless it's starving. More likely, it will try to find an opportunity to isolate a member of a group, sometimes following such potential prey for miles through its territory before striking.

Cold Subtype (Ex): A yeti is immune to cold damage. It takes 50% more damage from fire attacks.

Constrict (Ex): A yeti deals normal claw damage (treat as bludgeoning damage) plus 2d6 points of cold damage with a successful grapple check against a target at least one size category smaller than itself.

Improved Grab (Ex): To use this ability, the yeti must hit an opponent at least one size category smaller than itself with its claw attack. If it gets a hold, it automatically deals claw damage each round that the hold is maintained, and it can constrict in the same round.

Skill Bonus: The yeti's white fur grants it a +15 species bonus on Hide checks made in snowy conditions.

YRTHAK

Size & Type:	Huge Magical Beast
Hit Dice:	12d10+36 (102 hp)
T/AC System Adj:	Hardness 5/1d; +40 HP
Initiative / Speed:	+6; 20 ft. (4 hexes), fly 60 ft. (average)
Touch/Full AC (T/AC):	10/18 (–2 size, +2 Dex, +8 natural), flat-footed 16
BA / Grapple / Parry:	+12/+25/+17
Attack:	Bite +15 melee (2d8+5) or sonic lance +12 ranged touch (6d6)
Full Attack:	Bite +15 melee (2d8+5) and 2 claws +13 melee (1d6+2); or sonic lance +12 ranged touch (6d6)
Space/Reach:	15 ft. (3-polyhex) /10 ft. (2 hexes)
Special Attacks:	Sonic lance, explosion
Special Qualities:	Blindsight 120 ft., immunities, vulnerability to sonic damage
Saves / Dodge:	Fort +11, Ref +10, Will +5, Dodge +8
Attributes:	Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11
Skills:	Listen +12, Move Silently +10
Feats:	Endurance, Flyby Attack, Improved Initiative, Multiattack, Snatch
Environment:	Temperate mountains
Organization:	Solitary or clutch (2–4)
Challenge Rating:	9
Treasure:	None
Alignment:	Often neutral
Advancement:	13–16 HD (Huge); 17–36 HD (Gargantuan)
Level Adjustment:	—

Sometimes mistaken for a wyvern, an yrthak is a sightless winged predator. It senses sound and movement by means of a special organ on its long tongue. It emits powerfully focused beams of sound from the protrusion on its head. The creature is a yellowish-green color, with the wings and fin being more yellow and the head and body more green. The teeth are yellow. A yrthak is about 20 feet long, with a wingspan of 40 feet. It weighs about 5,000 pounds. Despite their intelligence, yrthaks do not speak.

COMBAT

A yrthak prefers to attack from the air, strafing the ground with sonic attacks or snatching up and dropping prey.

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy into a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds, and never on the round following a sonic lance attack.

Blindsight (Ex): A yrthak can ascertain all foes within 120 feet. Beyond that range it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Immunities: Yrthaks have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: Yrthaks have a +4 racial bonus on Listen checks.

Vulnerability to Sonic Damage: Ironically, because they use their sonic sensitivity to see, yrthaks are vulnerable to sonic damage. Whenever an yrthak suffers sonic damage, it must make a Fort save with a DC equal to the damage dealt; failure means the creature loses its blindsight for 1d6 rounds, rendering it truly blind during that time.

ZAP

Size & Type:	Fine Elemental (Air)
Hit Dice:	1/4d8 (1 hp)
T/AC System Adj:	--
Initiative / Speed:	+4; Fly 30 ft. (perfect)
Touch/Full AC (T/AC):	22/22 (+8 size, +4 Dex), flat-footed 18
BA / Grapple / Parry:	+0/—/—
Attack:	Shock touch +4 melee touch (1 electricity)
Full Attack:	Shock touch +4 melee touch (1 electricity)
Space/Reach:	3 in. (5-microhex) /6 in. (4-microhex)
Special Attacks:	Short circuit
Special Qualities:	Darkvision 60 ft., electricity immunity, elemental traits
Saves / Dodge:	Fort +0, Ref +6, Will +1, Dodge +14
Attributes:	Str 2, Dex 19, Con 10, Int 5, Wis 12, Cha 6
Skills:	Hide +24, Listen +3, Spot +5
Feats:	None
Environment:	Temperate mountains
Organization:	Swarm (10-20)
Challenge Rating:	¼
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	None
Level Adjustment:	—

A zap has an insatiable curiosity for all things electrical; unfortunately, its natural state is anathema to electrical devices. A brilliant spark of dancing electricity, a zap will always be attracted to anything obviously electrical or electronic in nature.

COMBAT

It's not so much a zap is attacking as it is investigating something with irrepressible curiosity.

Elemental: Zaps have the traits and immunities common to elementals.

Electricity Immunity (Ex): A zap is immune to electricity damage.

Shock Touch (Ex): With a successful melee touch attack, a zap deals 1 point of electricity damage.

Short Circuit (Su): At will as an attack action, a zap can cause an electrical overload in a piece of electronic equipment within 10 feet, destroying its internal workings and rendering it useless. If the item is being carried or wielded at the time of the attack, the wielder can attempt a Reflex save (DC 20) to negate the effect. An unattended item receives no save. An electronic item damaged in this fashion must either be replaced or repaired (Repair DC 15).

ZEIKUNE

Size & Type:	Medium Aberration
Hit Dice:	5d8+5 (27 hp)
T/AC System Adj:	Hardness 4; +20 HP
Initiative / Speed:	+6; Fly 40 ft. (perfect)
Touch/Full AC (T/AC):	13/17 (+2 Dex, +4 natural, +1 insight), flat-footed 15
BA / Grapple / Parry:	+3/+3/+3

Attack:	Bite +3 melee (2d4)
Full Attack:	Bite +3 melee (2d4)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	Improved grab, liquefaction, psi-like abilities
Special Qualities:	Darkvision 60 ft., power resistance 17, siphon fluids
Saves / Dodge:	Fort +2, Ref +3, Will +5, Dodge +5
Attributes:	Str 11, Dex 14, Con 13, Int 10, Wis 12, Cha 16
Skills:	Hide +9, Listen +8, Move Silently +9, Spot +8
Feats:	Improved Initiative, Simple Weapons Proficiency
Environment:	Any
Organization:	Solitary or quorum (3)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

Inscrutable alien beings from an impossibly far distance across the cosmos, zeikune have their own agenda. Whatever it is, it involves no humanoid races, seemingly considering them as nothing more than food. Looking somewhat similar to a giant starfish hovering through the air, that's where the similarities end; the zeikune has a tentacled stalk emerging from the center of its lower side, which ends in a toothed maw, and the upper side has a crown of irisless eye-like orbs.

COMBAT

A zeikune will always seek to target an isolated individual, but if confronted by a group, it will use its mental blast to disorient them, and attack the one that looks the softest to try and quickly feed before mentally blasting again.

Improved Grab (Ex): To use this ability, the zeikune must hit an opponent with its bite attack. If it gets a hold, it automatically deals bite damage and liquefaction damage (see below) each round that the hold is maintained.

Liquefaction (Ex): Once the zeikune gets a hold of its opponent (see Improved Grab above), it begins injecting fluids that dissolve the victim's organs, dealing 1d4 points of Constitution damage per round. If the creature dies or its Constitution score drops to 0 as a result of this process, the creature's organs turn to slush, and the ability damage becomes ability drain. The victim dies, at which point the zeikune can begin sucking the liquefied organs from the creature's body (see Siphon Fluids, below).

Psionics (Sp): At will—*Combat Precognition* (always active), *Mental Blast*, *Object Reading*; 3/day—*Inflict Pain*, *Levitate*. Manifest level 5th; save DC 10 + zeikune's key ability modifier + power level.

Siphon Fluids (Ex): Once a zeikune liquefies the internal organs of a creature, it can spend a full-round action siphoning the fluids from the dead creature's body, leaving behind a shriveled husk. The fluid not only provides sustenance but also heals the zeikune of 3d6 points of damage and 1d6 points of ability damage (per ability).

ZOMBIE

Zombies are corpses reanimated through dark and sinister magic. Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple.

CREATING A ZOMBIE

"Zombie" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead. It retains any subtypes except alignment subtypes and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and raise them to d12s. If the base creature has more than 10 Hit Dice (not counting those gained with experience), it can't be made into a zombie with the *Animate Dead* spell.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Natural armor bonus increases by a number based on the zombie's size:

Size	Natural AC Mod.
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Base Attack: A zombie has a base attack bonus equal to 1/2 its Hit Dice.

Attacks: A zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie's size. (Use the base creature's slam damage if it's better.)

Size	Slam
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6



Special Attacks: A zombie retains none of the base creature's special attacks.

Special Qualities: A zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie gains the following special quality.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Saves / Dodge: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Attributes: A zombie's Strength increases by +2, its Dexterity decreases by 2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A zombie has no skills.

Feats: A zombie loses all feats of the base creature and gains Toughness.

Environment: Any land and underground.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
½	1/8
1	¼
2	½
4	1
6	2
8–10	3
12–14	4
15–16	5
18–20	6

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature, but double Hit Dice (maximum 20), or — if the base creature advances by character class.

Level Adjustment: —.

TYPES OF ZOMBIES

	Kobold Zombie	Human Commoner Zombie	Troglodyte Zombie
Size & Type:	Small Undead	Medium Undead	Medium Undead
Hit Dice:	2d12+3 (16 hp)	2d12+3 (16 hp)	4d12+3 (29 hp)
T/AC System Adj:	Hardness 2; +10 HP	Hardness 2; +10 HP	Hardness 5/1d; +40 HP
Initiative / Speed:	+0; 30 ft. (6 hexes; can't run)	-1; 30 ft. (6 hexes; can't run)	-2; 30 ft. (6 hexes; can't run)
Touch/Full AC (T/AC):	11/13 (+1 size, +2 natural), flat-footed 13	9/11 (-1 Dex, +2 natural), flat-footed 11	8/16 (-2 Dex, +8 natural), flat-footed 16
BA / Grapple / Parry:	+1/-4/—	+1/+2/—	+2/+3/—
Attack:	Spear+1 melee (1d6-1/x3) or slam +1 melee (1d4-1) or light crossbow +2 ranged (1d6/19-20)	Slam+2 melee (1d6+1) or club +2 melee (1d6+1)	Greatclub +3 melee (1d10+1) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1)
Full Attack:	Spear +0 melee (1d6-1/x3) or slam +0 melee (1d4-1) or light crossbow +1 ranged (1d6/19-20)	Slam+2 melee, (1d6+1) or club +2 melee (1d6+1)	Greatclub +3 melee (1d10+1) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1)
Space/Reach:	2 ft. (2-microhex) /5 ft.	5 ft. (1 hex) /5 ft	5 ft. (1 hex) /5 ft
Special Attacks:	—	—	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves / Dodge:	Fort +0, Ref +0, Will +3, Dodge —	Fort +0, Ref -1, Will +3, Dodge —	Fort +1, Ref -1, Will +4, Dodge —
Attributes:	Str 8, Dex 11, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 7, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	—
Feats:	Toughness	Toughness	Toughness
Environment:	Temperate forests	Any	Underground
Organization:	Any	Any	Any
Challenge Rating:	1/2	1/2	1
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	None	None	None
Level Adjustment:	—	—	—

	Bugbear Zombie	Ogre Zombie	Minotaur Zombie
Size & Type:	Medium Undead	Large Undead	Large Undead
Hit Dice:	6d12+3 (42 hp)	8d12+3 (55 hp)	12d8+3 (81 hp)
T/AC System Adj:	Hardness 5/1d; +25 HP	Hardness 5/1d; +40 HP	Hardness 5/1d; +40 HP
Initiative / Speed:	+0; 30 ft. (6 hexes; can't	-2; 40 ft. (8 hexes; can't run)	-1; 30 ft. (6 hexes; can't run)

	run)		
Touch/Full AC (T/AC):	10/16 (+5 natural, +1 light wooden shield [Hard: 5, HP: 10]), flat-footed 16	7/15 (–1 size, –2 Dex, +8 natural), flat-footed 15	8/16 (–1 size, –1 Dex, +8 natural), flat-footed 16
BA / Grapple / Parry:	+3/+6/—	+4/+14/—	+6/+15/—
Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2)	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6)	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5)
Full Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2)	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6)	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5)
Space/Reach:	5 ft. (1 hex) /5 ft.	10 ft. (2-polyhex) /10 ft.	10 ft. (2-polyhex) /10 ft.
Special Attacks:	—	—	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves / Dodge:	Fort +2, Ref +2, Will +5, Dodge —	Fort +2, Ref +0, Will +6, Dodge —	Fort +4, Ref +3, Will +8, Dodge —
Attributes:	Str 17, Dex 10, Con —, Int —, Wis 10, Cha 1	Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1	Str 21, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	—
Feats:	Toughness	Toughness	Toughness
Environment:	Temperate mountains	Temperate hills	Underground
Organization:	Any	Any	Any
Challenge Rating:	2	3	4
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	None	None	None
Level Adjustment:	—	—	—

	Wyvern Zombie	Gray Render Zombie
Size & Type:	Large Undead	Large Undead
Hit Dice:	14d12+3 (94 hp)	20d8+3 (133 hp)
T/AC System Adj:	Hardness 10/2d; +60 HP	Hardness 5/1d; +40 HP
Initiative / Speed:	+0; 20 ft. (4 hexes; can't run), fly 60 ft. (poor)	-1; 30 ft. (6 hexes; can't run)
Touch/Full AC (T/AC):	8/20 (–2 size, +12 natural), flat-footed 20	8/16 (–1 size, –1 Dex, +8 natural), flat-footed 16
BA / Grapple / Parry:	+7/+16/—	+10/+21/—
Attack:	Slam +11 melee (2d6+7) or talons +11 melee (2d6+5)	Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)
Full Attack:	Slam +11 melee (2d6+7) or talons +11 melee (2d6+5)	Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)
Special Attacks:	—	—
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves / Dodge:	Fort +4, Ref +4, Will +9, Dodge —	Fort +6, Ref +5, Will +12, Dodge —

Attributes:	Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1	Str 25, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—
Feats:	Toughness	Toughness
Environment:	Warm hills	Temperate marshes
Organization:	Any	Any
Challenge Rating:	4	6
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	16–20 HD (Huge)	None
Level Adjustment:	—	—

ZOMBIE, LIQUIFIED (Template)

Liquefied zombies cannot speak. They are generally between 5 feet and 6 feet tall, and they weigh about 150 pounds.

Template Traits

“Liquefied zombie” is an acquired template that can be added to any corporeal creature other than a construct, elemental, ooze, outsider, plant, or undead (referred to hereafter as the base creature). The creature must be in an advanced state of decay, but not yet reduced to a skeletal corpse. The liquefied zombie uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: A liquefied zombie’s Challenge Rating equals the base creature’s CR + the following modifier based on size: Tiny or smaller +0, Small +1, Medium +2, Large +4, Huge +5, Gargantuan +7, Colossal +10.

Type: The creature’s type changes to undead.

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

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

Defense: A liquefied zombie’s natural armor bonus to Defense increases to the following, based on its size (but use the base creature’s natural armor bonus if it’s higher): Small or smaller +0, Medium +1, Large +2, Huge +3, Gargantuan +6, Colossal +10.

Attacks: The liquefied zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A liquefied zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the liquefied zombie’s size (but use the base creature’s slam damage if it’s greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Special Qualities: A liquefied zombie loses all of the base creature’s supernatural and spell-like qualities except for immunity or resistance to specific energy types. A liquefied zombie may retain any or all of the base creature’s extraordinary abilities at the GM’s discretion. In addition to gaining the undead type, a liquefied zombie has the following special quality.

Liquefied Spew (Ex): Whenever a liquefied zombie is damaged in combat by anything other than a bludgeoning weapon, some of the liquefied tissue spews forth, covering everything within 5 feet of the liquefied zombie. The scalding liquid deals 1d6 points of damage and exposes anyone it touches to the disease of necrotizing fasciitis.

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

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

Saves: A liquefied zombie’s saving throws are based on Hit Dice.

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

Attributes: A liquefied zombie’s ability scores change as follows: Str +4, Dex –2. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The liquefied zombie loses all skills.

Feats: The liquefied zombie loses all the base creature’s feats except the following: Archaic Weapons Proficiency, Exotic Weapons Proficiency, Personal Firearms Proficiency, and Simple Weapons Proficiency. The liquefied zombie

gains the Toughness feat.

SPECIAL ABILITIES

A special ability is either extraordinary, spell-like / psi-like, or supernatural in nature.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.

Spell-Like / Psi-Like Abilities (Sp/Ps): Spell-like abilities and psi-like abilities, as their names imply, are magical abilities that are very much like spells or psychic abilities that are very much like psionics. Spell-like abilities and psi-like abilities are subject to spell/power resistance and *Dispel Magic & Psionics*. They do not function in areas where magic and psionics are suppressed or negated (such as a *Null Power field*).

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as a *Null Power Field*). A supernatural ability's effect cannot be dispelled and is not subject to counterspells. See the table below for a summary of the types of special abilities.

Table: Special Ability Types

Can It Affect...?	Extraordinary	Spell/Psi-Like	Supernatural Ability
<i>Dispel Magic & Psionics</i>	No	Yes	No
Spell/power resistance	No	Yes	No
<i>Null Power Field</i>	No	Yes	Yes
Attack of opportunity	No	Yes	No
<i>Dispel</i> : Can <i>Dispel Magic & Psionics</i> and similar spells dispel the effects of abilities of that type?			
<i>Spell Resistance</i> : Does spell resistance protect a creature from these abilities?			
<i>Null Power Field</i> : Does a <i>Null Power field</i> or similar magic suppress the ability?			
<i>Attack of Opportunity</i> : Does using the ability provoke attacks of opportunity the way that casting a spell does?			

ABILITY SCORE LOSS



Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells *Lesser Restoration* and *Restoration* offset ability damage as well. Ability drain, however, is permanent, though *Restoration* can restore even those lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. They lie helpless on the ground.
- Dexterity 0 means that the character cannot move at all. They stand motionless, rigid, and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious, helpless.
- Wisdom 0 means that the character is withdrawn into a deep catatonic stupor, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0. Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then they lose 1 hit point per Hit Die for every point by which their Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

NULL POWER

A *Null Power Field* spell or effect cancels magic, psionics, and supernatural powers altogether. A Null Power effect has the following powers and characteristics.

- No supernatural ability, spell-like ability, or spell works in an area of Null Power (but extraordinary abilities still work).
- Null Power does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the Null Power (the Null Power fades, the center of the effect moves away, and so on), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.
- Spell areas that include both a Null Power area and a normal area, but are not centered in the Null Power area, still function in the normal area. If the spell's center is in the Null Power area, then the spell is suppressed.
- Golems and other constructs, elementals, outsiders, and corporeal undead, still function in a Null Power area (though the Null Power area suppresses their spellcasting and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.
- Summoned or conjured creatures of any type, as well as incorporeal undead, wink out if they enter the area of a Null Power effect. They reappear in the same spot once the field goes away.
- Magic items with continuous effects do not function in the area of a Null Power effect, but their effects are not canceled (so the contents of a *bag of holding* are unavailable, but neither spill out nor disappear forever).
- Two Null Power areas in the same place do not cancel each other out, nor do they stack.
- *Wall of Force*, *Prismatic Wall*, and *Prismatic Sphere* are not affected by a *Null Power Field*. *Break Enchantment* and *Dispel Magic & Psionics* spells do not dispel a *Null Power Field*. *Mage's Disjunction* has a 1% chance per caster level of destroying a *Null Power Field*. If the *Null Power Field* survives the *Disjunction*, no items within it are disjoined.

BLINDSIGHT AND BLINDSENSE

Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Blindsense: Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing 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.

BREATH WEAPON

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a standard action.
- No attack roll is necessary. The breath simply fills its stated area.
- Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on their saving throw still takes half damage or some other

reduced effect.

- Breath weapons are supernatural abilities except where noted.
- Creatures are immune to their own breath weapons.
- Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

CHARM AND COMPULSION

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Also classified as *mind-affecting* effects, there are two general types of enchantments that can affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to their “new friend”, but the servitude is not absolute or mindless. Charms of this type include the various *charm* spells. Essentially, a *charmed* character retains free will but makes choices according to a skewed view of the world.

- A *charmed* creature doesn’t gain any magical ability to understand their new friend’s language.
- A *charmed* character retains their original alignment and allegiances, generally with the exception that they now regard the *charming* creature as a friend and will give great weight to the new friend’s suggestions and directions.
- A *charmed* character fights their former allies only if they threaten this new friend, and even then they use the least lethal means at their disposal as long as these tactics show any possibility of success (just as they would in a fight between two actual friends).
- A *charmed* character is entitled to an opposed Charisma check against their new friend in order to resist instructions or commands that would make them do something that they wouldn’t normally do even for a close friend. If they succeed, they decide not to go along with that order but they otherwise remain *charmed*.
- A *charmed* character never obeys a command that is obviously suicidal or grievously harmful to them.
- If the charming creature commands their new friend to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.
- A *charmed* character who is openly attacked by the creature who *charmed* them or by that creature’s apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject’s free will in some way or simply changes the way the subject’s mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, they won’t volunteer information or tactics that their new friend / master doesn’t ask for.

COLD IMMUNITY

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DAMAGE REDUCTION

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature’s damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction amount by a slash. Damage reduction may be overcome by special materials, by magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment. If a dash follows the slash (“-”) then the damage reduction is effective against every attack potentially affected by damage reduction. For every 5 points of damage reduction a creature has (except for damage reduction /bludgeoning), rounding down, they convert 1 point of falling damage per falling damage die from lethal to nonlethal damage (see “Falling and Falling Objects” in the DxD20 Game Master’s Guide for more details).

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a

magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt concentration.

Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

In the T/ACTical combat system, any creature with damage reduction that requires magic weapons to overcome also ignores an amount of hardness equal to its damage reduction with all its natural attacks.

DAMAGE TYPES

There are many ways in which damage can be inflicted to a creature or object, but they all boil down to two fundamental methods; physical damage and/or energy damage. Damage types are relevant insofar that some creatures and objects are resistant to different damage types and/or vulnerable to other damage types.

Physical Damage: There are three main physical damage types; bludgeoning, slashing, and piercing damage. Slashing and piercing damage types may have the armor-penetrating subtype, while some ranged piercing attacks inflict ballistic damage.

Bludgeoning: This type of damage is inflicted by blunt objects like fists, clubs, and many types of melee weapons. However, bludgeoning weapons usually are not very aerodynamic, and thus are rarely found as ranged weapons. Falling damage is bludgeoning damage.

Slashing: This type of damage is inflicted by sharp objects like claws, swords, and many types of melee weapons. Although more aerodynamic than bludgeoning weapons, slashing weapons are also rarely ranged.

Piercing: This type of damage is inflicted by pointed objects like teeth, arrows, and many other weapons. Almost all ranged physical weapons inflict piercing or ballistic damage (see below).

Anti-Armor (AA): This subtype of damage signifies that the weapon is extraordinarily effective against armor, ignoring the first 10 points / 2 dice of Hardness of any target it strikes and receives a +2 modifier when rolling to confirm critical hits. Starship weapons with the Anti-Armor ("AA") subtype ignore the first 20 points / 4 dice / 1 capital die of hardness of any target it strikes and receives a +4 modifier when rolling to confirm critical hits.

Ballistic: Ranged piercing damage, like an arrow or a dart, normally inflicts only half damage to objects. The tech version of piercing damage, ballistic damage is ranged piercing damage that still inflicts full damage to objects.

Energy Damage: There are also multiple types of energy damage. Some creatures are immune to certain energy types, while some energy types have special effects on different targets.

Acid: This type of damage is caused by a chemical reaction between the acid and whatever it touches. Acid damage ignores hardness, but acid does half damage underwater.

Cold: This type of damage is caused by freezing cold conditions. Freezing objects does little physical damage; cold does ¼ damage to objects.

Concussion: This type of damage is similar to force damage, except it is nonlethal in nature.

Cryonic: The hi-tech version of cold damage, cryonic damage does full damage to objects. Note that any resistances or immunities to cold damage apply equally to cryonic damage.

Disintegration: This type of damage reduces objects to their constituent atoms, vaporizing them. Disintegration damage ignores hardness.

Electricity: This type of damage is caused by electrical sources. As electricity is key to technology, electricity has a special effect on Tech objects, inflicting half lethal and half nonlethal damage to Tech objects. Non-Tech objects take half damage from normal electricity.

Fire: This type of damage is caused by sources of open flame. Normal fire deals half damage to objects.

Force: This type of damage is caused by forces like telekinesis or hi-tech weapons. Force damage ignores the miss chance from being incorporeal.

Ionic: This type of damage is a diffused form of electricity, and thus any resistance or immunity to electricity applies equally to ionic damage. Ionic damage ignores hardness, dealing nonlethal electricity damage. Force fields take no damage from ionic sources. “Destroyed” effects on vehicle critical charts are instead treated as “disabled” results.

Laser: This type of damage is equivalent to highly-concentrated Fire damage, dealing full damage to objects. Resistance and immunity to fire is an equivalent resistance or immunity to lasers.

Plasma: This type of damage stems from hi-tech usage of plasma, a form of liquid fire. Plasma damage is considered both fire and acid damage, and a target must be resistant or immune to both forms of damage to be resistant or immune to plasma, respectively.

For example, a creature with immunity to fire but no acid resistance would take full damage from plasma, but if the same creature also had acid resistance 10, then it would effectively have plasma resistance 10.

Sonic: This type of damage is caused by sound and vibration. Sonic damage ignores hardness, but it has no effect in the vacuum of space.

Untyped: A few instances of energy damage are untyped. A primordial source of raw energy, untyped energy damage is only reduced by universal energy resistance or immunity (see Energy Resistance / Immunity, below).

DARKVISION

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

DEATH ATTACKS

In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

- *Raise Dead* doesn't work on someone killed by a death attack.
- Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.
- In case it matters, a dead character, no matter how they died, has $-(\text{Constitution score})$ hit points.
- The spell *Death Ward* protects a character against these attacks.

DISEASE

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food, drink, or air, they must make an immediate Fortitude saving throw. If they succeed, the disease has no effect—their immune system fought off the infection. If they fail, they take damage after an incubation period. Once per day afterward, the infected character must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that they have fought off the disease and recover, taking no more damage. These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases and defined below.

Disease: Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

Fort DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Types of Diseases

This is just a sample of diseases, with many more out there. Use this chart as a point of reference when you try to quantify existing diseases or create new ones. Just keep in mind, anything that inflicts Con damage is potentially fatal, and ability drain represents the lingering damage of some diseases.

Anthrax: Depending on whether the spore takes hold on the skin or in the lungs, anthrax can have different symptoms. Can cause permanent ability drain.

Blinding Sickness: Spread in tainted water.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as “the shrieks.”

Demon Fever: Night hags spread it. Can cause permanent ability drain.

Devil Chills: Barbazu and pit fiends spread it. It takes 3, not 2, successful saves in a row to recover from devil chills.

Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

Hantavirus: Given the long incubation period, it can be near-impossible to track vectors when there’s a Hantavirus outbreak. Manifests as fever, nausea, headaches, and vomiting.

Mindfire: Feels like your brain is burning. Causes stupor.

Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Necrotizing fasciitis: Known more commonly as flesh-eating disease, necrotizing fasciitis is a bacterial infection that spreads quickly and can cause death. Can cause permanent ability drain.

Red Ache: Skin turns red, bloated, and warm to the touch.

Salmonellosis: This disease is usually contracted through eating something infected.

The Shakes: Causes involuntary twitches, tremors, and fits.

Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

West Nile Virus: Typically spread through infected mosquito bites. Manifests as a fever, with difficulty breathing. Can cause permanent ability drain.

Table: Diseases

Disease	Method of Infection (Fort DC)	Incubation	Damage
Anthrax	Inhaled or Injury (DC 16)	1d2 days	1d4 Con ²
Blinding sickness	Ingested (DC 16)	1d3 days	1d4 Str ¹
Cackle fever	Inhaled (DC 16)	1 day	1d6 Wis
Demon fever	Injury (DC 18)	1 day	1d6 Con ²
Devil chills ³	Injury (DC 14)	1d4 days	1d4 Str
Filth Fever	Injury (DC 12)	1d3 days	1d3 Dex + 1d3 Con
Hantavirus	Injury (DC 14)	1d4 weeks	1d2 Str + 1d2 Con
Mindfire	Inhaled (DC 12)	1 day	1d4 Int
Mummy rot ⁴	Contact (DC 20)	1 day	1d6 Con
Necrotizing fasciitis	Contact (DC 13)	1d6 days	1d3 Con ²
Pneumonia	Inhaled (DC 12)	1d4 days	1d2 Str + 1d2 Con
Red ache	Injury (DC 15)	1d3 days	1d6 Str
Salmonellosis	Ingested (DC 13)	1 day	1 Str + 1d3 Dex
Shakes	Contact (DC 13)	1 day	1d8 Dex
Slimy doom	Contact (DC 14)	1 day	1d4 Con ²
Smallpox	Inhaled or Contact (DC 15)	2d4 days	1d2 Str + 1d2 Con
West Nile virus	Injury (DC 12)	1d4 days	1d2 Dex + 1d2 Con

¹ Each time the victim takes 2 or more damage from the disease, they must make another Fortitude save or be permanently blinded.

² When damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.

³ The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

⁴ Successful saves do not allow the character to recover. Only magical healing can save the character.

Healing a Disease

Use of the Treat Injury skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects (after the initial infection), the medic makes a check. The diseased character can use the medic's result in place of their saving throw if the Treat Injury check result is higher. The diseased character must be in the medic's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

ENERGY DRAIN AND NEGATIVE LEVELS

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. A creature takes the following penalties for each negative level it has gained.

–1 on all skill checks and ability checks.

–1 on attack rolls and saving throws.

–5 hit points.

–1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim casts spells, they lose access to one spell (or the equivalent in power points) as if they had cast / manifested their highest-level, currently available spell / power. (If they have more than one spell at their highest level, they choose which one they lose.) In addition, when the character next prepares spells or regains power points, they get one less spell slot at their highest spell level (or lose access to the equivalent in power points, reducing their overall power point total).

Negative levels remain for 24 hours or until removed with a spell, such as *Restoration*. After 24 hours, the afflicted creature must attempt a Fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level goes away, but the creature's level is also reduced by one.

A character with negative levels at least equal to their current level, or drained below 1st level, is instantly slain. Depending on the creature that killed them, the character may rise the next night as a monster of that kind. If not, then they rise as a wight (see the Wight creature description). A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

ENERGY RESISTANCE / IMMUNITY

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity. A creature with immunity to an energy never takes damage from that type of energy.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell or power manifestation. Different sources of resistance do not stack.

A creature with resistance or immunity to all five main energy types (i.e., acid, cold, electricity, fire, and sonic energy) is considered to have universal energy resistance (or universal energy immunity, if it is immune to all five energy types!). A creature's universal energy resistance is equal to the lowest amount of resistance amongst the five versions of energy resistance they possess. Universal energy resistance ignores damage from any damage

source, including disintegration and untyped energy damage (see Damage Types, above).

ETHEREALNESS

Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. See *Invisibility* and *True Seeing* reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a *Wall of Force* blocks an ethereal creature, and a *Magic Missile* can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

EVASION AND IMPROVED EVASION

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Rogues and monks have evasion and improved evasion as class features, but certain other creatures have these abilities, too.

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Rogues and monks cannot use evasion in medium or heavy armor. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

FAST HEALING

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

FEAR

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

Shaken: Characters who are shaken take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

GASEOUS FORM

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Defense Bonus, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

GAZE ATTACKS

While the medusa's gaze is well known, gaze attacks can also charm, curse, or even kill. Gaze attacks not produced by a spell are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert their eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent. An opponent can shut their eyes, turn their back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer

to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but it is rolled separately.

Invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off" when so desired.

HARDNESS

Hardness represents how much force must be applied to an object to damage it. Human flesh has a hardness of 0, and suffers 1 point of damage when exposed to 1 point of damage. However, steel has hardness 10, and thus suffers no damage from an attack that inflicts 1 point of damage (unless that damage type ignores hardness; see Damage Types, above).

Especially with regard to mecha and starships, hardness is a significant factor in determining how durable they are. In the T/ACTical combat system, creatures with natural Armor Class bonuses have an equivalent hardness score. Hardness is applied to all types of damage (unlike Damage Reduction, which is applied only to physical attacks, and Energy Resistance, which is applied only to energy damage). For every 5 points of hardness a creature or object has (rounded down), it ignores 1 point of falling damage per falling damage die; this stacks with the effect of Damage Reduction on falling damage (see "Falling and Falling Objects" in the DxD20 Game Master's Guide for more details).

Enchanted weapons ignore hardness at the rate of 5 points of hardness for every +1 of the weapon's enhancement bonus (i.e., the bonus to hit and damage with the weapon). Creatures with Damage Reduction to magic weapons (i.e., DR x/magic) ignore Hardness with their natural physical attacks equal to the amount of their damage reduction to magic weapons. So, a creature with DR 10/magic ignores 10 points of Hardness with their natural physical attacks.

HORROR

In some scenarios, the PCs are confronted with beings and powers beyond their understanding and comprehension. Sometimes, their minds cannot withstand the madness witnessed, and they go insane. In game terms, a Horror is any Aberration, Dragon, Fey, Magical Beast, Ooze, Outsider, Undead, or Vermin that the character encounters for the first time. Whenever a PC meets a Horror or a creature possessing an Arcane, Divine, Mutation, or Psionic Level greater than the one the PC believes their reality to be based upon, that character must make a Will save or else take mental damage as their minds begin to crack with the impossibility of what they're witnessing. Whenever the PC witnesses the manifestation of a spell, power, or supernatural ability considered "impossible" by their standards of reality, they may have to make a Will save (GM's discretion).

A Horror check is a Will save vs. Insanity (and thus a mind-affecting effect) starting at a base DC 10, modified as given below. The GM may rule that once a certain caliber of Horror has been witnessed and survived, lesser instances of Horror have no effect. Horror is typically considered a mind-affecting, fear-based effect, meaning bonuses to save vs. fear apply, and creatures immune to fear or mind-affecting effects do not have to make Horror saves. However, in some instances (GM's discretion), it is the sheer inability to comprehend what one is witnessing that is forcing one to make a save; in such cases, it is not considered a fear effect.

Insanity-Inducing Event	Will Save DC Modifier	Mental Damage
Witness a Horror ² , power, or spell from a Level beyond Level 1 ¹	+1	1d2
Witness a Horror ² , power, or spell 1-3 levels higher than witness's level	+2	1d3
Witness a Horror ² , power, or spell from a Level beyond Level 0 ¹	+4	1d4
Witness a Horror ² , power, or spell 4-6 levels higher than witness's level	+4	1d3+1
Witness a Horror ² , power, or spell 7-9 levels higher than witness's level	+6	1d4+1

Witness a Horror ² , power, or spell 10+ levels higher than witness's level	+8	2d3
Witness a Horror ² 3+ size categories smaller than the witness	-4	1
Witness a Horror ² 2 size categories smaller than the witness	-2	1
Witness a Horror ² 1 size category smaller than the witness	+0	1d2
Witness a Horror ² the same size as the witness	+2	1d3
Witness a Horror ² 1 size category larger than the witness	+4	1d3+1
Witness a Horror ² 2 size categories larger than the witness	+6	1d4+1
Witness a Horror ² 3 size categories larger than the witness	+8	2d4
Witness a Horror ² 4+ size categories larger than the witness	+10	3d4
Witness a graphic maiming or death caused by a Horror ²	+5	1d3
Already have 1 or more insanities	+1 per insanity	+1 per insanity

¹ In this case, the witness's perceived capital-L "Level" refers the Arcane Level, Divine Level, Mutation Level, and/or Psionic Level that they believe is the rule of their reality. Accordingly, Arcane / Divine / Mutation / Psionic Level 5 or higher scenarios where the PCs know it is a Level 5+ scenario would never incur these Horror modifiers.

² A Horror is any Aberration, Dragon, Fey, Magical Beast, Ooze, Outsider, Undead, or Vermin that the character encounters for the first time. Until a Horror is defeated or vanquished, it remains a Horror for the purpose of incurring Horror saves vs. Insanity. Note that Horrors do not have to make saves vs. Insanity when encountering other Horrors.

Insanity-Inducing Characteristic: This is the event witnessed by the character that is challenging their grasp on reality. Every being has a self-formulated theory on what the rules of their universe are, whether governed by math or madness, but when those theories are challenged, a being's perception of reality can begin to fray.

If a being believes that their world is Arcane Level 0 because they've never seen anything magical before, they will have problems trying to get their head around how a magical item (a 1st-level spell, equivalent Arcane Level 1) works. In this instance, the Will save DC would be base 10, plus +2 for witnessing a spell 1-3 Levels higher than the witness's (perceived) Arcane Level 0, +4 for witnessing a spell from a Level believed to be 0, total Will save DC 16 vs. Insanity or take 1d3 mental damage + 1d4 mental damage, a total of 2-7 points of mental damage. How mental damage is assigned is discussed below (see "Mental Damage"). Assuming the character did take some mental damage from the event, and they had a chance to rest and recover from it, it could be safely assumed that the character is now aware that it is an Arcane Level 1 world, and future Horror saves would be made accordingly.

As another example, say a character who has seen a lot of things so far and has already incurred one insanity (paranoia) is confronted by a Great Old One as it emerges from a portal. Thankfully this character has already established that the Arcane Level is Level 5, so no displays of magic will impress them, but witnessing a Colossal Horror with paranoia is a Will save DC base 10 +10 for witnessing a Colossal Horror +1 for being paranoid already, total DC 21 Will save or take 3d4+1 mental damage.

Will Save DC Modifier: This is the modifier added to the base DC 10 Will save whenever the character witnesses a potential insanity-inducing event. There are 4 main modifiers that stack when calculating the save DC; whether the character has no belief in the spell or power (Level 0) or has at least some reason to believe in the existence of the spell or power (Level 1); whether the spell or power is close to what the character has seen in their life (1-3 levels higher than the character's total character level) or well beyond what the character has seen in their life (4+ levels higher than the character's total character level); whether this new Horror is concerning, threatening, or downright terrifying (Horror's size category); whether or not the character has already suffered mental breaks as a result of witnessing other insanity-inducing events (a history of insanity).

Horrors (i.e., Aberrations, Dragons, Fey, Magical Beasts, Oozes, Outsiders, Undead, and Vermin) do not need to make Horror Will saves when confronted with other Horrors. If the character makes their Will save vs. Insanity when confronted with a Horror, they no longer have to make such a Will save when encountering the same type of creature in the future.

Mental Damage: Mental damage represents the fraying of the mind when it is confronted by forces and beings beyond its comprehension. When a character suffers mental damage due to a failed Will save vs. Insanity, the mental damage is always assigned to the character's lowest mental attribute (Int, Wis, Cha; in the case of a tie,

determine the damaged attribute randomly). When the damaged attribute reaches zero (0), an Insanity manifests (see below), and the character's mental damage is immediately restored, as the mental break resulting in insanity (at least temporarily) relieves the pressure of the horrors witnessed.

In role-playing terms, typically Intelligence damage is a general lack of comprehension, a mental block; Wisdom damage is a weakening of one's resolve in the face of madness, a faltering spirit; Charisma damage is a waning of self-confidence and a growing doubt in how the universe works, a lost soul.

Given time to think about it (or forget about it) and the character's ability damage healing rate of 1 point per day, eventually the character will come to grips with what they experienced. However, several events in quick succession can drive one over the edge, causing more permanent mental afflictions, insanities, to take root.

Types of Insanity

The rules presented here are considered the streamlined version of insanity for DxD20. For more detailed rules on insanity, see the entry in the DxD20 Game Master's Guide.

Mildly Insane: The first time the character's mental attribute reaches zero (0), they become "Mildly Insane". Being mildly insane, their insanity only manifests when the character is under extreme pressure. In game terms, whenever the character is reduced to 25% or less of their total HP, they must make a Will save DC 15 or suffer a bout of insanity, as the spell / power of the same name (see the "Insanity" entry in the DxD20 Hero's Handbook). The temporary break lasts for a number of rounds equal to 10 – the character's best mental attribute modifier. So, a character with a 10 Int (+0), 12 Wis (+1) and 15 Cha (+2) would suffer a bout of insanity for (10-2=) 8 rounds.

Severely Insane: If the character is already Mildly Insane and one of their mental attributes is reduced to zero, they become Severely Insane. At this point the insanity expresses itself more often; whenever the character is reduced to 50% or less of their total HP or they suffer a failed Will save in combat, they must make a Will save DC 20 or suffer a bout of insanity, as per the spell / power of the same name (see the "Insanity" entry in the DxD20 Hero's Handbook). The temporary break lasts for a number of rounds equal to 20 – the character's best mental attribute modifier. Given the same example above, the character would suffer a bout of insanity for (20-2=) 18 rounds.

Completely Insane: If the character is already Severely Insane and one of their mental attributes is reduced to zero, they become Completely Insane. At this point the character is always under the effect of their Insanity, as the spell/power of the same name (see the "Insanity" entry in the DxD20 Hero's Handbook). Without treatment or restraint, the character has become a threat to themselves and to those around them.

Curing Insanity

There are several magical and psionic means by which Insanity can be cured, including *Bend Reality*, *Greater Restoration*, *Heal*, *Limited Wish*, *Miracle*, *Psychic Surgery*, *Reality Revision*, or *Wish*. However, these are all high-level spells and powers, typically only available in Arcane Level 5+, Divine Level 5+, and/or Psionic Level 5+ scenarios. Thus, more conventional means are required in scenarios where these Levels don't apply.

Counselling: With time, training, and treatment, mental health can be improved. After a minimum amount of time receiving proper counselling, a character gets to make a Will save to reduce the severity of their mental condition.

Difficulty and Timetable for Mental Health Treatment

Level of Insanity	Timeframe for Treatment	Will Save DC
Mildly Insane	1 month	20
Severely Insane	3 months	25
Completely Insane	6 months	30

If the character makes their Will save after treatment, then they reduce the level of insanity by one level (so Completely Insane becomes Severely Insane, Severely Insane is reduced to Mildly Insane, and Mildly Insane is cured). If the character fails their Will save, they can continue treatment; after another timeframe for treatment,

they may make another Will save attempt, with a cumulative +1 for each prior treatment timeframe. However, if the treatment is disrupted by more than 48 hours, then they must start over.

INCORPOREALITY

Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a ghost touch weapon.

Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see *Invisibility*, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

INVISIBILITY

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is . . .	DC

In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result –4
Running or charging	Move Silently check result –20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with their hands or a weapon into two adjacent 5-foot hexes using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location they have pinpointed, then they attack normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location they have not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell them that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and they miss only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart *detect* spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

LEVEL LOSS

A character who loses a level instantly loses one Hit Die. The character's base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, the character loses any

ability score gain, skill ranks, and any feat associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose 1 point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.

The victim's experience point total is immediately set to the midpoint of the previous level.

LOW-LIGHT VISION

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to them as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

PARALYSIS

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. (Paralysis from toxins is discussed in the Poison section below.)

A paralyzed character cannot move, speak, or take any physical action. They are rooted to the spot, frozen and helpless. Not even friends can move the victim's limbs. The character may take purely mental actions, such as casting a spell with no components or manifesting a power without displaying.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, they must make a Fortitude saving throw. If they fail, they take the poison's initial damage (usually ability damage). Even if they succeed, they typically face more damage 1 minute later, which they can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used. Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons can be divided into four basic types according to the method by which their effect is delivered; contact, ingested, inhaled, and injury.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on Table: Poisons. Terms on the table are defined below.

Type: The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain.

Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils of Using Poison

A character has a 5% chance of exposing themselves to a poison whenever they apply it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison themselves with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

Table: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price (Purchase DC)
Nitharit	Contact DC 13	0	3d6 Con	650 gp (32)
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	275 gp (29)
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp (31)
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	900 gp (33)
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	5,000 gp (39)
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp (35)
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	200 gp (28)
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp (26)
Id moss	Ingested DC 14	1d4 Int	2d6 Int	120 gp (26)
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp (25)
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	350 gp (30)
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	500 gp (31)
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,200 gp (34)
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp (35)
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,000 gp (36)
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp (26)
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp (25)
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	50 gp (23)
Drow poison	Injury DC 13	Unconsciousness	Unconscious for 2d4 hours	65gp (24)
Greenblood oil	Injury DC 13	1 Con	1d2 Con	90 gp (25)
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp (26)
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp (27)
Shadow essence	Injury DC 17	1 Str*	2d6 Str	275 gp (29)
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,500 gp (38)
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp (28)
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	200 gp (28)
Deathblade	Injury DC 20	1d6 Con	2d6 Con	2,500 gp (36)
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	650 gp (32)

*Permanent drain, not temporary damage.

POLYMORPH

Magic can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain

an advantage. Polymorphed creatures retain their own minds but have new physical forms.

The *Polymorph* spell defines the general polymorph effect.

Since creatures do not change types, a slaying or bane weapon designed to kill or harm creatures of a specific type affects those creatures even if they are polymorphed. Likewise, a creature polymorphed into the form of a creature of a different type is not subject to slaying and bane effects directed at that type of creature.

A ranger's favored enemy bonus is based on knowing what the foe is, so if a creature that is a ranger's favored enemy polymorphs into another form, the ranger is denied his bonus.

A dwarf's bonus for fighting giants is based on shape and size, so he does not gain a bonus against a giant polymorphed into something else, but they do gain the bonus against any creature polymorphed into a giant.

PSIONICS

Telepathy, mental combat and psychic powers—psionics is a catchall word that describes special mental abilities possessed by various creatures. These are spell-like abilities that a creature generates from the power of its mind alone—no other outside magical force or ritual is needed. Each psionic creature's description contains details on its psionic abilities.

Psionic attacks almost always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks. Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances. Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others.

RAYS

All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

REGENERATION

Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details.

Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Attack forms that don't deal hit point damage ignore regeneration.

An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

SCENT

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 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 three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The 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 Track feat. Creatures tracking by scent ignore the

effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

SPELL/POWER RESISTANCE

Spell resistance (power resistance is identical, and in all cases can be substituted synonymously) is the extraordinary ability to avoid being affected by spells and powers. (Some spells also grant spell resistance.)

To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance. (The defender's spell resistance is like an Armor Class against magical attacks.) If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells, psionic powers, spell-like abilities, and psi-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including super-powers and enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some spells ignore spell resistance; see *When Spell Resistance Applies*, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another. Spell resistance does not stack; it overlaps.



When Spell/Power Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells: Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells: Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells: Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as *Web*.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

Abjuration: The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes aren't subject to spell resistance.

Abjurations that block or negate attacks are not subject to an attacker's spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).

Conjuration: These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.

Divination: These spells (along with clairsentience powers) do not affect creatures directly and typically are not subject to spell resistance, even though what they reveal about a creature might be very damaging.

Enchantment: Since enchantment spells (and telepathy powers) affect creatures' minds, they are typically subject to spell resistance.

Evocation: If an evocation spell (or psychokinesis power) deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.

Illusion: These spells are almost never subject to spell resistance. Illusions that entail a direct attack are exceptions.

Necromancy: Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells that don't affect other creatures directly are not subject to spell resistance.

Transmutation: These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature. Some transmutations make objects harmful (or more harmful), such as *Magic Stone*. Even these spells are not generally subject to spell resistance because they affect the objects, not the creatures against which the objects are used. Spell resistance works against *Magic Stone* only if the creature with spell resistance is holding the stones when the cleric casts *Magic Stone* on them.

Successful Spell/Power Resistance



Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

TREMORSENSE

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

TURN RESISTANCE

Some creatures (usually undead) are less easily affected by the turning ability of clerics or paladins.

Turn resistance is an extraordinary ability.

When resolving a turn, rebuke, command, or bolster attempt, added the appropriate bonus to the creature's Hit Dice total.

VULNERABILITY

A creature with a vulnerability to a damage type takes half again as much (+50%) damage as normal from that

damage source, regardless of whether a saving throw is allowed, or if the save is a success or failure.

MONSTERS AS RACES

While every monster has the statistics that a player would need to play the creature as a character, most monsters are not suitable as PCs. Creatures who have an Intelligence score of 2 or lower, who have no way to communicate, or who are so different from other PCs that they disrupt the campaign should not be used. Some creatures have strange innate abilities or great physical power, and thus are questionable at best as characters (except in high-level campaigns).

Starting Level of a Monster PC: Monsters suitable for play have a racial level adjustment given in their statistics. Add a monster's (racial) level adjustment to its class levels to get the creature's Effective Character Level, or ECL. Effectively, monsters with a racial level adjustment become multiclass character when they take class levels.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Characters with more than 1 Hit Die because of their race do not get a feat for their first class level as members of the common races do, and they do not multiply the skill points for their first class level by four. Instead, they have already received a feat for their first Hit Die because of race, and they have already multiplied their racial skill points for their first Hit Die by four.

Level Adjustment and Effective Character Level (ECL): To determine the Effective Character Level (ECL) of a monster character, add its level adjustment to its character class levels.

Use ECL instead of class level to determine how many experience points a monster character needs to reach its next level. Also use ECL to determine starting wealth for a monster character. For example, a drow character has a +2 racial level adjustment. At 1st level, whatever class the drow may have selected, the character has the Effective Character Level of a (1 [for class of choice] + 2 [racial level adjustment for drow]) = 3rd level character. The character starts with the Wealth of a 3rd level character and needs a total of 6,000 experience points to advance in the class of their choice. Upon achieving 6,000 XP, the character would now be considered a 4th-level character for its ECL, requiring 10,000 experience points to advance to 5th-level ECL, but it is otherwise a 2nd-level character in class levels, looking to advance to 3rd level.

Monster characters treat skills mentioned in their monster entry as class skills.

If a monster has 1 Hit Die or less, or if it is a template creature, it must start the game with one or more class levels, like a regular character. If a monster has 2 or more Hit Dice, it can start with no class levels (though it can gain them later).

Even if the creature is of a kind that normally advances by Hit Dice rather than class levels a PC can gain class levels rather than Hit Dice.

Hit Dice: The creature's Hit Dice equal the number of class levels it has plus its racial Hit Dice. Additional Hit Dice gained from taking levels in a character class never affect a creature's size like additional racial Hit Dice do.

Feat Acquisition and Ability Score Increases: A monster's total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases.

Ability Scores for Monster PCs: While a monster's statistics give the ability scores for a typical creature of a certain kind, any "monster" creature that becomes an adventurer is definitely not typical. Therefore, when creating a PC from a creature, check to see if the creature's entry has any ability scores of 10 or higher. If so, for each score, subtract 10 (if the score is even) or 11 (if the score is odd) to get the creature's modifier for that ability based on its race or kind. Generate the character's ability scores as normal, then add the racial ability modifiers to get their ability scores.

Note: Some monsters have base ability scores other than 10 and 11. If alternate scores were used this will be indicated in the monster entry. Also, some monsters that make good PCs have their racial ability modifiers and other traits already listed in their monster entry.

For ability scores lower than 10, the procedure is different. First, determine the character's ability scores, and compare that number to the monster's average ability score, using either the table below that applies to Intelligence or the table that applies to the other five ability scores.

The separate table for Intelligence ensures that no PC ends up with an Intelligence score lower than 3. This is important, because creatures with an Intelligence score lower than 3 are not playable characters. Creatures with any ability score lower than 1 are also not playable.

Monster PCs' Intelligence Scores

Generated Score	Typical Monster Intelligence Score			
	3	4-5	6-7	8-9
18	10	12	14	16
17	9	11	13	15
16	8	10	12	14
15	7	9	11	13
14	6	8	10	12
13	5	7	9	11
12	4	6	8	10
11	3	5	7	9
10	3	5	7	9
9	3	5	6	8
8	3	4	6	8
7	3	4	5	7
6	3	4	5	6
5	3	3	5	5
4	3	3	4	4
3	3	3	3	3

Monster PCs' Ability Scores

Generated Score	Typical Monster Ability Score (Str, Dex, Con, Wis, Cha)				
	1	2-3	4-5	6-7	8-9
18	8	10	12	14	16
17	7	9	11	13	15
16	6	8	10	12	14
15	5	7	9	11	13
14	4	6	8	10	12
13	3	5	7	9	11
12	2	4	6	8	10
11	1	3	5	7	9
10	1	2	4	6	8
9	1	2	4	6	7
8	1	2	4	5	6
7	1	1	3	5	5
6	1	1	2	4	4
5	1	1	1	3	3
4	1	1	1	2	2
3	1	1	1	1	1

Other Statistics for Monsters: Creatures with Hit Dice of 1 or less have normal, class-based Hit Dice and features. They get skills and feats appropriate to a 1st-level character (even if they have a level adjustment). Those with 2 or more Hit Dice have statistics based on these Hit Dice plus Hit Dice for class levels (if any).

Experience for Monsters: A monster with Hit Dice of 1 or less, no level adjustment, and class levels uses the same tables as standard PC races when determining experience needed.

A monster with a racial level adjustment and class levels adds its class levels and racial level adjustment together to generate its Effective Character Level (ECL) when determining experience needed (racial level adjustment + class level).



Chapter II: Robots

The (Usual?) Evolution of Robotics

Robotics is an inevitable part of technological evolution. As a society's technology gives it control over physics through pneumatics and hydraulics, it usually develops the possibility of artificial intelligence (AI) with the mastery of electricity and the binary logic gates it offers as electronics. Put the two together, and you have the birth of robotics. Given below is how each Tech Level has developed robotics.

Tech Level 5: Though crude automata have existed before this era, TL 5 is the widely accepted dawn of robotics, due to the development of such technologies as the programmable manipulator arm. The field rapidly advanced, hand in hand with computer technology, until a crude form of artificial intelligence allowed for the creation of robots with the ability to solve basic problems on their own. Such robots are still generally confined to military and scientific applications, but simple, programmable robots are available as high-tech "toys." Humanoid robots exist, though they qualify only by dint of their general shape; robots in the shape of animals are also common.

Tech Level 6: The versatility of robots continues to improve throughout this Tech Level. Robots can make choices from among a multitude of options, and specific components like legs and hands become more commonplace. Emergency services routinely use specialized robots to handle dangerous situations, and many households include "smart" appliances that cook, clean, patrol, and even babysit. In some cultures, robots are more common than pets. Truly bipedal robots finally become feasible for widespread use, paving the way for the first androids—robots that resemble and behave more or less like humans (or animals), but which are still easily distinguishable from the real thing.

Tech Level 7: Robots have become so common by this era that they appear in nearly every sector of daily life. Robots teach schoolchildren, maintain hazardous equipment, and fight wars. Miniature electroflex technology—artificial muscles—arrives, paving the way for the first lifelike androids. Bioreplica robots are in limited use, however; they raise so many legal questions that most manufacturers stick to the more easily identifiable non-replica androids. The legal ramifications do not extend to animal bioreplicas, however, and "synthetic pets" are both common and popular.

Tech Level 8: Advances in metallurgy enable robotics designers to create "liquid-state" robots: machines that can alter their physical form into nearly any shape desired. Applications involving such robots are mostly confined to space exploration, but the military and intelligence communities show great interest.

Tech Level 9: In the Transparent Age, robots are likely indistinguishable from advanced organisms, being self-repairing and highly adaptable. Their potential is almost certainly limited only by their imaginations (and such "robots" would likely have their own imaginations at this Tech Level!).

ROBOTS AS HEROES

This section presents two types of anthropomorphic robots that can be played as heroes / characters: the *biodroid* (more commonly referred to as an "android" or "droid") and the *bioreplica* (also known as a "synthetic" or "synth"). Although neither is truly sentient, their artificial intelligence allows them to make independent decisions and learn through experience. Droids are present in societies with technology of Tech Level 6 or higher, while synths are products of Tech Level 7 ingenuity.

An android or synthetic character begins play as a 1st-level character; whereas other robots may only advance as Ordinary characters, biodroid and bioreplica heroes gain levels just as human characters do. They may even choose to take levels in advanced classes for which they're eligible. There are advantages and drawbacks to playing a droid or synth hero; these are discussed in-depth below.

BIODROID ("ANDROID / DROID")

Biodroids exist in societies of Tech Level 6 or higher. They are typically modeled after their anthropomorphic creators. The technology that creates them is so versatile that virtually any living creature (except oozes and plants) can be emulated, at least in terms of movement and behavior. Under certain conditions, a biodroid can be mistaken for what it was made to resemble. However, reasonably close inspection of the biodroid reveals the presence of robotic parts in place of biological parts.

Some biodroids are built to serve their masters, while others are sold to interested buyers looking for loyal servants. As utilities, their usefulness is boundless, and most biodroids are content to perform their assigned duties without question. Biodroids make able security guards, couriers, gardeners, shuttle pilots, expendable soldiers, and even nannies.

Much to the chagrin of their creators, some biodroids are not content to serve. Perhaps due to some flaw in their construction, they choose to pursue a different path and strive to gain experiences that will lend meaning to their existence. Although some agencies have an interest in capturing and demolishing free-willed biodroids, most societies in general have greater concerns to worry about. Consequently, many freethinking biodroids are given a chance to chase their dreams ... if one assumes they even have them.

BIODROID TRAITS

Biodroids are constructs (Tech). They also share the following traits:

Size: Same as the emulated species, although only Small and Medium-size biodroids may be selected as player characters.

Speed: A biodroid has the same means of locomotion and speed as its emulated species (base speed 30 feet for human biodroids).

Ability Scores: A heroic biodroid has no Constitution score and a starting Charisma score of 5. Its remaining ability scores are determined normally, including the ability score modifiers of its emulated species (none for human biodroids).

Biodroids can improve their mental abilities (Intelligence, Wisdom, and Charisma) as they increase in level (just as organic heroes do), but not their physical abilities (Strength and Dexterity).

Starting Occupation: Biodroids never get starting occupations. Starting occupations represent life experiences gained before becoming a hero, but robots have no such life experiences.

Hit Points: Regardless of class, a biodroid gains 1d10 hit points per level. At character creation, a 1st-level biodroid gets maximum hit points (10). It does not apply a Constitution modifier to its hit points but gains additional hit points at 1st level based on its size: Small 5, Medium-size 10. (For other sizes, see the Construct type description.)

Armor: A biodroid character can wear a suit of armor or have certain types of integrated armor attached to its frame (see Armor, below).

Critical Systems: Although they are constructs, biodroids have vital areas and critical systems (i.e. the Tech subtype). Consequently, they are subject to critical hits.

Cybernetic Incompatibility: A biodroid cannot be fitted with cybernetic attachments.

Immunities: Biodroids are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. As Tech constructs, biodroids suffer nonlethal damage from electricity and ionic damage; otherwise they are not subject to nonlethal damage, ability damage, ability drain (except

as noted under Destruction/Restoration, below), energy drain, or the effects of massive damage. They cannot be raised from the dead (but again, see below).

Lifelike Appearance: Distinguishing a biodroid from members of its emulated species requires a successful Spot check (DC 10). It can use the Disguise skill to increase the Spot check DC.

Manipulators: The manipulators of a biodroid resemble the organic manipulating digits of its emulated species (a humanlike biodroid has humanlike hands, for example). These manipulators otherwise function identically to their organic counterparts.

Rejuvenation Cycle: A biodroid runs on energy cells that need to rejuvenate regularly. During a 24-hour period, it must shut down for 8 hours to replenish its energy supply. During its rejuvenation cycle, the biodroid is essentially asleep. If it fails to rejuvenate, it suffers a cumulative –1 penalty on attack rolls, ability checks, skill checks, and saving throws each day until it fully recharges itself.

Repairable: Biodroids cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a biodroid, and each check represents 1 hour of work.

Robot Resurrection: A biodroid reduced to 0 hit points is immediately destroyed and cannot be repaired, although its “brain” may be removed and installed in a similar but intact frame. See Robot Resurrection, below, for details.

Sensors: A biodroid hero begins play with a Class IV sensor system. For more information on robot sensor systems, see Sensors, below.

Skills: A biodroid gains and assigns skill points as other nonhuman characters do. It uses its Charisma modifier on Constitution-based skill checks (including Concentration checks).

Free Language Skills: A biodroid can read, write, and speak one language.

Feats: A biodroid receives no feats at 1st level. However, it gains feats normally as it advances in level.

Action Points: A biodroid hero gains action points just as organic heroes do.

Height and Weight: A biodroid has the same height range as its biological counterpart. Its weight, however, is equal to $1.5 \times$ the normal weight of its biological counterpart.

Level Adjustment: +0.

BIOREPLICA (“SYNTHETIC / SYNTH”)

Bioreplicas exist in societies of Tech Level 7 or higher. These anthropomorphic robots, modeled after their creators in most instances, are so convincingly lifelike that they are virtually indistinguishable from their biological counterparts. A bioreplica’s components are made up of lightweight plastics in a synthetic sheath that looks and feels like real flesh and skin. Bioreplicas are so lifelike that their fabrication and distribution are strictly regulated. Most bioreplicas are built for military needs, and they are frequently put to use as disposable soldiers, scouts, and spies. A few synthetics find roles in law enforcement and military-funded scientific expeditions.

A bioreplica’s artificial intelligence is so sophisticated and finely calibrated that it can simulate subtle facial expressions or complex emotions. It learns and adapts quickly, so much so that organic beings find it easy to mistake the artificial intelligence for biological intuition.

Although freethinking synthetics are hunted down in societies that feel threatened by robots with autonomy, other “enlightened” cultures prefer to treat bioreplicas with the same rights afforded to sentient biological species. Regardless of how everyone else perceives them, bioreplicas are generally more interested in finding answers to the big questions plaguing their synthetic existence, such as what it means to be sentient and what happens to a bioreplica after it “dies.”

BIOREPLICA TRAITS

Bioreplicas are constructs (Tech). They also share the following traits:

Size: Same as emulated species, although only Small and Medium-size bioreplicas may be selected as player characters.

Speed: A bioreplica has the same means of locomotion and speed as its emulated species (base speed 30 feet for human bioreplicas).

Ability Scores: A heroic bioreplica has no Constitution score and a starting Charisma score of 10. Its remaining ability scores are determined normally, including the ability score modifiers of its emulated species (none for human bioreplicas).

Bioreplicas can improve their mental abilities (Intelligence, Wisdom, and Charisma) as they increase in level (just as organic heroes do), but not their physical abilities (Strength and Dexterity).

Starting Occupation: Bioreplicas never get starting occupations. Starting occupations represent life experiences gained before becoming a hero, but robots have no such life experiences.

Hit Points: Regardless of class, a bioreplica gains 1d10 hit points per level. At character creation, a 1st-level bioreplica gets maximum hit points (10). It does not apply a Constitution modifier to its hit points but gains additional hit points at 1st level based on its size: Small 5, Medium-size 10. (For other sizes, see the Construct type description.)

Armor: A bioreplica modeled after a creature with natural armor does not gain the creature's natural armor bonus.

Critical Systems: Although they are constructs, bioreplicas have vital areas and critical systems (i.e. have the Tech subtype). Consequently, they are subject to critical hits.

Cybernetic Incompatibility: A bioreplica cannot be fitted with cybernetic attachments.

Immunities: Bioreplicas are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. As Tech constructs, bioreplicas suffer nonlethal damage from electricity and ionic damage; otherwise they are not subject to nonlethal damage, ability damage, ability drain (except as noted under Destruction/Restoration, below), energy drain, or the effects of massive damage. They cannot be raised from the dead (but again, see below).

Lifelike Appearance: Distinguishing a bioreplica from members of its emulated species requires a successful Spot check (DC 20). It can use the Disguise skill to increase the Spot check DC.

Manipulators: The manipulators of a bioreplica resemble the organic manipulating digits of its emulated species (a humanlike bioreplica has humanlike hands, for example). These manipulators otherwise function identically to their organic counterparts.

Rejuvenation Cycle: A bioreplica runs on energy cells that need to rejuvenate regularly. During a 24-hour period, it must shut down for 8 hours to replenish its energy supply. During its rejuvenation cycle, the bioreplica is essentially asleep. If it fails to rejuvenate, it suffers a cumulative –1 penalty on attack rolls, ability checks, skill checks, and saving throws each day until it fully recharges itself.

Repairable: Bioreplicas cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a bioreplica, and each check represents 1 hour of work.

Robot Resurrection: A bioreplica reduced to 0 hit points is immediately destroyed and cannot be repaired, although its "brain" may be removed and installed in a similar but intact frame. See Robot Resurrection, below, for details.

Sensors: A bioreplica hero begins play with a Class VII sensor system. For more information on robot sensor systems, see Sensors.

Skills: A bioreplica gains and assigns skill points as other nonhuman characters do. It uses its Charisma modifier on Constitution-based skill checks (including Concentration checks).

Free Language Skills: A bioreplica can read, write, and speak one language.

Feats: A bioreplica receives no feats at 1st level. However, it gains feats normally as it advances in level.

Action Points: A bioreplica hero gains action points just as organic heroes do.

Height and Weight: A bioreplica has the same height range as its biological counterpart. Its weight, however, is equal to $1.5 \times$ the normal weight of its biological counterpart.

Level Adjustment: +0.

NONHEROIC ROBOTS

Most robots exist to perform mundane, routine, or dangerous tasks without argument or ambition. Except for biodroids and bioreplicas with heroic class levels, all robots are treated as constructs and share the general traits outlined below.

Nonheroic robots don't get class levels. However, they can receive factory-installed skill and feat software, allowing them to emulate specific skills and feats as part of their programming (see Skill Software and Feat Software).

GENERAL ROBOT TRAITS

As Tech constructs, robots share the following traits that set them apart from organic beings:

Hit Die: d10.

Base Attack Bonus: $\frac{3}{4}$ of total Hit Dice.

Good Saving Throws: None.

Skill Points: None.

Feats: None.

Starting Occupation: Robots never get starting occupations. Starting occupations represent life experiences gained before acquiring 1st level. Robots have no life experiences before rolling off the assembly line; before then, they were nothing but parts.

Weapon and Armor Proficiency: Robots are proficient with their manipulators only. They are not proficient with armor.

Ability Scores: Robots have no Constitution score and usually no Intelligence score. A robot's size and frame determines its ability scores, as shown on Tables 10–1 to 10–5.

Extra Hit Points: Robots gain extra hit points according to their size, as shown on the tables below.

Manipulators: A robot typically has two functioning manipulators, although Large or bigger robots can have a higher number of functioning manipulators based on their size (see Manipulators).

Immunities: As constructs, robots are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. As Tech constructs, all robots suffer nonlethal damage from electricity and ionic damage, but they are otherwise not subject to nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Robots with liquid-state frames are not subject to critical hits. Biodroids and bioreplicas, like the creatures they imitate, along with armature and biomorph robots, have vital areas and critical systems that can be attacked; consequently, they are susceptible to critical hits.

Repairable: Robots cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a robot, and each check represents 1 hour of work.

Robot Resurrection: A robot reduced to 0 hit points is immediately destroyed and cannot be repaired, although its "brain" may be removed and installed in a similar but intact frame. See Robot Resurrection for details.

Weight: A robot is generally heavier than an organic creature of similar size by a factor of 1.5.

Robot Resurrection

A robot's core programming and experiences are contained within its central processor—its brain. The brain's "drive to survive" is determined by its force of personality, as represented by the robot's Charisma.

Whenever a robot is destroyed (reduced to 0 or fewer hit points), some brain degradation occurs. Each time its body is destroyed, the robot suffers a permanent drain of 1 point of Charisma. The brain ceases to function and the robot “dies” if its Charisma drops to 0 as the result of a permanent ability drain.

If a robot has at least 1 point of Charisma left after its body is destroyed, its brain can be removed and transplanted into another robot of the same size and frame. Removing a robot’s brain from a destroyed frame and installing it in a similar but intact frame requires 10 minutes of work, a mechanical tool kit, and a successful Repair check; the Repair check DC varies by frame type (see below). Not using a tool kit imposes a –4 penalty on the Repair check.

A robot that gains a new body retains the memories of its previous “life,” as well as any previously installed skill software and feat software. It also retains any previously installed mental ability score upgrades (see Ability Upgrades). It does not retain the previous frame’s armor, locomotive means, manipulators, sensors, physical ability score upgrades, accessories, or mounted weapons, as these were all destroyed.

Robot Frame	Repair Check DC
Armature or Biomorph	20
Biodroid	30
Bioreplica	40
Liquid-State	50

ROBOT FRAMES

A robot’s frame is the basic form the robot takes, from a simple barebones armature to a convincingly lifelike replica or metallic liquid. It includes both the robot’s chassis and its internal power source. The frame determines a robot’s base statistics and base purchase DC, as shown on the tables below.

Frame Size: The size of the frame, which determines the robot’s base purchase DC, base Hit Dice, and ability scores.

Base Purchase DC: The purchase DC for the construction of the frame (or its components). The base purchase DC does not include the cost of the required workshop, accessories (modes of locomotion, manipulators, armor, sensors, or equipment), or increased Hit Dice.

Base Hit Dice: The robot’s Hit Dice, not counting any additional Hit Dice that may be added (see below).

Extra Hit Points (Hard): Additional hit points gained due to the robot’s size, plus the robot’s base hardness, the minimum required to support a robot frame of that size.

Base Ability Scores: The robot’s ability scores, before improvements. Robots that do not have Constitution or Intelligence scores cannot improve these abilities.

Maximum Hit Dice/Purchase DC Modifier: The maximum Hit Dice the robot can have, and the amount by which the robot’s purchase DC increases for each Hit Die added to its base Hit Dice. A dash (—) indicates that the robot cannot have its Hit Dice increased.

ARMATURE (TL 5)

The most basic of robot designs, armatures are essentially mechanical skeletons. Purchasing a factory-model armature robot requires a license (+1 Purchase DC), and customization of features on an otherwise-standard model usually requires time (equal to ¼ of the time required to create the robot). A completely custom build takes the same time as building the robot from scratch (see below).

To build an armature frame from scratch, a character must succeed at a Craft (mechanical) check (DC 20) and a Craft (electronic) check (DC 20) after investing time in the frame’s construction: These checks are made after investing time in the frame’s construction: 12 hours for a Medium-size frame, halving the time for each size category smaller and doubling it for each size category larger than Medium (so 6 hours for a Small frame, 3 hours for a Tiny frame, 90 minutes for a Diminutive frame, and

45 minutes for a Fine frame, while a Large frame would be 24 hours, a Huge frame 48 hours, a Gargantuan frame 96 hours, and a Colossal frame 192 hours, or 24 8-hour days for one person).

A character without a mechanical tool kit or electrical tool kit takes a –4 penalty on the skill check (–8 if the character has neither). The character must also have access to a suitably-sized workshop, with a cost to set up equal to the base purchase DC of the largest robot it is to be capable of building. This workshop cost need only be paid once, after which point the character can build any robot of the same or smaller size with the same workshop (unless something happened to the last workshop).

Table: Armature Robot Frames provides the base purchase DC, Hit Dice, and ability scores for factory-model armature robots, as well as purchase DC modifiers for improving ability scores.

Immunities: Robots with armature frames are Tech constructs, meaning they have all the normal construct immunities except for immunity to critical hits.

Restriction: Licensed (+1 Purchase DC if purchased).

Table: Armature Robot Frames (TL 5)

Robot Size	Base Purchase DC	Base Hit Dice	Extra Hit Points (Hard)	Base Ability Scores						Maximum Hit Dice/ Purchase DC Modifier
				Str	Dex	Con	Int	Wis	Cha	
Colossal	44	32d10	120 (20)	50	6	—	—	10	1	64d10/+1 per HD
Gargantuan	36	16d10	80 (15)	42	6	—	—	10	1	31d10/+1 per HD
Huge	28	8d10	40 (10)	34	6	—	—	10	1	15d10/+1 per HD
Large	24	2d10	20 (10)	26	8	—	—	10	1	7d10/+2 per HD
Medium	20	1d10	10 (10)	18	10	—	—	10	1	4d10/+4 per HD
Small	16	½ d10	5 (5)	10	12	—	—	10	1	—
Tiny	12	¼ d10	—	8	14	—	—	10	1	—
Diminutive	8	1/8 d10	—	6	16	—	—	10	1	—
Fine	4	1/16 d10	—	2	18	—	—	10	1	—

BIOMORPH (TL 5)

A biomorph frame is essentially a hard plastic or metallic casing, often in a shape that suggests a living creature—for example, a human, dog, cat, or chimpanzee—though the resemblance is vague, at best. Purchasing a factory-model biomorph requires a license (+1 Purchase DC), and customization of features on an otherwise-standard model usually requires time (equal to ¼ of the time required to create the robot). A completely custom build takes the same time as building the robot from scratch (see below).

To build a biomorph frame from scratch, a character must succeed at a Craft (mechanical) check (DC 25) and a Craft (electronic) check (DC 25) after investing time in the frame's construction: 24 hours for a Medium-size frame, halving the time for each size category smaller and doubling it for each size category larger than Medium (so 12 hours for a Small frame, 6 hours for a Tiny frame, 3 hours for a Diminutive frame, and 90 minutes for a Fine frame, while a Large frame would be 48 hours, a Huge frame 96 hours, a Gargantuan frame 192 hours, and a Colossal frame 384 hours, or 48 8-hour days!).

A character without a mechanical tool kit or electrical tool kit takes a –4 penalty on the skill check (–8 if the character has neither). The character must also have access to a suitably-sized workshop, with a cost to set up equal to the base purchase DC of the largest robot it is to be capable of building. This workshop cost need only be paid once, after which point the character can build any robot of the same or smaller size with the same workshop (unless something happened to the last workshop).

Table: Biomorph Robot Frames provides the base purchase DC, Hit Dice, and ability scores for factory-model biomorph robots, as well as purchase DC modifiers for improving ability scores.

Immunities: Robots with biomorph frames are Tech constructs, meaning they have all the normal construct immunities except for immunity to critical hits.

Restriction: Licensed (+1 Purchase DC if purchased).

Table: Biomorph Robot Frames (TL 5)

— — — Base Ability Scores — — —										
Robot Size	Base Purchase DC	Base Hit Dice	Extra Hit Points (Hard)	Str	Dex	Con	Int	Wis	Cha	Maximum Hit Dice/ Purchase DC Modifier
Colossal	48	32d10	120 (10)	46	6	—	—	10	1	64d10/+1 per HD
Gargantuan	40	16d10	80 (5)	38	6	—	—	10	1	31d10/+1 per HD
Huge	32	8d10	40 (4)	30	6	—	—	10	1	15d10/+1 per HD
Large	28	2d10	20 (2)	22	8	—	—	10	1	7d10/+2 per HD
Medium	24	1d10	10 (1)	14	10	—	—	10	1	4d10/+4 per HD
Small	20	1/2d10	5	10	12	—	—	10	1	—
Tiny	16	1/4d10	—	6	14	—	—	10	1	—
Diminutive	12	1/8d10	—	4	16	—	—	10	1	—
Fine	8	1/16d10	—	1	18	—	—	10	1	—

BIODROID (TL 6)

Biodroids are a step up from biomorphs, in that they can be mistaken, under certain conditions, for what they are made to resemble. However, reasonably close inspection reveals the presence of robotic parts and the lack of biological parts. Purchasing a factory-model biodroid requires a license (+1 Purchase DC), and customization of features on an otherwise-standard model usually requires time (equal to ¼ of the time required to create the robot). A completely custom build takes the same time as building the robot from scratch (see below).

To build a biodroid frame from scratch, a character must succeed at two skill checks—a Craft (mechanical) check (DC 30) and a Craft (electronic) check (DC 30). These checks are made after investing time in the frame's construction: 24 hours for a Medium-size frame, halving the time for each size category smaller and doubling it for each size category larger than Medium (so 12 hours for a Small frame, 6 hours for a Tiny frame, 3 hours for a Diminutive frame, and 90 minutes for a Fine frame, while a Large frame would be 48 hours, a Huge frame 96 hours, a Gargantuan frame 192 hours, and a Colossal frame 384 hours, or 48 8-hour days!).

A character without a mechanical tool kit or electrical tool kit takes a –4 penalty on the skill check (–8 if the character has neither). The character must also have access to a suitably-sized workshop, with a cost to set up equal to the base purchase DC of the largest robot it is to be capable of building. This workshop cost need only be paid once, after which point the character can build any robot of the same or smaller size with the same workshop (unless something happened to the last workshop).

Table: Biodroid Robot Frames provides the base purchase DC, Hit Dice, and ability scores for factory-model biodroid robots, as well as purchase DC modifiers for improving ability scores.

Critical Systems: Although they are constructs, biodroids have vital areas and critical systems (i.e. have the Tech subtype). Consequently, they are subject to critical hits.

Lifelike Appearance: Distinguishing a biodroid from members of its emulated species requires a successful Spot check (DC 10). A biodroid can use the Disguise skill to increase the Spot check DC.

Restriction: Licensed (+1).

Table: Biodroid Robot Frames (TL 6)

— — — Base Ability Scores — — —

Robot Size	Base Purchase DC	Base Hit Dice	Extra Hit Points (Hard)	Str	Dex	Con	Int	Wis	Cha	Maximum Hit Dice/ Purchase DC Modifier
Colossal	48	32d10	120 (10)	44	7	—	10	10	5	45d10/+1 per HD
Gargantuan	40	16d10	80 (10)	36	7	—	10	10	5	31d10/+1 per HD
Huge	32	8d10	40 (5)	28	7	—	10	10	5	15d10/+1 per HD
Large	28	2d10	20 (4)	20	9	—	10	10	5	7d10/+2 per HD
Medium	24	1d10	10 (2)	12	11	—	10	10	5	4d10/+4 per HD
Small	20	1/2d10	5 (1)	8	13	—	10	10	5	—
Tiny	16	1/4d10	—	4	15	—	10	10	5	—
Diminutive	12	1/8d10	—	2	17	—	10	10	5	—
Fine	8	1/16d10	—	1	19	—	10	10	5	—

BIOREPLICA (TL 7)

A step up from biodroids, bioreplicas are robots so convincingly lifelike that they are virtually indistinguishable from their living counterparts. The bioreplica's components are made up of lightweight plastics in a synthetic sheath that looks and feels like real flesh and skin. Bioreplicants are restricted (+2 Purchase DC to buy preconstructed), and in some areas, buying or owning one is illegal.

To build a bioreplica frame from scratch, a character must succeed at three skill checks—a Craft (mechanical) check (DC 30), a Craft (pharmaceutical) check (DC 30), and a Craft (electronic) check (DC 30). These checks are made after investing time in the frame's construction: 24 hours for a Medium-size frame, halving the time for each size category smaller and doubling it for each size category larger than Medium (so 12 hours for a Small frame, 6 hours for a Tiny frame, 3 hours for a Diminutive frame, and 90 minutes for a Fine frame, while a Large frame would be 48 hours, a Huge frame 96 hours, a Gargantuan frame 192 hours, and a Colossal frame 384 hours, or 48 8-hour days!).

A character without a mechanical tool kit, a pharmacist kit, or an electrical tool kit takes a –4 penalty on the skill check (–8 if the character is missing any two, –12 if the character is missing all 3 kits). The character must also have access to a suitably-sized workshop, with a cost to set up equal to the base purchase DC of the largest robot it is to be capable of building. This workshop cost need only be paid once, after which point the character can build any robot of the same or smaller size with the same workshop (unless something happened to the last workshop).

Table: Bioreplica Robot Frames provides the base purchase DC, Hit Dice, and ability scores for factory-model bioreplica robots, as well as purchase DC modifiers for improving ability scores.

Critical Systems: Although they are constructs, bioreplicas have vital areas and critical systems. Consequently, they are subject to critical hits.

Lifelike Appearance: Distinguishing a bioreplica from members of its emulated species requires a successful Spot check (DC 20). A bioreplica can use the Disguise skill to increase the Spot check DC.

Restriction: Restricted (+2) or Illegal (+4).

Table: Bioreplica Robot Frames (TL 7)

——— Base Ability Scores ———										
Robot Size	Base Purchase DC	Base Hit Dice	Extra Hit Points (Hard)	Str	Dex	Con	Int	Wis	Cha	Maximum Hit Dice/ Purchase DC Modifier
Colossal	52	32d10	120 (20)	44	7	—	10	10	10	45d10/+1 per HD
Gargantuan	44	16d10	80 (15)	36	7	—	10	10	10	31d10/+1 per HD
Huge	36	8d10	40 (10)	28	7	—	10	10	10	15d10/+1 per HD
Large	32	2d10	20 (5)	20	9	—	10	10	10	7d10/+2 per HD
Medium	28	1d10	10 (2)	12	11	—	10	10	10	4d10/+4 per HD
Small	24	1/2d10	5 (1)	8	13	—	10	10	10	—
Tiny	20	1/4d10	—	4	15	—	10	10	10	—

Diminutive	16	1/8d10	—	2	17	—	10	10	10	—
Fine	12	1/16d10	—	1	19	—	10	10	10	—

LIQUID-STATE (TL 8)

The liquid-state robot is a mass of metal alloy resembling liquid mercury. It contains a molecular network of nanite subprocessors that interpret the central processor's instructions to form a nearly endless variety of shapes. The liquid metal can emulate radically different densities within the same form, meaning that the robot can feel like flesh on the outside, but be as solid as stone on the inside.

Being able to assume different forms does not allow the robot to duplicate appearances or abilities; a liquid-state robot cannot change its color any more than it can breathe fire. For example, if it assumes the shape of a human, the robot would appear to be a human made of metal. Furthermore, a liquid-state robot is limited to the quality of its own components. A liquid-state robot equipped with a rotor for locomotion cannot simply change shape and acquire a pair of legs, unless it has paid the cost for the legs method of locomotion as well, in which case the robot has the programming to assume legs. Furthermore, a liquid-state robot can reattach separated components. Liquid-state robots are almost always reserved as military technology (+3 Purchase DC to buy), but in some areas, buying or owning may be possible, albeit illegal (+4 Purchase DC if available).

To build a liquid-state "frame" from scratch, a character must succeed at three skill checks—a Craft (chemical) check (DC 30), a Craft (mechanical) check (DC 30), and a Craft (electronic) check (DC 30). These checks are made after investing 96 hours the frame's construction (regardless of the liquid-state robot's size). A character without a chemical kit, a mechanical tool kit, or electrical tool kit takes a –4 penalty on the skill check (–8 if the character is missing any two, –12 if the character is missing all three).

Table: Liquid-State Robot Frames provides the base purchase DC, Hit Dice, and ability scores for factory-model liquid-state robots, as well as purchase DC modifiers for improving ability scores.

Natural Armor: A liquid-state robot gains a +5 natural armor bonus to AC. However, such a robot typically never wears armor, nor can it have integrated armor, owing to its mutable nature.

Attacks: A liquid-state robot, regardless of its form, has two appendages (treat as natural weapons) with which it can attack each round. It can shape these appendages into various crude weapons as a free action; depending on their shape, one or both weapons can deal bludgeoning, piercing, or slashing damage. The robot's size determines the amount of damage these appendages deal: Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

Fluid Form (Ex): With a body composed purely of nanofluid, a liquid-state robot can pass through small holes, even mere cracks. It also cannot be grappled against its will, enjoying the equivalent of *Freedom of Movement*. When in a form other than its native form, the liquid-state robot can assume any one method of locomotion or weapon system that it has the programming for, as a standard action.

Fast Healing (Ex): A liquid-state robot has fast healing 10. This ability ceases to function when the robot is destroyed (reduced to 0 or fewer hit points).

Immunities: Robots with liquid-state frames have all the normal construct immunities, including immunity to critical hits. However, they still have the Tech subtype for purposes of how certain spells and effects (such as electrical and ionic damage) affect them.

Restriction: Military (+3) or Illegal (+4).

Table: Liquid-State Robot Frames (TL 8)

Robot Size	Base Purchase DC	Base Hit Dice	Extra Hit Points (Hard)	— — — Base Ability Scores — — —						Maximum Hit Dice/ Purchase DC Modifier
				Str	Dex	Con	Int	Wis	Cha	
Colossal	76 (\$20B)	32d10	100 (5)	45	8	—	10	11	10	40d10/+1 per HD
Gargantuan	68 (\$2B)	16d10	50 (5)	37	8	—	10	11	10	32d10/+1 per HD

Huge	60 (\$200M)	8d10	50 (5)	29	8	—	10	11	10	24d10/+1 per HD
Large	52 (\$20M)	4d10	25 (5)	23	10	—	10	11	10	16d10/+2 per HD
Medium	44 (\$2M)	2d10	25 (5)	13	12	—	10	11	10	8d10/+2 per HD
Small	28	1d10	5 (5)	9	14	—	10	11	10	—
Tiny	24	1/2d10	— (5)	5	16	—	10	11	10	—
Diminutive	20	1/4d10	— (5)	3	18	—	10	11	10	—
Fine	18	1/8d10	— (5)	1	20	—	10	11	10	—

ROBOT LOCOMOTION

How a robot moves is determined by its means of locomotion. Most robots have only one means of locomotion, each of which comes with its own advantages and disadvantages, as shown below.

To build a mode of locomotion from scratch, a character must succeed at a Craft check (DC 25) in each Craft type required to create the robot's frame after investing 24 hours in its construction. A character without the appropriate tool kit takes a -4 penalty on that skill check.

Base Speed: Each mode of locomotion has a base speed. This speed can be improved, but each 5-foot increase in speed also increases the purchase DC by +1. The base speed can never be increased more than double the listed amount.

Purchase DC: The cost of the components necessary to grant the robot this particular mode of locomotion. This cost is always a fraction of the base purchase DC of the robot's frame (see Frame, above). Remember, a means of locomotion of a lower Tech Level than the Tech Level available enjoys a -2 Purchase DC modifier due to the older technology being cheaper to produce.

FORCED AIR (TL 5)

The robot takes in air through a vent and forces it out beneath itself, allowing it to hover about an inch off the ground. It handles poorly and moves at half speed over poor surface conditions.

Base Speed: Fly 30 feet (clumsy).

Purchase DC: Three-quarters the base purchase DC of the robot's frame.

LEGS (MULTIPLE) (TL 5)

The robot has three or more mechanical legs that allow it to walk, after a fashion. The robot moves at half speed when navigating obstructions, stairs, or poor surface conditions. Only robots equipped with legs can jump.

Base Speed: 30 feet.

Purchase DC: One-half the purchase DC of the robot's frame.

PROPELLER (AIR) (TL 5)

The robot has a propeller for air travel. It cannot travel on land without another mode of locomotion. If for some reason the robot's speed drops below its base speed during any given round, it falls.

Base Speed: Fly 40 feet (clumsy).

Purchase DC: One-half the purchase DC of the robot's frame.

PROPELLER (WATER) (TL 5)

The robot has one or more propellers for water travel. It cannot travel on land without another mode of locomotion.

Base Speed: Swim 20 feet.

Purchase DC: One-half the base purchase DC of the robot's frame.

ROTOR (TL 5)

The robot is equipped with a rotor, like a helicopter's. It doesn't move as quickly as a robot equipped with an air propeller, but it can hover without falling.

Base Speed: Fly 30 feet (good).

Purchase DC: One-half the base purchase DC of the robot's frame.

STATIONARY (TL 5)

The robot cannot move at all. It is most likely bolted or otherwise secured in place. Factory robots are usually stationary.

Base Speed: 0 feet. (This speed cannot be improved.)

Purchase DC: Not applicable. (This cost is included in the robot's base purchase DC.)

TRACK (TL 5)

The robot follows a preset track and cannot deviate from that course. If the robot is somehow separated from the track, it becomes effectively stationary. The robot can maneuver over an obstacle only if the track leads over the obstacle, but if something obstructs the track, the robot comes to a halt.

Base Speed: 10 feet.

Purchase DC: One-tenth the base purchase DC of the robot's frame (rounded down; does not include the actual track to be used, only the robot's ability to use such a track for locomotion).

TREADS (TL 5)

The robot is equipped with a pair of tank-like treads that allow it to roll along over most terrain without significant difficulties. It can negotiate reasonably shallow steps, but stairs are beyond its abilities.

Robots with treads cannot jump or swim.

Base Speed: 20 feet.

Purchase DC: One-quarter the base purchase DC of the robot's frame.



WHEELS (TL 5)

Wheels are somewhat more effective than treads on level ground, but the robot moves at half speed when navigating poor surface conditions. Most wheeled robots have four, six, or eight wheels. Robots with wheels cannot jump or swim.

Base Speed: 30 feet.

Purchase DC: One-half the base purchase DC of the robot's frame.

CASTERS (TL 6)

The robot moves about on spherical wheels, or casters. These are somewhat more efficient than wheels and enable the robot to change direction easily, even travel backwards at full speed if desired. Robots with casters cannot jump or swim.

Base Speed: 20 feet.

Purchase DC: One-quarter the base purchase DC of the robot's frame.

LEGS (PAIR) (TL 6)

The robot is bipedal, walking on two legs as well as a human. Only robots equipped with legs can jump.

Base Speed: 20 feet.

Purchase DC: One-half the base purchase DC of the robot's frame.

THRUSTERS (TL 7)

Thrusters use a miniature impulse engine to produce a stream of high-energy particles, contained and directed by magnetic fields. The exhaust is hot, but not dangerously so. Thrusters enable the robot to fly

and hover. Starting at a base maneuverability of poor, thrusters can be upgraded at a cost of +2 Purchase DC for each tier (so +2 for Fair, +4 for Good, and +6 Purchase DC for Perfect maneuverability).

Base Speed: Fly 30 feet (poor).

Purchase DC: Three-quarters the base purchase DC of the robot's frame (+2/4/6 for maneuverability).

INDUCTOR (TL 8)

Induction engine technology allows the robot to move about on a thin cushion of magnetic anti-gravity. The thrust does not enable the robot to corner quickly, but it can fly, hover, and float as desired (perfect maneuverability). The field can also be used in space and underwater (up to 100 ft. depth) to maintain the gaseous containment of a self-contained atmosphere. However, liquid substances denser than water or pressures greater than 100 ft.-deep water cannot be kept in/out by the inductor field.

Base Speed: Fly 30 feet.

Purchase DC: Three-quarters the base purchase DC of the robot's frame.

ROBOT MANIPULATORS

Without some kind of manipulating appendage, robots cannot lift or move objects. Manipulators can be as crude as a simple probe or as complex as a five-fingered hand.

A Medium-size or smaller robot may have up to two functioning manipulators and still feasibly maintain its balance and mobility. Larger robots may be equipped with a greater number of functioning manipulators, as determined by their size:

Robot's Frame Size	Manipulators
Medium-size or smaller	Up to 2
Large	Up to 4
Huge or larger	Up to 8

To build a manipulator from scratch, a character must succeed at a Craft check (DC 25) in each Craft skill required to make the robot's frame, after investing 24 hours in its construction. A character without an appropriate tool kit for each Craft skill takes a –4 penalty on that Craft skill check. Mastercraft robot manipulators can be fashioned using the Mastercrafter feat.

Size: A manipulator, as an object, is usually two size categories smaller than the robot for which it's designed; for example, a hand designed for a Medium-size robot can be considered a Tiny object. A manipulator's size is usually important only for portability and concealment purposes.

Damage: Robots can use their manipulators as melee weapons, dealing piercing, slashing, or bludgeoning damage based on the type of manipulator and the robot's size (see Table: Manipulator Damage). Some types of manipulators deal nonlethal damage only.

Purchase DC: The cost of each manipulator. This cost is always a fraction of the base purchase DC of the robot's frame (see Frame, above).

Table: Manipulator Damage

Manipulator Type (TL)	Robot Size								
	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Advanced Hand ¹ (TL 7)	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
Claw (TL 5)	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Hand ¹ (TL 6)	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
High Frequency Claw (TL 6)	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
Jaws (TL 5)	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Pincer (TL 5)	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
Probe (TL 5)	—	—	—	1	1d2	1d3	1d4	1d6	1d8

Special-Use Gripper ¹ (TL 5)	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
Task Hand ¹ (TL 7)	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
Vibro Claw (TL 7)	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6

¹ This type of manipulator deals nonlethal damage only.

CLAW (TL 5)

Claws resemble pincers, but the opposed surfaces cover the length of the appendage. Claws suffer the same handicaps as pincers when attempting tasks involving manual dexterity (-4 penalty; see below), but they deal greater damage.

Damage: Lethal slashing or nonlethal bludgeoning.

Purchase DC: 10 + one-quarter the base purchase DC of the robot's frame.

JAWS (TL 5)

Only robots modeled after creatures with bite attacks have jaws. Robotic jaws are essentially large clamps with teeth.

Damage: Lethal piercing.

Purchase DC: 10 + one-quarter the base purchase DC of the robot's frame.

PINCER (TL 5)

A pincer is a two-fingered, claw-like appendage that focuses all the grip strength on a pair of opposed surfaces, rather like a pair of tongs. Pincers allow the robot to manipulate and lift objects without much difficulty, but objects specifically made for humanoid hands (like firearms) are usually beyond the pincers' ability to operate. At the GM's discretion, tasks involving manual dexterity suffer a -4 penalty for a robot equipped with pincers.

Damage: Lethal piercing or nonlethal bludgeoning.

Purchase DC: 5 + one-quarter the base purchase DC of the robot's frame.

PROBE (TL 5)

Similar to a special-use gripper, a probe is simply an instrument of some kind, meant to measure torque, temperature, or some other factor. If the robot attempts to manipulate or lift an object with a probe, it takes a -4 penalty on the check.

Damage: Lethal piercing or nonlethal bludgeoning.

Purchase DC: 5 + one-quarter the base purchase DC of the robot's frame (rounded down).

SPECIAL-USE GRIPPER (TL 5)

The robot has a manipulator designed for a specific task. When the robot uses a special-use gripper for a task other than its intended task, the robot suffers a -4 penalty on the check if the check involves manual strength or dexterity.

Damage: Nonlethal bludgeoning only.

Purchase DC: 5 + one-quarter the base purchase DC of the robot's frame (rounded down).

HAND (TL 6)

A hand is a step up from a claw, in that it has more digits— usually three or four, total. Hands are a bit more adaptable as well, imposing only a -2 penalty when attempting tasks involving manual dexterity.

Damage: Nonlethal bludgeoning only.

Purchase DC: 10 + one-half the base purchase DC of the robot's frame.

HIGH FREQUENCY CLAW (TL 6)

Claws resemble pincers, but the opposed surfaces cover the length of the appendage. Claws suffer the same handicaps as pincers when attempting tasks involving manual dexterity (-4 penalty; see below), but they deal greater damage. High frequency claws ignore the first 10 points of a target's hardness.

Damage: Lethal slashing or nonlethal bludgeoning.

Purchase DC: 10 + one-half the base purchase DC of the robot's frame.

ADVANCED HAND (TL 7)

Advanced hands are essentially the same in structure as human hands, though some might have additional fingers for specialized work. Advanced hands suffer no penalties when attempting tasks involving manual dexterity.

Damage: Nonlethal bludgeoning only.

Purchase DC: 10 + one-half the base purchase DC of the robot's frame.

TASK HAND (TL 7)

Task hands function just like advanced hands, except that they are equipped with additional joints and often with additional or telescoping digits, enabling them to multitask, as well as to spread the robot's grip strength over a slightly wider area.

A robot with a task hand gains a +1 equipment bonus on Climb, Craft, Demolitions, Disable Device, Drive, Escape Artist, Forgery, Pilot, Repair, Search, Sleight of Hand, and Treat Injury checks. This bonus improves to +2 if the robot has two or more task hands. At the GM's discretion, the robot can gain this bonus when attempting certain Perform checks as well.

Damage: Nonlethal bludgeoning only.

Purchase DC: 10 + one-half the base purchase DC of the robot's frame.

VIBRO CLAW (TL 7)

Claws resemble pincers, but the opposed surfaces cover the length of the appendage. Claws suffer the same handicaps as pincers when attempting tasks involving manual dexterity (-4 penalty; see below), but they deal greater damage. Vibro-claws ignore a target's hardness.

Damage: Lethal slashing or nonlethal bludgeoning.

Purchase DC: 10 + one-half the base purchase DC of the robot's frame.

ROBOT ARMOR

Although composed of durable alloys or resilient plastic polymers, robots are easily damaged. For this reason, combat models (i.e. Small and larger models) are usually equipped with some form of armor, depending on the robot's frame.

A robot can be equipped with a suit of removable armor (identical in form and function to armor worn by organic characters), or it can have armor integrated into its frame. A robot may be limited to one type or another depending on its shape, size, and frame. Liquid-state robots cannot have armor of any sort; they have a natural armor bonus to reflect their "natural" liquid-metallic state.

Removable Armor: Anthropomorphic biodroids and bioreplicas typically wear removable suits of armor, which provides an equipment bonus to Armor Class. A robot equipped with removable armor must have the appropriate Armor Proficiency feat to gain the armor's full equipment bonus, and the armor's maximum Dexterity bonus applies. Armor penalties on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks apply as normal.

Integrated Armor: This type of armor is welded or otherwise fixed securely to the robot's frame.

Integrated armor provides an equipment bonus to Armor Class. Robots equipped with integrated armor

suffer no armor penalties if the armor is installed properly. Improperly installed armor causes the robot to take a –10 penalty on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

Installing integrated armor on a robot requires a Craft (mechanical) check (DC 20). The check is made after investing an amount of time determined by the robot's size: Colossal 24 hours, Gargantuan 12 hours, Huge 6 hours, Large 3 hours, Medium-size 2 hours, Small 1 hour, Tiny or smaller 30 minutes. Integrated armor can be removed in half the time with a successful Repair check (DC 20).

INTEGRATED ARMOR

Different types of integrated armor are presented below. Only Small and larger robots can bear armor of any statistical significance, and only one type of armor can be installed on a given robot.

Equipment Bonus: The equipment bonus that the integrated armor provides to the robot's Armor Class.

T/AC System Modifiers: The armor's statistics for use with the DxD20 T/ACtical combat system.

Weight: How much weight integrated armor adds to the robot's weight as a fraction of the weight of the robot's frame.

Speed Penalty: The amount by which the armor reduces the robot's speed, given in feet. If a robot's speed drops to zero because of the penalty, it cannot move (the armor is too heavy for its frame).

Purchase DC: The cost of the integrated armor (or its components).

Restriction: Some types of armor have a restriction rating and an appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when calculating the final cost to acquire the armor on the market.

Table: Robot Armor Types

Armor Type (TL)	Equipment Bonus to AC	Weight (% of Frame)	Speed Penalty	Purchase DC	Restriction
Alumisteel (TL 5)	+5	1/4	-5 ft.	10+(1/2)	--
Duraplastic (TL 5)	+3	1/8	--	5+(1/2)	--
Duralloy (TL 6)	+8	1/2	-10 ft.	5+(1/2)	--
Mythralloy (TL 6)	+8	1/8	--	20+(1/2)	Military (+3)
Resilium (TL 6)	+6	1/8	--	10+(1/2)	--
Steelskin (TL 6)	+5	1/8	--	20+(1/2)	Military (+3)
Adamantium (TL 7)	+10	1/4	-5 ft.	20+(1/2)	Military (+3)
Crystal Carbon (TL 7)	+10	1/8	--	15+(1/2)	Licensed (+1)
Neovulcanium (TL 7)	+10	1/4	-5 ft.	10+(1/2)	--
Tithralium (TL 7)	+10	1/8	--	20+(1/2)	Illegal (+4)
Krithium (TL 8)	+10	1/4	-5 ft.	5+(1/2)	--
Megatanium (TL 8)	+10	1/4	-5 ft.	10+(1/2)	Licensed (+1)
Mythandium (TL 8)	+10	1/8	--	20+(1/2)	Illegal (+4)
Reactive (TL 8)	+8	1/4	--	15+(1/2)	Licensed (+1)
Metaxium (TL 9)	+10	1/8	--	20+(3/4)	Illegal (+4)

ALUMISTEEL ARMOR (TL 5)

This easy-to-acquire alloy is lightweight and reasonably strong. Bioreplica robots and liquid-state robots cannot have integrated alumisteel armor.

Equipment Bonus: +5.

T/AC System Modifiers: Hardness 5/1d; 50 HP

Weight: One-quarter the weight of the robot's frame (rounded down).

Speed Penalty: –5 feet.

Purchase DC: 10 + one-half the base purchase DC of the robot's frame.

Restriction: None.

DURAPLASTIC ARMOR (TL 5)

Duraplastic armor is made of advanced plastic polymers, like carbon fiber and high-grade fiberglass. Although relatively cheap and light, it doesn't offer tremendous protection. Bioreplica robots of Medium-size or smaller and liquid-state robots cannot have integrated duraplastic armor.

Equipment Bonus: +3.

T/AC System Modifiers: Hardness 5/1d; 30 HP

Weight: One-eighth the weight of the robot's frame (rounded down).

Speed Penalty: None.

Purchase DC: 5 + one-half the base purchase DC of the robot's frame.

Restriction: None.

DURALLOY ARMOR (TL 6)

Duralloy armor is harder, heavier, and more durable than alumisteel. Bioreplica robots and liquid-state robots cannot have integrated duralloy armor.

Equipment Bonus: +8.

T/AC System Modifiers: Hardness 10/2d; 80 HP

Weight: One-half the weight of the robot's frame (rounded down).

Speed Penalty: -10 feet.

Purchase DC: 5 + one-half the base purchase DC of the robot's frame.

Restriction: None.

MYTHRALLOY ARMOR (TL 6)

With the introduction of mithral to the science of metallurgy, new alloys become possible. Mythralloy was originally developed by the dwarves, but it has since spread to other civilizations. However, mithral is a very rare ore, making mythralloy very expensive. Bioreplica robots of Medium-size or smaller and liquid-state robots cannot have integrated mythralloy armor.

Equipment Bonus: +8.

T/AC System Modifiers: Hardness 20/4d/1D; 100 HP

Weight: One-eighth the weight of the robot's frame (rounded down).

Speed Penalty: None.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: Military (+3).

RESILIUM ARMOR (TL 6)

Resilium is more malleable alloy than duralloy, although not as strong. Bioreplica robots of Medium-size or smaller and liquid-state robots cannot have integrated resilium armor.

Equipment Bonus: +6.

T/AC System Modifiers: Hardness 5/1d; 45 HP

Weight: One-eighth the weight of the robot's frame (rounded down).

Speed Penalty: None.

Purchase DC: 10 + one-half the base purchase DC of the robot's frame.

Restriction: None.

STEELSKIN ARMOR (TL 6)

In fact a misnomer, steelskin armor is customized 3D-printed vanadium armor, designed in a superior snakeskin-scale style that allows the armor to flex with movement but be resistant to blows. Liquid-state robots cannot have integrated steelskin armor.

Equipment Bonus: +5.

T/AC System Modifiers: Hardness 10/2d; 50 HP

Weight: One-eighth the weight of the robot's frame (rounded down).

Armor Penalty: None.

Speed Penalty: None.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: Military (+3).

ADAMANTIUM ARMOR (TL 7)

Advanced methods in nano-metallurgy make possible the introduction of adamantine to refinement processes, resulting in the creation of adamantium. Nearly indestructible, this alloy has a glittering sheen that gives away its composition, like a layer of diamond over steel. Bioreplica robots of Medium-size or smaller and liquid-state robots cannot have integrated adamantium armor.

Equipment Bonus: +10.

T/AC System Modifiers: Hardness 40/8d/2D; 200 HP

Weight: One-quarter the weight of the robot's frame.

Armor Penalty: -8.

Speed Penalty: -5 feet.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: Military (+3).

CRYSTAL CARBON ARMOR (TL 7)

"Grown" in orbital laboratories, crystal carbon is a composite fiber material that outperforms neovulcanium (see below) on the battlefield. Bioreplica robots of Medium-size or smaller and liquid-state robots cannot have integrated crystal carbon armor.

Equipment Bonus: +8.

T/AC System Modifiers: Hardness 15/3d; 100 HP

Weight: One-eighth the weight of the robot's frame (rounded down).

Speed Penalty: None.

Purchase DC: 15 + one-half the base purchase DC of the robot's frame.

Restriction: Licensed (+1).

NEOVULCANIUM ARMOR (TL 7)

Similar to duralloy, neovulcanium uses plasma-forging techniques to create an alloy of unparalleled resilience. Bioreplica robots and liquid-state robots cannot have integrated neovulcanium armor.

Equipment Bonus: +7.

T/AC System Modifiers: Hardness 10/2d; 90 HP

Weight: One-quarter the weight of the robot's frame (rounded down).

Speed Penalty: -5 feet.

Purchase DC: 10 + one-half the base purchase DC of the robot's frame.

Restriction: None.

TITHRALIUM ARMOR (TL 7)

An alloy of titanium and mithral, Tithralium is a more lightweight yet more durable variant of mythralloy. The dwarves highly covet this formula, and do not allow it to be widely known or

reproduced (see Restriction, below). Bioreplica robots of Medium-size or smaller and liquid-state robots cannot have integrated tithralium armor.

Equipment Bonus: +10.

T/AC System Modifiers: Hardness 30/6d/1D; 150 HP

Weight: One-eighth the weight of the robot's frame (rounded down).

Armor Penalty: -3.

Speed Penalty: None.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: Illegal (+4).

KRITHIUM ARMOR (TL 8)

Krithium was developed as a cheap and relatively lightweight alternative amongst TL 8 armour types.

Bioreplica robots and liquid-state robots cannot have integrated krithium armor.

Equipment Bonus: +10.

T/AC System Modifiers: Hardness 20/4d/1D; 100 HP

Weight: One-quarter the weight of the robot's frame (rounded down).

Armor Penalty: -6.

Speed Penalty: -5 feet.

Purchase DC: 5 + one-half the mecha's base purchase DC.

Restriction: None.

MEGATANIUM ARMOR (TL 8)

Sandwiched layers of crystal carbon and neovulcanium held in a magnetic matrix, megatanium represents the apex of robot armor. It is exceedingly hard and durable. Bioreplica robots and liquid-state robots cannot have integrated megatanium armor.

Equipment Bonus: +10.

T/AC System Modifiers: Hardness 30/6d/1D; 150 HP

Weight: One-quarter the weight of the robot's frame (rounded down).

Speed Penalty: -5 feet.

Purchase DC: 10 + one-half the base purchase DC of the robot's frame.

Restriction: Licensed (+1).

MYTHANDIUM ARMOR (TL 8)

A long-sought mixture of mithral and adamantine that was impossible before the Energy Age, mythandium is a coveted formula of the dwarves. Few other beings know or are permitted to know the formula and exacting process required to create mythandium. Bioreplica robots of Medium-size or smaller and liquid-state robots cannot have integrated mythandium armor.

Equipment Bonus: +10.

T/AC System Modifiers: Hardness 40/8d/2D; 150 HP

Weight: One-eighth the weight of the robot's frame (rounded down).

Armor Penalty: -3.

Speed Penalty: None.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: Illegal (+4).

REACTIVE ARMOR (TL 8)

Consisting of layers of insulating gel or compressed gas between vanadium “steelskin” layers, reactive armor provides the same protection as mythalloy, but it does not require mithral to produce. Liquid-state robots cannot have integrated reactive armor.

Equipment Bonus: +8.

T/AC System Modifiers: Hardness 20/4d/1D; 100 HP

Weight: One-quarter the weight of the robot’s frame (rounded down).

Speed Penalty: –5 feet.

Purchase DC: 15 + one-half the base purchase DC of the robot’s frame.

Restriction: Licensed (+1).

METAXIUM ARMOR (TL 9)

The ultimate in molecular manipulation, requiring the technological equivalent of magic or psionics in its formulation, metaxium is an exceedingly expensive and difficult alloy to create. The alloy is “imprinted” with its owner’s psychic signature, meaning only that specific being can use it. To the owner, it is as supple as the finest silk; to everything else, it is the hardest object in existence, like perfectly cut diamond, seemingly indestructible.

Anything made of this adamantine alloy can theoretically last forever, as it does not corrode (Metaxium is immune to acid damage). Note that any vehicle with metaxium armor must also have a metaxium superstructure, as no other metal can respond to the wearer like the metaxium does.

Equipment Bonus: +10.

T/AC System Modifiers: Hardness 50/10d/2D; 250 HP

Weight: One-eighth the weight of the robot’s frame (rounded down).

Armor Penalty: None for imprinted owner; immobile for anyone else.

Speed Penalty: None for imprinted owner; no move possible for anyone else.

Purchase DC: 20 + three-quarters the mecha’s base purchase DC.

Restriction: Illegal (+4).

ROBOT SENSORS

Robots are unable to perceive their surroundings without a sensor system of some kind. Without sensors, they are effectively blind and deaf, and they suffer penalties on certain checks—if they can attempt them at all.

Sight: A robot without visual sensors suffers a –4 penalty on all skill checks and cannot make Spot checks.

Sound: A robot without audio sensors suffers a –2 penalty on all skill checks and cannot make Listen checks.

Touch: A robot without tactile sensors suffers a –4 penalty on all Demolitions, Disable Device, Forgery, and Repair checks.

Smell: A robot without olfactory sensors suffers no particular penalties (as it’s normally intended to protect against inhaled poisons).

Taste: A robot without gustatory sensors suffers no particular penalties (as it’s normally intended to protect against ingested poisons).

To build a sensor system from scratch, a character must succeed at a Craft (electrical) check (DC 30) after investing 60 hours in its assembly. A character without an electrical tool kit takes a –4 penalty on the skill check. The character must also pay the sensor system’s purchase DC.

Robot sensor systems are further separated by type and purchase DC:

Type: The type of sensors (visual, audio, tactile, olfactory, gustatory) included in the system.

Purchase DC: The cost of the sensor system. The Purchase DC of a sensor system is reduced by –2 for each tier of difference between the Tech Level of the sensor system and the Tech Level of the scenario.

Restriction: A sensor system does not require a special license to purchase.

CLASS I SENSOR SYSTEM (TL 5)

This sensor system includes a low-res video camera and a basic audio receiver (effectively a robotic ear). A robot with a Class I sensor system takes a –4 penalty on all Demolitions, Disable Device, Forgery, and Repair checks, and a –2 penalty on all other skill checks.

Type: Audio, Visual.

Purchase DC: 20.

CLASS II SENSOR SYSTEM (TL 5)

This sensor system includes a video camera with infrared capability, capable of discerning creatures and objects by their heat signatures. It also includes a basic audio receiver and a crude chemical sniffer (a series of filters that detect free-floating chemical residues).

A robot with a Class II sensor system takes a –4 penalty on all Demolitions, Disable Device, Forgery, and Repair checks. All other skill checks are made without penalty.

Type: Audio, Olfactory, Visual.

Purchase DC: 23.

CLASS III SENSOR SYSTEM (TL 5)

This sensor system includes a video camera with infrared capability, a basic audio receiver, and a crude chemical sniffer.

A robot with a Class III sensor system takes no penalties on skill checks.

Type: Audio, Olfactory, Visual.

Purchase DC: 25.

CLASS IV SENSOR SYSTEM (TL 6)

This sensor system includes hi-res video sensors, a hi-fidelity audio sensor, a chemical vapor scanner, and a pressure sensor that enables the robot to perform tasks requiring manual dexterity.

A robot with a Class IV sensor system gains a +2 equipment bonus on Listen and Spot checks. All other skill checks are made without penalty.

Type: Audio, Olfactory, Tactile, Visual.

Purchase DC: 26.

CLASS V SENSOR SYSTEM (TL 6)

This sensor system includes hi-res video sensors with darkvision (out to 60 feet), hi-fidelity audio sensors, a chemical vapor scanner, pressure sensors, and either a ladar or sonar system. Ladar uses laser detectors and ranging sensors to rapidly play low-powered laser beams across the robot's surroundings, allowing it to locate targets. Sonar sensors are used mostly in subaquatic environments, but the technology works almost as well in the air. By bouncing sound waves off objects and measuring the length of time it takes to receive an echo, sonar can produce a clear image of the robot's surroundings.

Ladar Version: A robot with a ladar-equipped Class V sensor system gains a +4 equipment bonus on Spot checks and a +2 equipment bonus on Listen checks. All other skill checks are made without penalty.

Sonar Version: A robot with a sonar-equipped Class V sensor system gains a +4 equipment bonus on Listen checks and a +2 equipment bonus on Spot checks. All other skill checks are made without penalty.

Type: Audio, Olfactory, Tactile, Visual.

Purchase DC: 30.

CLASS VI SENSOR SYSTEM (TL 6)



This sensor system includes hi-res video sensors with darkvision (out to 120 feet), hi-fidelity audio sensors, a chemical vapor scanner, pressure sensors, and short-range radar that allows a robot to not only perceive its surroundings but also target more effectively.

A robot with a Class VI sensor system gains a +2 equipment bonus on Listen and Spot checks. All other skill checks are made without penalty. The robot also gains a +1 equipment bonus on initiative checks.

Type: Audio, Olfactory, Tactile, Visual.

Purchase DC: 34.

CLASS VII SENSOR SYSTEM (TL 7)

This sensor system includes hi-definition video sensors with darkvision (out to 120 feet), acoustic audio sensors, a chemical vapor scanner, pressure sensors, and multiband radar that uses multiple concurrent radar signals in different frequencies to gather more data.

A robot with a Class VII sensor system gains a +2 equipment bonus on Listen, Search, and Spot checks. All other skill checks are made without penalty. The robot also gains a +2 equipment bonus on initiative checks.

Type: Audio, Olfactory, Tactile, Visual.

Purchase DC: 36.

CLASS VIII SENSOR SYSTEM (TL 7)

This sensor system includes hi-definition video sensors with darkvision (out to 120 feet), acoustic audio sensors, a sophisticated olfactory sensor, a tactile sensor array, and multiband radar.

A robot with a Class VII sensor system gains the scent ability. It also gains a +2 equipment bonus on Demolitions, Disable Device, Forgery, Listen, Repair, Search, and Spot checks. All other skill checks are made without penalty. The robot also gains a +2 equipment bonus on initiative checks.

Type: Audio, Olfactory, Tactile, Visual.

Purchase DC: 38.

CLASS IX SENSOR SYSTEM (TL 8)

This sensor system includes a full-spectrum eye with darkvision (out to 180 feet), a full-frequency ear, a sophisticated olfactory sensor, a tactile sensor array, and multiband radar.

A robot with a Class IX sensor system gains the scent ability. It also gains a +2 equipment bonus on Demolitions, Disable Device, Forgery, Listen, Repair, Search, and Spot checks. All other skill checks are made without penalty. The robot also gains a +3 equipment bonus on initiative checks.

Type: Audio, Olfactory, Tactile, Visual.

Purchase DC: 40.

NERVE WEB (TL 8)

The nerve web is an advanced sensor array that simulates the function of an organic nervous system. This sensor system includes a full-spectrum eye with darkvision (out to 180 feet), a full-frequency ear, a sophisticated olfactory sensor, tactile and gustatory sensors, and multiband radar.

A robot with a Class IX sensor system gains the scent ability. It also gains a +4 equipment bonus on Demolitions, Disable Device, Forgery, Listen, Repair, Search, and Spot checks. All other skill checks are made without penalty. The robot also gains a +3 equipment bonus on initiative checks.

Type: Audio, Gustatory, Olfactory, Tactile, Visual.

Purchase DC: 44.

Programming vs. Artificial Intelligence

Mechanical intelligence is extremely limited in the early stages of robotic technology. The best TL 5 robots have processors only as advanced as computers, and they are little better than remotes. If a situation falls outside the conditions for which the TL 5 robot was programmed, the robot doesn't know what to do and sees no reason to take any actions at all.

At Tech Level 6, robots step closer to achieving true artificial intelligence with the invention of the first commercially viable neural networks: "learning" computers. Designed to mimic how an organic brain processes and stores information, the neural network allows the robot to analyze the data it receives from its sensors and make autonomous decisions based upon that data. In other words, a neural network allows a robot to think.

However, true artificial intelligence does not arrive until Tech Level 7. While neural networks allow robots to learn and think, artificial intelligence allows robots to plan and be creative. Further, the AI attaches appropriate significance to what it learns; not only can it create but also it can decide for itself whether doing so is a good idea. In effect, artificial intelligence allows a robot to simulate humanoid behavior (for better or for worse) without being programmed to do so. It learns by observation and deduction, not unlike a human child learns to behave as the adults he knows.

Robots and Alignment

It is the freedom of choice that determines morality; just as animals are not criminalized when they cause harm to humans, robots cannot be considered moral agents unless they are given the capacity to choose; otherwise, they're just following their programming. Although one can engage in philosophical considerations of how a robot might be truly empowered to have freedom of choice without it being just an advanced version of programming, for purposes of game mechanics it should be assumed that any robot with an Intelligence score of 10 or higher has notions of morality. Understanding what is socially acceptable and what is not, the robot can choose courses of action based on those notions. In most NPC cases, such a robot will have the same alignment as its owner. Of course, in the case of PCs, a robot can be whatever alignment it wishes.

Heroic Droids with Skill Software or Feat Software

Players can choose to play biodroid (Droid) and bioreplica (Synthetic) characters. These heroic robots gain skills and feats by gaining experience and advancing in level, as organic characters do. At the GM's discretion, a heroic robot may choose to receive skill software and feat software. However, a heroic droid can only have skill and/or feat software installed based on their robot "racial" hit dice, and not based on levels gained from class levels. Thus, a medium-size robot can typically have

ROBOT SKILL SOFTWARE

Like constructs, nonheroic robots do not gain skills. They must be programmed with software that gives them the ability or the knowledge to perform certain skills. Skill software (often called "skillware") is embedded in the robot's central processor or "brain" and can be saved after the robot is destroyed (see Robot Resurrection). This is not true of skill webs, however (see below).

To write skill software from scratch, a character must have an equal number of ranks in whatever skill the software is designed to emulate. The character obtains the necessary components by making a Wealth check against the software's purchase DC. He must then succeed at a Computer Use check (DC 20 + number of skill ranks emulated by the software) after investing 12 hours in the software's construction.

Class Skills: All skills programmed into a robot become class skills for the robot.

SKILL CHIP (TL 5)

A skill chip enables a robot to gain up to 8 ranks in any one of the following skills: Computer Use, Demolitions, Disable Device, Listen, Repair, Search, or Spot. A robot can have multiple skill chips. However, skill chips do not allow a robot to benefit from skill synergy.

A skill chip can be erased and reprogrammed with 12 hours of work and a successful Computer Use check (DC 20 + number of skill ranks emulated by the software).

A Techsmith or a Technosavant can reprogram a skill chip in 1 hour and can modify it to hold as many ranks as he has in the emulated skill.

Purchase DC: 4 × number of skill ranks.

LANGUAGE TRANSLATOR CHIP (TL 6)

A specialized skill chip, this chip allows the robot to read, write, and speak any language programmed into it as though it has the appropriate Read/Write Language and Speak Language skills. A TL 6 translator chip has a capacity of 5 languages, while a TL 7 translator chip can know up to 20 languages. A TL 8 translator chip knows as many languages as its creator can program into it, and gives a +2 equipment bonus on Decipher Script checks.

Purchase DC: 20.

SKILL PROGIT (TL 6)

Sophisticated emulation software encased in a thin but durable plastic casing, a skill progit enables a robot to gain ranks in a single skill. The number of ranks cannot exceed the programmer's ranks in the skill being emulated. A factory-built progit typically holds 4, 8, or 12 ranks of a particular skill. A robot can have multiple skill progit. However, skill progit do not allow a robot to benefit from skill synergy. A skill progit can be erased and reprogrammed with 12 hours of work and a successful Computer Use check (DC 20 + number of skill ranks emulated by the software).

Purchase DC: 3 × number of skill ranks.



SKILL NET (TL 7)

A skill net consists of a series of interlocking programs that allow the robot to acquire ranks in multiple skills. The number of ranks in any given skill cannot exceed the programmer's ranks in the skill being emulated. A factory-built skill net typically holds 4, 8, or 12 ranks in as many as four different skills. A robot can have multiple skill nets. Skill nets allow a robot to benefit from skill synergy.

A skill net can be reprogrammed one skill at a time. Replacing one skill with another or increasing the number of ranks of an already existing skill requires 1 minute of work and a successful Computer Use check (DC 20 + number of skill ranks emulated by the software).

Purchase DC: 18 (four skills at 4 ranks each), 26 (four skills at 8 ranks each), or 34 (four skills at 12 ranks each).

SKILL WEB (TL 8)

A skill web allows a robot with ordinary class levels to gain skill points as normal for its class. The skill web expands as the robot advances in level. An integral component of the robot, it cannot be salvaged if the droid is destroyed. Skill webs allow a robot to benefit from skill synergy.

A skill web's skills cannot be altered except through level advancement.

Purchase DC: One-half the base purchase DC of the robot's frame.

ROBOT FEAT SOFTWARE

Nonheroic robots, like constructs, do not gain feats. However, at Tech Level 6 or higher, they can be programmed with software that enables them to emulate feats.

Feat software (often called “featware”) is usually embedded in the robot’s central processor or “brain” and can be salvaged after the robot is destroyed (see Robot Resurrection sidebar. This is not true of feat webs, however (see below).

To write feat software from scratch, a character must possess whatever feats the software is designed to emulate. The character obtains the necessary software components by spending Wealth equal to the software’s purchase DC. They must then succeed at a Computer Use check (DC 30) after investing 12 hours in the software’s creation.

Feat Prerequisites: Regardless of the quality of its feat software, a robot cannot emulate a feat if it does not meet the feat’s prerequisites.

FEAT PROGIT (TL 6)

Sophisticated emulation software encased in a thin but durable plastic casing, a feat progit is installed in the robot’s central processing unit and enables the robot to gain a single feat.

A robot can have a number of feat progit equal to $1 + \text{one-third its Hit Dice (rounded down)}$.

A feat progit can be erased and reprogrammed with 12 hours of work and a successful Computer Use check (DC 30).

Purchase DC: 36.

FEAT NET (TL 7)

A feat net consists of a series of interlocking programs that allow the robot to emulate multiple feats. A feat net holds as many as four feats.

A robot can have multiple feat nets, but the total number of feats a robot can have installed cannot exceed $1 + \text{one-third the robot’s Hit Dice (rounded down)}$.

A feat net can be reprogrammed one feat at a time. Replacing one feat with another requires 1 minute of work and a successful Computer Use check (DC 30).

Purchase DC: 35 (one feat), 37 (two feats), 38 (three feats), 39 (four feats).

FEAT WEB (TL 8)

A feat web allows a robot with ordinary class levels to gain feats as normal for its class. The feat web expands as the robot advances in level. An integral component of the robot, it cannot be salvaged if the droid is destroyed.

A feat web’s feats cannot be altered except through level advancement.

Purchase DC: $10 + \text{one-half the base purchase DC of the robot’s frame}$.

ROBOT ABILITY UPGRADES

Heroic and nonheroic robots can receive structural and programming upgrades that increase their ability scores. (Heroic robots can also improve their mental ability scores by gaining levels, much as organic characters do; see Robots as Heroes for details.)

A robot can receive multiple upgrades to the same ability score. Robots with armature and biomorph frames have no Intelligence score and therefore cannot receive upgrades to Intelligence. No robot can receive an upgrade to Constitution, since robots do not have Constitution scores.

Upgrades to physical abilities (Strength and Dexterity) always entail a refit or reconstruction and require a factory, workshop, or other facility. Upgrades to mental abilities (Intelligence, Wisdom, and Charisma) are handled by using a computer to reprogram or add new subroutines to the robot’s brain, neural network, or central processing unit.

To perform a Strength or Dexterity upgrade from scratch, a character must have access to a workshop or other suitable facility. Acquiring the necessary components for the upgrade requires Wealth equal to the upgrade’s purchase DC. After spending the required time performing the upgrade (8

hours for Medium-size, halved for each size category smaller and doubled for each size category larger), the character must succeed at a Craft check (DC 25) in each of the Craft skills required to build the robot's frame (see above). A character without the appropriate kit takes a –4 penalty on that skill check. A maximum of +10 can be added to any robot's base Str or Dex attribute score.

To perform an Intelligence, Wisdom, or Charisma upgrade, a character must first acquire the necessary system components by spending Wealth equal to the upgrade's purchase DC. The character must then succeed at a Computer Use check (DC 30) after 1 hour spent reprogramming the robot. A mental attribute can only be raised to a maximum of the same score as the robot's creator.

Purchase DC: The cost of the upgrade.

STRENGTH UPGRADE (TL 5)

Parts of the robot's frame, including its joints and hydraulic components, are reinforced or replaced with similar components made of stronger materials. The upgrade provides a +2 bonus to Strength.

Purchase DC: 15 + one-half the base purchase DC of the robot's frame + robot's Strength modifier before the upgrade.

DEXTERITY UPGRADE (TL 6)

The robot receives replacement joints or ligaments that are more flexible, and the robot's tactile sensors are modified to improve manual dexterity. The upgrade provides a +2 bonus to Dexterity.

Purchase DC: 15 + one-half the base purchase DC of the robot's frame + robot's Dexterity modifier before the upgrade.

INTELLIGENCE UPGRADE (TL 6)

Modifications to the robot's artificial intelligence allow it to think more creatively. The upgrade provides a +2 bonus to Intelligence.

Purchase DC: 20 + one-half the base purchase DC of the robot's frame + robot's Intelligence modifier before the upgrade.

CHARISMA UPGRADE (TL 7)

The robot is programmed with character and personality subroutines that enable it to better interpret and simulate humanoid behavior patterns and emotions. The upgrade provides a +2 bonus to Charisma.

Purchase DC: 20 + one-half the base purchase DC of the robot's frame + robot's Charisma modifier before the upgrade.

WISDOM UPGRADE (TL 7)

Adjustments to the robot's sensors improve its perception, while new software enables it to act more intuitively. The upgrade provides a +2 bonus to Wisdom.

Purchase DC: 20 + one-half the base purchase DC of the robot's frame + robot's Wisdom modifier before the upgrade.

ROBOT ACCESSORIES

Even an assembly-line robot needs certain tools to accomplish its tasks. The following section describes miscellaneous accessories designed specifically for robots.

To build a robot accessory from scratch, a character must first acquire the necessary components by spending Wealth equal to the accessory's purchase DC. Then the character must succeed at a Craft check (DC 25) in each Craft skill required for the robot's frame after investing 24 hours in its assembly. A character without an appropriate tool kit takes a –4 penalty on that Craft skill check.

A character can install a home-built or factory-built robot accessory with a successful Craft check (DC 15) in each Craft required for the robot's frame. A character without an appropriate tool kit takes a –4 penalty on the check. A character with access to a workshop or other facility can install a robot accessory in 1 hour; without a facility, the installation takes 6 hours.

Size: A robot accessory, as an object, is usually two size categories smaller than the robot for which it's designed; for example, a tool mount designed for a Huge robot can be considered a Medium-size object. An accessory's size is usually important only for portability and concealment purposes.

Weight: Robot accessories vary in weight depending on the size of the robot for which they're designed. However, they do not add a significant amount of weight to the robot's frame.

Purchase DC: The cost of the accessory.

Restriction: Some robot accessories have a restriction rating and an appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the armor on the black market.

AV RECORDER (TL 5-8)

This audio and video recorder unit uses the robot's video and audio sensors to record and store up to 8 hours of information. The TL 6 version can record up to 200 days of information. The TL 7 version can record up to 100 years of information. The TL 8 version is effectively unlimited.

Purchase DC: 13.

Restriction: None.

AV TRANSMITTER (TL 5)

A remote audio-visual unit consists of a video camera and microphone connected to the robot's visual and audio sensors, with a transmitter to send the information to a computer or a remote control unit (see Remote Control Unit, below). The AV transmitter includes a transmitter with an effective range of 1,000 feet or the robot's ICS (see Integrated Communication System, below), whichever is greater. This unit does not allow a remote operator to control the robot (but see Robolink, below). It merely allows the operator to see and hear what the robot sees and hears.

Purchase DC: 16.

Restriction: None.

FIRE EXTINGUISHER (TL 5)

This unit, available only to Small or larger robots, ejects enough extinguishing chemicals during a move action to put out a fire in a 5' hex for a Small model, and able to affect an additional contiguous 5' hex per additional size category per round. Thus a Medium-size robot could extinguish 2 5' hexes per round, a Large robot could extinguish 3 hexes per round, a Huge robot could extinguish 4 hexes per round, a Gargantuan robot could extinguish 5 hexes per round, and a Colossal robot could extinguish 6 contiguous 5' hexes per round. A robot's extinguisher tank holds enough chemical spray to extinguish so many 5' hexes, based on the robot's frame size: Small 2, Medium-size 4, Large 8, Huge 16, Gargantuan 32, Colossal 64.

Purchase DC: 5 + one-quarter the base purchase DC of the robot's frame.

Restriction: None.

INTEGRATED COMMUNICATION SYSTEM (TL 5)

An integrated communication system (or ICS) is as simple as a cell phone at TL 5, enabling the robot to send and receive communications via an existing network. Without an existing network, the range is dependent on the size category of the robot with the ICS; Fine 10 ft., Diminutive 100 ft., Tiny 1000 ft.,

Small 10,000 ft. / 2 miles, Medium 20 miles, Large 200 miles, Huge 2,000 miles, Gargantuan 20,000 miles, and a Colossal robot's ICS can broadcast on its own power up to 200,000 miles away.

However, keep in mind that the curvature of an earth-sized planet will prevent surface-to-surface ranges beyond 25 miles, as the planet comes to block the direct broadcast between points, preventing the signal from passing through it.

Purchase DC: 10 plus one-quarter the base Purchase DC of the robot's frame.

Restriction: None.

INTERNAL STORAGE UNIT (TL 5)

The robot has an insulated compartment for storing foreign objects. The compartment can store objects of up to two size categories smaller than the robot. See Table: Internal Storage Units for compartment weight limits and purchase DCs.

Purchase DC: See below.

Restriction: None.

Table: Internal Storage Units

Robot's Frame Size	Maximum Weight Limit	Purchase DC
Small	10 lb.	6
Medium	20 lb.	8
Large	40 lb.	10
Huge	120 lb.	13
Gargantuan	360 lb.	17
Colossal	1,000 lb.	22

LOADING MECHANISM (TL 5)

A loading mechanism allows a robot to reload a single handheld weapon as a full-round action. The mechanism can hold enough ammunition to reload the weapon three times. The mechanism works with weapons that use box ammunition, speed-loaders (but not loose bullets), a grenade launcher round, some sort of fuel tank (such as a flamethrower) or power cell.

A robot can have multiple loading mechanisms—one for each weapon it carries.

Purchase DC: 12 (doesn't include ammunition).

Restriction: None.

REMOTE CONTROL UNIT (TL 5)

Referred to colloquially as a "remcon," this handheld, self-powered control stick has a small video screen and audio receiver built into it. It also comes in the form of a mechanical gauntlet worn on the hand.

The remcon allows its operator to control a specific robot from afar. For it to work, the robot must be equipped with an AV transmitter and a robolink adjusted to the same frequency as the remote control unit.

Using a remcon to activate or deactivate a robot is an attack or move action. Using it to make the robot move, attack, or use a skill is a full-round action for the operator.

Purchase DC: 15.

Restriction: None.

ROBOLINK (TL 5)

This unit can only be installed on the robot with no Intelligence score. It allows a remote operator to control a robot's actions from afar. It also enables the operator to shut down and activate the robot. The effective range of the robolink's transmitter is 1,000 feet or the range of the robot's ICS (if present), whichever is greater. To control a robot equipped with a robolink, the operator requires a remote control unit (see above).

Purchase DC: 16.

Restriction: None.

TOOL MOUNT (TL 5)

Any robot with an armature, biomorph, biodroid, or bioreplica frame can be equipped with a tool mount. Liquid-state robots, due to their amorphous nature, cannot have tool mounts.

This mount is usually attached to the end of a robotic appendage and sports a single tool. A tool mount easily adjusts to house different kinds of tools, but it can hold only one tool at any given time.

The robot's internal power source powers the tool, if necessary.

The tool can be up to one size category larger than the robot's size category; for example, a Medium-size robot's tool mount can bear a Large or smaller tool. The tool can be any general item.

Purchase DC: 1 + the purchase DC of the tool.

Restriction: None.

VOCALIZER (TL 5)

This unit enables a robot to speak any language it knows. It must have the appropriate Speak Language skill, either acquired through class levels (for heroic robots) or skill software (for nonheroic robots).

Purchase DC: 10.

Restriction: None.



WEAPON MOUNT (TL 5)

Robots that lack the proper manipulators to grasp weapons are suitable candidates for weapon mounts. Any Diminutive or larger robot with an armature, biomorph, biodroid, or bioreplica frame can be equipped with them. Liquid-state robots, due to their amorphous nature, cannot have weapon mounts.

A weapon mount can be attached to almost any part of a robot's frame. The attached weapon can be one size category larger than the robot's size category; for example, a Medium-size robot can have a Large or smaller mounted weapon.

Any weapon can be mounted on the weapon mount. However, a robot-mounted weapon cannot be used as a hand-held weapon, or vice versa.

A robot's size determines the maximum number of weapon mounts it can have and the cost of each weapon mount, as shown in Table: Robot Weapon Mounts.

A weapon mount has compartments for storing ammunition. However, the purchase DC of the weapon mount does not include either the weapon or the ammunition.

Purchase DC: See Table: Robot Weapon Mounts, below.

Restriction: None.

Table: Robot Weapon Mounts

Robot's Frame Size	Maximum Weapon Mounts	Purchase DC
Diminutive or Tiny	1	4
Small or Medium-size	2	6
Large	3	8
Huge	4	10
Gargantuan	5	12

INTEGRATED VIDEO COMMUNICATIONS (TL 6)

The integrated videophone enables the robot to make and receive videophone calls without resorting to the use of its manipulators (which may not be delicate enough to operate a standard videophone in any case). The view provided by the robot's videophone can be set at the time of installation, but it is commonly the same view afforded by the robot's visual sensors. Resetting the view requires 1 hour and a successful Repair check (DC 15).

Purchase DC: 14.

Restriction: None.

MAGNETIC FEET (TL 6)

The robot comes with electromagnetic grippers that allow it to cling to ferrous surfaces, including iron and steel. The robot using its magnetic feet gains a climb speed of 20 feet and need not make Climb checks to scale ferrous surfaces.

Purchase DC: 12.

Restriction: None.

SELF-DESTRUCT SYSTEM (TL 6)

Designed for robots in military and espionage roles, self-destruct systems ensure that the robot cannot be captured, analyzed, and reprogrammed. Installing a robot self-destruct system requires a Demolitions check (DC 20) instead of a Craft (mechanical) check; if the Demolitions check fails by 10 or more, the system detonates, destroying the robot and possibly harming others nearby.

The default self-destruct system is rigged to detonate when the robot is reduced to 0 hit points. With a second Demolitions check (DC 30), the system can be modified to detonate when the robot has a higher number of hit points remaining (5 hit points, for example).

The self-destruct system obliterates the robot regardless of how many hit points it has left. A robot destroyed by its own self-destruct system has no salvageable parts.

The robot's self-destruction triggers an explosion of shrapnel that deals collateral slashing damage to creatures in hexes adjacent to the robot. A successful Reflex save (DC 10 + 1/2 the robot's HD) reduces the damage by half. Table: Robot Self-Destruct Systems shows the amount of collateral damage (and the system's purchase DC) based on the robot's size.

Purchase DC: See Table: Robot Self-Destruct Systems.

Restriction: Military (+3).

Table: Robot Self-Destruct Systems

Robot Size	Collateral Damage	Purchase DC
Colossal	12d6	27
Gargantuan	9d6	24
Huge	6d6	21
Large	4d6	19
Medium	2d6	17
Small	1d6	16
Tiny	—	15
Diminutive	—	15
Fine	—	15

SURVIVOR ARRAY (TL 6)

Robots are often used to explore environments inhospitable to organic creatures. The survivor array enables the robot to better traverse harsh terrain and withstand hostile conditions. A survivor array includes the following units:

- Topographical and astronomical guidance systems that grant a +10 equipment bonus on Navigate checks.
- A gyroscopic unit that improves the robot's base speed by +10 feet.
- A pressure-sealed, energy-resistant frame that allows the robot to function normally in low-gravity, high-gravity, and zero-gravity conditions, prevents oxidation and corrosion, and provides resistance to acid 10, cold 10, electricity 10, and fire 10.
- A nightvision amplifier that grants the robot darkvision out to a range of 60 feet or extends its normal darkvision range by +60 feet.

Purchase DC: 10 + three-quarters the base purchase DC of the robot's frame.

Restriction: Licensed (+1).

HOLO SCREEN (TL 7)

A holo screen unit projects a holographic image around the robot, making it appear as something else of roughly similar proportions occupying the same amount of space. For instance, it could make a Gargantuan robot look like a massive outcropping of rock or make a Fine robot look like a housefly. This effectively grants the robot a +10 equipment bonus to Disguise and Hide checks, depending on how the holo screen is used.

Although the holographic projection appears real, physical objects can pass through it without difficulty. If the robot moves, the holographic image moves as well. Attacks made against the robot are treated as though it had 20% concealment, since the projected image may not perfectly match the robot's true proportions. A holo screen is powered by the robot's internal power source.

Purchase DC: 39.

Restriction: Licensed (+1).

INERTIAL INHIBITOR (TL 7)

The inertial inhibitor generates a thin magnetic field that radiates out from the robot, slowing the velocity of potentially damaging weapons and projectiles. The robot gains damage reduction 5/energy (the inertial inhibitor does not protect against attacks that deal acid, cold, electricity, fire, or sonic/concussion damage). The inertial inhibitor feeds on of the robot's internal power source.

Purchase DC: 36.

Restriction: Military (+3).

POLYVOX (TL 7)

This unit translates any language spoken within range of the robot's audio sensors into a language familiar to the robot (or binary code, if the robot has no Speak Language skills). A polyvox does not grant the ability to speak languages the robot does not know.

Purchase DC: 19.

Restriction: None.

SELF-REPAIR UNIT (TL 7)

A self-repair unit enables a robot to repair itself by replacing damaged parts with cannibalized or replicated ones. A robot with a self-repair unit can spend 1 hour repairing itself; this automatically restores 1d10 points of damage (no Repair check necessary). A robot cannot use this unit to repair another robot.

Purchase DC: 27.

Restriction: Licensed (+1).

PHOTON SCREEN (TL 8)

Using a series of light reflectors molded to the robot's frame, this unit bends light around the robot, rendering it invisible. Any items carried by the robot also become invisible. An invisible robot gains a +40 bonus on Hide checks if immobile, or a +20 bonus if moving. Pinpointing the location of an invisible robot that isn't attempting to hide requires a Spot check (DC 40 if the robot is immobile or DC 20 if the robot is moving).

An invisible robot gains 50% concealment against attacks from creatures that correctly pinpoint its fighting space.

The photon screen is powered by the robot's internal power source.

Purchase DC: 10 + three-quarters the base Purchase DC of the robot's frame.

Restriction: Restricted (+2).

ROBOT REPAIR UNIT (TL 8)

The RRU enables a robot to repair itself or another robot by replacing damaged parts with replicated new ones. In the latter case, the robot making the repairs must be adjacent to the damaged robot. The robot must spend a full-round action to repair itself or another robot; this automatically restores 1d10 points of damage (no Repair check necessary).

Purchase DC: 28.

Restriction: Licensed (+1).

ROBOT WEAPON RULES

A robot can be armed with manipulators, handheld weapons, mounted weapons, or any combination of the three. However, during any given round of attacks, it must choose whether to attack with its manipulators, handheld weapons, or mounted weapons, as it cannot switch between them during the same turn.

Manipulators are considered natural weapons and using them does not provoke attacks of opportunity.

A robot armed with handheld weapons follows the normal rules of combat, suffering the usual penalties for two-weapon fighting.

A robot armed with multiple mounted weapons gains one primary attack with a mounted weapon of its choice; the rest of its mounted weapons are treated as secondary attacks (–5 penalty on the attack roll). Using a mounted ranged weapon provokes attacks of opportunity.

SAMPLE ROBOTS

"SPOT" SECURITY BIOMORPH ROBOT (TL 6)

Size & Type:	Medium Construct (Biomorph, Tech)
Hit Dice:	1d10+10 (16 hp)
T/AC System Adj:	Hardness 5/1d; +45 HP
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	11/17 (+1 Dex, +6 integrated resilium armor), flat-footed 16
BA / Grapple / Parry:	+0/+2/+2
Attack:	Bite +2 melee (1d4+2)
Full Attack:	Bite +2 melee (1d4+2)
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)

Special Attacks:	—
Special Qualities:	Class IV sensor system
Saves / Dodge:	Fort +0, Ref +1, Will +0, Dodge —
Attributes:	Str 14, Dex 12, Con —, Int —, Wis 10, Cha 1
Skills:	Hide +5, Jump +6, Listen +6, Move Silently +5, Spot +6
Feats:	—
Frame / Armor:	Medium Biomorph / Resilium Armor
Locomotion:	Multiple Legs (4)
Manipulators:	Jaws
Accessories:	Dexterity upgrade (+2), skill progit (Hide [4 ranks], Jump [4 ranks], Listen [4 ranks], Move Silently [4 ranks], Spot [4 ranks], vocalizer
Challenge Rating:	1

Purchase DC (Restrict.):	27 (Licensed; +1)

This robot looks like a man-sized, mechanical guard dog with four powerful legs, wicked jaws, and resilium armor covering its body. It growls and barks at intruders with the aid of a vocalizer, or it can speak to warn them if programmed with a language. An expendable sentry of the elite in a typical Tech Level 6 society, “Spot” functions as a robotic watchdog and can only be mistaken for an actual dog at distances of 100 feet or more.

“APE” ARMED POLICE ESCORT ROBOT (TL 6)

Size & Type:	Large Construct (Biodroid, Tech)
Hit Dice:	6d10+20 (55 hp)
T/AC System Adj:	Hardness 10/2d; +80 HP
Initiative / Speed:	+0; 40 ft. (8 hexes)
Touch/Full AC (T/AC):	9/17 (-1 size, +8 integrated duralloy armor), flat-footed 17
BA / Grapple / Parry:	+4/+13/+9
Attack:	Stun baton +9 (1d4+5 nonlethal electricity, Fort save DC equals damage dealt or be stunned 1d4 rounds), or assault rifle +4 ranged (2d8 ballistic), or laser pistol +4 ranged (2d8 laser), or concussion grenade launcher +4 ranged (4d6 nonlethal concussion to 15’ radius)
Full Attack:	Stun baton +9 (1d4+5 nonlethal electricity, Fort save DC equals damage dealt or be stunned 1d4 rounds), or assault rifle +4 ranged (2d8 ballistic), or laser pistol +4 ranged (2d8 laser), or concussion grenade launcher +4 ranged (4d6 nonlethal concussion to 15’ radius)
Space/Reach:	10 ft. (2-polyhex) /10 ft. (2 hexes)
Special Attacks:	Concussion grenades, stun baton
Special Qualities:	Class V sensor system, magnetic feet
Saves / Dodge:	Fort +2, Ref +2, Will +3, Dodge +1
Attributes:	Str 20, Dex 11, Con —, Int 10, Wis 12, Cha 5
Skills:	Climb +9, Hide -4, Listen +11, Search +4, Spot +13
Feats:	Exotic Firearms Proficiency (grenade launchers), Personal Firearms Proficiency
Frame / Armor:	Large Biodroid / Duralloy Armor
Locomotion:	Legs (2, speed-enhanced)
Manipulators:	Hands (2)

Accessories:	Dexterity upgrade (+2), feat progit (Exotic Firearms Proficiency [grenade launchers], Personal Firearms Proficiency), magnetic feet , skill progit (Climb [4 ranks], Language [Common and any one other], Listen [4 ranks], Search [4 ranks], Spot [4 ranks]), weapon mounts (2; laser pistol and grenade launcher), Wisdom upgrade (+2), vocalizer
Challenge Rating:	6
Purchase DC:	34
Restriction (DC Mod.):	Military (+3)

The Armed Police Escort (APE) robot is designed to help police deal with civil disobedience and unrest in the urban jungle. This robot resembles a hulking, apelike man with thick arms and legs, clad head-to-toe in interlocking duralloy plates. The robot's hands can be used for grappling or carrying items, usually carrying an OICW assault rifle and a stun baton (given above, but other equipment can be issued). In addition, it has a mini-grenade launcher (with a compartment for concussion grenades) mounted in its left forearm and a laser pistol mounted in its right forearm. The APE robot cannot use its mounted weapons if it is grappling.

“NUYU” DOPPELGANGER ROBOT (TL 7)

Size & Type:	Medium Construct (Bioreplica, Tech)
Hit Dice:	1d10+10 (16 hp)
T/AC System Adj:	Hardness (2)
Initiative / Speed:	+0; 30 ft. (6 hexes)
Touch/Full AC (T/AC):	10/10, flat-footed 10
BA / Grapple / Parry:	+0/+1/+1
Attack:	Advanced hand +1 (1d3+1 nonlethal), or by weapon
Full Attack:	Advanced hand +1 (1d3+1 nonlethal), or by weapon
Space/Reach:	5 ft. (1 hex) /5 ft. (1 hex)
Special Attacks:	—
Special Qualities:	Class VII sensor system, darkvision 120', lifelike appearance
Saves / Dodge:	Fort +0, Ref +0, Will +0, Dodge +0
Attributes:	Str 12, Dex 11, Con —, Int 10, Wis 10, Cha 12
Skills:	Bluff +5, Computer Use +4, Diplomacy +5, Disable Device +4, Disguise +5, Drive +4, Gather Information +5, Hide +4, Knowledge (current events) +4, Listen +6, Move Silently +4, Repair +4, Search +2, Sense Motive +4, Sleight of Hand +4, Spot +6, Survival +4
Feats:	Personal Firearms Proficiency
Frame / Armor:	Medium Bioreplica / No Integrated Armor
Locomotion:	Legs (2, speed-enhanced)
Manipulators:	Advanced Hands (2)
Accessories:	Charisma upgrade (+2), feat progit (Personal Firearms Proficiency), integrated communication system, language chips (Common, one other language of choice), self-destruct system, self-repair unit, skill net (Bluff 4 ranks, Diplomacy 4 ranks, Disguise 4 ranks, Gather Information 4 ranks), skill net (Computer Use 4 ranks, Disable Device 4 ranks, Knowledge [current events] 4 ranks, Repair), skill net (Drive 4 ranks, Hide 4 ranks, Move Silently 4 ranks, Sleight of Hand 4 ranks), skill net (Listen 4 ranks, Sense Motive 4 ranks, Spot 4 ranks, Survival 4 ranks), vocalizer

Challenge Rating:	1
Purchase DC:	32
Restriction (DC Mod.):	Restricted (+2)

Each doppelganger robot is modeled after a specific person. “Nuyu” bioreplicas are often used as doubles for politicians and movie stars during high-risk public appearances. Government agencies also use them as spies and infiltrators. A “Nuyu” is usually programmed with enough knowledge of its biological counterpart to maintain the charade for a period of a few hours or days. If a Nuyu needs one or more higher stats in order to better approximate an original being’s exceptional capabilities, then increase the cost accordingly.



Chapter III: Mecha and Power Armor

Mecha and Power Armor

Mecha technology can be found in societies of TL 6 or higher. Similarly, power armor is a staple of the battlefield in such futuristic scenarios. A mecha is a legged all-terrain vehicle, meant to carry one or more pilots and crew. A power armor is a mecha the same size as its pilot. All mecha are considered Tech Constructs.

MECHA BODY SIZE

Mecha bodies come in Medium, Large, Huge, Gargantuan, and Colossal sizes. A mecha's size determines how many equipment slots (places where weapons and additional equipment can be installed) it has, and how well it measures up in combat. See Table: Mecha Sizes for a summary of this information.

Str: This is the mecha's base Strength attribute. Note that, in the case of power armor, the wearer uses the armor's Strength or the wearer's own Strength attribute, whichever is greater.

Dex: This is the mecha's base Dexterity attribute. The mecha pilot uses the mecha's Dexterity or their own Dexterity attribute, whichever is lower.

Slots: The number of locations where weapons and other mecha equipment can be installed, which would still require consideration for the slots necessary for the pilot's cockpit. Conversely, the number in parentheses is how many slots an equivalent-size power armor would get, after accounting for the pilot's cockpit.

Hit Points (HP): The mecha's hit points, and the number of hit points the mecha provides its operator.

Base Speed: The mecha's base land speed. Certain types of armor reduce base speed (see Mecha Armor).

Height: The mecha's height in feet.

Weight: The mecha's weight in pounds.

Space / Reach: The mecha's fighting space and its reach, even without weapons.

Purchase DC: The base purchase DC of the mecha without armor, weapons, and other equipment.

Restrict: The restriction level of license required to purchase the mecha legally. A mecha with no integrated armor or weapons has a Licensed (+1) restriction, while a mecha with integrated armor has a Restricted (+2) level of access. Any mecha with integrated weapons requires Military (+3) access. It is assumed here that all mechas will have integrated weapons, thus the Military restriction. If a mecha doesn't have weapons or armor, then the restriction costs are reduced accordingly.

Table: Mecha Base Statistics by Size

Size	Str	Dex	Slots	HP	Base Speed	Height	Weight	Space / Reach	Purchase DC	Restrict:
Colossal	42	6	25 (17)	800	60 ft.	64–128 ft.	125 tons +	30 ft. / 15 ft.	56	Mil (+3)
Gargantuan	34	8	17 (13)	400	50 ft.	32–64 ft.	16–125 tons	20 ft. / 15 ft.	48	Mil (+3)
Huge	26	10	11 (9)	200	40 ft.	16–32 ft.	2–16 tons	15 ft. / 10 ft.	44	Mil (+3)
Large	18	10	7 (6)	100	30 ft.	8–16 ft.	500–4,000 lb.	10 ft. / 10 ft.	40	Mil (+3)
Medium	14	10	5 (4)	50	20 ft.	4–8 ft.	250–500 lb.	5 ft. / 5 ft.	36	Mil (+3)

MEDIUM MECHA

The medium mecha is the introduction of the hi-tech powered infantry unit. Humanoid in size, the medium mecha has a distinct advantage over larger-sized mecha in conducting operations of a more "sensitive" nature. At the same time, there is great variability in the range and scope of medium mecha, from dedicated stealth units to frontline heavy infantry.

Combat Statistics: A Medium mecha has 50 hit points, with a base 14 Strength and base 10 Dexterity. A medium mecha has a single slam attack that deals 1d6 points of damage, plus the character's Strength modifier. Its reach is 5 feet, and its base speed is 20 feet.

Base Purchase DC: 36 (200,000 cr).

Equipment Slots: A Medium mecha has 5 equipment slots available, but the Torso is occupied by the Pilot's Cockpit. These slots are located as follows.

Helmet: 1 slot.

Left Arm/Hand: 1 slot.
Right Arm/Hand: 1 slot.
Torso: 1 slot (Pilot's Cockpit).
Boots: 1 slot.

LARGE MECHA

Large mecha are the most common mecha, used as 1-person all-terrain battle vehicles. Large mecha excel in urban battlefields and starship boarding actions, where they can still move through buildings and corridors to find the enemy. However, they can't carry the intense array of weapons that bigger mecha can, nor are they as strong or durable.

Combat Statistics: A Large mecha has 100 hit points, with a base 18 Strength and base 10 Dexterity. It suffers a -1 size penalty on attack rolls and to Armor Class. It takes a -4 penalty on Hide checks. A Large mecha has a single slam attack that deals 1d8 points of damage plus the Strength modifier. Its reach is 10 feet, and its base speed is 30 feet.

Base Purchase DC: 40 (650,000 cr).

Equipment Slots: A Large mecha has 7 equipment slots available, with the Torso and either Helmet or Back required for the Pilot's Cockpit. These slots are located as follows.

Helmet: 1 slot.
Back: 1 slot.
Left arm: 1 slot.
Right arm: 1 slot.
Shoulders: 1 slot.
Torso: 1 slot (Pilot's Cockpit, either Helmet or Back also required).
Boots: 1 slot.

HUGE MECHA

Common weapons on the futuristic battlefield, Huge mecha offer a solid balance between cost, agility, and sheer bulk. They perform well in any combat environment, but they favor locations with some variation in terrain. In the wide-open desert or depths of outer space, they can fall prey larger mecha.

Combat Statistics: A Huge mecha has 200 hit points, with a base 26 Strength and base 10 Dexterity. It suffers a -2 size penalty on attack rolls and to Armor Class. It takes a -8 penalty on Hide checks. A Huge mecha has a single slam attack that deals 2d6 points of damage plus the Strength modifier. Its reach is 10 feet and its base speed is 40 feet.

Base Purchase DC: 44 (2,000,000 cr).

Equipment Slots: A Huge mecha has 11 equipment slots available, with the Torso plus either Helmet or Back required for the Pilot's Cockpit. These slots are located as follows.

Helmet: 1 slot.
Visor: 1 slot.
Back: 1 slot.
Left arm: 1 slot.
Left hand: 1 slot.
Right arm: 1 slot.
Right hand: 1 slot.
Shoulders: 1 slot.
Torso: 1 slot (Pilot's Cockpit, either Helmet or Back also required).
Belt: 1 slot.
Boots: 1 slot.

GARGANTUAN MECHA

Gargantuan mecha are highly experimental in TL 6 societies, but quite common at TL 7. Units of this size are titans of the battlefield, able to destroy almost anything they can hit. Gargantuan mecha are common in outer space environments but are often too expensive and unwieldy for planet-based missions.

Combat Statistics: A Gargantuan mecha has 400 hit points, with a base 34 Strength and a base 8 Dexterity. It imposes a –4 size penalty on attack rolls and to Armor Class. It takes a –12 penalty on Hide checks. A Gargantuan mecha has a single slam attack that deals 2d8 points of damage plus the Strength modifier. Its reach is 15 feet and its base speed is 50 feet.

Base Purchase DC: 48 (6,500,000 cr).

Equipment Slots: A Gargantuan mecha has 17 equipment slots available. Any two adjoining slots must be used for the Pilot's Cockpit in a mecha. Two Torso plus the Cranium and one Back slot are necessary for a power armor, a total of 4 slots for the Gargantuan power armor Pilot's Cockpit. These slots are located as follows.

Helmet: 1 slot.

Visor: 1 slot.

Cranium: 1 slot (0 slots in power armor).

Back: 2 slots (1 slot in power armor).

Left arm: 1 slot.

Left hand: 1 slot.

Right arm: 1 slot.

Right hand: 1 slot.

Shoulders: 2 slots.

Torso: 2 slots (0 slots in power armor).

Belt: 1 slot.

Left leg: 1 slot.

Right leg: 1 slot.

Boots: 1 slot.

COLOSSAL MECHA

Colossal mecha do not exist in TL 6 societies and are rare sights even at TL 7. Only at TL 8 do they leave the experimental stage and enter the battlefield in respectable numbers. Massive juggernauts, Colossal mecha represent the epitome of futuristic warfare, with firepower sufficient to destroy starships or level entire city blocks. They typically serve as mobile artillery and walking weapon platforms.

Combat Statistics: A Colossal mecha has 800 hit points, with a base 42 Strength and base 6 Dexterity. It imposes a –8 size penalty on attack rolls and to Armor Class. Depending on the material used, a Colossal mecha, which are added to the character's total and subtracted first when the character takes damage. It takes a –16 penalty on Hide checks. A Colossal mecha has a single slam attack that deals 4d6 points of damage plus the Strength modifier. Its reach is 15 feet and its base speed is 60 feet.

Base Purchase DC: 56 (65,000,000 cr).

Equipment Slots: A Colossal mecha has 25 equipment slots available. Any two adjoining slots must be used for the Pilot's Cockpit in a mecha. Two Torso slots, plus the Cranium, one Back, one Left Arm, one Right Arm, one Left Leg, and one Right Leg slot are necessary for a power armor, a total of 8 slots for the Colossal power armor Pilot's Cockpit. These slots are located as follows.

Helmet: 2 slots.

Visor: 1 slot.

Cranium: 1 slot (0 slots in power armor).

Back: 2 slots (1 slot in power armor).

Left arm: 2 slots (1 slot in power armor).

Left hand: 1 slot.

Right arm: 2 slots (1 slot in power armor).

Right hand: 1 slot.

Shoulders: 2 slots.

Torso: 4 slots (2 slots in power armor).

Belt: 2 slots.

Left leg: 2 slots (1 slot in power armor).

Right leg: 2 slots (1 slot in power armor).

Boots: 1 slot.

Quadrupedal Mecha

Mecha can be built with four legs instead of two. A quadrupedal mecha sacrifices equipment slots for added speed and stability. Its base land speed increases by 10 feet, and it gains a +4 stability bonus on checks made to resist bull rush and trip attempts.

A Medium quadrupedal mecha has 4 equipment slots instead of 5, giving up its boots slot.

A Large quadrupedal mecha has 6 equipment slots instead of 7, giving up its boots slot.

A Huge quadrupedal mecha has 8 equipment slots instead of 11, giving up both hand slots (left and right) and its boots slot.

A Gargantuan quadrupedal mecha has 14 equipment slots instead of 17, giving up both hand slots (left and right) and its boots slot.

A Colossal quadrupedal mecha has 22 equipment slots instead of 25, giving up both hand slots (left and right) and its boots slot.

MECHA SUPERSTRUCTURE

A mecha's superstructure—its exoskeleton, interior braces, and other structural parts—can be made from any sufficiently advanced metal alloy. Whatever its composition, a mecha's superstructure has a hardness that reduces the damage the mecha takes from weapons and collisions.

To build a mecha superstructure from scratch, a character must succeed at a Craft (mechanical) check (DC 30) and a Craft (structural) check (DC 30) after investing the requisite amount of assembly time, based on the mecha's size: Large 150 hours, Huge 300 hours, Gargantuan 600 hours, Colossal 1,200 hours. A character without a mechanical tool kit takes a –4 penalty on both skill checks. The character must also spend Wealth equal to the mecha's base purchase DC.

Different types of superstructure materials are presented below in Table: Superstructure Materials.

Hardness: The amount of damage the material absorbs from a weapon hit or collision.

Base Purchase DC Modifier: The modifier applied to the mecha's base purchase DC. This will be the actual Purchase DC used to calculate the Purchase DC of all the mecha's other components, where applicable.

Restriction: Since mecha require a license to own and operate, the materials used for making them do not require special licenses to purchase.

Table: Superstructure Materials & Mecha Frame Base Cost

— — — — —Modified Mecha Base Purchase DC — — — — —						
Superstructure Material	Hardness	Medium	Large	Huge	Gargantuan	Colossal
Alumisteel (TL 5)	10	32	36	40	44	52
Duralloy (TL 6)	15	36	40	44	48	56
Mythralloy (TL 6)	30	44	48	52	56	64
Vanadium (TL 6)	20	40	44	48	52	60
Adamantium (TL 7)	40	48	52	56	60	68
Neovulcanium (TL 7)	20	36	40	44	48	56
Neutronite (TL 7)	25	40	44	48	52	60
Tithralium (TL 7)	30	44	48	52	56	64
Krithium (TL 8)	20	32	36	40	44	52
Megatanium (TL 8)	30	36	40	44	48	56
Mythandium (TL 8)	40	40	44	48	52	60
Nanofluidic (TL 8)	30	44	48	52	56	64
Metaxium (TL 9)	50	48	52	56	60	68

ALUMISTEEL (TL 5)

This easy-to-acquire alloy is lightweight and reasonably strong. Alumisteel can also be used for armor (see Mecha Armor, below).

Hardness: 10/2d.

Base Purchase DC Modifier: –4.

DURALLOY (TL 6)

Duralloy is harder, heavier, and more durable than alumisteel. It can also be used to fashion armor (see Mecha Armor, below).

Hardness: 15/3d.

Base Purchase DC Modifier: None.

MYTHRALLOY (TL 6)

With the introduction of mithral to the science of metallurgy, new alloys become possible. Mythralloy was originally developed by the dwarves, but it has since spread to other civilizations. However, mithral is a very rare ore, making mythralloy very expensive.

Hardness: 30/6d/1D.

Base Purchase DC Modifier: +8.

VANADIUM (TL 6)

Vanadium alloy absorbs a respectable amount of damage and is easy to mold.

Hardness: 20/4d/1D.

Base Purchase DC Modifier: +4.

ADAMANTIUM (TL 7)

Advanced methods in nano-metallurgy make possible the introduction of adamantine to refinement processes, resulting in the creation of Adamantium. This alloy has a glittering sheen that gives away its composition, like a layer of diamond over steel.

Hardness: 40/8d/2D.

Base Purchase DC Modifier: +12.

NEOVULCANIUM (TL 7)

Similar to duralloy, neovulcanium uses plasma-forging techniques to create an alloy of unparalleled resilience. Neovulcanium can also be used for armor (see Mecha Armor, below).

Hardness: 20/4d/1D.

Base Purchase DC Modifier: None.

NEUTRONITE (TL 7)

Neutronite is a tough steel alloy into which a weave of free neutrons has been pressed. It is extremely resilient but also incredibly massive, weighing approximately five times more than a similar volume of lead.

Hardness: 25/5d/1D.

Base Purchase DC Modifier: +4.

TITHRALIUM (TL 7)

An alloy of titanium and mithral, tithralium is a more lightweight yet more durable variant of mythralloy.

Hardness: 30/6d/1D.

Base Purchase DC Modifier: +8.

KRITHIUM (TL 8)

Krithium was developed as a cheap and relatively lightweight alternative to other TL 8 alloys.

Hardness: 20/4d/1D.

Base Purchase DC Modifier: -4.

MEGATANIUM (TL 8)

Sandwiched layers of crystal carbon and neovulcanium held in a magnetic matrix, megatanium is exceedingly hard and durable. Megatanium can also be used for armor (see Mecha Armor, below).

Hardness: 30/6d/1D.

Base Purchase DC Modifier: None.

MYTHANDIUM (TL 8)

A long-sought mixture of mithral and adamantine that was impossible before the Energy Age, mythandium is a coveted formula of the dwarves. Few other beings know the formula and exacting process required to create mythandium.

Hardness: 40/8d/2D.

Base Purchase DC Modifier: +4.

NANOFLUIDIC (TL 8)

Consisting of a layer of gel-like fluid nanites, nanofluidic superstructure offers “smart” protection—it responds to the sensor system’s data regarding incoming attacks, and it concentrates at the point of impact to blunt physical blows and circulates around energy sources to dissipate energy damage. Nanofluidic superstructure weighs 1/10th the usual weight.

Note that if Nanofluidic Armor is used with a Nanofluidic Superstructure, then the mecha can alter its outward appearance, effectively giving it a +10 equipment bonus to Disguise checks. Furthermore, the entirely Nanofluidic mecha can be stored in a single container one size category smaller than the mecha, or in four containers two size categories smaller than the mecha. The mecha weighs 1/20th the usual weight.

Hardness: 30/6d/1D.

Base Purchase DC Modifier: +8.

METAXIUM (TL 9)

The ultimate in molecular manipulation, requiring the technological equivalent of magic or psionics in its formulation, metaxium is an exceedingly expensive and difficult alloy to create. The alloy must be “imprinted” with its owner’s psychic signature, meaning only that one specific being can use it. To the owner, it is as supple as the finest silk; to everything else, it is the hardest object in existence, like perfectly cut diamond; all-but-indestructible.

Anything made of this adamantine alloy can theoretically last forever, as it does not corrode (metaxium is immune to acid damage). Note that any vehicle with metaxium armor must also have a metaxium superstructure, as no other metal can respond to the wearer like metaxium does.

Hardness: 50/10d/2D.

Base Purchase DC Modifier: +12.

MECHA ARMOR

Armor can be welded or otherwise fixed securely to a mecha’s superstructure, providing an equipment bonus to the mecha’s total Armor Class. Mecha armor does not impose a maximum Dexterity bonus upon the mecha operator (as worn armor does) and does not require a special proficiency feat to use. A mecha without armor is at threat of suffering a critical each time it is hit; any successful attack on an unarmored mecha is automatically a threat, and the attacker must roll to overcome the mecha’s Hardness to confirm the critical.

Installing armor on a mecha requires a Craft (mechanical) check (DC 20). The check is made after investing an amount of time determined by the mecha’s size: Large 3 hours, Huge 6 hours, Gargantuan 12 hours, and Colossal 24 hours. Armor can be removed in half the time with a successful Repair check (DC 20).

Different types of mecha armor are presented below, along with the following statistics:

Armor Type (TL): This gives the armor type and the first Tech Level (TL) at which it is commonly available.

Equipment Bonus to AC: The equipment bonus that the armor provides to the mecha. The equipment bonus is added to the mecha’s total Armor Class for the purpose of confirming criticals.

Armor Penalty: Mecha armor applies this penalty on its operator’s Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

Speed Penalty: The amount by which the armor reduces the mecha’s base speed.

Purchase DC: The cost of the armor, given as a base Purchase DC plus the multiplier of the mecha’s base frame cost. This represents the greater cost of more armor to cover a larger vehicle.

Restriction: Since mecha require a license to own and operate, and armor is generally intended for conflict, armor is restricted based on substance.

Table: Mecha Armor Types

Armor Type (TL)	Equipment Bonus to AC	Armor Penalty	Speed Penalty	Purchase DC	Restriction
Alumisteel (TL 5)	+5	-6	-5 ft.	10 + (½ Base)	Licensed (+1)
Duraplastic (TL 5)	+3	-4	--	5 + (½ Base)	--
Duralloy (TL 6)	+8	-8	-10 ft.	5 + (½ Base)	--
Mythralloy (TL 6)	+8	-4	--	20 + (½ Base)	Military (+3)
Resilium (TL 6)	+6	-5	--	10 + (½ Base)	Licensed (+1)
Steelskin (TL 6)	+5	--	--	20 + (½ Base)	Military (+3)
Adamantium (TL 7)	+12	-8	-5 ft.	20 + (½ Base)	Military (+3)
Crystal Carbon (TL 7)	+10	-8	--	15 + (½ Base)	Restricted (+2)
Neovulcanium (TL 7)	+10	-10	-5 ft.	10 + (½ Base)	Licensed (+1)
Tithralium (TL 7)	+10	-3	--	20 + (½ Base)	Military (+3)
Krithium (TL 8)	+10	-6	-5 ft.	5 + (½ Base)	--
Megatanium (TL 8)	+12	-10	-10 ft.	10 + (½ Base)	Licensed (+1)
Mythandium (TL 8)	+12	-3	--	20 + (½ Base)	Military (+3)
Nanofluidic (TL 8)	+10	--	--	20 + (½ Base)	Military (+3)
Reactive (TL 8)	+8	-5	--	15 + (½ Base)	Restricted (+2)
Metaxium (TL 9)	+15	*	*	20 + (¾ Base)	Illegal (+4)

*see description for more details.

ALUMISTEEL ARMOR (TL 5)

This easy-to-acquire alloy is lightweight and reasonably strong. Alumisteel can also be used as a building material for mecha superstructures (see Mecha Superstructure, above).

Equipment Bonus: +5.

Armor Penalty: -6.

Speed Penalty: -5 feet.

Purchase DC: 10 + one-half the mecha's base purchase DC.

Restriction: Licensed (+1).



DURAPLASTIC ARMOR (TL 5)

Duraplastic armor is made of advanced plastic polymers, such as carbon fiber and high-grade fiberglass. Although relatively cheap and light, it doesn't offer tremendous protection.

Equipment Bonus: +3.

Armor Penalty: -4.

Speed Penalty: None.

Purchase DC: 5 + one-half the mecha's base purchase DC.

Restriction: None.

DURALLOY ARMOR (TL 6)

Duralloy is harder, heavier, and more durable than alumisteel. It can also be used as a building material for mecha superstructures (see Mecha Superstructure, above).

Equipment Bonus: +8.

Armor Penalty: -8.

Speed Penalty: -10 feet.

Purchase DC: 5 + one-half the mecha's base purchase DC.

Restriction: None.

MYTHRALLOY ARMOR (TL 6)

With the introduction of mithral to the science of metallurgy, new alloys become possible. Mythralloy was originally developed by the dwarves, but it has since spread to other civilizations. However, mithral is a very rare

ore, making mythrallium very expensive.

Equipment Bonus: +8.

Armor Penalty: -4.

Speed Penalty: None.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: Military (+3).

RESILIUM ARMOR (TL 6)

Resilium is a more malleable alloy than duralloy, although not as strong.

Equipment Bonus: +6.

Armor Penalty: -5.

Speed Penalty: None.

Purchase DC: 10 + one-half the mecha's base purchase DC.

Restriction: Licensed (+1).

STEELSKIN ARMOR (TL 6)

Actually a misnomer, steelskin armor is customized 3D-printed vanadium armor, designed in a superior snakeskin-scale style that allows the armor to flex with movement but be resistant to blows.

Equipment Bonus: +5.

Armor Penalty: None.

Speed Penalty: None.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: Military (+3).

ADAMANTIUM ARMOR (TL 7)

Advanced methods in nano-metallurgy make possible the introduction of adamantine to refinement processes, resulting in the creation of adamantium. Nearly indestructible, this alloy has a glittering sheen that gives away its composition, like a layer of diamond over steel.

Equipment Bonus: +12.

Armor Penalty: -8.

Speed Penalty: -5 feet.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: Military (+3).

CRYSTAL CARBON ARMOR (TL 7)

Grown in orbital laboratories, crystal carbon is a composite fiber material that narrowly outperforms neovulcanium (see below) on the battlefield.

Equipment Bonus: +10.

Armor Penalty: -8.

Speed Penalty: None.

Purchase DC: 15 + one-half the mecha's base purchase DC.

Restriction: Restricted (+2).

NEOVULCANIUM ARMOR (TL 7)

Similar to duralloy, neovulcanium uses plasma-forging techniques to create an alloy of surprising resilience. It is also used as a building material for mecha superstructures (see Mecha Superstructure, above).

Equipment Bonus: +10.

Armor Penalty: -10.

Speed Penalty: -5 feet.

Purchase DC: 10 + one-half the mecha's base purchase DC.

Restriction: Licensed (+1).

TITHRALIUM ARMOR (TL 7)

An alloy of titanium and mithral, Tithralium is a more lightweight yet more durable variant of mythralloy.

Equipment Bonus: +10.

Armor Penalty: -3.

Speed Penalty: None.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: Military (+3).

KRITHIUM ARMOR (TL 8)

Krithium was developed as a cheap and relatively lightweight alternative amongst TL 8 armour types.

Equipment Bonus: +10.

Armor Penalty: -6.

Speed Penalty: -5 feet.

Purchase DC: 5 + one-half the mecha's base purchase DC.

Restriction: None.

MEGATANIUM ARMOR (TL 8)

Sandwiched layers of crystal carbon and neovulcanium held in a magnetic matrix, megatanium is exceedingly hard and durable. It can also be used as a building material for mecha superstructures (see Mecha Superstructure, above).

Equipment Bonus: +12.

Armor Penalty: -10.

Speed Penalty: -10 feet.

Purchase DC: 10 + one-half the mecha's base purchase DC.

Restriction: Licensed (+1).

MYTHANDIUM ARMOR (TL 8)

A long-sought mixture of mithral and adamantine that was impossible before the Energy Age, mythandium is a coveted formula of the dwarves. Few other beings know the formula and exacting process required to create mythandium.

Equipment Bonus: +12.

Armor Penalty: -3.

Speed Penalty: None.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: Military (+3).

NANOFLUIDIC ARMOR (TL 8)

Consisting of a layer of gel-like fluid nanites, nanofluidic armor is "smart" armor—it responds to the sensor system's data regarding incoming attacks, and it concentrates at the point of impact to blunt physical blows and circulates around energy sources to dissipate energy damage. Nanofluidic armor weighs 1/10th the usual weight.

Note that if a Nanofluidic Superstructure is also used, the mecha can alter its outward appearance, effectively giving it a +10 equipment bonus to Disguise checks. Furthermore, the entirely Nanofluidic mecha can be stored in a single container one size category smaller than the mecha, or in four containers two size categories smaller than the mecha. The entirely nanofluidic mecha weighs 1/20th the usual weight.

Equipment Bonus: +10.

Armor Penalty: None.

Speed Penalty: None.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: Military (+3).

REACTIVE ARMOR (TL 8)

Consisting of layers of insulating gel or compressed gas between vanadium "steelskin" layers, reactive armor provides the same protection as mythralloy, but it doesn't require mithral to produce.

Equipment Bonus: +8.

Armor Penalty: –5.

Speed Penalty: None.

Purchase DC: 15 + one-half the mecha's base purchase DC.

Restriction: Restricted (+2).

METAXIUM ARMOR (TL 9)

The ultimate in molecular manipulation, requiring the technological equivalent of magic or psionics in its formulation, metaxium is an exceedingly expensive and difficult alloy to create. The alloy is “imprinted” with its owner's psychic signature, meaning only that specific being can use it. To the owner, it is as supple as the finest silk; to everything else, it is the hardest object in existence, like perfectly cut diamond, seemingly indestructible.

Anything made out of this adamantine alloy can theoretically last forever, as it does not corrode (i.e. Metaxium is immune to acid damage). Note that any vehicle with metaxium armor must also have a metaxium superstructure, as no other metal can respond to the wearer like metaxium does.

Equipment Bonus: +15.

Armor Penalty: None for imprinted owner; immobile for anyone else.

Speed Penalty: None for imprinted owner; no move possible for anyone else.

Purchase DC: 20 + three-quarters the mecha's base purchase DC.

Restriction: Illegal (+4).

MECHA EQUIPMENT

Mecha equipment falls into several categories: flight systems, sensor systems, defense systems, weapons (both hand-held and integrated), and miscellaneous systems.

Installing a piece of equipment on a mecha—be it a weapon or some other integrated system—requires a Craft (mechanical) check (DC 20) and a Craft (electrical) check (DC 20). The check is made after investing an amount of time determined by the mecha's size: Large 10 minutes, Huge 30 minutes, Gargantuan 1 hour, Colossal 3 hours. If the weapon or system occupies more than one equipment slot on the mecha, multiply the installation time by the number of slots it takes up. An integrated weapon or system can be removed in half the time with a successful Repair check (DC 20).

In addition to a general description, each piece of equipment includes the following information:

Equipment Slots: The number of equipment slots needed to install the equipment. Some pieces of equipment are limited to specific body slots, as noted here.

Activation: How long it takes to activate the piece of equipment (usually a standard action).

Range/Range Increment: A range listing indicates the maximum distance out to which the equipment functions. If a range increment is listed instead, it represents the distance at which accuracy begins to decline, as per the rules on range increments. Unless otherwise noted, equipment with a range increment has a maximum of ten increments.

Target or Targets/Effect/Area: This entry starts with one of three headings: Target, Effect, or Area. If the target of the component is You, you do not receive a saving throw (and there is no saving throw entry for the piece of equipment). If a component is a weapon capable of autofire, it will be noted here.

Duration: The amount of time a piece of equipment continues to operate before it needs to be reactivated, or how long its effect lasts. A duration of persistent means the equipment functions until the mecha is destroyed (reduced to 0 hit points) or the mecha's operator turns it off (usually as a free action).

Saving Throw: If a piece of equipment calls for a saving throw, the type of saving throw is listed here, along with the effect of a successful save.

Purchase DC: The purchase DC for the Wealth check to acquire the equipment.

Restriction: The level of license required to purchase the equipment legally.

Leave Room for the Pilot

When equipping a mecha from scratch, make sure to leave vacant equipment slots for the mecha operator's cockpit. (The cost of the cockpit is already factored into the mecha's base purchase DC.) For a Medium mecha, the operator always occupies the torso. On Large mecha and Huge mecha, the operator always occupies two equipment slots: the torso, and any one other adjoining equipment slot (this assumes the pilot is Medium; if the

intended pilot is Small, then the Pilot's Cockpit is only one slot).

On Gargantuan and Colossal mecha, the designer has more choice when placing the operator's cockpit. However, the two slots must be adjoining slots (not the left arm and the right leg, for example). Copilot and passenger cockpits are described under Miscellaneous Equipment.

In the case of a power armor, the pilot is the same size category as the power armor, meaning it occupies for more of the interior than a smaller pilot in a mecha. This means less slots are available to power armors because of the space that will be occupied by the pilot's body. Each mecha is noted with the slot requirements for mecha versus power armor pilots.

MECHA FLIGHT SYSTEMS

All mecha are equipped with legs that allow them to walk and run. A mecha's size determines its base speed, as noted in Table: Mecha Sizes. This section describes various optional flight systems. To build a flight system from scratch, a character must succeed at a Craft (mechanical) check (DC 30) and a Craft (electrical) check (DC 20) after investing 60 hours in its assembly. A character without the appropriate tool kit takes a -4 penalty on that skill check.

Table: Mecha Flight Systems

Flight System:	Equipment Slots:	Purchase DC:	Restriction:
Afterburner System (TL 6-8)	1 (torso, back, belt, boots)	10 + (1/4 base mecha)	--
Jetpack (TL 6)	1 (back, boots) or 2 (both legs)	10 + (1/4 base mecha)	--
Jet-Assist Wings (TL 7-8)	1, 2 if Gargantuan+ (back, shoulders)	5 + (1/4 base mecha)	--
Thrusters (TL 7-8)	1 (back, legs, boots)	10 + (1/2 base mecha)	--
Ramjet Thruster Boots (TL 8)	1 (boots)	10 + (1/4 base mecha)	--
VVINGS Flight System (TL 8)	2, 3 if Gargantuan+	15 + (1/2 base mecha)	Military (+3)

AFTERBURNER SYSTEM (TL 6-8)

The afterburner system dumps a shot of raw power into the mecha's thruster system, giving the mecha a temporary speed boost. The mecha's fly speed is doubled for 1 round. The afterburner system is good for only one use at TL 6; additional activations require additional afterburner systems. However, at TL 7; the afterburner system is based on capacitors that need only recharge, usable at the rate of once per hour. At TL 8, the afterburner system can be ignited once per minute.

Equipment Slots: 1, must be torso, back, belts, or boots.

Activation: Free action.

Range: Personal.

Target: You.

Duration: 1 round.

Saving Throw: None.

Purchase DC: 10 + one-quarter the mecha's base purchase DC.

Restriction: None.

JETPACK (TL 6)

A jetpack combines vectored thrust with simple avionics, granting the mecha a fly speed of 100 feet (clumsy). The jetpack carries enough fuel for the mecha to travel a total of 1,000 feet; refueling has a purchase DC of 16.

Equipment Slots: 1, must be back or boots; or 2, must be left leg and right leg.

Activation: Free action.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 10 + one-quarter the mecha's base purchase DC.

Restriction: None.

JET-ASSIST WINGS (TL 7-8)

Jet-assist wings allow a flying mecha to maneuver more effectively, but do not provide the mecha with the ability to fly. A mecha with jet-assist wings improves its flight maneuverability by one category (clumsy to poor, poor to average, and so on).

Equipment Slots: 1, 2 if Gargantuan or Colossal size (must be back or shoulders). At TL 8 this upgrade may be taken twice, thus improving the mecha's flight maneuverability by two categories.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 5 + one-quarter the mecha's purchase DC.

Restriction: None.

THRUSTERS (TL 7-8)

Thrusters combine powerful fusion micro-thrusters to give the mecha a fly speed of 300 feet (poor). At TL 8 thrusters offer a speed of 600 feet (average).

Equipment Slots: 1, must be back, legs, or boots.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 10 + one-half the mecha's purchase DC.

Restriction: None.

RAMJET THRUSTER BOOTS (TL 8)

The best thruster system available uses ramjet technology to improve the performance of the TL 7 thrusters, granting the mecha a fly speed of 1500 feet (poor).

Equipment Slots: 1, must be boots.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 10 + one-quarter the mecha's purchase DC.

Restriction: None.

VVINGS VARIABLE-VECTOR IONIC NEUTRAL-GRAV SYSTEM (TL 8)

The pinnacle of flight technology, the VVINGS generates a "neutral-grav" field for multiple purposes. From lightening the mecha just enough to make it more maneuverable in combat, to liberating it from the confines of a planet's gravity, the VVINGS offers exceptional versatility in flight capabilities.

The VVINGS offers two distinct advantages to the mecha equipped with it. Built upon an existing propulsion system, VVINGS grants a perfect maneuverability to the mecha while flying, even allowing it to break orbit if desired (but make sure you have a Space Skin installed!). If it has no faster means of propulsion via another system, then the VVINGS offers a base flying speed of 60 feet (perfect).

Furthermore, VVINGS neutralizes the natural pull of gravity, and allow a mecha to be much more responsive and "lighter on its feet" than it would otherwise be. In conjunction with a Sensor System (Class I or better), the VVINGS grants the pilot an equipment Reflex bonus equal to the Sensor System of the mecha (up to a maximum Reflex save bonus of +5).

Finally, any mecha installed with a VVINGS can install Thrusters or Ramjet Thruster Boots in any slot, not just the given slot(s) (see Thrusters and Ramjet Thruster Boots, above).

Equipment Slots: 2 in any Mecha Huge or smaller, 3 in Gargantuan and Colossal mecha.

Activation: Free Action.
Range: Personal.
Area: None.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 15 + ½ mecha base DC cost.
Restriction: Restricted (+2).

MECHA SENSOR SYSTEMS

Sensor systems make it easier for mecha operators to perceive their surroundings; however, not all mecha are equipped with sensors (or even require them). In such cases, mecha operators must rely on their own acute vision and hearing.

A mecha equipped with sensors conducts passive scans of the surrounding area constantly, without the operator's attention. A passive scan extends in all directions at once, providing the operator with data on surrounding terrain, obstacles, and the location of other creatures, vehicles, and mecha within several miles of the mecha's position.

A sensor system can also be used to conduct an active scan of a single target. With a successful Computer Use check (DC 15) and a move action, a mecha's operator can use the onboard sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine specific information about that target, as specified in the sensor system's description.

To build a sensor system from scratch, a character must succeed at a Craft (electrical) check (DC 30) after investing 60 hours in its assembly. A character without an electrical tool kit takes a –4 penalty on the skill check.

Table: Mecha Sensor Systems

Sensor System (TL):	Required Slots:	Purchase DC:	Restriction:
Class I Sensor System (TL 6)	1	18	--
Class II Sensor System (TL 6)	1	21	--
Class III Sensor System (TL 6)	1	25	Licensed (+1)
Enigma Sensor Suite (TL 6)	1	29	--
Oracle Targeting System (TL 6)	1	see description	see description
Class IV Sensor System (TL 7)	1	27	Licensed (+1)
Class V Sensor System (TL 7)	1	30	Licensed (+1)
Class VI Sensor System (TL 8)	1	32	Licensed (+1)
Vitruvian Sphere (TL 8)	1+	see description	Military (+3)

CLASS I SENSOR SYSTEM (TL 6)

This sensor system includes air/space radar that allows a mecha operator to scan the basic topography of the surrounding area and pick out targets well enough to aim weapons at them.

A Class I sensor system grants a +1 equipment bonus on the operator's Navigate and Spot checks. The sensor system also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 1 mile).

With a successful Computer Use check (DC 15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.

Equipment Slots: 1.

Activation: Move action (active scan mode only).

Range: 1-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Saving Throw: None.

Purchase DC: 18.

Restriction: None.

CLASS II SENSOR SYSTEM (TL 6)

This sensor system includes an electromagnetic (EM) detector array that localizes electromagnetic emissions, and an infrared detector that tracks targets by their heat signatures. It also incorporates a high-resolution video system that differentiates targets by their visual profile. The hi-res video system incorporates a zoom feature, allowing close inspection of distant targets.

A Class II sensor system grants a +2 equipment bonus on the operator's Navigate and Spot checks. The sensor system also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 1 mile).

With a successful Computer Use check (DC 15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon systems (functional and nonfunctional).

Equipment Slots: 1.

Activation: Move action (active scan mode only).

Range: 1-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Saving Throw: None.

Purchase DC: 21.

Restriction: None.



CLASS III SENSOR SYSTEM (TL 6)

This system combines the features of the Class II sensor system with an advanced night-vision unit.

The mecha operator gains darkvision to a range of 90 feet.

A Class III sensor system grants a +3 equipment bonus on the operator's Navigate and Spot checks. The sensor system also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 1 mile).

With a successful Computer Use check (DC 15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon systems (functional and nonfunctional).

Equipment Slots: 1.

Activation: Move action (active scan mode only).

Range: 1-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Saving Throw: None.

Purchase DC: 25.

Restriction: Licensed (+1).

ENIGMA SENSOR SUITE (TL 6)

Using a combination of thermal imaging, X-rays, and vibration sensors, the Enigma sensor suite enables the operator to effectively see through solid objects. Fine details can't be detected, but a mecha using the Enigma suite could tell, for example, that three Medium-size humanoids were crouched behind a closed door, or that an escape tunnel runs from one building to another.

A mecha with the Enigma suite reduces the effects of concealment. Thus, an object with total concealment (50% miss chance) would have 20% concealment instead, while 20% concealment would be completely nullified.

Equipment Slots: 1.

Activation: None.

Range: 150 feet.

Area: Cone-shaped emanation.

Duration: 1 round.

Saving Throw: None.

Purchase DC: 29.

Restriction: None.

ORACLE TARGETING SYSTEM (TL 6-7)

The standard computer-assisted targeting system for mecha combines holographic displays and heuristic target-prediction profiling, based on data provided by the mecha's Sensor System, to increase the mecha operator's accuracy. The system grants an enhancement bonus on attack rolls (+1 to +5) when using a specific ranged weapon selected by the operator. Switching the bonus from one weapon to another requires a move action.

The Oracle system has five different categories (denoted Mark I through Mark V); only an equivalent Class Sensor System can host an Oracle Targeting System. Thus a Mark III Oracle Targeting System requires at least a Class III Sensor System, while a Class V Sensor System can host up to a Mark V Oracle Targeting System.

Note that a mecha with no Sensor System cannot have an Oracle Targeting System installed. Also note that this means Mark IV and Mark V Oracle Targeting Systems are not available until TL 7, when Class IV and Class V Sensor Systems are available. The purchase DC varies depending on the enhancement bonus conferred.

Equipment Slots: 1, must be helmet or visor (and Sensor System must be present).

Activation: Move action (to activate or switch).

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 18 for Mark I, 20 for Mark II, 22 for Mark III, 24 for Mark IV, 26 for Mark V.

Restriction: Licensed (+1) for Mark I, Restricted (+2) for Mark II and Mark III, Military (+3) for Mark IV and Mark V.

CLASS IV SENSOR SYSTEM (TL 7)

This system includes electromagnetic (EM), infrared detector, hi-res video, and nightvision sensors similar to those found on the Class II and Class III systems. It also incorporates a lidar system that uses low-powered laser beams to quickly locate and identify difficult terrain, distant obstacles, and targets. The mecha operator gains darkvision to a range of 120 feet.

A Class IV sensor system grants a +4 equipment bonus on the operator's Navigate and Spot checks. The sensor system also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 10 miles).

With a successful Computer Use check (DC 15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.

- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon systems (both functional and nonfunctional).
- How much damage (in hit points) the target has taken.

Equipment Slots: 1.

Activation: Move action (active scan mode only).

Range: 10-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Saving Throw: None.

Purchase DC: 27.

Restriction: Licensed (+1).

CLASS V SENSOR SYSTEM (TL 7)

This system improves upon earlier sensor systems by replacing the air/space radar with powerful multiband radar that quickly and effortlessly identifies and tracks mecha, creatures, and vehicles. It also combines the electromagnetic, infrared, and video scanners into a single, more powerful array. The Class V sensor system also extends the mecha's nightvision capability. The mecha operator gains darkvision to a range of 180 feet.

A Class V sensor system grants a +5 equipment bonus on the operator's Navigate and Spot checks. The sensor system also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 10 miles).

With a successful Computer Use check (DC 15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.
- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon, defense, and sensor systems (both functional and nonfunctional).
- How much damage (in hit points) the target has taken.

Equipment Slots: 1.

Activation: Move action (active scan mode only).

Range: 10-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Saving Throw: None.

Purchase DC: 30.

Restriction: Licensed (+1).

CLASS VI SENSOR SYSTEM (TL 8)

This sensor system is identical to the Class V sensor array and can accommodate any sensor add-on a Class V sensor array can, except the Class VI sensor array replaces the multiband radar unit with multiphase radar capable of penetrating nearly any obstacle or barrier. The mecha operator gains darkvision to a range of 180 feet.

A Class VI sensor system grants a +6 equipment bonus on the operator's Navigate and Spot checks. The sensor system also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 100 miles).

With a successful Computer Use check (DC 15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.

- The composition of the target's hull or superstructure, as well as the type of its armor, if any.
- The target's weapon, defense, and sensor systems (both functional and nonfunctional).
- How much damage (in hit points) the target has taken, and how much damage it can withstand (that is, hit points remaining).

Equipment Slots: 1.

Activation: Move action (active scan mode only).

Range: 100-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Saving Throw: None.

Purchase DC: 32.

Restriction: Licensed (+1).

VITRUVIAN SPHERE (TL 8)

The ultimate in mecha-piloting technology, the Vitruvian Sphere allows the mecha to simulate the movements of the pilot perfectly! The Vitruvian Sphere consists of a specially-designed suit with alloy contacts at the key joints of the body. Suspended in a control sphere by a magnetic field, the pilot can move freely and the mecha mimics the movements of the pilot in the sphere. Sensors apply magnetic fields to the pilot's suit, simulating the conditions presented to the mecha. While the pilot can never be injured by damages endured by the mecha, they do know where damages are occurring and to what degree such damages may be destabilizing the mecha.

This system includes a Crackerjack Neural Link (+2 initiative and the pilot can use all non-mecha combat feats) and it also allows the pilot to use their Dexterity attribute score instead of the mecha's when calculating Armor Class and performing other Dex-based maneuvers with the mecha. The maximum Dex possible is 30, -2 per size category beyond Medium (so maximum Dex 28 for Large, 26 for Huge, 24 for Gargantuan, and 22 for Colossal mecha). Any Dexterity attribute upgrade must still be paid for separately; the Vitruvian Sphere only increases the limit based on the mecha's size.

The Vitruvian Sphere can only be used in mechas at least three (3) size categories larger than the pilot. Note that the pilot and the mecha must have the same number and orientation of limbs; mechas with Vitruvian Spheres cannot be properly piloted by pilots with other body-type configurations. Extra mecha limbs remain inert, and the mecha gets none of the pilot's Dex bonuses or nonmecha feats, as the equipment struggles to interpret the extra/missing data.

Equipment Slots: 1 for Huge or smaller mechas, 2 for Gargantuan or larger mechas; must be Torso.

Activation: None

Range: Personal

Target: Pilot

Duration: Persistent

Saving Throw: None

Purchase DC: 20 + one-quarter the mecha's base purchase DC.

Restriction: Military (+3).

MECHA DEFENSE SYSTEMS

Defense systems include energy shields, life support systems, and other equipment intended to protect the mecha and its operator from harm.

To build a defense system from scratch, a character must succeed at a Craft (mechanical) check (DC 30) after investing 60 hours in its assembly. A character without a mechanical tool kit takes a -4 penalty on the skill check. The character must also make a Wealth check against the defense system's purchase DC.

Table: Mecha Defense Systems

Defense System (TL):	Equipment Slots:	Purchase DC:	Restriction:
Bulwark Tactical Shield (TL 5)	1 (arm)	5 + (1/4 base mecha)	--
Bastion Tactical Shield (TL 6)	1 (arm)	10 + (1/4 base mecha)	--
LX-10 Antishock Array (TL 6)	1	15 + (1/4 base mecha)	--

R-XI Anti-Missile Targeting System (TL 6)	1*	29	Military (+3)
Sandstorm ECM Module (TL 6)	1*	27	Military (+3)
Barricade Tactical Shield (TL 7)	1 (arm)	15 + (1/4 base mecha)	--
Deflection Field (TL 7)	1	see description	Licensed (+1)
Delphi Defense Suite (TL 7)	1-2	see description	Licensed (+1)
Force Field Generator (TL 7)	4 (2 sets of 2)	see description	same as mecha
Light Fortification (TL 7)	1	10 + (1/2 base mecha)	Licensed (+1)
LX-20 Antishock Array (TL 7)	1	20 + (1/4 base mecha)	--
Cloaking Screen (TL 8)	1	20 + (1/2 base mecha)	Military (+3)
Medium Fortification (TL 8)	2	10 + (1/2 base mecha)	Licensed (+1)
Heavy Fortification (TL 9)	3	10 + (1/2 base mecha)	Licensed (+1)

BULWARK TACTICAL SHIELD (TL 5)

The Bulwark tactical shield—a high-tech version of the heavy shields carried by knights of old—is worn on one of the mecha’s arms. It gives the mecha a +2 shield bonus to Armor Class, with a steel Bulwark shield having a base hardness 10 and 20 hit points for a Large mecha. However, a shield is always made of the same material as the mecha’s armor and is proportionate to the mecha’s profile, which will cause the shield’s hardness and hit points to change; see the Bulwark Tactical Shield above. Here is a list of the hardness and hit points for the different substances:

Substance	Hardness	HP (Large)	HP (Huge)	HP (Garg.)	HP (Col.)
Steel	10 / 2d	20	30	40	50
Mithral	15 / 3d	20	30	40	50
Adamantine	20 / 4d / 1D	40	60	80	100
Alumisteel (TL 5 Steel)	10 / 2d	40	60	80	100
Resilium (TL 6 Steel)	15 / 3d	30	45	60	75
Duralloy (TL 6 Steel)	15 / 3d	40	60	80	100
Vanadium (TL 6 Steel)	20 / 4d / 1D	40	60	80	100
Mythralloy (TL 6 Mithral)	25 / 5d / 1D	50	75	100	125
Neovulcanium (TL 7 Steel)	20 / 4d / 1D	50	75	100	125
Neutronite (TL 7 Steel)	25 / 5d / 1D	50	75	100	125
Tithralium (TL 7 Mithral)	30 / 6d / 1D	60	90	120	150
Adamantium (TL 7 Adamantine)	40 / 8d / 2D	80	120	160	200
Krithium (TL 8 Steel)	20 / 4d / 1D	40	60	80	100
Megatanium (TL 8 Steel)	30 / 6d / 1D	60	90	120	150
Mythandium (TL 8 Mithral)	40 / 8d / 2D	60	90	120	150
Metaxium (TL 9 Adamantine)	50 / 10d / 2D	100	150	200	250

Equipment Slots: 1, must be arm.

Activation: None.

Range: Touch.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 5 + one-quarter the mecha’s base purchase DC.

Restriction: None.

BASTION TACTICAL SHIELD (TL 6)

The Bastion tactical shield improves upon the Bulwark tactical shield (see above). It gives the mecha a +4 shield bonus to Armor Class, with a steel Bastion shield having a base hardness 10 and 20 hit points for a Large mecha. However, a shield is always made of the same material as the mecha’s armor and is proportionate to the mecha’s profile, which will cause the shield’s hardness and hit points to change; see the Bulwark Tactical Shield above.

When not deployed, the Bastion tactical shield can retract into the mecha’s arm. Deploying or retracting

the shield is a move action.

Equipment Slots: 1, must be arm.

Activation: None or move action (see text).

Range: Touch.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 10 + one-quarter the mecha's base purchase DC.

Restriction: None.

LX-10 ANTISHOCK ARRAY (TL 6)

The LX-10 antishock array grounds the mecha and protects it against electrical attacks. The mecha gains electricity resistance 10.

Equipment Slots: 1.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 15 + one-quarter the mecha's base purchase DC.

Restriction: None.

R-XI ANTI-MISSILE TARGETING SYSTEM (TL 6)

The R-XI "Archie" Anti-Missile Targeting System is a specialized sensor system dedicated to detecting and attacking incoming missiles. Once per round, the defense system can attempt to shoot down an incoming missile, using an integrated weapon system with autofire capability (typically a Pop-Up Autolaser; see below).

As soon as a missile targeting the mecha gets within the Archie's closest range increment (dependent on the autofire weapon assigned to the Archie), the R-XI attacks the missile with the autofire weapon assigned to it. The R-XI shoots down one incoming missile per round by burst-firing the 10' radius (2-polyhex) area that the missile is in, forcing the missile to make a Reflex save DC (15 + the Sensor System Class) in order to avoid being hit (a Class I System makes it a DC 16 Reflex save, while a Class V System makes it a DC 20 Reflex save for the missile).

If the missile is hit, then it is destroyed or otherwise caused to deviate, and the mecha is not hit. Missiles with blast areas are sufficiently destroyed to prevent them from exploding properly, and they do not explode to any effect; they simply crash from the sky.

While the Archie Anti-Missile Targeting System is engaged, the weapon system it is controlling cannot be used by the pilot or co-pilot for attacking; the R-XI must be disengaged (a move action) to use the weapon to attack anything other than a missile. Also note that the Archie can determine which missiles will hit its mecha, and thus it only attacks those missiles that are going to hit, prioritizing direct hits as "primary" targets and splash hits as "secondary" targets.

Equipment Slots: 1 (not counting the required Class I-V Sensor System).

Activation: Move action to engage and disengage.

Range: Equal to range increment of weapon being controlled.

Area: 1 incoming missile/round.

Duration: Persistent.

Saving Throw: Special; see above.

Purchase DC: 29.

Restriction: Military (+3).

SANDSTORM ECM MODULE (TL 6)

The Sandstorm is a specially-designed electronic countermeasure (ECM) sensor suite, meant to detect incoming missiles and then scramble their guidance systems as they approach, causing them to miss the mecha. In effect, the Sandstorm gives one-half concealment (20% miss chance) to the mecha against incoming missiles.

The Sandstorm ECM Module requires at least a Class I Sensor System to detect incoming missiles.

However, the better the Sensor System installed in the mecha, the better the Sandstorm works. For each class of the installed Sensor System (ie. Class I-VI), the Sandstorm can scramble one incoming missile per round.

Equipment Slots: 1 (not counting the required Class I-VI Sensor System).

Activation: None

Range: 1-mile radius.

Area: up to 6 missiles / round (with Class VI Sensor System).

Duration: Persistent.

Saving Throw: None.

Purchase DC: 27.

Restriction: Military (+3).

BARRICADE TACTICAL SHIELD (TL 7)

A larger version of the Bastion tactical shield, the Barricade shield not only improves the mecha's equipment bonus to Armor Class by +6, with a steel Barricade shield having a base hardness 10 and 20 hit points for a Large mecha. However, a shield is always made of the same material as the mecha's armor and is proportionate to the mecha's profile, which will cause the shield's hardness and hit points to change; see the Bulwark Tactical Shield above. The Barricade also has a special ceramic coating which grants the mecha fire resistance 10.

When not deployed, the Barricade tactical shield can retract into the mecha's arm. Deploying or retracting the shield is a move action.

Equipment Slots: 1, must be arm.

Activation: None or move action (see text).

Range: Touch.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 15 + one-quarter the mecha's base purchase DC.

Restriction: None.



DEFLECTION FIELD (TL 7)

The deflection field uses broadcast magnetics to provide a semipermeable energy field around the mecha. It provides a +1 to +5 deflection bonus to the mecha's Armor Class. The purchase DC of the system is based on the type of field (denoted Mark I through Mark V).

The operator can activate or deactivate the deflection field once per round as a free action.

Equipment Slots: 1.

Activation: None or free action (see text).

Range: Touch.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: (10 for Mark I, or 15 for Mark II, or 20 for Mark III, or 25 for Mark IV, or 30 for Mark V) + one-half the mecha's base purchase DC.

Restriction: Licensed (+1).

DELPHI DEFENSE SUITE (TL 7)

The Delphi defense suite consists of a heuristic collision avoidance system, enhanced crew restraints, and a series of adrenal and nonadrenal autoinjectors for the mecha operator. The Delphi defense suite grants the operator a resistance bonus on all saving throws for 1 minute: +1 for the Mark I version and up to +5 for the Mark V version.

Equipment Slots: 1 (Mark I and Mark II versions), 2 (Mark III, Mark IV, and Mark V versions).

Activation: Attack action.

Range: Personal.

Target: You.

Duration: 1 minute.

Saving Throw: None.

Purchase DC: 23 for Mark I, 27 for Mark II, 29 for Mark III, 31 for Mark IV, 33 for Mark V.

Restriction: Licensed (+1) for Mark I, Restricted (+2) for Mark II and Mark III, Military (+3) for Mark IV and Mark V.

FORCE FIELD GENERATOR (TL 7)

The development of the portable Force Field Generator revolutionized space travel, preventing physical accidents in space while simultaneously allowing for more defense in battle. Only the largest mechas (ie. Gargantuan size and larger) can be fitted with Force Field Generators.

A force field acts as a layer of ablative armor projected just outside the mecha's hull, absorbing damage until disengaged or its capacitors are overloaded. If the force field generator is overloaded (i.e. its hit points are reduced to zero), then the field drops. The field capacitors cannot produce another force field until they have at least 25% power, recovered after 6 hours of charging. The force field is fully recharged after 24 hours.

The force field absorbs the damage inflicted by all attacks requiring a to-hit roll that inflict hit point damage, and it absorbs the damage inflicted by all effects offering a Reflex save that inflict hit point damage.

The caliber of Force Field Generator aboard the mecha depends on the Restriction code of the mecha, the size of the mecha, and the Tech Level of the mecha;

Mecha Force Field Generator: 10% of Mecha's total HD x (TL – 6) x Restriction Mod.

The table below gives the typical force field strengths for the various size and TL mechas available in DxD20.

Table: Force Field Strength Based on Mecha Size, Tech Level (TL), and Restriction Level of Mecha

Mecha Size & TL (HP)	Restriction Modifier		
	Licensed (+1)	Restricted (+2)	Military (+3)
Gargantuan TL 7 (400)	40 HP / 8d / 2D	80 HP / 16d / 4D	120 HP / 24d / 6D
Gargantuan TL 8 (400)	80 HP / 16d / 4D	160 HP / 32d / 8D	240 HP / 48d / 12D
Gargantuan TL 9 (400)	120 HP / 24d / 6D	240 HP / 48d / 12D	360 HP / 72d / 18D
Colossal TL 7 (800)	80 HP / 16d / 4D	160 HP / 32d / 8D	240 HP / 48d / 12D
Colossal TL 8 (800)	160 HP / 32d / 8D	320 HP / 64d / 16D	480 HP / 96d / 24D
Colossal TL 9 (800)	240 HP / 48d / 12D	480 HP / 96d / 24D	720 HP / 144d / 36D

The Force Field Generator uses a subspace stabilizing matrix that effectively treats all the space within the shielded area as solid for purposes of teleportation; while the force field is intact, anything trying to teleport into the shielded area will be shunted to the closest outside edge of the force field with all the same consequences as teleporting into a solid object (see *Teleport*).

Equipment Slots: 4; 2 sets of 2 slots each, both of which must occupy the same slot in both instances.

Activation: Move action.

Range: Personal (mecha only).

Target: You.

Duration: Until dismissed; if reduced to 0 HP or less, the force field needs 24 hours to fully recharge, recovering 1/4th of its total every 6 hours.

Saving Throw: None.

Purchase DC: 15 + one-half the base purchase DC of mecha.

Restriction: Same as the mecha.

LIGHT FORTIFICATION (TL 7)

The mecha's structural integrity is reinforced so it can shake off attacks that would cripple it otherwise. Light fortification converts 25% of all critical hits into regular hits.

Installing light fortification requires a Craft (structural) check instead of a Craft (mechanical) check. Light fortification takes the place of one of the mecha's equipment slots.

Equipment Slots: 1 (equivalent).

Activation: None.

Range: Personal.

Target: You.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 10 + one-half the mecha's base purchase DC.
Restriction: Licensed (+1).

LX-20 ANTISHOCK ARRAY (TL 7)

Similar to the LX-10 antishock array, the LX-20 antishock array grants the mecha electricity resistance 20. In addition, it insulates and protects the crew from the collateral dazing effect of an electromagnetic pulse, such as the type caused by an M-70 EMP rocket launcher (see Mecha Weapons, below).

Equipment Slots: 1.
Activation: None.
Range: Personal.
Target: You.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 20 + one-quarter the mecha's base purchase DC.
Restriction: None.

CLOAKING SCREEN (TL 8)

The cloaking screen warps light and energy around the mecha, rendering it invisible to visual and electronic sensors (opposed Spot for visual detection and opposed Computer use for electronic detection).

A cloaked mecha has total concealment. To attack a cloaked mecha, an attacker must guess in which hex the mecha currently is (or determine its position based on where it attacked last), and even if the guess is accurate, there is a 50% chance that the attack misses. A cloaked mecha gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. Pinpointing the location of a cloaked mecha that isn't attempting to hide requires a Spot check (for visual searches) or a Use Computer check (for a sensor sweep) against DC 40 if immobile or DC 20 if moving (as if the mecha operator had rolled a 0 on the Hide check).

Equipment Slots: 1.
Activation: Attack or move action.
Range: Personal.
Target: You.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 20 + one-half the mecha's base purchase DC.
Restriction: Military (+3).

MEDIUM FORTIFICATION (TL 8)

Similar to the light fortification system, the medium fortification system converts 75% of all critical hits into regular hits. Medium fortification takes the place of two of the mecha's equipment slots.

Equipment Slots: 2 (equivalent).
Activation: None.
Range: Personal.
Target: You.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 10 + one-half the mecha's base purchase DC.
Restriction: Licensed (+1).

HEAVY FORTIFICATION (TL 9)

Similar to the light fortification system, the heavy fortification system converts all critical hits into regular hits. Heavy fortification takes the place of three of the mecha's equipment slots.

Equipment Slots: 3 (equivalent).

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 10 + one-half the mecha's base purchase DC.

Restriction: Licensed (+1).

MECHA WEAPONS

Mecha use both melee and ranged weapons to dispatch foes. In addition, a weapon can either be handheld or integrated into the mecha's superstructure; each version has its benefits.

Handheld Weapons: A handheld weapon does not cost an equipment slot. However, a mecha with a handheld weapon can be disarmed.

Integrated Weapons: An integrated weapon takes up one or more of the mecha's equipment slots, but the mecha cannot be disarmed of the weapon. Table: Mecha Weapons summarizes each weapon's statistics.

To build a handheld or integrated weapon from scratch, a character must succeed at a Craft (mechanical) check (DC 30) after investing 60 hours in its assembly. A character without a mechanical tool kit takes a –4 penalty on the skill check.

Table: Mecha Weapon Systems

Weapon System:	Equipment Slots:	Purchase DC:	Restriction:
A3X Dragon Flamethrower (TL 5)	1	21	Military (+3)
M-9 Barrage Chaingun (TL 5)	1 (hand, arm, shoulders)	21	Restricted (+2)
M-53 Firestar Rocket Launcher (TL 5)	1 (hand, arm, shoulders)	24	Military (+3)
M-55 Crud Rocket Launcher (TL 5)	1 (hand, arm, shoulders)	24	Military (+3)
M-87 Talon Missile Launcher (TL 5)	1 (hand, arm, shoulders)	23	Military (+3)
PS-15 Panther Claws (TL 5)	1 (hand, arm)	see description	--
Thunderbolt Shock Rod (TL 5)	1 (hand, arm)	see description	--
Warpath Recoilless Rifle (TL 5)	1 (hand, arm)	22	Military (+3)
Buckshot Close-Combat Blaster (TL 6)	1 (hand)	20	Restricted (+2)
Corona Microwave Beam (TL 6)	1	19	Restricted (+2)
LK8 Armor-Piercing Pike (TL 6)	1 (hand, arm)	see description	--
M-21 Comet Autolaser (TL 6)	2 (hand, arm, shoulders)	22	Military (+3)
M-70 EMP Rocket Launcher (TL 6)	1 (hand, arm, shoulders)	27	Military (+3)
M-75 Cricket Rocket Launcher (TL 6)	1 (hand, arm, shoulders)	25	Military (+3)
MK-40 Screwbolter Cannon (TL 6)	2 (hand, arm, shoulders)	24	Military (+3)
NKP Puma Pop-Up Turret (TL 6)	1	23	Military (+3)
T-95 Cavalcade Chaingun (TL 6)	1 (hand, arm)	21	Restricted (+2)
Typhoon 240 Laser Cannon (TL 6)	2 (hand, arm, shoulders, visor)	25	Military (+3)
Chrysanthemum Laser Array (TL 7)	1	26	Military (+3)
FBG-64 Fullbore Gatling Cannon (TL 7)	2 (hand, arm, shoulders)	27	Military (+3)
Neutralizer Ion Cannon (TL 7)	2 (hand, arm, shoulders)	26	Restricted (+2)
M-300 Rhino Mass Cannon (TL 7)	2 (hand, arm, shoulders)	29	Military (+3)
MC-22 Pop-Up Autolaser (TL 7)	1	24	Military (+3)
PS-25 Tiger Vibro Claws (TL 7)	1 (hand, arm)	see description	Restricted (+2)
Sidewinder Mini-Missile Launcher (TL 7)	2 (any adjoining)	25	Military (+3)
Tsunami 480 Plasma Cannon (TL 7)	3 (hand, arm, shoulders, visor)	25	Military (+3)
XJ-A Python Electro-Whip (TL 7)	1 (hand, arm)	see description	Restricted (+2)
Avenger Electro-Scimitar (TL 8)	1 (hand, arm)	see description	Restricted (+2)
LT-5 Longshot Mass Driver (TL 8)	2 (hand, arm, shoulders)	24	Military (+3)
Phase Cannon (TL 8)	3 (hand, arm, shoulders, visor)	36	Military (+3)

RP-91 Reaper Vibro Scythe (TL 8)	2 (hand, arm)	see description	Restricted (+2)

*



Table: Mecha Weapons Statistics

Weapon	Damage (d)	Critical	Damage Type	Range/Die Increment	Rate of Fire	Magazine	(Slots) Size	Weight	Purchase DC	Restriction
Tech Level 5: Information Age										
A3X Dragon Flame Thrower	4d6 (1d4)	—	Fire	—	Single	20 int.	Large	75 lb.	21	Mil (+3)
M-9 Barrage Chaingun	6d6 (1d6+1)	20	Ballistic	60 ft.	S, A	Linked	Huge	100 lb.	21	Res (+2)
M-53 Firestar Rocket Launcher	10d6 (2d6)	—	Fire	—	Single	6 int.	Huge	35 lb.	24	Mil (+3)
M-55 Crud Rocket Launcher	10d6 (2d6)	—	Slashing	—	Single	6 int.	Huge	35 lb.	24	Mil (+3)
M-87 Talon Missile Launcher	15d6 (3d6)	20	Ballistic/Fire	—	Single	4 int.	Huge	20 lb.	23	Mil (+3)
PS-15 Panther Claws	Varies ¹	19–20	Slashing	Med / Lrg / Hge / Gar / Col 1d8 / 2d6 / 2d8 / 4d6 / 4d10			Varies ¹	—	Varies ¹	—
Thunderbolt Shock Rod	Varies ¹	20	Electricity/ Bludgeoning	Med / Lrg / Hge / Gar / Col 2d6 / 4d6 / 6d6 / 8d6 / 10d6			Varies ¹	—	Varies ¹	—
Warpath Recoilless Rifle	10d6 (2d6)	20	Ballistic	40 ft.	S, A	20 box	Huge	50 lb.	22	Mil (+3)

Tech Level 6: Fusion Age

Buckshot Close-Combat Blaster	6d6 (1d6+1)	20	Ballistic	20 ft.	Single	10 box	Large	25 lb.	20	Res (+2)
Corona Microwave Beam	5d6 (1d6)	20	Fire	15 ft.	Single	—	Large	15 lb.	19	Res (+2)
LK8 Armor-Piercing Pike	Varies ¹	20/x3	Anti-Armor Piercing	Med / Lrge / Huge / Gar / Col 1d10 / 2d10/ 4d10 / 6d10/ 8d10			Varies ¹	—	Varies ¹	—
M-21 Comet Autolaser	8d6 (1d6+3)	20	Laser	75 ft.	S, A	—	Huge	40 lb.	22	Mil (+3)
M-70 EMP Rocket Launcher	10d6 ² (2d6)	20	Electricity	—	Single	6 int.	Huge	35 lb.	27	Mil (+3)
M-75 Cricket Rocket Launcher	10d6 ² (2d6)	—	Sonic	—	Single	6 int.	Huge	35 lb.	25	Mil (+3)
MK-40 Screw-bolter Cannon	6d8 (1d8+1)	20	Anti-Armor Ballistic	40 ft.	Single	20 box	Huge	100 lb.	24	Mil (+3)
NKP Puma Pop-Up Turret	6d6 (1d6+1)	20	Laser	75 ft.	Single	—	Large	20 lb.	23	Mil (+3)
T-95 Cavalcade Chaingun	8d6 (1d6+3)	20	Ballistic	60 ft.	S, A	Linked	Huge	80 lb.	21	Res (+2)
Typhoon 240 Laser Cannon	10d6 (2d6)	20	Laser	100 ft.	Single	—	Huge	80 lb.	25	Mil (+3)

¹ See the weapon's description for details and "Range/Die Increment" for summary.

² See the weapon's description for collateral effects to crew and passengers.

³ This mastercraft weapon grants a +1 bonus on attack rolls.

Table: Mecha Weapons continued

Weapon	Damage (d)	Critical	Damage Type	Range/Die Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Tech Level 7: Gravity Age										
Chrysanthemum Laser Array	16d6 (3d6+1)	—	Laser	—	Single	1 int.	Huge	50 lb.	26	Mil (+3)
FBG-64 Fullbore Gatling Cannon	8d8 (1d8+3)	20	Anti-Armor Ballistic	60 ft.	S, A	Linked	Huge	100 lb.	27	Mil (+3)
Neutralizer Ion Cannon	10d4 (2d4)	20	Ionic	50 ft.	Single	—	Huge	50 lb.	26	Res (+2)
M-300 Rhino Mass Cannon	8d12 (1d12+3)	20	Ballistic	100 ft.	Single	—	Huge	65 lb.	29	Mil (+3)
MC-22 Pop-Up Autolaser	8d6 (1d6+3)	20	Laser	75 ft.	S, A	—	Large	30 lb.	24	Mil (+3)
PS-25 Tiger Vibro Claws	Varies ¹	19–20	Vibro Slashing	Med / Lrg / Hge / Gar / Col 2d8 / 4d8 / 6d8 / 8d8 / 10d8			Varies ¹	—	Varies ¹	Res (+2)
Sidewinder Mini-Missile Launcher	10d6 (2d6)	19-20	Concussion	—	Single	12 int.	Huge	40 lb.	25	Mil (+3)
Tsunami 480 Plasma Cannon	12d6 (2d6+2)	See text	Plasma	See text	Single	—	Huge	75 lb.	25	Mil (+3)
XJ-A Python Electro-Whip	Varies ¹	20	Electricity or Ionic	Med / Lrge / Huge / Gar / Col 1d10 / 2d10 / 4d10 / 6d10 / 8d10			Varies ¹	—	Varies ¹	Res (+2)
Tech Level 8: Energy Age										
Avenger Electro-Scimitar ³	Varies ¹	18–20	Slashing/ Elec. or Ionic	Med / Lrg / Hge / Gar / Col 2d8 / 4d6 / 8d6 / 12d6 / 16d6			 Varies ¹	—	Varies ¹	Res (+2)
LT-5 Longshot Mass Driver	15d6 (3d6)	20	Ballistic	120 ft.	Single	10 box	Huge	90 lb.	24	Mil (+3)
Phase Cannon (Disintegration)	5d8 (1d8)	20	Disintegrate	20 ft.	Single	—	Huge	50 lb.	36	Mil (+3)
Phase Cannon (Electricity)	10d8 (2d8)	20	Electricity	80 ft.	Single	—	Huge	50 lb.	36	Mil (+3)
Phase Cannon (Ionic)	10d8 (2d8)	20	Ionic	40 ft.	Single	—	Huge	50 lb.	36	Mil (+3)
RP-91 Reaper Vibro Scythe ³	Varies ¹	20/x4	Vibro Slashing	Med / Lrge / Huge / Gar / Col 2d10 / 4d10 / 6d10 / 8d10 / 10d10			Varies ¹	—	Varies ¹	Res (+2)

¹ See the weapon's description for details and "Range/Die Increment" column for summary.

² See the weapon's description for collateral effects to crew and passengers.

³ This mastercraft weapon grants a +1 bonus on attack rolls.

MECHA WEAPON DESCRIPTIONS

Damage (d): This gives the damage dice for the weapon, along with the conversion to damage in "dice", units of 5 hit points (HP) of damage. Dice ("d") are meant to help in conducting large scale mecha battles.

Critical: The critical threat range of the weapon, the natural result required on the d20 to-hit roll to threaten a potential critical. A threat must be confirmed against the power armor or mecha's full armor class in order to be a critical; see Mecha Critical Hits, below.

Damage Type: The type of damage that the weapon inflicts. See [Damage Types](#) for more details on the differences between the various damage types.

Range/Die Increment: This category will vary, depending on whether the weapon is a ranged weapon or a melee weapon. If a ranged weapon, this will list the range increment of the weapon. If a melee weapon, this category will subsume the Rate of Fire and Magazine columns as well to give the die increment of the melee weapon's

damage based on mecha size. “Med” = Medium, “Lrg” = Large, “Hge” = Huge, “Gar” = Gargantuan, and “Col” = Colossal mecha size damage dice for the melee weapon in question.

Rate of Fire: This entry gives the rate of fire available for the weapon; “Single” means a single shot per standard action, “S, A” means the weapon is capable of semi- and fully automatic fire.

If the entry is for a melee weapon, this category will be subsumed by the “Range/Die Increment” column (see above).

Magazine: The amount of ammo installed with the weapon; once this ammo is depleted, the weapon has to be reloaded. If there is an ammo box in an adjoining equipment slot, it can be assumed that the mecha is designed to feed the ammo to the weapon before both the weapon and ammo slot would need to be reloaded. Otherwise, the weapon must be reloaded manually.

If the entry is for a melee weapon, this category will be subsumed by the “Range/Die Increment” column (see above).

Size: The size of the weapon being wielded. In the case of a melee weapon, the weapon is always scaled to the mecha. For ranged weapons, the mecha can use weapons up to one size category larger than the mecha.

Weight: How much the weapon weighs.

Purchase DC: The base purchase DC of the weapon. This is used for purposes of building and modifying the weapon (i.e. gadgets).

Restriction: The additional Purchase DC modifier to be added for buying the weapon on the market.

A3X DRAGON FLAME-THROWER (TL 5)

Used primarily against soft, unarmored targets, the A3X Dragon flame-thrower sprays a 30-foot cone of burning liquid fuel. Anyone caught within the cone must succeed at a Reflex save (DC 13) or take 4d6 points of fire damage. The flame-thrower carries enough fuel for 20 attacks; refueling the tank has a purchase DC of 12.

Equipment Slots: 1.

Activation: Attack action.

Range Increment: Emanates from mecha.

Area: 30-foot cone.

Damage Dice & Type (d, and D): 4d6 fire (1d4, 1d4-3)

Saving Throw: Reflex half (DC 13).

Purchase DC: 21.

Restriction: Military (+3).

M-9 BARRAGE CHAINGUN (TL 5)

Essentially a high-tech version of the medium machinegun, the M-9 Barrage has multiple barrels that fire large-caliber ammunition, dealing 6d6 points of ballistic damage on a successful hit. The base unit has enough room for four 50-round ammo belts. Each additional equipment slot devoted to ammo storage has room for six more ammo belts. Each additional ammo belt has a purchase DC of 8.

Equipment Slots: 1, must be hand, arm, or shoulders.

Activation: Attack action.

Range Increment: 60 feet.

Target: Single target within 600 feet, or autofire.

Damage Dice & Type (d, and D): 6d6 ballistic (1d6+1, 1d2-1)

Saving Throw: None.

Purchase DC: 21.

Restriction: Restricted (+2).

M-53 FIRESTAR ROCKET LAUNCHER (TL 5)

M-53 Firestar rocket launchers fire self-guided incendiary-tipped rockets at any point within range. When the rocket reaches the designated target point—which can be a point in mid-air—it explodes, dealing 10d6 points of fire damage to everything within its blast radius. A successful Reflex save (DC 17) reduces the damage by half. The system carries six rockets.

Equipment Slots: 1 for launcher, must be hand, arm, or shoulders; 1 for each six-rocket pack.

Activation: Attack action.

Range: 200 feet.

Area: 20-foot-radius blast.

Damage Dice & Type (d, and D): 10d6 fire (2d6, 1d4-1)

Saving Throw: Reflex half (DC 17).

Purchase DC: 24 for rocket launcher and 6 rockets, 12 per additional 6-rocket pack.

Restriction: Military (+3).

M-55 CRUD ROCKET LAUNCHER (TL 5)

The M-55 Crud rocket launcher is similar to the M-53 Firestar rocket launcher. M-55 Crud shells release high-velocity shrapnel that deals 10d6 points of slashing damage to everything within its burst radius. A successful Reflex save (DC 17) reduces the damage by half.

Equipment Slots: 1 for launcher, must be hand, arm, or shoulders; 1 for each six-rocket pack.

Activation: Attack action.

Range: 200 feet.

Area: 20-foot-radius blast.

Damage Dice & Type (d, and D): 10d6 slashing (2d6, 1d4-1)

Saving Throw: Reflex half (DC 17).

Purchase DC: 24 for rocket launcher and 6 rockets, 12 per additional 6-rocket pack.

Restriction: Military (+3).

M-87 TALON MISSILE LAUNCHER (TL 5)

The most common missile launcher installed on mecha, the M-87 Talon deals 15d6 points of damage to its target; half of the damage is ballistic damage, and half of the damage is fire damage. The missile's guidance system negates the normal penalty for range increments.

Equipment Slots: 1 for launcher, must be hand (or arm if Large), arm, or shoulders; 1 for each 4-missile battery.

Activation: Attack action.

Range: 2,000 feet or range of sensor system, whichever is greater.

Target: Single target.

Damage Dice & Type (d, and D): 15d6 ballistic / fire (3d6; 1d4)

Saving Throw: None.

Purchase DC: 23 for missile launcher and 4 missiles, 21 per additional 4-missile pack.

Restriction: Military (+3).

PS-15 PANTHER CLAWS (TL 5)

A mecha equipped with these durable alloy claws can tear great rents in most metal plating. The claws can be extended or retracted as a free action.

The claws convert the mecha's slam attack into a claw attack that deals slashing damage. The amount of damage is based on the mecha's size: Medium 1d8, Large 2d6, Huge 2d8, Gargantuan 4d6, and Colossal 4d10. The claws have a critical threat range of 19–20. The claws are one size category smaller than the mecha's size category.

Equipment Slots: 1, must be hand or arm.

Activation: Attack action.

Range: Touch.

Target: Single target within reach.

Damage Dice & Type (d, and D): See above (divide damage result by 5 for d, divide by 20 for D)

Saving Throw: None.

Purchase DC: 10 + one-quarter the mecha's base purchase DC.

Restriction: None.

THUNDERBOLT SHOCK ROD (TL 5)

The Thunderbolt shock rod is essentially a one-handed metal rod with an electrical current running through the end. Damage is determined by the size of the mecha wielding it: Medium 2d6, Large 4d6, Huge 6d6, Gargantuan 8d6, and Colossal 10d6. Half of the damage is bludgeoning damage, and half is electricity damage. The shock rod's

size category is the same as the mecha's size category.

Equipment Slots: 1, must be hand or arm.

Activation: Attack action.

Range: Touch.

Target: Single target within reach.

Damage Dice & Type (d, and D): See above (divide damage result by 5 for d, divide by 20 for D)

Saving Throw: None.

Purchase DC: 10 + one-quarter the mecha's base purchase DC.

Restriction: None.

WARPATH RECOILLESS RIFLE (TL 5)

The Warpath recoilless rifle is a rapid-fire cannon that fires shells that detonate on impact. Each shell deals 10d6 points of damage, and the system's magazine holds 20 shells.

Equipment Slots: 1 for rifle, must be hand or arm; 1 for each 20-round magazine.

Activation: Attack action.

Range Increment: 40 feet.

Target: Single target within 400 feet, or autofire.

Damage Dice & Type (d, and D): 10d6 ballistic (2d6, 1d4-1)

Saving Throw: None.

Purchase DC: 22 for rifle and 20-round magazine, 15 per additional magazine.

Restriction: Military (+3).

BUCKSHOT CLOSE-COMBAT BLASTER (TL 6)

This is a dual-purpose short-range / melee-enhancing upgrade. As a short-range blaster, the Buckshot attacks for 6d6 ballistic damage as it fires a "buckshot" of 10 krithium-depleted slugs at its target. It is either installed as a stubby-barreled pistol in a "quick-draw" holster on the arm or as a simple barrel installed in the palm of the mecha's hand. The weapon has a cartridge with 10 "buckshots" loaded. Other cartridges must be re-loaded manually.

Besides being a close-quarters ranged weapon, the Buckshot can also be wielded in hand-to-hand, pumping an extra blast of buckshot into any opponent that the pilot hits with the mecha's slam attack in melee. The armor's sensors detect when a melee slam attack connects and automatically discharges the Buckshot. When used this way, the bonus damage is applied to the attack that hit, and it is not considered a ranged attack in melee for purposes of attacks of opportunity.

Equipment Slots: 1, always the Hand; mecha without a hand slot cannot have a Buckshot installed.

Activation: Attack Action.

Range Increment: 10 feet, or Melee.

Target: Single target within 100 feet, or with successful melee attack.

Damage Dice & Type (d, and D): 6d6 ballistic (1d6+1, 1d2-1)

Saving Throw: None.

Purchase DC: 15 + one-quarter the mecha's base purchase DC.

Restriction: Restricted (+2).

CORONA MICROWAVE BEAM (TL 6)

The Corona microwave beam is the cheapest TL 6 mecha energy weapon. It deals 5d6 points of fire damage on a successful hit.

Equipment Slots: 1.

Activation: Attack action.

Range Increment: 15 feet.

Target: Single target within 150 feet.

Damage Dice & Type (d, and D): 5d6 fire (1d6, 1d2-1)

Saving Throw: None.

Purchase DC: 19.

Restriction: Restricted (+2).

MK-40 SCREWBOLTER CANNON (TL 6)

Invented by the dwarves, the Screwbolter is a cumbersome weapon, with a large and bulky profile, but it is exceptional at penetrating armour. The ammunition consists of finely engineered Mythralloy screwbolts that smash into an armoured plate only to drill through and puncture underneath.

The Screwbolter does 6d8 ballistic damage, ignoring 10 points of hardness. The weapon can carry 20 rounds, and each additional slot offers storage for 20 more rounds.

Equipment Slots: 2, including hand, arm, or shoulders.

Activation: Attack Action.

Range Increment: 40 ft.

Target: Single target within 400 ft.

Damage Dice & Type (d, and D): 6d8 anti-armor ballistic (1d8+1, 1d3-1, ignore 10/2d Hardness)

Saving Throw: None

Purchase DC: 24.

Restriction: Military (+3).

LK8 ARMOR-PIERCING PIKE (TL 6)

This massive carbon-alloy polearm deals piercing damage based on the size of the mecha wielding it: Medium 1d10, Large 2d10, Huge 4d10, Gargantuan 6d10, and Colossal 8d10. It ignores the first 10 points of hardness of anything it strikes, and it deals triple damage on a successful critical hit. The mecha applies one and one-half times its Strength bonus on damage rolls when wielding the weapon with both hands.

The pike has an extra 5 feet of reach. The armor-piercing pike's size category is one greater than the mecha's size category, up to a maximum size of Colossal.

Equipment Slots: 1, must be hand or arm.

Activation: Attack action.

Range: Touch.

Target: Single target within reach.

Damage Dice & Type (d, and D): See above (divide damage result by 5 for d, divide by 20 for D)

Saving Throw: None.

Purchase DC: 15 + one-quarter the mecha's base purchase DC.

Restriction: None.

M-21 COMET AUTOLASER (TL 6)

Consisting of a rotating ring of laser cannons, the M-21 Comet autolaser deals 8d6 points of laser damage with a successful attack.

Equipment Slots: 2, including hand, arm, or shoulders.

Activation: Attack action.

Range Increment: 75 feet.

Target: Single target within 750 feet, or autofire.

Damage Dice & Type (d, and D): 8d6 laser (1d6+3, 1d3-1)

Saving Throw: None.

Purchase DC: 22.

Restriction: Military (+3).

M-70 EMP ROCKET LAUNCHER (TL 6)

The M-70 EMP rocket launcher is similar to the M-53 Firestar rocket launcher. An EMP shell releases an electromagnetic pulse that deals 10d6 points of ionic damage to everything within its burst radius. A successful Reflex save (DC 17) reduces the damage by half.

If a mecha takes any damage from an EMP rocket, all crew and passengers aboard the damaged mecha must succeed at a Fortitude save (DC 15) or be dazed for 1 round.

Equipment Slots: 1 for launcher, must be hand, arm, or shoulders; 1 for each six-rocket pack.

Activation: Attack action.

Range: 200 feet.

Area: 20-foot-radius blast.

Damage Dice & Type (d, and D): 10d6 ionic (2d6, 1d4-1, nonlethal, ignore hardness)

Saving Throw: Reflex half (DC 17).

Purchase DC: 27 for rocket launcher and 6 rockets, 15 per additional 6-rocket pack.

Restriction: Military (+3).

M-75 CRICKET ROCKET LAUNCHER (TL 6)

The M-75 Cricket rocket launcher is similar to the M-53 Firestar rocket launcher. A Cricket shell releases a sonic pulse that deals 10d6 points of sonic damage to everything within its burst radius. A successful Reflex save (DC 17) reduces the damage by half.

If a mecha takes any damage from a Cricket rocket, all crew and passengers aboard the damaged mecha must succeed at a Fortitude save (DC 15) or be deafened for 1d6 rounds.

Equipment Slots: 1 for launcher, must be hand, arm, or shoulders; 1 for each six-rocket pack.

Activation: Attack action.

Range: 200 feet.

Area: 20-foot-radius blast.

Damage Dice & Type (d, and D): 10d6 sonic (2d6, 1d4-1, ignore hardness)

Saving Throw: Reflex half (DC 17).

Purchase DC: 25 for rocket launcher and 6 rockets, 13 per additional 6-rocket pack.

Restriction: Military (+3).

NKP PUMA POP-UP TURRET (TL 6)

The NKP Puma pop-up turret is a miniaturized laser cannon concealed under a breakaway hatch in a mecha's hull. A triumph of miniaturization, it packs significant wallop in a small, versatile (it can be installed in any equipment slot) package. It deals 8d6 points of laser damage.

Equipment Slots: 1.

Activation: Attack action.

Range Increment: 75 feet.

Target: Single target within 750 feet.

Damage Dice & Type (d, and D): 8d6 laser (1d6+3, 1d3-1)

Saving Throw: None.

Purchase DC: 23.

Restriction: Military (+3).



T-95 CAVALCADE CHAINGUN (TL 6)

More compact and powerful than the M-9 Barrage chaingun, the M-95 Cavalcade has multiple barrels that fire large-caliber ammunition, dealing 8d6 points of ballistic damage on a successful hit. The base unit has enough room for four 50-round ammo belts. Each additional equipment slot devoted to ammo storage has room for six more ammo belts. Each additional ammo belt has a purchase DC of 10.

Equipment Slots: 1, must be hand, arm, or shoulders.

Activation: Attack action.

Range Increment: 60 feet.

Target: Single target within 600 feet, or autofire.

Damage Dice & Type (d, and D): 8d6 ballistic (1d6+3, 1d3-1)

Saving Throw: None.

Purchase DC: 21 for weapon, 10 for ammo belt.

Restriction: Restricted (+2).

TYPHOON 240 LASER CANNON (TL 6)

A reliable laser cannon, the Typhoon 240 deals 10d6 points of laser damage with a successful attack.

Equipment Slots: 2, including hand, arm, shoulders, or visor.

Activation: Attack action.

Range Increment: 100 feet.

Target: Single target within 1,000 feet.

Damage Dice & Type (d, and D): 10d6 laser (2d6, 1d4-1)

Saving Throw: None.

Purchase DC: 25.

Restriction: Military (+3).

CHRYSANTHEMUM LASER ARRAY (TL 6)

A barrage of phosphorus lasers deals massive damage to the mecha's surroundings, making this a weapon of last resort. Everything within 60 feet of the mecha (but not the mecha itself) takes 16d8 points of laser damage, after which the lasers burn themselves out. A successful Reflex save (DC 25) means the target takes only half damage. Once fired, the Chrysanthemum burst array becomes nonfunctional and must be replaced.

Equipment Slots: 1.

Activation: Attack action.

Range: 0 feet.

Area: 60-foot-radius burst centered on you.

Damage Dice & Type (d, and D): 16d8 laser (3d8+1, 1d6)

Saving Throw: Reflex half (DC 25).

Purchase DC: 26.

Restriction: Military (+3).

BFG-64 BOREHOLE GATLING CANNON (TL 7)

The bigger, meaner brother of the Screwbolter, the Borehole has significantly better punch and packaging. Using only the highest quality tithralium screwbolts, the Borehole does 8d8 ballistic damage, ignoring 20 points / 4d of hardness. Also note that superior mechanical engineering makes the Borehole a semi-automatic weapon. The standard cartridge carries 20 Borehole rounds.

Equipment Slots: 2, including hand, arm, or shoulders.

Activation: Attack Action.

Range Increment: 80 ft.

Target: Single target within 800 ft.

Damage Dice & Type (d, and D): 8d8 anti-armor ballistic (1d8+3, 1d4-1, ignore 10/2d Hardness)

Saving Throw: None

Purchase DC: 27.

Restriction: Military (+3).



M-300 RHINO MASS CANNON (TL 7)

The M-300 Rhino mass cannon charges a small bit of matter with incredible gravitational energy, then hurls it at the target, where its increased gravitational pull causes it to slam into the target like a wrecking ball. The weapon deals 8d12 points of ballistic damage on a successful hit.

Equipment Slots: 2, including hand, arm, or shoulders.

Activation: Attack action.

Range Increment: 100 feet.

Target: Single target within 1,000 feet.

Damage Dice & Type (d, and D): 8d12 ballistic (1d12+3, 1d4)

Saving Throw: None.

Purchase DC: 29.

Restriction: Military (+3).

MC-22 POP-UP AUTOLASER TURRET (TL 7)

A variant of the M-21 Comet Autolaser, the MC-22 is a miniaturized autolaser cannon. Using the same "pop-up" technology as the NKP Puma Pop-Up Turret, the "Mac" (as the MC-22 is affectionately known) is commonly used in conjunction with the R-XI Anti-Missile Targeting System (see above) to protect its mecha from incoming missile fire. It does 8d6 laser damage with a single shot (x1.5 with a Double Tap, x2 when used by someone proficient with Burst Fire).

Equipment Slots: 1.

Activation: Attack action.

Range Increment: 75 ft.

Target: Single target within 750 feet, or autofire.

Damage Dice & Type (d, and D): 8d6 laser (1d6+3, 1d3-1)

Saving Throw: None (unless used on Autofire to spray an area).

Purchase DC: 24.

Restriction: Military (+3).

NEUTRALIZER ION CANNON (TL 7)

The Neutralizer ion cannon lives up to its name, proving its usefulness time and again for quickly neutralizing technological opponents with a quick blast of ionized electricity. It inflicts 10d4 ionic (nonlethal electricity) damage with each attack.

Equipment Slots: 2, including hand, arm, or shoulders.

Activation: Attack action.

Range Increment: 50 ft.

Target: Single target within 500 feet.

Damage Dice & Type (d, and D): 10d4 ionic (2d4, 1d3-1, ignore hardness)

Saving Throw: None.

Purchase DC: 26.

Restriction: Restricted (+2).

PS-25 TIGER VIBRO CLAWS (TL 7)

An improvement over the PS-15 Panther claws, PS-25 Tiger claws have monofilament edges that shear through armor plating like knives through butter, ignoring an object's hardness. They can be extended or retracted as a free action.

The claws convert the mecha's slam attack into a claw attack that deals slashing damage. The amount of damage is based on the mecha's size: Medium 2d8, Large 4d8, Huge 6d8, Gargantuan 8d8, and Colossal 10d8. The claws have a critical threat range of 19–20. The claws are one size category smaller than the mecha's size category.

Equipment Slots: 1, must be hand or arm.

Activation: Attack action.

Range: Touch.

Target: Single target within reach.

Damage Dice & Type (d, and D): See above (divide damage result by 5 for d, divide by 20 for D, ignore hardness)

Saving Throw: None.

Purchase DC: 15 + one-half the mecha's base purchase DC.

Restriction: Restricted (+2).

SW-37 SIDEWINDER MINI-MISSILE LAUNCHER (TL 7)

The Sidewinder fires specially-designed mini-missiles with onboard sensor systems and maneuvering thrusters. As it approaches it evaluates a target's heat and bioelectric signatures, and automatically attacks perceived weak points. In game terms, the mini-launcher has a +4 modifier to confirm a critical and +1 to its threat range (19-20).

The Sidewinder does 10d6 concussion damage to a 5' hex, Reflex save DC 15 for ½ damage. The initial installation holds 12 mini-missiles, and each additional slot can hold 12 more.

Equipment Slots: 2 adjoining slots.

Activation: Attack Action.

Range Increment: 1 mile or mecha's sensor system range, whichever is farther.

Target: Single target; 2 ½ ft. blast radius.

Duration: Instantaneous

Saving Throw: None

Purchase DC: 25.

Restriction: Military (+3).

TSUNAMI 480 PLASMA CANNON (TL 7)

The Tsunami 280 plasma cannon has two aperture settings: focused beam and wide-angle beam. The mecha operator can switch between settings as a move action. The focused beam setting deals 12d6 points of plasma damage with a successful ranged attack, and it has a critical threat range of 20.

On the wide-angle setting, the weapon automatically hits everything within a 60-foot cone for 12d6 points of laser damage, but those in the area can make a Reflex save (DC 19) to reduce the damage by half. Critical hits aren't possible on the wide-angle setting.

Equipment Slots: 3, including hand, arm, shoulders, or visor.

Activation: Attack action.

Range Increment/Range: 30 feet per range increment (focused beam), or 30 foot cone (wide-angle).

Target/Area: Single target within 300 feet, or 30-foot cone.

Damage Dice & Type (d, and D): 12d6 plasma (2d6+2, 1d3, ignore hardness)

Saving Throw: None or Reflex half (DC 19; see text).

Purchase DC: 31.

Restriction: Military (+3).

XJ-A PYTHON ELECTRO-WHIP (TL 7)

The XJ-A Python is an electrified cable with embedded servomotors that wrap around the target. The Python deals either electricity or ionic damage (wielder's choice) according to the mecha's size: Medium 1d10, Large 2d10, Huge 4d10, Gargantuan 6d10, and Colossal 8d10. The Python has an extra 15 feet of reach.

When using the Python, you get a +2 equipment bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).

Because the electro-whip can wrap around an enemy's leg or other limb, you can make a trip attack with it by succeeding at a melee touch attack. If you are tripped during your own trip attempt, you can drop or detach the Python electro-whip to avoid being tripped. The electro-whip's size category is the same as the mecha's size category.

Equipment Slots: 1, must be hand or arm.

Activation: Attack action.

Range: Touch.

Target: Single target within reach.

Damage Dice & Type (d, and D): See above (divide damage result by 5 for d, divide by 20 for D)

Saving Throw: None.

Purchase DC: 15 + one-half the mecha's base purchase DC.

Restriction: Restricted (+2).

AVENGER ELECTRO-SCIMITAR (TL 8)

The Avenger electro-scimitar is a lightweight and efficient one-handed melee weapon. As a mastercraft item, it grants a +1 bonus on attack rolls.

Damage for the energy scimitar is based on the size of the mecha wielding it: Medium 2d8, Large 4d6, Huge 8d6, Gargantuan 12d6, and Colossal 16d6. The energy scimitar has a critical threat range of 18–20. Half of the damage the energy sword deals is slashing damage, and the other half is either electricity or ionic damage, wielder's option. The electro-scimitar's size category is the same as the mecha's size category.

Equipment Slots: 1, must be hand or arm.

Activation: Attack action.

Range: Touch.

Target: Single target within reach.

Damage Dice & Type (d, and D): See above (divide damage result by 5 for d, divide by 20 for D)

Saving Throw: None.

Purchase DC: 15 + one-half the mecha's base purchase DC.

Restriction: Restricted (+2).

LT-5 LONGSHOT MASS DRIVER (TL 8)

Mass drivers fire hyper-accelerated spent-uranium slugs at the target, dealing damage strictly through the massive kinetic energy the round imparts to the target. A mass driver round deals 15d6 points of ballistic damage, and the system's magazine holds 10 rounds. Each 10-round magazine has a purchase DC of 12.

Equipment Slots: 2 including hand, arm, or shoulders; 1 for each 10-round ammo bay.

Activation: Attack action.

Range Increment: 120 feet.

Target: Single target within 1,200 feet.

Damage Dice & Type (d, and D): 15d6 ballistic (3d6, 1d4)

Saving Throw: None.

Purchase DC: 24 for drive and 10-round magazine, 12 per additional magazine.

Restriction: Military (+3).

PHASE CANNON (TL 8)

The Phase Cannon is the next step in control of the energy spectrum; going from the diffusion of electrical energy to create an ionic field, to the nearly-invisible focused beam of incredibly-destructive phase energy, this weapon has a coveted array of options.

Setting I; Ionic Blast: 10d8 ionic energy damage to one target, ri: 50 ft., single shot only.

Setting II; Electrical Blast: 10d8 electrical energy damage to single target, ri: 200 ft., single shot only.

Setting III; Disintegration Blast: 5d8 disintegration damage to single target, ri: 100 ft., single shot only.

Equipment Slots: 3, including hand, arm, shoulder, or visor.

Activation: Attack Action.

Range Increment: 50 ft. (ionic), 200 ft. (electricity), or 100 ft. (phase / disintegration)

Target: Single target (ionic) within 500', or single target (electricity) within 2000', or single target (disintegration) within 1000'.

Damage Dice & Type (d, and D): 10d8 (2d8, 1d4) or 5d8 (1d8, 1d3-1)

Saving Throw: None.

Purchase DC: 36.

Restriction: Military (+3).



RP-91 REAPER PLASMA SCYTHE (TL 8)

The RP-91 Reaper is a two-handed melee weapon with a crystal carbon shaft housing plasma and magnetic field generators. When activated by the mecha operator, it suspends a plasma beam within a razor-thin magnetic "envelope" shaped like a farmer's scythe. As a mastercraft item, it grants a +1 bonus on attack rolls.

Damage with a successful melee attack depends on the size of the wielding mecha: Medium 2d10, Large 4d10, Huge 6d10, Gargantuan 8d10, and Colossal 10d10. On a successful critical hit, the damage is quadrupled. Half of the damage the energy-sheathed blade deals is slashing damage, and the other half is plasma damage. The mecha applies one and one-half times its Strength bonus on damage rolls when wielding the weapon, and it has a x4 critical multiplier as a scythe. The laser scythe's size category is one size category larger than the mecha's size category, up to a maximum size of Colossal.

Equipment Slots: 2, must be hand or arm.

Activation: Attack action.

Range: Touch.

Target: Single target within reach.

Damage Dice & Type (d, and D): See above (divide damage result by 5 for d, divide by 20 for D)

Saving Throw: None.

Purchase DC: 15 + one-quarter the mecha's base purchase DC.

Restriction: Restricted (+2).

MISCELLANEOUS EQUIPMENT

This section describes various other pieces of mecha equipment that don't fall neatly under the other categories, including a variety of electrical systems.

Building a system from scratch requires a character spend Wealth equivalent to the system's base

purchase DC, invest time in its assembly, and succeed at a Craft (electrical), Craft (mechanical), or Craft (structural) check (DC 30)—whichever seems most appropriate given the type of equipment. See the Craft skill description for further guidance. A character without the appropriate electrical or mechanical tool kit takes a –4 penalty on the skill check.

Table: Mecha Miscellaneous Upgrades

Miscellaneous Equipment (TL):	Required Slots:	Purchase DC:	Restriction:
Cockpit, Copilot (TL 5)	3 (torso, back)	20	--
Cockpit, Passenger (TL 5)	2 (torso, back)	20	--
Comm System (TL 5)	0	21	--
Life Support System (TL 5)	0	5 + (1/2 base mecha)	--
HV-5 Haven Escape Pod (TL 6)	1 (torso)	15 + (1/4 base mecha)	--
Physical Attribute Upgrade (TL 6)	0	15 + (1/2 base mecha)	--
Space Skin (TL 6)	1	10 + (1/4 base mecha)	--
Stealth Suite (TL 6)	1	15 + (1/2 base mecha)	Licensed (+1)
Advanced Diagnostics (TL 7)	1	15 + (1/4 base mecha)	--
G/BUS Subroutine (TL 7)	0	see description	--
Structural Enhancement (TL 7)	1	15 + (1/2 base mecha)	--
Zero-G Stabilizer (TL 7)	1	15	--
Crackerjack Neural Link (TL 8)	1 (helmet, cranium)	15 + (1/4 base mecha)	Restricted (+2)
Nanorepair Unit (TL 8)	1	20 + (1/2 base mecha)	Restricted (+2)

COCKPIT, COPILOT (TL 5)

This extra cockpit provides a comfortable station inside the mecha for a Small or Medium-size copilot. A copilot has the ability to fire the mecha's ranged weapons, perform active scans using the mecha's sensor systems, or aid the pilot's attacks and skill checks (using the aid another action). Melee combat, defense, and movement remain under the control of the mecha's operator in the main cockpit. A copilot doesn't grant the mecha additional attacks in a round, and only one character may fire each ranged weapon each round. The mecha operator or copilot can transfer weapon control as a free action.

As a move action, the mecha's operator can lock out one or more copilot cockpits, shutting off the cameras, locking the hatches, and so on.

It takes a successful Computer Use check (DC 25 if the operator is disabled, 35 if the operator is still active) to switch overall control of the mecha to a copilot cockpit.

Equipment Slots: 3, must be torso or back.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 20.

Restriction: None.

COCKPIT, PASSENGER (TL 5)

This extra cockpit merely provides a comfortable place inside the mecha for a Small or Medium-size passenger to sit. The passenger can't do anything other than observe the surroundings (seeing exactly what the mecha's operator sees), communicate privately with the operator and publicly over open frequencies, and leave the cockpit as a full-round action. As a move action, the operator can prevent any of the above by shutting off the cameras, locking the hatch, and so on.

Equipment Slots: 2, must be torso or back.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.
Saving Throw: None.
Purchase DC: 20.
Restriction: None.

COMM SYSTEM (TL 5)

The mecha is equipped with a radio transceiver that can transmit on multiple frequencies in either LOS (line of sight) or omnidirectional mode. It can handle up to ten simultaneous two-way conversations.

Equipment Slots: 0.

Activation: Free action.

Range: 100 miles.

Target: One or more radio transceivers.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 21.

Restriction: None.

LIFE SUPPORT SYSTEM (TL 5)

The mecha's life support system provides a closed environment, allowing the mecha operator and its occupants to ignore the effects of inhaled poisons and immersion in water. The onboard air supply lasts for 24 hours based on a full complement. A mecha is assumed to be equipped with a life support system unless otherwise noted.

Equipment Slots: 0 (assumed as part of mecha).

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 5 + one-quarter the mecha's base purchase DC (for construction purposes only).

Restriction: None.

HV-5 HAVEN ESCAPE POD (TL 6)

The HV-5 Haven escape pod jettisons the cockpit and the mecha operator from the rest of the mecha (typically because the mecha is about to be destroyed). The operator can activate it as a move action and move normally at the Haven's fly speed. The Haven can also be activated as a free action, in which case it flies under the operator's direction up to its fly speed, but can move no farther that round.

The Haven escape pod has a fly speed of 90 feet (clumsy), 50 hit points, hardness 10, and an Armor Class of 20. Three rounds after it jettisons from the mecha, it runs out of fuel, landing or crashing as appropriate.

Equipment Slots: 1, must be torso.

Activation: Free action or move action (see text).

Range: Personal.

Target: You.

Duration: 3 rounds.

Saving Throw: None.

Purchase DC: 15 + one-quarter the mecha's base purchase DC.

Restriction: None.

MECHA PHYSICAL ATTRIBUTE UPGRADES (TL 6)

Mecha and power armors can receive structural and programming upgrades that increase their ability scores. A mecha can receive multiple upgrades to the same ability score, up to a maximum of 5 times (i.e. +10 from the mecha's base attribute score).

Upgrades to physical abilities (Strength and Dexterity) always entail a refit or reconstruction and require a factory, workshop, or other facility. To perform a Strength or Dexterity upgrade from scratch, a character must have access to a workshop or other suitable facility. Acquiring the necessary components for the upgrade requires

Wealth equal to the upgrade's purchase DC. After spending the required time performing the upgrade (8 hours for Medium-size, doubled for each size category larger), the character must succeed at a Craft check (DC 25) in each of the Craft (mechanical) and Craft (structural) skills. A character without a mechanical tool kit takes a -4 penalty on both skill checks.

A maximum of +10 can be added to any mecha's base Str or Dex attribute score.

Physical Attribute Upgrade: Parts of the mecha's frame, including its joints and hydraulic components, are reinforced or replaced with similar components made of stronger materials to tolerate greater stresses. The upgrade provides a +2 bonus to either Strength or Dexterity. The upgrade requires no equipment slots, instead replacing existing hardware with superior components.

Purchase DC: 15 + one-half the base purchase DC of the mecha + mecha's relevant attribute modifier (i.e. Str for a Strength upgrade, Dex for a Dexterity upgrade) before the upgrade. Higher bonuses mean successful upgrades, and their attendant Purchase DC's.

SPACE SKIN (TL 6)

Space skin colloquially refers to a series of environmental stabilizers that allow the mecha operator (and other living creatures aboard the mecha) to ignore the effects of vacuum, thus enabling the mecha to operate in space. A space skin, like a life support system, offers an onboard supply of air, but recycling units allow for up to 120 hours. Radiation shielding also gives everyone onboard immunity to radiation sickness caused by external sources.

Equipment Slots: 1 (equivalent).

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 10 + one-quarter the mecha's base purchase DC.

Restriction: None.

STEALTH SUITE (TL 6)



Based on high-tech low observables technology, this combination of sound baffles, heat dispersers, and nonreflective paint combines to give the mecha a +10 bonus on Hide and Move Silently checks. Cost and the size penalty combine to make this structural option impractical on all but the smallest mecha.

Equipment Slots: 1.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 10 + one-half the mecha's base purchase DC.

Restriction: Licensed (+1).

ADVANCED DIAGNOSTICS (TL 7)

Multiple redundant systems coupled with the ability to detect and correct minor system faults allow the mecha to repair moderate damage. Advanced diagnostics restores 1d10 points of damage per hour, during which time the mecha cannot move or attack. Only the mecha's bonus hit points are repaired, not damage to the mecha's operator.

Equipment Slots: 1.

Activation: Move action.

Range: Personal.

Target: You.

Duration: 1 round.

Saving Throw: None.

Purchase DC: 15 + one-quarter the mecha's base purchase DC.

Restriction: None.

G/BUS GENERAL/BATTLE UTILITY SUBROUTINE (TL 7)

The G/BUS is an artificial intelligence that occupies a mecha or power armor, to act as a perpetual co-pilot or gunner (or pilot!) as required. It can have a personality subroutine, or be purely calculating and monotone in its responses, as desired.

In many ways, a GBUS acts like a cohort, turning a mecha or power armor into a robot. Conversely, the GBUS behaves like a co-pilot / gunner, capable of aiding the pilot with skill checks and utilizing the integrated weapon systems of the mecha. If a character in a mecha is incapacitated, the GBUS can immediately assume control of the vehicle.

A mecha controlled by a GBUS effectively becomes a Tech Construct, with the physical stats of the mecha, and the mental stats as purchased here. A basic GBUS unit has an Intelligence of 10, a Wisdom of 10, and a Cha of 10. Upgrades to mental abilities (Intelligence, Wisdom, and Charisma) are handled by using a computer to reprogram or add new subroutines to the mecha's central processing unit.

To perform an Intelligence, Wisdom, or Charisma upgrade, a character must first acquire the necessary system components by spending Wealth equal to the upgrade's purchase DC. The character must then succeed at a Computer Use check (DC 30) after 1 hour spent reprogramming the GBUS. A mental attribute can only be raised to a maximum of the same score as the GBUS creator.

A mecha's GBUS can purchase skill and feat hardware in the same manner and at the same costs as a Robot character (see Robots, above).

Mental Attribute Upgrade: Modifications to the subroutine's artificial intelligence allow improvement to a mental attribute of choice. The upgrade provides a +2 bonus to either Intelligence, Wisdom, or Charisma. The maximum mental attribute score equal to 10 or the GBUS creator's mental attribute (maximum 20 for factory-designed GBUS units), whichever is greater. The upgrade requires no equipment slots, instead replacing existing software with superior designs.

Purchase DC: Purchase DC 20 + one-half the base purchase DC of the mecha for the initial GBUS installation. For each upgrade above the base attribute scores the Purchase DC is 15 + one-half the base purchase DC of the mecha + the mecha's relevant mental attribute modifier before the upgrade. The GBUS may also cost more by virtue of any skill and/or feat software from the Robots section.

STRUCTURAL ENHANCEMENT (TL 7)

Significant advances in engineering inspire a series of modifications to the mecha's superstructure, granting it an additional 50 hit points (25 hit points for a Medium mecha). A Huge or larger mecha can undergo structural enhancement multiple times, gaining 50 additional hit points each time, but it can never have more than twice its starting hit points (as noted in Table: Mecha Sizes).

A character may structurally enhance a mecha with a successful Craft (structural) check (DC 30) after devoting an amount of time that varies depending on the mecha's size: Large 30 hours, Huge 60 hours, Gargantuan 120 hours, Colossal 240 hours. A character attempting the procedure without a mechanical tool kit takes a -4 penalty on the skill check.

Each time a mecha is structurally enhanced, it loses one equipment slot.

Equipment Slots: 1 (equivalent).

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 15 + one-half the mecha's base purchase DC.

Restriction: None.

ZERO-G STABILIZER (TL 7)

A zero-G stabilizer allows the mecha and its operator to function normally in low-gravity and zero-gravity environments, as though the operator has the Zero-G Training feat (see page 15).

Equipment Slots: 1.

Activation: None.

Range: Personal.
Target: You.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 15.
Restriction: None.

CRACKERJACK NEURAL LINK (TL 8)

This unit links the operator's brain directly to the mecha, making it feel less like a machine and more like an extension of the operator's body. While driving or piloting the mecha, the operator gains a +2 bonus on initiative checks, and they apply their Defense Bonus to their mecha's Touch AC rather than their full AC. In addition, can use any of their nonmecha-specific feats while operating a mecha. (This ability does not grant the operator any new feats.)

Equipment Slots: 1, must be helmet or cranium.
Activation: None.
Range: Personal.
Target: You.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 15 + one-quarter the mecha's base purchase DC.
Restriction: Restricted (+2).

NANOREPAIR UNIT (TL 8)

State-of-the-art nanites swarm over the surface of the mecha at the first indication of damage. The mecha automatically heals 5 points of damage per round. The nanorepair unit ceases to function if the mecha loses all its hit points.

Equipment Slots: 1.
Activation: None.
Range: Personal.
Target: You.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 20 + one-half the mecha's base purchase DC.
Restriction: Restricted (+2).



MECHA CARGO CAPACITY

Although they are not built to haul cargo, mecha superstructures have a limited amount of storage space. Table: Mecha Cargo Capacity lists the maximum weight in additional cargo (not including crew, weapons, or other integrated equipment) a mecha can transport in its internal storage compartments, as well as the maximum size of an object that will fit inside one of these internal compartments.

Power armor has no cargo capacity.

Table: Mecha Cargo Capacity

Mecha Size	Cargo Capacity	Maximum Object Size
Colossal	1,250 lb.	Huge
Gargantuan	500 lb.	Large
Huge	250 lb.	Medium-size
Large	50 lb.	Small
Medium	25 lb.	Tiny

MOVEMENT AND COMBAT

Combat between mecha is conducted much as it is between characters. Characters operating mecha are simply

much larger and stronger than they would otherwise be, and they can wield truly frightening weapons. However, they still obey the essential rules of movement and combat. They still threaten hexes within their reach, take move actions and attack actions, duck behind cover to gain a bonus to Defense, and so forth. In some respects, however, mecha movement and combat differs from character movement and combat. The following sections describe specific situations that arise when mecha maneuver and clash on the battlefield.

COCKPIT ACCESS

It takes a full-round action to climb into a mecha's cockpit and a move action to activate its various systems so it can move and fight. It takes a full-round action to get out of a mecha unless an HV-5 Haven escape pod or similarly expeditious device is used (see Miscellaneous Equipment).

DRIVING, PILOTING, AND MOVEMENT

Mecha operators use the Drive skill to operate their mecha on the ground and the Pilot skill to operate their mecha in the air or in space.

In general, mecha operators don't need to make Drive or Pilot checks to steer their mecha around the battlefield. However, these skills may come into play in combat under the following circumstances:

- When trying to move past a foe without provoking an attack of opportunity, a mecha operator can make a Drive check or Pilot check (as appropriate) instead of a Tumble check.
- A mecha operator can oppose a trip attempt with a Drive check (if on the ground) or a Pilot check (if in the air).
- A successful Pilot check can pull a mecha out of a stall (see Flying Mecha, below).
- A character in a copilot cockpit can use the aid another action, making Drive or Pilot checks (as appropriate) to aid the Drive and Pilot checks of the mecha's operator.

FLYING MECHA

The vehicle rules are entirely appropriate for ground cars and other normal modes of transportation; however, even a clumsy mecha is more maneuverable than a normal vehicle.

On the ground, mecha move as characters. They can turn at any time, move in any direction, and stop on a dime. In the air, though, they are more limited.

Most flying mecha have to slow down to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying mecha has a maneuverability rating, as shown on Table: Flight Maneuverability. A mecha's flight systems determine its maneuverability.

Minimum Forward Speed: If a flying mecha fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the mecha to the ground, the operator must succeed at a Pilot check (DC 20) to recover. Otherwise, it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: A mecha with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the flying mecha can turn after covering the stated distance.

Turn in Place: A mecha with good or average maneuverability can "spend" some of its speed to turn in place.

Maximum Turn: How much the mecha can turn in any one space.

Up Angle: The angle at which the mecha can ascend.

Up Speed: How fast the mecha can ascend.

Down Angle: The angle at which the mecha can descend.

Down Speed: A flying mecha can descend at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy mecha must fly level for a minimum distance after descending and before ascending. Any flying mecha can begin descending after an ascent without an intervening distance.

Table: Flight Maneuverability

Maneuver	Perfect	Good	Average	Poor	Clumsy

Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	—	—	—
Turn	Any	120°/5 ft.	60°/5 ft.	60°/5 ft.	60°/10 ft.
Turn in place	Any	+120°/5 ft.	+60°/5 ft.	No	No
Maximum turn	Any	Any	120°	60°	60°
Up angle	Any	Any	90°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0 ft.	0 ft.	5 ft.	10 ft.	20 ft.

MECHA IN OUTER SPACE

Only a mecha equipped with space skin (see Miscellaneous Equipment) can operate in outer space. However, the mecha’s operator takes a –4 penalty on all attack rolls and skill checks unless she has the Zero-G Training feat or has equipped her mecha with a zero-g stabilizer.

In outer space, mecha fly just like they do in the atmosphere, with three exceptions. First, all flying mecha improve by one maneuverability category (clumsy becomes poor, poor becomes average, average becomes good, and so on). Second, all mecha can ascend and descend regardless of the limitations on Table: Flight Maneuverability, and their speed is unchanged if they do so. Finally, all mecha can hover in space and need not maintain a minimum forward speed.

MECHA CRITICAL HITS

As Tech constructs, mecha and power armor are susceptible to critical hits. To confirm a critical against a mecha, the mecha’s full Armor Class, for purposes of confirming a critical, is equal to their touch Armor class plus one-half the mecha’s Hardness (rounded up), plus the pilot’s Defense Bonus plus their Shield equipment AC modifier, assuming the pilot is proficient in both the mecha and in the shield. Other modifiers might include the pilot’s luck or insight bonuses to Armor Class.

Whenever you confirm a critical hit against a mecha, you may choose to roll a d20 and consult Table: Mecha Critical Hits instead of dealing the normal critical hit damage for the attack. However, you must accept the results of the roll, even if those results are less than desirable.

Table: Mecha Critical Hits

d20	Roll Effect(s)
1–3	Normal damage, crew dazed
4–7	Normal damage, equipment damaged
8–9	Normal critical hit, crew dazed
10	Normal damage, equipment destroyed
11–12	Normal critical hit, mecha knocked prone
13	Crew hit (normal damage)
14–16	Normal critical hit, slot damaged
17–18	Normal critical hit, slot destroyed
19	Severe critical hit, mecha knocked prone
20	Severe critical hit, mecha stunned

Normal Damage: The attack deals normal damage (do not apply critical hit multipliers).

Crew Dazed: Each crewmember aboard the mecha, including its operator, must succeed on a Fortitude save (DC 15) or be dazed for 1 round. Unable to act, a dazed character can take no actions, but still retains their full Defense Bonus.

Equipment Damaged: One piece of equipment (attacker’s choice) is damaged and ceases to function until repaired. It can be a flight system, sensor system, defense system, weapon (handheld or integrated), or miscellaneous system. Repairing a damaged system requires 1 hour of work and a successful Repair check (DC 20).

Normal Critical Hit: Roll critical hit damage normally.

Equipment Destroyed: One piece of equipment (attacker's choice) is destroyed and ceases to function. It can be a flight system, sensor system, defense system, weapon (handheld or integrated), or miscellaneous system. A destroyed system cannot be repaired, only replaced.

Mecha Knocked Prone: The force of the attack knocks the mecha prone. All crewmembers and passengers aboard take 1d6 points of bludgeoning damage as they are knocked about their cockpits. A prone mecha takes a –4 penalty on melee attack rolls and can't use thrown ranged weapons. The mecha gains a +4 bonus to Defense against ranged attacks, but takes a –4 penalty to Defense against melee attacks. Standing up from prone is a move action that provokes attacks of opportunity.

Crew Hit: The attack bypasses the mecha's structure. Apply normal damage to one crewmember or passenger (determined randomly), ignoring the mecha's hit points; only apply the mecha's hardness.

Slot Damaged: One of the mecha's equipment slots (attacker's choice) is damaged. Any piece of equipment wholly or partially installed in that slot will not function until the slot is repaired. Repairing a damaged equipment slot requires 1 hour of work and a successful Repair check (DC 25).

Slot Destroyed: One of the mecha's equipment slots (attacker's choice) is destroyed, along with any piece of equipment wholly or partially installed in it. Rebuilding a destroyed equipment slot requires 12 hours of work and a successful Craft (mechanical) check (DC 30).

Severe Critical Hit: Roll critical hit damage using a x5 multiplier instead of the weapon's normal multiplier.

Mecha Stunned: The mecha automatically drops what it is holding and can take no attack or move actions for 1 round. While the mecha is stunned, the operator is not stunned).

RANGED ATTACKS AND ATTACKS OF OPPORTUNITY

Mecha only provoke attacks of opportunity from creatures of their own size or larger (including other mecha) when they fire a ranged weapon in a threatened area.

STOWING HAND SLOT EQUIPMENT

Any piece of mecha equipment integrated into a mecha's hand slot—and only the hand slot—can be stowed magnetically against the mecha or in a storage compartment as a move action. This frees up the hand to perform more delicate manipulation (such as opening a door or pressing a button) or grabbing another piece of mecha equipment. A mecha may have more pieces of equipment for its hand slots than it has hand slots available; it just can't use them all at once.

Essential Mecha Feats

A character without the Mecha Operation feat and Mecha Weapon Proficiency feat suffers serious penalties while operating a mecha of any size. The penalties for not having these feats are summarized below:

Mecha Operation: A character without this feat takes a –4 penalty on Balance, Climb, Drive, Escape Artist, Hide, Move Silently, Pilot, and Tumble checks when operating a mecha. Furthermore, they do not apply their Defense Bonus to the full AC of the mecha, nor can they run or charge.

Mecha Weapon Proficiency: A character without this feat takes a –4 penalty on attack rolls made while operating a mecha. Furthermore, the character cannot apply the various firearm feats (such as Advanced Firearms Proficiency, Dead Aim, Double Tap, Shot on the Run, and Strafe) to a mecha's ranged weapons.

Mecha and Feats

If you have the Mecha Weapon Proficiency feat, any feats that apply to firearms (such as Double Tap and Strafe) also apply to relevant ranged mecha weapons.

Melee-oriented feats from the Brawl and Combat Martial Arts trees don't apply if you're operating a mecha; they do in a power armor if proficient (i.e. Power Armor Proficiency). A character with the Mecha Operation feat threatens all areas within reach of the mecha, and making a slam attack with a mecha doesn't provoke an attack of opportunity.

Feats from the Defense Martial Arts tree function normally for characters in mecha.

SAMPLE MECHA

Size / TL / Type: The mecha's body size, its Tech Level, and its type (mecha and/or power armor).

Hit Points / Dice: The hit points of the mecha, also presented in Dice ("d"), units of 5 hit points.

Superstructure: The chief material used in the construction of the mecha's superstructure, along with its Hardness in pips and dice.

Armor: The type of armor installed on the mecha, with its modifier to Armor Class and its armor penalty modifier (if any); apply this penalty to the operator's Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks. Some types of armor also reduce a mecha's speed.

Touch/Full AC (T/AC): The mecha's touch Armor Class, the attack result required to hit it, and its full Armor Class, the confirmation result required to score a critical hit against it.

Note that the Touch Armor Class scores given for power armor templates only include the power armor's size penalty. The pilot must still incorporate any Dexterity modifiers (as per the power armor's maximum Dex allowable), dodge modifier(s), and/or deflection AC modifiers, amongst possible others.

The full Armor Class of a mecha, for the purpose of confirming a critical, is equal to their Touch AC plus one-half of the mecha's Hardness (rounded up), plus the Defense Bonus of the proficient pilot, plus possibly a shield modifier. In the case of the examples given here, the full AC is the Touch AC plus $\frac{1}{2}$ the mecha's Hardness plus any Shield equipment AC bonuses.

Strength (Min): The Strength attribute of the mecha or power armor. As a power armor, the pilot uses the mecha's Strength or the pilot's Strength, whichever is higher. Thus, this score represents the minimum Strength attribute of the power armor pilot while in the power armor.

Dexterity (Max): The Dexterity attribute of the mecha or power armor. The pilot uses the mecha's Dexterity or the pilot's Dexterity, whichever is lower. Thus, this score represents the maximum Dexterity attribute of the mecha pilot while piloting the mecha or power armor.

Speed: The mecha's base land speed (and fly speed, if applicable). As a power armor, the mecha's land speed is equal to the wearer's land speed, minus any speed modifiers for the power armor.

Space / Reach: The mecha's occupied space and its threatened area within its reach.

Slam: The mecha's inherent Slam attack, with any modifiers from size noted.

Equipment Slots: The slots available to the mecha for integrated weapons, sensors, and other systems. Any slot marked with an asterisk ("*") is not available to a power armor of that size, as those slots are instead part of the Pilot's Cockpit, occupied by the power armor's pilot.

Purchase DC: The mecha's base purchase DC in each of these samples includes the listed armor or equipment.

"IMPLACABLE" POWER INFANTRY MEDIUM POWER ARMOR (TL 6)

Known more commonly as an "Imp", the Implacable power armor is a common sight on the newly-advanced battlefield. Here is one of the more common variations of the Imp. Other variants are available, but all Imps keep the shield (it's what makes them "implacable").

Size / TL / Type:	Medium TL 6 Power Armor
Hit Points / Dice:	50 / 10d
Superstructure:	Duralloy (Hardness 15 / 3d)
Armor:	Resilium (+5 equip AC, -6 armor penalty)
Touch/Full AC (T/AC):	10/21 (+5 equip AC, +6 shield)
Strength (Min):	18 (+4)
Dexterity (Max):	14 (+2)
Speed:	As wearer, fly 100' (clumsy)
Space/Reach:	5 ft./5 ft.
Slam:	1d6 + Str mod.
Equipment Slots:	5
- Helmet:	Class II Sensor System
- Left Arm/Hand:	Bastion Tactical Shield
- Right Arm/Hand:	Space Skin

- Torso:	Pilot's Cockpit
- Boots:	Jetpack
- No Slot Req'd:	Comm System, Dexterity Upgrade (+4)
Purchase DC (Restrict.):	38 (36 base model)

"MYRMIDON" INFANTRY SUPPORT LARGE MECHA / POWER ARMOR (TL 6)

The Myrmidon primarily serves as a light infantry support mecha, replacing an armored vehicle on the battlefield. It has also proven effective in close-combat situations, particular in urban arenas. Note that the mecha and the power armor have identical features, but they will end up having different Armor Classes.

A Myrmidon installed with the standard equipment package (see below) has a purchase DC of 41.

Size / TL / Type:	Large TL 6 Mecha / Power Armor
Hit Points / Dice:	100 hp; 20d
Superstructure:	Duralloy (Hardness 15/3d)
Armor:	Duralloy (+8 equip AC, -8 armor penalty)
Touch/Full AC (T/AC):	9/17 (-1 size, +8 equip AC)
Strength (Min):	18 (+4)
Dexterity (Max):	10 (+0)
Speed:	20 ft, fly 100 ft. (clumsy)
Space/Reach:	10 ft./10 ft.
Slam:	-1 size penalty to hit, 1d8 + Str mod.
Equipment Slots:	7
- Helmet:	Class II Sensor System
- Back:	Pilot's Cockpit (1 of 2)
- Left Arm:	M-9 Barrage Chaingun
- Right Arm:	PS-15 Panther Claws
- Shoulders:	6 50-round ammo belts for Barrage Chaingun
- Torso:	Pilot's Cockpit (2 of 2)
- Boots:	Jetpack
- No Slots Req'd:	Comm System, Life Support System
Purchase DC (Restrict.):	41 (40 base model)

"SCOURGE" HUGE FRONTLINE ASSUALT MECHA (TL 6)

The Scourge assault mecha uses heavy weapons to disable enemy mecha and vehicles, and then leaves them to a mop-up crew of traditional infantry. This frees up the assault mecha for more suitable tasks than disassembling captured ordnance.

A Scourge installed with the standard equipment package (see below) has a purchase DC of 49.

Size / TL / Type:	Huge TL 6 Mecha
Hit Points / Dice:	200 / 40d / 10D
Superstructure:	Vanadium (Hardness 20 / 4d / 1D)
Armor:	Duralloy (+8 equip AC, -8 armor penalty)
Touch/Full AC (T/AC):	8/16 (-2 size, +8 equip AC)
Strength (Min):	26 (+8)
Dexterity (Max):	10 (+0)
Speed:	30 ft., fly 100 ft. (poor)

Space/Reach:	15 ft./10 ft.
Slam:	-2 size penalty, 2d6 + Str mod.
Equipment Slots:	11
- Helmet:	Class II Sensor System
- Visor:	Enigma Sensor Suite
- Back:	Pilot's Cockpit (1 of 2)
- Left Arm:	Typhoon 240 Laser Cannon (1 of 2)
- Left Hand:	Typhoon 240 Laser Cannon (2 of 2)
- Right Arm:	M-53 Firestar Rocket Launcher missile box (6 add. missiles)
- Right Hand:	M-53 Firestar Rocket Launcher (w/ 6 missiles)
- Shoulders:	Jet-Assist Wings
- Torso:	Pilot's Cockpit (2 of 2)
- Belt:	LX-10 Antishock Array
- Boots:	Jetpack
- No Slot Req'd:	Comm System, Life Support System
Purchase DC (Restrict.):	49 (48 base model)

“MANTICORE” HUGE QUADRUPEDAL CLOSE-COMBAT ASSAULT MECHA (TL 7)

The Manticore is a flying quadrupedal assault mecha designed to take out enemy infantry units with its vicious vibro claws. The Manticore has a special tail slot that replaces its belt equipment slot; the tail incorporates a deadly Chrysanthemum laser array that it typically uses in the thick of melee.

A Manticore installed with the standard equipment package (see below) has a purchase DC of 45.

Size / TL / Type:	Huge TL 6 Quadrupedal Mecha
Hit Points / Dice:	200 / 40d / 10D
Superstructure:	Neovulcanium (Hardness 20 / 4d / 1D)
Armor:	Crystal Carbon (+10 equip AC, -8 armor penalty)
Touch/Full AC (T/AC):	8/18 (-2 size, +10 equip AC)
Strength (Min):	26 (+8)
Dexterity (Max):	10 (+0)
Speed:	50 ft., fly 300 ft. (average)
Space/Reach:	15 ft./10 ft.
Slam:	-2 size penalty, 2d6 + Str mod.
Equipment Slots:	11
- Helmet:	Pilot's Cockpit (1 of 2)
- Visor:	Class IV Sensor System
- Back:	Thrusters
- Left Arm:	PS-25 Tiger Vibro Claws
- Left Hand:	Quadruped (1 of 3)
- Right Arm:	MC-22 Pop-Up Autolaser
- Right Hand:	Quadruped (2 of 3)
- Shoulders:	Jet-Assist Wings
- Torso:	Pilot's Cockpit (2 of 2)
- Belt (“Tail”):	Chrysanthemum Laser Array
- Boots:	Quadruped (3 of 3)
- No Slot Req'd:	Comm System, Life Support System
Purchase DC (Restrict.):	45 (44 base model)

“TEMPEST” GARGANTUAN FRONTLINE SUPPORT MECHA (TL 7)

The Tempest is a heavy support mecha, designed to work alongside tanks and other heavy armored vehicles, or as the centerpiece of smaller mecha platoons.

A Tempest installed with the standard equipment package (see below) has a purchase DC of 49.

Size / TL / Type:	Gargantuan TL 7 Mecha
Hit Points / Dice:	450 / 90d / 22D
Superstructure:	Neovulcanium (Hardness 20 / 4d / 1D)
Armor:	Crystal Carbon (+10 equip AC, -8 armor penalty)
Touch/Full AC (T/AC):	6/20 (-4 size, +10 equip AC, +4 shield)
Strength (Min):	34 (+12)
Dexterity (Max):	10 (+0)
Speed:	50 ft., fly 300 ft. (average)
Space/Reach:	20 ft./15 ft.
Slam:	-4 size penalty to hit, 2d8 + Str mod.
Equipment Slots:	17
- Helmet:	Tsunami 480 Plasma Cannon (1 of 3)
- Visor:	Oracle Mark III Targeting System
- Cranium:	Class IV Sensor System
- Back (1):	Jet-Assist Wings
- Back (2):	Structural Enhancement
- Left Arm:	Bastion Tactical Shield
- Left Hand:	Tsunami 480 Plasma Cannon (2 of 3)
- Right Arm:	4-pack of Talon Missiles for M-87
- Right Hand:	XJ-A Electro-Whip
- Shoulders (1):	M-87 Talon Missile Launcher
- Shoulders (2):	Tsunami 480 Plasma Cannon (3 of 3)
- Torso (1):	Pilot's Cockpit (1 of 2)
- Torso (2):	HV-5 Haven Escape Pod
- Belt:	Pilot's Cockpit (2 of 2)
- Left Leg:	Space Skin
- Right Leg:	LX-20 Antishock Array
- Boots:	Thrusters
- No Slot Req'd:	Comm System, Dexterity Upgrade (+2)
Purchase DC (Restrict.):	49 (48 base model)

“PARAGON” COLOSSAL SIEGE MECHA (TL 8)

Nothing less than a mobile weapons platform, the Paragon dominates any battlefield and can lay waste to entire armies. In space, it can fight toe-to-toe with armed starships.

A Paragon installed with the standard equipment package (see below) has a purchase DC of 61.

Size / TL / Type:	Colossal TL 8 Mecha
Hit Points / Dice:	800 / 160d / 40D
Superstructure:	Megatanium (30 / 6d / 1D)
Armor:	Megatanium (+12 equip AC, -10 armor penalty)

Touch/Full AC (T/AC):	4/22 (-8 size, +12 equip AC, +6 shield, +2 deflection)
Strength (Min):	42 (+16)
Dexterity (Max):	10 (+0)
Speed:	50 ft., fly 600 ft. (good)
Space/Reach:	30 ft./15 ft.
Slam:	-8 size penalty to hit, 4d6 + Str mod.
Equipment Slots:	25
- Helmet (1):	Advanced Diagnostics
- Helmet (2):	Class V Sensor System
- Visor:	Oracle Mark IV Targeting System
- Cranium:	Crackerjack Neural Link
- Back (1):	Jet-Assist Wings
- Back (2):	Light Fortification
- Left Arm (1):	4-pack of M-87 Talon Missiles
- Left Arm (2):	6-pack of M-70 EMP Missiles
- Left Hand:	Avenger Electro-Scimitar
- Right Arm (1):	Barricade Tactical Shield
- Right Arm (2):	M-300 Rhino Mass Cannon (1 of 2)
- Right Hand:	M-300 Rhino Mass Cannon (2 of 2)
- Shoulders (1):	M-87 Talon Missile Launcher
- Shoulders (2):	M-70 EMP Missile Launcher
- Torso (1):	HV-5 Haven Escape Pod
- Torso (2):	Zero-G Stabilizer
- Torso (3):	6-pack of M-70 EMP Missiles
- Torso (4):	6-pack of M-70 EMP Missiles
- Belt (1):	Mark II Deflection Field
- Belt (2):	Space Skin
- Left Leg (1):	LX-20 Antishock Array
- Left Leg (2):	Thrusters (1 of 2)
- Right Leg (1):	Sandstorm ECM Module
- Right Leg (2):	Thrusters (2 of 2)
- Boots:	Ramjet Thruster Boots
- No Slot Req'd:	Comm System, Dexterity Upgrade (+4)
Purchase DC (Restrict.):	57 (56 base model)

THE ZODIAC SERIES OF MECHAS

The Mercana Corporation (Mercanacorp) is a galaxy-spanning Tech Level 8 military arms dealer, selling to whomever can afford their state-of-the-art technology. Of course, they keep the absolute best technology for their own defenses, but everything else (i.e. Tech Level 7 and lower) is available through Mercanacorp.

“ARIES” RECONNAISSANCE SCOUT POWER ARMOR (TL 7)

The Aries power armor is an armored reconnaissance unit, with sensors and upgrades to help its wearer sneak around despite being a power armor.

Size / TL / Type:	Medium TL 7 Power Armor
Hit Points / Dice:	50 / 10d / 2D
Superstructure:	Vanadium (Hardness 20 / 4d / 1D)

Armor:	Steelskin (+5 equip AC, -0 armor penalty)
Touch/Full AC (T/AC):	10/15 (+5 equip AC)
Strength (Min):	14 (+2)
Dexterity (Max):	20 (+5)
Speed:	30 ft.
Space/Reach:	5 ft./5 ft.
Slam:	1d6 + Str mod.
Equipment Slots:	5 (Torso for Pilot's Cockpit)
- Helmet:	Space Skin
- Left Arm/Hand:	Class V Sensor System
- Right Arm/Hand:	Enigma Sensor Suite
- Torso:	Pilot's Cockpit
- Boots:	Stealth Suite
- No Slot Req'd:	Comm System, Dexterity Upgrade (+10)
Purchase DC (Restrict.):	44 (40 base model)

“TAURUS” MECHANIZED INFANTRY MECHA / POWER ARMOR (TL 7)

Built for frontline warfare, the Taurus is available as both a mecha for medium humanoids, and as a power armor for large humanoids. As a purely TL 6 armour, it has proven a steady and affordable favorite amongst mercenaries, and there are several variations on the market.

Size / TL / Type:	Large TL 6 Power Armor / Mecha
Hit Points / Dice:	100 / 20d
Superstructure:	Duralloy (Hardness 15 / 3d)
Armor:	Resilium (+6 equip AC, -5 armor penalty)
Touch/Full AC (T/AC):	9/19 (-1 size, +6 equip AC, +4 shield)
Strength (Min):	22 (+6)
Dexterity (Max):	14 (+2)
Speed:	30 ft.
Space/Reach:	10 ft./10 ft.
Slam:	-1 size penalty to hit, 1d8 + 6
Equipment Slots:	7 (Torso + Helmet or Back for Pilot's Cockpit)
- Helmet:	Class III Sensor System
- Back:	Pilot's Cockpit (1 of 2)
- Left Arm:	LK8 Armor-Piercing Pike
- Right Arm:	M-21 Comet Autolaser (1 of 2)
- Shoulders:	M-21 Comet Autolaser (2 of 2)
- Torso:	Pilot's Cockpit (2 of 2)
- Boots:	Space Skin
- No Slot Req'd:	Comm System, Dexterity Upgrade (+4), Strength Upgrade (+4)
Purchase DC (Restrict.):	41 (40 base model)

“GEMINI” MECHANIZED CAVALRY MECHA (TL 7)

The Gemini is a two-headed juggernaut, built to excel in battle. With a classic gunner / pilot scenario, the Gemini retains mobility without sacrificing firepower. The Gemini sports a unique two-headed design, adding another head and visor slot, offering a co-pilot's cockpit.

Size / TL / Type:	Huge TL 7 Mecha
Hit Points / Dice:	200 / 40d / 10D
Superstructure:	Vanadium (Hardness 20 / 4d / 1D)
Armor:	Resilium (+6 equip AC, -5 armor penalty)
Touch/Full AC (T/AC):	8/14 (-2 size, +6 equip AC)
Strength (Min):	26 (+8)
Dexterity (Max):	14 (+2)
Speed:	40 ft., fly 300 ft. (poor)
Space/Reach:	15 ft./10 ft.
Slam:	-2 size penalty to hit, 2d6 + 8
Equipment Slots:	11 (Torso + Helmet or Back for Pilot's Cockpit)
- Left Helmet:	Pilot's Cockpit (1 of 2)
- Left Visor:	MC-22 Pop-up Autolaser
- Right Helmet:	Co-Pilot's Cockpit (1 of 3)
- Right Visor:	Class V Sensor System
- Back:	Co-Pilot's Cockpit (2 of 3)
- Left Arm:	LX-20 Antishock Array
- Left Hand:	PS-25 Tiger Vibro Claws
- Right Arm:	Typhoon 240 Laser Cannon (1 of 2)
- Right Hand:	Typhoon 240 Laser Cannon (2 of 2)
- Shoulders:	Co-Pilot's Cockpit (3 of 3)
- Torso:	Pilot's Cockpit (2 of 2)
- Belt:	Thrusters
- Boots:	Space Skin
- No Slot Req'd:	Comm System, Dexterity Upgrade (+4)
Purchase DC (Restrict.):	49 (48 base model)

"CANCER" HUGE ALL-PURPOSE UTILITY MECHA

Built to be a "mecha-of-all-trades", the Cancer can do a little bit of everything. For that reason, it has only been moderately successful on the market, despite its more affordable price.

Size / TL / Type:	Huge TL 7 Quadrupedal Mecha
Hit Points / Dice:	200 / 40d
Superstructure:	Duralloy (Hardness 15 / 3d)
Armor:	Resilium (+6 equip AC, -5 armor penalty)
Touch/Full AC (T/AC):	8/14 (-2 size, +6 equip AC)
Strength (Min):	30 (+10)
Dexterity (Max):	10 (+0)
Speed:	50 ft.
Space/Reach:	15 ft./10 ft.
Slam:	-2 size penalty to hit, 2d6 + 10
Equipment Slots:	11
- Helmet:	Pilot's Cockpit (1 of 2)
- Visor:	Class V Sensor System
- Back:	Passenger's Cockpit (1 of 2)
- Left Arm:	Space Skin

- Left Hand:	Quadruped (1 of 3)
- Right Arm:	Advanced Diagnostics
- Right Hand:	Quadruped (2 of 3)
- Shoulders:	Pilot's Cockpit (2 of 2)
- Torso:	Passenger's Cockpit (2 of 2)
- Belt:	MC-22 Pop-Up Autolaser
- Boots:	Quadruped (3 of 3)
- No Slot Req'd:	Comm System, Strength Upgrade (+4), Manipulators (2, equivalent to Advanced Hands as Robot)
Purchase DC (Restrict.):	49 (48 base model)

There are other Zodiac line mechas from Mercanacorp, such as the Leo transformable battle mecha (with up to 3 configurations available), the Virgo mobile hospital mecha, the Libra mobile repair mecha, the Scorpio all-terrain battle mecha, and the Sagittarius armored personnel carrier mecha! Those and more, coming soon in the DxD20 Universe City Sourcebook...!

MECHA TEMPLATES AND QUICK REFERENCE CHARTS

Find below templates for each of the mecha / power armor sizes, as well as quick reference charts for the various systems of the mecha.

MEDIUM MECHA / POWER ARMOR TEMPLATE

Size / TL / Type:	Medium
Hit Points / Dice:	
Superstructure:	
Armor:	
Touch/Full AC (T/AC):	
Strength (Min):	
Dexterity (Max):	
Speed:	
Space/Reach:	5 ft. (1 hex) /5 ft.
Slam:	1d6 + Str mod.
Equipment Slots:	5 (Torso for Pilot's Cockpit)
- Helmet:	
- Left Arm/Hand:	
- Right Arm/Hand:	
- Torso:	Pilot's Cockpit
- Boots:	
- No Slot Req'd:	
Purchase DC (Restrict.):	

LARGE MECHA / POWER ARMOR TEMPLATE

Size / TL / Type:	Large
Hit Points / Dice:	
Superstructure:	
Armor:	
Touch/Full AC (T/AC):	(-1 size)
Strength (Min):	
Dexterity (Max):	
Speed:	
Space/Reach:	10 ft. (2-polyhex) /10 ft.
Slam:	-1 size penalty to hit, 1d8 + Str mod.
Equipment Slots:	7 (Torso + Helmet or Back for Pilot's Cockpit)
- Helmet:	
- Back:	
- Left Arm:	
- Right Arm:	
- Shoulders:	
- Torso:	Pilot's Cockpit
- Boots:	
- No Slot Req'd:	
Purchase DC (Restrict.):	

HUGE MECHA / POWER ARMOR TEMPLATE

Size / TL / Type:	Huge
Hit Points / Dice:	
Superstructure:	
Armor:	
Touch/Full AC (T/AC):	(-2 size)
Strength (Min):	
Dexterity (Max):	
Speed:	
Space/Reach:	15 ft. (3-polyhex) /10 ft.
Slam:	-2 size penalty to hit, 2d6 + Str mod.
Equipment Slots:	11 (Torso + Helmet or Back for Pilot's Cockpit)
- Helmet:	
- Visor:	
- Back:	
- Left Arm:	
- Left Hand:	
- Right Arm:	
- Right Hand:	
- Shoulders:	
- Torso:	Pilot's Cockpit
- Belt:	
- Boots:	
- No Slot Req'd:	
Purchase DC (Restrict.):	

GARGANTUAN MECHA / POWER ARMOR TEMPLATE

Size / TL / Type:	Gargantuan
Hit Points / Dice:	
Superstructure:	
Armor:	
Touch/Full AC (T/AC):	(-4 size)
Strength (Min):	
Dexterity (Max):	
Speed:	
Space/Reach:	20 ft. (4-polyhex) /15 ft.
Slam:	-4 size penalty to hit, 2d8 + Str mod.
Equipment Slots:	17 (2 slots for mecha, or as marked "*" for power armor, Pilot's Cockpit)
- Helmet:	
- Visor:	
- Cranium*:	
- Back (1):	
- Back (2)*:	
- Left Arm:	
- Left Hand:	
- Right Arm:	
- Right Hand:	
- Shoulders (1):	
- Shoulders (2)*:	
- Torso (1):	
- Torso (2)*:	
- Belt:	
- Left Leg:	
- Right Leg:	
- Boots:	
- No Slot Req'd:	
Purchase DC (Restrict.):	

* These equipment slots are not available in a power armor, being occupied by the pilot's body (Pilot's Cockpit) instead.

COLOSSAL MECHA / POWER ARMOR TEMPLATE

Size / TL / Type:	Colossal
Hit Points / Dice:	
Superstructure:	
Armor:	
Touch/Full AC (T/AC):	(-8 size)
Strength (Min):	
Dexterity (Max):	
Speed:	
Space/Reach:	30 ft. (5-polyhex) /15 ft.
Slam:	-8 size penalty to hit, 4d6 + Str mod.
Equipment Slots:	25 (2 slots for mecha, or as marked by "*" for power armor, Pilot's Cockpit)
- Helmet (1):	
- Helmet (2):	
- Visor:	
- Cranium*:	
- Back (1):	
- Back (2)*:	
- Left Arm (1):	
- Left Arm (2)*:	
- Left Hand:	
- Right Arm (1):	
- Right Arm (2)*:	
- Right Hand:	
- Shoulders (1):	
- Shoulders (2):	
- Torso (1):	
- Torso (2):	
- Torso (3)*:	
- Torso (4)*:	
- Belt (1):	
- Belt (2):	
- Left Leg (1):	
- Left Leg (2)*:	
- Right Leg (1):	
- Right Leg (2)*:	
- Boots:	
- No Slot Req'd:	
Purchase DC (Restrict.):	

* These equipment slots are not available in a power armor, being occupied by the pilot's body instead.

MECHA BUILD QUICK REFERENCE CHARTS

Table: Mecha Body Sizes

Body Size:	Str	Dex	Slots	HP	Base Speed	Height	Weight	Space / Reach	Purchase DC	Restrict:
Colossal	42	6	25 (17)	800	60 ft.	64–128 ft.	125 tons +	30 ft. / 15 ft.	56	Mil (+3)
Gargantuan	34	8	17 (13)	400	50 ft.	32–64 ft.	16–125 tons	20 ft. / 15 ft.	48	Mil (+3)
Huge	26	8	11 (9)	200	40 ft.	16–32 ft.	2–16 tons	15 ft. / 10 ft.	44	Mil (+3)
Large	18	10	7 (6)	100	30 ft.	8–16 ft.	500–4,000 lb.	10 ft. / 10 ft.	40	Mil (+3)
Medium	14	10	5 (4)	50	20 ft.	4–8 ft.	250–500 lb.	5 ft. / 5 ft.	36	Mil (+3)

Table: Mecha Superstructure Materials & Frame Base Cost

Superstructure		-----Modified Mecha Base Purchase DC-----				
Material	Hardness	Medium	Large	Huge	Gargantuan	Colossal
Alumisteel (TL 5)	10	32 (\$65K)	36 (\$200K)	40 (\$650K)	44 (\$2M)	52 (\$20M)
Duralloy (TL 6)	15	36 (\$200K)	40 (\$650K)	44 (\$2M)	48 (\$6.5M)	56 (\$65M)
Mythralloy (TL 6)	30	44 (\$2M)	48 (\$6.5M)	52 (\$20M)	56 (\$65M)	64 (\$650M)
Vanadium (TL 6)	20	40 (\$650K)	44 (\$2M)	48 (\$6.5M)	52 (\$20M)	60 (\$200M)
Adamantium (TL 7)	40	48 (\$6.5M)	52 (\$20M)	56 (\$65M)	60 (\$650M)	68 (\$6.5B)
Neovulcanium (TL 7)	20	36 (\$200K)	40 (\$650K)	44 (\$2M)	48 (\$6.5M)	56 (\$65M)
Neutronite (TL 7)	25	40 (\$650K)	44 (\$2M)	48 (\$6.5M)	52 (\$20M)	60 (\$200M)
Tithralium (TL 7)	30	44 (\$2M)	48 (\$6.5M)	52 (\$20M)	56 (\$65M)	64 (\$650M)
Krithium (TL 8)	20	32 (\$65K)	36 (\$200K)	40 (\$650K)	44 (\$2M)	52 (\$20M)
Megatanium (TL 8)	30	36 (\$200K)	40 (\$650K)	44 (\$2M)	48 (\$6.5M)	56 (\$65M)
Mythandium (TL 8)	40	40 (\$650K)	44 (\$2M)	48 (\$6.5M)	52 (\$20M)	60 (\$200M)
Nanofluidic (TL 8)	30	44 (\$2M)	48 (\$6.5M)	52 (\$20M)	56 (\$65M)	64 (\$650M)
Metaxium (TL 9)	50	48 (\$6.5M)	52 (\$20M)	56 (\$65M)	60 (\$200M)	68 (\$2B)

Table: Mecha Armor Types

Armor Type (TL)	Equip AC	Penalty	Speed	Purchase DC	Restriction
Alumisteel (TL 5)	+5	-6	-5 ft.	10+(1/2)	Licensed (+1)
Duraplastic (TL 5)	+3	-4	--	5+(1/2)	--
Duralloy (TL 6)	+8	-8	-10 ft.	5+(1/2)	--
Mythralloy (TL 6)	+8	-4	--	20+(1/2)	Military (+3)
Resilium (TL 6)	+6	-5	--	10+(1/2)	Licensed (+1)
Steelskin (TL 6)	+5	--	--	20+(1/2)	Military (+3)
Adamantium (TL 7)	+12	-8	-5 ft.	20+(1/2)	Military (+3)
Crystal Carbon (TL 7)	+10	-8	--	15+(1/2)	Restricted (+2)
Neovulcanium (TL 7)	+10	-10	-5 ft.	10+(1/2)	Licensed (+1)
Tithralium (TL 7)	+10	-3	--	20+(1/2)	Military (+3)
Krithium (TL 8)	+10	-6	-5 ft.	5+(1/2)	--
Megatanium (TL 8)	+12	-10	-10 ft.	10+(1/2)	Licensed (+1)
Mythandium (TL 8)	+12	-3	--	20+(1/2)	Military (+3)
Nanofluidic (TL 8)	+10	--	--	20+(1/2)	Military (+3)
Reactive (TL 8)	+8	-5	--	15+(1/2)	Restricted (+2)
Metaxium (TL 9)	+15	*	*	20+(3/4)	Illegal (+4)

Table: Mecha Weapon Systems

Weapon System:	Equipment Slots:	Purchase DC:	Restriction:
A3X Dragon Flamethrower (TL 5)	1	21	Military (+3)
M-9 Barrage Chaingun (TL 5)	1 (hand, arm, shoulders)	21	Restricted (+2)
M-53 Firestar Rocket Launcher (TL 5)	1 (hand, arm, shoulders)	24	Military (+3)
M-55 Crud Rocket Launcher (TL 5)	1 (hand, arm, shoulders)	24	Military (+3)
M-87 Talon Missile Launcher (TL 5)	1 (hand, arm, shoulders)	23	Military (+3)
PS-15 Panther Claws (TL 5)	1 (hand, arm)	see description	--
Thunderbolt Shock Rod (TL 5)	1 (hand, arm)	see description	--
Warpath Recoilless Rifle (TL 5)	1 (hand, arm)	22	Military (+3)
Buckshot Close-Combat Blaster (TL 6)	1 (hand)	20	Restricted (+2)
Corona Microwave Beam (TL 6)	1	19	Restricted (+2)
LK8 Armor-Piercing Pike (TL 6)	1 (hand, arm)	see description	--
M-21 Comet Autolaser (TL 6)	2 (hand, arm, shoulders)	22	Military (+3)
M-70 EMP Rocket Launcher (TL 6)	1 (hand, arm, shoulders)	27	Military (+3)
M-75 Cricket Rocket Launcher (TL 6)	1 (hand, arm, shoulders)	25	Military (+3)
MK-40 Screwbolter Cannon (TL 6)	2 (hand, arm, shoulders)	24	Military (+3)
NKP Puma Pop-Up Turret (TL 6)	1	23	Military (+3)
T-95 Cavalcade Chaingun (TL 6)	1 (hand, arm)	21	Restricted (+2)
Typhoon 240 Laser Cannon (TL 6)	2 (hand, arm, shoulders, visor)	25	Military (+3)
Chrysanthemum Laser Array (TL 7)	1	26	Military (+3)
FBG-64 Fullbore Gatling Cannon (TL 7)	2 (hand, arm, shoulders)	27	Military (+3)
Neutralizer Ion Cannon (TL 7)	2 (hand, arm, shoulders)	26	Restricted (+2)
M-300 Rhino Mass Cannon (TL 7)	2 (hand, arm, shoulders)	29	Military (+3)
MC-22 Pop-Up Autolaser (TL 7)	1	24	Military (+3)
PS-25 Tiger Vibro Claws (TL 7)	1 (hand, arm)	see description	Restricted (+2)
Sidewinder Mini-Missile Launcher (TL 7)	2 (any adjoining)	25	Military (+3)
Tsunami 480 Plasma Cannon (TL 7)	3 (hand, arm, shoulders, visor)	25	Military (+3)
XJ-A Python Electro-Whip (TL 7)	1 (hand, arm)	see description	Restricted (+2)
Avenger Electro-Scimitar (TL 8)	1 (hand, arm)	see description	Restricted (+2)
LT-5 Longshot Mass Driver (TL 8)	2 (hand, arm, shoulders)	24	Military (+3)
Phase Cannon (TL 8)	3 (hand, arm, shoulders, visor)	36	Military (+3)
RP-91 Reaper Vibro Scythe (TL 8)	2 (hand, arm)	see description	Restricted (+2)

Table: Mecha Defense Systems

Defense System (TL):	Equipment Slots:	Purchase DC:	Restriction:
Bulwark Tactical Shield (TL 5)	1 (arm)	5 + (1/4 base mecha)	--
Bastion Tactical Shield (TL 6)	1 (arm)	10 + (1/4 base mecha)	--
LX-10 Antishock Array (TL 6)	1	15 + (1/4 base mecha)	--
R-XI Anti-Missile Targeting System (TL 6)	1*	29	Military (+3)
Sandstorm ECM Module (TL 6)	1*	27	Military (+3)
Barricade Tactical Shield (TL 7)	1 (arm)	15 + (1/4 base mecha)	--
Deflection Field (TL 7)	1	see description	Licensed (+1)
Delphi Defense Suite (TL 7)	1-2	see description	Licensed (+1)
Force Field Generator (TL 7)	4 (2 sets of 2)	see description	same as mecha
Light Fortification (TL 7)	1	10 + (1/2 base mecha)	Licensed (+1)
LX-20 Antishock Array (TL 7)	1	20 + (1/4 base mecha)	--
Cloaking Screen (TL 8)	1	20 + (1/2 base mecha)	Military (+3)
Medium Fortification (TL 8)	2	10 + (1/2 base mecha)	Licensed (+1)
Heavy Fortification (TL 9)	3	10 + (1/2 base mecha)	Licensed (+1)

Table: Mecha Sensor Systems

Sensor System (TL):	Required Slots:	Purchase DC:	Restriction:
Class I Sensor System (TL 6)	1	18	--
Class II Sensor System (TL 6)	1	21	--
Class III Sensor System (TL 6)	1	25	Licensed (+1)
Enigma Sensor Suite (TL 6)	1	29	--
Oracle Targeting System (TL 6)	1	see description	see description
Class IV Sensor System (TL 7)	1	27	Licensed (+1)
Class V Sensor System (TL 7)	1	30	Licensed (+1)
Class VI Sensor System (TL 8)	1	32	Licensed (+1)
Vitruvian Sphere (TL 8)	1+	see description	Military (+3)

Table: Mecha Flight Systems

Flight System:	Equipment Slots:	Purchase DC:	Restriction:
Afterburner System (TL 6-8)	1 (torso, back, belt, boots)	10 + (1/4 base mecha)	--
Jetpack (TL 6)	1 (back, boots) or 2 (both legs)	10 + (1/4 base mecha)	--
Jet-Assist Wings (TL 7-8)	1, 2 if Gargantuan+ (back, shoulders)	5 + (1/4 base mecha)	--
Thrusters (TL 7-8)	1 (back, legs, boots)	10 + (1/2 base mecha)	--
Ramjet Thruster Boots (TL 8)	1 (boots)	10 + (1/4 base mecha)	--
VVINGS Flight System (TL 8)	2, 3 if Gargantuan+	15 + (1/2 base mecha)	Military (+3)

Table: Mecha Miscellaneous Options

Miscellaneous Equipment (TL):	Required Slots:	Purchase DC:	Restriction:
Cockpit, Copilot (TL 5)	3 (torso, back)	20	--
Cockpit, Passenger (TL 5)	2 (torso, back)	20	--
Comm System (TL 5)	0	21	--
Life Support System (TL 5)	1	5 + (1/2 mecha DC)	--
HV-5 Haven Escape Pod (TL 6)	1 (torso)	15 + (1/4 mecha DC)	--
Physical Attribute Upgrade (TL 6)	0	see description	--
Space Skin (TL 6)	1	10 + (1/4 mecha DC)	--
Stealth Suite (TL 6)	1	15 + (1/2 mecha DC)	Licensed (+1)
Advanced Diagnostics (TL 7)	1	15 + (1/4 mecha DC)	--
G/BUS Subroutine (TL 7)	0	see description	--
Structural Enhancement (TL 7)	1	15 + (1/2 mecha DC)	--
Zero-G Stabilizer (TL 7)	1	15	--
Crackerjack Neural Link (TL 8)	1 (helmet, cranium)	15 + (1/4 mecha DC)	Restricted (+2)
Nanorepair Unit (TL 8)	1	20 + (1/2 mecha DC)	Restricted (+2)

Table: Mecha Weapons Statistics

Tech Level 5: Information Age

Weapon	Damage (in d)	Critical	Damage Type	Range/Die Increment	Rate of Fire	Magazine	Min. Size	Weight	Purchase DC	Restriction
A3X Dragon Flame Thrower	4d6 (1d4)	—	Fire	—	Single	20 int.	Large	75 lb.	21	Mil (+3)
M-9 Barrage Chaingun	6d6 (1d6+1)	20	Ballistic	60 ft.	S, A	Linked	Huge	100 lb.	21	Res (+2)
M-53 Firestar Rocket Launcher	10d6 (2d6)	—	Fire	—	Single	6 int.	Huge	35 lb.	24	Mil (+3)
M-55 Crud Rocket Launcher	10d6 (2d6)	—	Slashing	—	Single	6 int.	Huge	35 lb.	24	Mil (+3)
M-87 Talon Missile Launcher	15d6 (3d6)	20	Ballistic/Fire	—	Single	4 int.	Huge	20 lb.	23	Mil (+3)
PS-15 Panther Claws	Varies ¹	19–20	Slashing	Med / Lrg / Hge / Gar / Col 1d8 / 2d6 / 2d8 / 4d6 / 4d10			Varies ¹	—	Varies ¹	—
Thunderbolt Shock Rod	Varies ¹	20	Electricity/ Bludgeoning	Med / Lrg / Hge / Gar / Col 2d6 / 4d6 / 6d6 / 8d6 / 10d6			Varies ¹	—	Varies ¹	—
Warpath Recoiless Rifle	10d6 (2d6)	20	Ballistic	40 ft.	S, A	20 box	Huge	50 lb.	22	Mil (+3)

Tech Level 6: Fusion Age

Weapon	Damage (in d)	Critical	Damage Type	Range/Die Increment	Rate of Fire	Magazine	Min. Size	Weight	Purchase DC	Restriction
Buckshot Close- Combat Blaster	6d6 (1d6+1)	20	Ballistic	20 ft.	Single	10 box	Large	25 lb.	20	Res (+2)
Corona Microwave Beam	5d6 (1d6)	20	Fire	15 ft.	Single	—	Large	15 lb.	19	Res (+2)
LK8 Armor-Piercing Pike	Varies ¹	20/x3	Anti-Armor Piercing	Med / Large / Huge / Garg / Col 1d10 / 2d10 / 4d10 / 6d10 / 8d10			Varies ¹	—	Varies ¹	—
M-21 Comet Autolaser	8d6 (1d6+3)	20	Laser	75 ft.	S, A	—	Huge	40 lb.	22	Mil (+3)
M-70 EMP Rocket Launcher	10d6 ² (2d6)	20	Electricity	—	Single	6 int.	Huge	35 lb.	27	Mil (+3)
M-75 Cricket Rocket Launcher	10d6 ² (2d6)	—	Sonic	—	Single	6 int.	Huge	35 lb.	25	Mil (+3)
MK-40 Screw- bolter Cannon	6d8 (1d8+1)	20	Anti-Armor Ballistic	40 ft.	Single	20 box	Huge	100 lb.	24	Mil (+3)
NKP Puma Pop-Up Turret	6d6 (1d6+1)	20	Laser	75 ft.	Single	—	Large	20 lb.	23	Mil (+3)
T-95 Cavalcade Chaingun	8d6 (1d6+3)	20	Ballistic	60 ft.	S, A	Linked	Huge	80 lb.	21	Res (+2)
Typhoon 240 Laser Cannon	10d6 (2d6)	20	Laser	100 ft.	Single	—	Huge	80 lb.	25	Mil (+3)

1 See the weapon’s description for details.
2 See the weapon’s description for collateral effects to crew and passengers.
3 This mastercraft weapon grants a +1 bonus on attack rolls.

Table: Mecha Weapons continued

Tech Level 7: Gravity Age

Weapon	Damage (in d)	Critical	Damage Type	Range/Die Increment	Rate of Fire	Magazine	Min. Size	Weight	Purchase DC	Restriction
Chrysanthemum Laser Array	16d6 (3d6+1)	—	Laser	—	Single	1 int.	Huge	50 lb.	26	Mil (+3)
FBG-64 Fullbore Gatling Cannon	8d8 (1d8+3)	20	Anti-Armor Ballistic	60 ft.	S, A	Linked	Huge	100 lb.	27	Mil (+3)
Neutralizer Ion Cannon	10d4 (2d4)	20	Ionic	50 ft.	Single	—	Huge	50 lb.	26	Res (+2)
M-300 Rhino Mass Cannon	8d12 (1d12+3)	20	Ballistic	100 ft.	Single	—	Huge	65 lb.	29	Mil (+3)
MC-22 Pop-Up Autolaser	8d6 (1d6+3)	20	Laser	75 ft.	S, A	—	Large	30 lb.	24	Mil (+3)
PS-25 Tiger Vibro Claws	Varies ¹	19–20	Vibro Slashing	Med / Lrg / Hge / Gar / Col 2d8 / 4d8 / 6d8 / 8d8 / 10d8			Varies ¹	—	Varies ¹	Res (+2)
Sidewinder Mini- Missile Launcher	10d6	19-20	Concussion	—	Single	12 int.	Huge	40 lb.	25	Mil (+3)
Tsunami 480 Plasma Cannon	12d6 (2d6+2)	See text	Plasma	See text	Single	—	Huge	75 lb.	25	Mil (+3)
XJ-A Python Electro-Whip	Varies ¹	20	Electricity or Ionic	Med / Lrg / Hge / Gar / Col 1d10 / 2d10 / 4d10 / 6d10 / 8d10			Varies ¹	—	Varies ¹	Res (+2)

Tech Level 8: Energy Age

Weapon	Damage (in d)	Critical	Damage Type	Range/Die Increment	Rate of Fire	Magazine	Min. Size	Weight	Purchase DC	Restriction
Avenger Electro- Scimitar ³	Varies ¹	18–20	Slashing/ Elec. or Ionic	Med / Lrg / Hge / Gar / Col 2d8 / 4d6 / 8d6 / 12d6 / 16d6			Varies ¹	—	Varies ¹	Res (+2)
LT-5 Longshot Mass Driver	15d6 (3d6)	20	Ballistic	120 ft.	Single	10 box	Huge	90 lb.	24	Mil (+3)
Phase Cannon (Disintegration)	5d8 (1d8)	20	Disintegrate	20 ft.	Single	—	Huge	50 lb.	36	Mil (+3)
Phase Cannon (Electricity)	10d8 (2d8)	20	Electricity	80 ft.	Single	—	Huge	50 lb.	36	Mil (+3)
Phase Cannon (Ionic)	10d8 (2d8)	20	Ionic	40 ft.	Single	—	Huge	50 lb.	36	Mil (+3)
RP-91 Reaper Vibro Scythe ³	Varies ¹	20/x4	Vibro Slashing	Med / Large / Huge / Garg / Col 2d10 / 4d10 / 6d10 / 8d10 / 10d10			Varies ¹	—	Varies ¹	Res (+2)

¹ See the weapon's description for details.

² See the weapon's description for collateral effects to crew and passengers.

³ This mastercraft weapon grants a +1 bonus on attack rolls.

Chapter IV: Starships

Built to traverse the sidereal spaces between the stars, starships serve a multitude of purposes in both the near and the far-flung future. Where starfaring races encounter one another, the state of nature takes hold, and the races will quickly appraise one another's capabilities to determine the magnitude of the threat. In many cases, war breaks out, as the competition for resources continues at a galactic level.

STARSHIP COMPOSITION

Starships are vehicles built to withstand the desolate vacuum of space while offering travelers relative safety over the requisite time it takes to travel from one celestial body to another. All starships are considered Tech Constructs.

There are five main sizes of starship; ultralight, light, mediumweight, heavy, and superheavy. Amongst each of those five sizes there are a range of starship subtypes based on a ship's purpose. These types and their respective subtypes are;

Table: Equipment Slots and Hit Dice by Starship Type and Subtype

Starship Type / Subtype (HD):	Engines (HD/section):	Weapons:	Defense Sys:	Sensor Sys:
Ultralight	Thrusters + 1	1 per 3 HD	1 per 3 HD	Two (2)
- Orbital Shuttle (6D)	1D (2D Infrastructure)	2	2	2
- Courier (9D)	1D (4D Infrastructure)	3	3	2
- Escort (20D)	4D	6	6	2
- Fast Freighter (16D)	3D (4D Infrastructure)	5	5	2
- Fighter (8D)	1D (3D Infrastructure)	2	2	2
- Launch (5D)	1D	1	1	2
- Scout (15D)	3D	5	5	2
- Starfighter (12D)	2D (4D Infrastructure)	4	4	2
Light	Thrusters + 1	1 per 10 HD	1 per 10 HD	Two (2)
- Corvette (40D)	8D	4	4	2
- Destroyer (80D)	16D	8	8	2
- Frigate (60D)	12D	6	6	2
- Hauler (36D)	7D (8D Infrastructure)	3	3	2
Mediumweight	Thrusters + 1	1 per 25 HD	1 per 25 HD	Three (3)
- Bulk Freighter (125D)	25D	5	5	3
- Clipper (150D)	30D	6	6	3
- Cruiser (200D)	40D	8	8	3
- Strike Cruiser (250D)	50D	10	10	3
Heavy	Thrusters + 1	1 per 50 HD	1 per 50 HD	Three (3)
- Battleship (400D)	80D	8	8	3
- Fleet Carrier (300D)	60D	6	6	3
- Heavy Transport (350D)	70D	7	7	3
- Tanker (250D)	50D	5	5	3
- Battle Cruiser (500D)	100D	10	10	3
- Liner (250D)	50D	5	5	3
Superheavy	Thrusters + 2	1 per 100 HD	1 per 100 HD	Three (3)
- Colony Ship (600D)	120D	6	6	3
- Dreadnought (1,000D)	200D	10	10	3
- Star Carrier (800D)	160D	8	8	3
- Star Freighter (750D)	150D	7	7	3

Unless otherwise noted, a starship always divides its capital dice ("D") evenly amongst the five sections of

the ship; infrastructure (IS), fore, starboard, port, and aft.

Each of the starship subtypes has its own predefined characteristics for the typical length, weight, crew, passenger capacity, and cargo capacity, as well as how many capital dice the ship subtype has. Templates are available at the end of this chapter to help you design your own starships, based on one of the subtypes given above and the Tech Level of the scenario.

The other aspects of a starship that are more dependent on the Tech Level available include the ship's engines, weapons, armor, defense systems, sensor systems, and communications systems. All starships have one type of armor, up to two communication systems, and up to two grappling systems (but each grappling system counts as a weapons selection). A ship's size determines how many slots it has for each of the other types of tech (i.e. engines, weapons, defense systems, and sensor systems).

STARSHIP ENGINES

A starship's engine determines how fast the ship moves. The more efficient the engine, the faster it can move the ship—and the more expensive it is. In addition, certain low-tech engines burn fuel of some sort, limiting the range and increasing the operational cost. In space, fuel-burning engines rely on vector jets to adjust their course, using fuel only in short, controlled burns to increase momentum.

To build a starship engine from scratch, a character must succeed at a Craft (electrical) check, a Craft (mechanical) check, and a Craft (structural) check, all (DC 30), after investing 120 hours in its assembly. A character without an appropriate tool kit takes a –4 penalty on that skill check. The character must also spend Wealth equal to the engine's base purchase DC.

Installing an engine requires a successful Craft (mechanical) check (DC 30) after investing 60 hours in the process. A character without a mechanical tool kit takes a –4 penalty on the skill check.

The various types of engines are listed below.

Minimum Ship Size: The minimum size the starship must be to have this type of engine.

Tactical Speed Bonus: The bonus that the engine provides to the starship's tactical speed, given in feet and hexes.

Purchase DC: The engine's purchase DC.

Table: Starship Engine Types

Engine Type (TL):	Minimum Ship Size:	Tactical Speed Bonus:	Purchase DC:
Thrusters (TL 5)	Huge	+0 feet	10 + (1/2 base starship)
Fusion Torch (TL 6)	Gargantuan	+500 feet	10 + (1/2 base starship)
Ion Engine (TL 6)	Huge	+500 feet	15 + (1/2 base starship)
Photon Sails (TL 6)	Gargantuan	+0 feet	10 + (1/2 base starship)
Induction Engine (TL 7)	Huge	+1,000 feet	15 + (1/2 base starship)
Particle Impulse Engine (TL 7)	Gargantuan	+1,000 feet	10 + (1/2 base starship)
Gravitic Redirector (TL 8)	Colossal	+1,500 feet	10 + (1/2 base starship)
Inertial Flux Engine (TL 8)	Gargantuan	+1,500 feet	15 + (1/2 base starship)
Spatial Compressor (TL 9)	Colossal	+2,000 feet	10 + (1/2 base starship)

THRUSTERS (TL 5)

Thrusters can propel a ship through a planetary atmosphere and land it safely on a planetary surface. Thrusters also serve as secondary engines when primary engines fail or shut down. Common types of thrusters include the scramjet, chemical rocket, repulsion thrust, or powered airfoil, although the exact form doesn't matter.

A ship with thrusters as its primary source of propulsion must refuel after every battle or every orbital mission. Thruster fuel has a purchase DC of 31.

Minimum Ship Size: Huge.

Tactical Speed Bonus: +0 feet.

Purchase DC: 10 + one-half the base purchase DC of the starship.

FUSION TORCH (TL 6)

This engine consists of a fusion reactor with one wall of the magnetic bottle missing, directing the thrust in the form of super-heated plasma. The fusion torch is intended for space-only applications; its exhaust stream would melt anything it landed on and incinerate everything within a few hundred yards of ground zero; it also expels a tremendous amount of radiation. Many ships fitted with fusion torch rockets use thrusters for atmospheric travel. Otherwise, they must remain permanently in space, relying on shuttlecraft to reach a planet's surface. The fusion torch uses hydrogen for fuel.

A ship using a fusion torch as its primary source of propulsion must refuel after every three battles or interplanetary trips. Fusion torch fuel has a purchase DC of 23.

Minimum Ship Size: Gargantuan.

Tactical Speed Bonus: +500 feet (+2 hexes).

Purchase DC: 10 + one-half the base purchase DC of the starship.

ION ENGINE (TL 6)

The ion engine generates power to break down molecules of a fuel material to create ions, and then expels them by means of a magnetic impeller. It doesn't provide as effective a mass-thrust ratio as the fusion torch, but it's more fuel efficient, and its exhaust is not nearly as dangerous. Ion engines don't function in any kind of atmosphere, so most ships with this kind of power plant also come equipped with thrusters.

A ship using an ion engine as its primary source of propulsion must refuel after every five battles or interplanetary trips. Ion engine fuel has a purchase DC of 29.

Minimum Ship Size: Huge.

Tactical Speed Bonus: +500 feet (+2 hexes).

Purchase DC: 15 + one-half the base purchase DC of the starship.

PHOTON SAILS (TL 6)

Photon sails are immense but extremely fragile foil structures only a few molecules thick. Light pressure from a nearby star (or laser drive station, when available) provides motive force. The sails' acceleration rates drop to half if the ship is beyond the edge of a star system and drop to one-quarter if the only available light is starlight. The sails can be wrecked by minor damage, but every ship equipped with photon sails carries at least three spare sets. Unfortunately, it takes 12 hours to replace damaged sails, though deployment or stowage of the sails takes only 1 minute.

In combat, any weapon hit against a sail-driven starship destroys the deployed photon sails and prevents the ship from moving until the sails are replaced. The sail-ship continues on its last course and retains its former speed until the sails are replaced. Accordingly, most sail-ships carry a secondary propulsion system (such as thrusters or an ion engine) for emergency maneuvering and sailing against the sun. Photon sails are completely useless in atmosphere—in fact, they're instantly destroyed by atmospheric entry—making a secondary propulsion system a virtual necessity for most sail-ships.

Minimum Ship Size: Gargantuan.

Tactical Speed Bonus: None.

Purchase DC: 10 + one-quarter the base purchase DC of the starship (per set of photon sails).

INDUCTION ENGINE (TL 7)

Hands-down the best engine available at this or any previous Tech Level, the induction engine uses artificial gravity to provide incredible thrust and maneuverability. The induction engine requires no fuel and produces no exhaust, ideal for atmospheric, orbital, or deep-space work.

Minimum Ship Size: Huge.

Tactical Speed Bonus: +1,000 feet (+4 hexes).

Purchase DC: 15 + one-half the base purchase DC of the starship.

PARTICLE IMPULSE ENGINE (TL 7)

The particle impulse engine is the next evolutionary step of the TL 6 ion engine. It uses magnetic fields to produce a constant stream of high-energy particles, as well as to provide vectored thrust. The major advancement of the particle impulse drive over the ion drive is that the particle impulse engine uses a negligible amount of fuel, which

it also manufactures. The drive's reaction is so efficient that the tiny amounts of matter present in interplanetary or interstellar space can be collected through weak magnetic fields and converted into a thrust medium. Better still, the particle impulse engine is capable of atmospheric entry. It causes some damage to any surface close to its exhaust ports, but nowhere near as much damage as TL 6 engines do.

Minimum Ship Size: Gargantuan.

Tactical Speed Bonus: +1,000 feet (+4 hexes).

Purchase DC: 10 + one-half the base purchase DC of the starship.

GRAVITIC REDIRECTOR (TL 8)

A refinement of the induction engine, the gravitic redirector creates a gravitic singularity—essentially, a sub-microscopic black hole—in the vicinity of the ship, producing a constant pull on the ship. By changing the location of the singularity relative to the ship, the pilot can change the direction of the ship's travel. The gravitic redirector is more powerful and more efficient than the induction engine, and at the height of the technology's heyday, virtually foolproof. A gravitic redirector does not operate within a planetary atmosphere, and most ships fitted with this kind of engine also have secondary thrusters or rely on shuttlecraft.

Minimum Ship Size: Colossal.

Tactical Speed Bonus: +1,500 feet (+6 hexes).

Purchase DC: 10 + one-half the base purchase DC of the starship.

INERTIAL FLUX ENGINE (TL 8)

By precisely controlling the quantum energy level of every atom on the ship simultaneously, the inertial flux engine assumes the inertial states necessary to produce motion in any direction. In effect, by operating the controls, the pilot chooses from instant to instant what vector the ship's atoms will next possess, and the inertial flux engine alters them simultaneously—along with everything else aboard, including the crew and passengers. An inertial flux engine does not operate within a planetary atmosphere, and most ships fitted with this kind of engine also have secondary thrusters or rely on shuttlecraft.

Minimum Ship Size: Gargantuan.

Tactical Speed Bonus: +1,500 feet (+6 hexes).

Purchase DC: 15 + one-half the base purchase DC of the starship.

SPATIAL COMPRESSOR (TL 9)

The most advanced engine available, the spatial compressor surrounds the ship in a field that “folds” or “wrinkles” the fabric of space in the direction the pilot wishes to travel. This results in a continuous series of micro-jumps in which the ship flickers into and out of reality, teleporting thousands of times every second.

Since the ship has no intrinsic velocity (it's stationary while it teleports), the spatial compressor can instantaneously stop or change direction and thrust vector without any maneuvering whatsoever.

However, the engine still needs to build up cyclic speed to increase the frequency of its microjumps, so it accelerates normally. The spatial compressor requires a lot of power, but no fuel. It is safe for atmospheric flight.

Minimum Ship Size: Colossal.

Tactical Speed Bonus: +2,000 feet (+8 hexes).

Purchase DC: 10 + one-half the base purchase DC of the starship.

STARSHIP ARMOR

A starship can have only one type of armor installed. To surround a starship's hull in armor or to upgrade the armor, a character must succeed at a Craft (structural) check (DC 30) after investing 600 hours in its assembly. A character without a mechanical tool kit takes a –4 penalty on the skill check. The character must spend Wealth equal to the armor's (or upgraded armor's) purchase DC.

Different types of starship armor are presented below.

Hardness: The amount of damage the armor absorbs from a weapon hit or collision.

Tactical Speed Penalty: The amount by which the armor reduces the starship's tactical speed, given in feet and hexes.

Weight: The armor's weight.

Purchase DC: The armor's purchase DC.

Restriction: The restriction rating of the armor.

Table: Starship Armor Types

Armor Type (TL):	Hardness:	Speed Penalty:	Weight:	Purchase DC:	Restriction:
Alloy Plating (TL 5)	20/4d/1D	-500 feet	1/8 th starship	15 + (1/2 starship)	None
Polymeric (TL 6)	20/4d/1D	None	1/10 th starship	10 + (1/2 starship)	Lic (+1)
Vanadium (TL 6)	30/6d/1D	None	1/8 th starship	15 + (1/2 starship)	Mil (+3)
Cerametal (TL 7)	30/6d/1D	None	1/8 th starship	10 + (1/2 starship)	Lic (+1)
Deflective (TL 7)	20/4d/1D (ballistic) 40/8d/2D (energy)	None	1/10 th starship	15 + (1/2 starship)	Mil (+3)
Neutronite (TL 7)	40/8d/2D	-500 feet	¼ starship	15 + (1/2 starship)	Mil (+3)
Ablative (TL 8)	40/8d/2D	None	1/10 th starship	15 + (1/2 starship)	Mil (+3)
Nanofluidic (TL 8)	50/10d/2D	-500 feet	¼ starship	15 + (1/2 starship)	Mil (+3)

ALLOY PLATING (TL 5)

Alloy plating is made of advanced metal alloys engineered for high resistance to attacks at relatively low weights.

Hardness: 20.

Tactical Speed Penalty: -500 feet (-2 hexes).

Weight: One-eighth the weight of the starship (rounded down).

Purchase DC: 15 + one-half the base purchase DC of the starship.

Restriction: None.



POLYMERIC (TL 6)

Polymeric armor is made up of advanced polymers, such as carbon fiber and high-grade fiberglass. It is relatively cheap and light, but it doesn't offer tremendous protection.

Hardness: 20.

Tactical Speed Penalty: None.

Weight: One-tenth the weight of the starship (rounded down).

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: Licensed (+1).

VANADIUM (TL 6)

Interlocking plates of light vanadium alloy absorb a respectable amount of damage and are easy to mold to a starship's hull.

Hardness: 30.

Tactical Speed Penalty: None.

Weight: One-eighth the weight of the starship (rounded down).

Purchase DC: 15 + one-half the base purchase DC of the starship.

Restriction: Military (+3).

CERAMETAL (TL 7)

Combining the heat-resistant qualities of tough ceramics with the ductile strength of metal, cerametal armor offers a good compromise between protection and economy.

Hardness: 30.

Tactical Speed Penalty: None.

Weight: One-eighth the weight of the starship (rounded down).

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: Licensed (+1).

DEFLECTIVE (TL 7)

Deflective armor is composed of a shiny, light, flexible polymer especially good at neutralizing energy damage but less effective against ballistic attacks.

Hardness: 20 against attacks that deal ballistic damage, 40 against all other attacks.

Tactical Speed Penalty: None.

Weight: One-tenth the weight of the starship (rounded down).

Purchase DC: 15 + one-half the base purchase DC of the starship.

Restriction: Military (+3).

NEUTRONITE (TL 7)

Neutronite is a tough steel alloy into which a “weave” of free neutrons has been pressed. It is extremely resilient but also incredibly massive, weighing about five times more than a similar volume of lead.

Hardness: 40.

Tactical Speed Penalty: –500 feet (–2 hexes).

Weight: One-quarter the weight of the starship (rounded down).

Purchase DC: 15 + one-half the base purchase DC of the starship.

Restriction: Military (+3).

ABLATIVE (TL 8)

This silvery, reflective armor is amazingly thin, yet has tremendous tensile strength and the ability to absorb damage better than most kinds of armor plating.

Hardness: 40.

Tactical Speed Penalty: None.

Weight: One-tenth the weight of the starship (rounded down).

Purchase DC: 15 + one-half the base purchase DC of the starship.

Restriction: Military (+3).



NANOFLUIDIC (TL 8)

Consisting of a thick layer of gel-like fluid sandwiched in a neutronite structure, nanofluidic armor is “smart” armor—it concentrates at the point of impact to blunt physical blows and circulates around heat sources to dissipate energy.

Hardness: 50.

Tactical Speed Penalty: –500 feet (–2 hexes).

Weight: One-quarter the weight of the starship (rounded down).

Purchase DC: 15 + one-half the base purchase DC of the starship.

Restriction: Military (+3).

STARSHIP WEAPONS

Starship weapons fall into one of four categories: beam weapons, projectile weapons, missiles, and mines. Each category of weapon is described in greater detail below.

Starship weapons require the Starship Gunnery feat to operate proficiently. Without this feat, a gunner takes a –4 penalty on attack rolls made with starship weapons. Trained, expert, and ace crew gunners are assumed to have this feat.

To build a starship weapon system from scratch, a character must succeed at a Craft (electrical) check (DC 30) and a Craft (mechanical) check (DC 30) after investing 300 hours in its assembly. A character without the appropriate tool kit takes a –4 penalty on that skill check. The character must also spend Wealth equal to the weapon’s base purchase DC.

Installing a weapon system requires a successful Craft (electrical) check (DC 30) and a Craft (mechanical) check (DC 30) after investing 30 hours. A character without the appropriate tool kit takes a –4 penalty on that skill

check.

Improving Older Tech Weapons: Certain beam and projectile weapons—as noted in Table: Starship Weapons—can be upgraded for different rates of fire. These weapons can be reconfigured for semiautomatic or automatic fire mode if developed by a higher Tech Level society than the minimum Tech Level required for that weapon. Weapons can be purchased in their modified versions, but the purchase DC of a modified weapon increases by +3.

BEAM WEAPONS

Beam weapons deal energy damage, usually of a nonspecific type. They range from weapons as simple as a high-powered laser to monstrous devices capable of harnessing the fundamental forces of the universe.

Beam weapons draw power from a starship's power plant and are considered to have unlimited ammunition. However, many use capacitor technologies that need to recharge after each shot, limiting the rate of fire to once per round ("Single" shots only).

Beam Weapon Mounts: Beam weapons are mounted on turrets or in banks that allow the weapons to fire in any direction. The cost of a turret mount or bank is included in the purchase DC of the weapon. If desired, a weapon can be set into a cupola offering any two adjacent firing arcs (Fore/Starboard, Fore/Port, Aft/Starboard, or Aft/Port), reducing the Purchase DC by -1, or mounted in a fixed turret with a single firing arc (Fore, Starboard, Port, or Aft), reducing the Purchase DC of the weapon by -2.

PROJECTILE WEAPONS

Projectiles are generally solid slugs delivered to the target, where the velocity and density of the slug hopefully punch through the target's defenses. The most basic projectile weapons launch a small hunk of metal at roughly the speed of sound; the most advanced can push around mountains or molecules at greater than the speed of light.

Starships have sufficient storage space to contain a virtually unlimited supply of projectile weapon ammunition.

Projectile Weapon Mounts: Like beam weapons, projectile weapons are mounted on turrets or in banks that allow the weapons to fire in any direction. The cost of a turret mount or bank is included in the purchase DC of the weapon. If desired, a weapon can be set into a cupola offering any two adjacent firing arcs (Fore/Starboard, Fore/Port, Aft/Starboard, or Aft/Port), reducing the Purchase DC by -1, or mounted in a fixed turret with a single firing arc (Fore, Starboard, Port, or Aft), reducing the Purchase DC of the weapon by -2.

STARSHIP WEAPONS WITH AUTOFIRE

If a starship weapon has an automatic rate of fire, it can be set on autofire. Autofire affects an area and everything in it, not a specific target. The starship using the autofire weapon targets a 1,000-foot-by-1,000-foot-by-1,000-foot cubic area and makes an attack roll; the targeted area has an effective Armor Class of 10. If the attack succeeds, the pilots of all ships within the affected area must make a Pilot check (DC 15) or take the weapon's damage.

Apply a penalty on the Pilot skill check based on the size of the pilot's ship: Gargantuan -0, Colossal (Ultralight) -4, Colossal (Light) -8, Colossal (Medium) -12, Colossal (Heavy) -16, and Colossal (Superheavy) -20.

Autofire can also be used to shoot down missiles. To successfully hit an incoming (battery barrage of) missile(s) with an autofire weapon is an effective Armor Class of 20. If the attack succeeds, each of the missiles in the affected area must make an automated Pilot check (DC 15) or take the weapon's damage. Non-AI missiles have a modifier to their Pilot check equal to the Class of the sensor system on-board the ship firing the missiles. AI missiles have their Pilot skill modifier plus the Class of the sensor system on-board the ship firing the missiles.

MISSILES

A starship missile is an explosive warhead fixed to a guided rocket and fired from a missile launcher. The type of warhead determines both the type and amount of damage. Unless otherwise noted, a missile has a tactical speed of 10,000 feet (40 250-foot hexes), and it explodes with a radius of 5' per 2 dice of damage. For example, a missile that does 16d6 damage has an explosion radius of $16 \text{ dice} / 2 = 8 \times 5' = 40'$ blast radius.

A typical starship missile has the same hardness as the ship launching it, and 20 hp / 4d / 1D. All missiles are equipped with guidance systems that, in conjunction with the ship's sensor system, negate the penalty for range increments. Depending on the range between the ship firing the missile and its target, the missile(s) may be in transit for a full round or longer, giving the defending ship an opportunity to shoot down the missile(s). Missiles

are purchased in racks of eight.

Missile Launchers: A starship must be equipped with missile launchers to fire missiles. Each type of missile has its own type of missile launcher; for example, a launcher designed to fire CHE missiles cannot fire KE submunition missiles. Owing to their internal guidance systems, missiles can fire in any direction. A missile launcher has a purchase DC of 20.

Artificially-Intelligent Missiles (TL 7): Artificially intelligent (AIM) missiles are available as of Tech Level 7. They are effectively robots with an independent Class I Sensor system and a skill net for the skills Knowledge (technology), Navigate, and Pilot. A dodged AIM missile will correct course for another attack (maneuverability poor), and thus must be either shot down or outmaneuvered to cause it to crash into something else. This upgrade can be purchased for an additional +3 to the missile's base Purchase DC.

MINES

Mines are immobile explosives that must be deployed to be effective. Mines are equipped with sensors to scan approaching ships and detonate when hostile ships draw near. Some mines also come equipped with cloaking screens and other defensive systems to conceal their presence (see Defensive Systems).

Mines are sold individually. Although a mine weighs no more than a few thousand pounds, one mine consumes 100 tons of a ship's cargo capacity (most of it taken up by the launch system and radiation shielding).

Minelayers: A starship must be equipped with a minelayer (purchase DC 25) to deploy mines, and only Colossal ships can be fitted with minelayers. A minelayer consists of two or more mine rails—low-powered magnetic accelerators that can deploy one mine per round.

Deploying a Mine: A starship equipped with a minelayer can, as an attack action, deploy a single mine in any 250-foot hex it occupies. Only after the starship leaves the mine's detonation area does the mine activate.

A starship that deploys a mine sets the conditions under which the mine detonates. One mine can be deployed per 250-foot hex, but it can be programmed to detonate simultaneously with any other mines that are within its detonation area, if desired.

A deployed mine is a Medium-size object with Armor Class 5, hardness 20, and 40 hit points. Damaging or destroying a deployed mine has a 50% chance per hit of detonating it.

Detonating a Mine: When certain predetermined conditions are met (usually when an enemy ship enters the mine's detonation area), the deployed mine explodes. The mine's detonation area is typically a 4-polyhex (the hex it occupies and the surrounding 3 rows of adjacent 250-foot hexes (37 250-foot hexes in total). All ships within the mine's detonation area take damage when the mine detonates. A pilot may attempt a Pilot check (DC 25) to reduce the damage by half; making this check does not count as an action.

FIRE-LINKED WEAPONS AND MAIN CANNONS

Fire-linked weapons are identical beam weapons or projectile weapons that point and fire in the same direction. In effect, this arrangement creates a single weapon (fired with a single attack roll) that deals greater damage than either weapon alone. Similarly, main cannons are beam weapons or projectile weapons.

Each full doubling of the number of fire-linked weapons (two weapons, four, eight, and so on) increases the damage by one-half the base damage and increases the weapon's size one size category. For example, a Gargantuan-size fighter using dual-linked lasers (normally a Huge weapon inflicting 8d8 damage) deals 12d8 points of damage with a successful attack, and it is considered a Gargantuan weapon. Fire-linking weapons adds +3 to the purchase DC of the weapon; taking the above example, each dual-linked laser would have a purchase DC of 32 instead of 29.

Variable fire links are also available in fire links of four or more weapons, allowing the gunner to decide from attack to attack whether to fire the weapons individually (as normal), in a full link (as described above), or in a partial link. A partial link allows the pilot to fire the linked weapons in groups of two. Only quad-linked weapons or larger can be fired in a partial link.

Owing to power demands, a starship can only have one weapon effectively multiplied to octo-linked (8 fire-linked weapons) or higher, referred to as the starship's "main cannon". A main cannon can fire at 25% (2 weapons, equivalent to twin-linked) or at 50% power (4 weapons, equivalent of quad-linked), if desired. The main cannon also has a greater chance of scoring a critical hit (+1 to the threat range of the standard version weapon). The main cannon always has a single rate of fire, regardless of the standard version weapon that it is based upon.

MISSILE BATTERIES

A missile battery consists of a cluster of up to four identical missile launchers that fire as a single weapon (requiring a single attack roll). Regardless of how many missiles are in the battery, it is considered one size category larger than the base weapon size, meaning only Colossal (Light) and larger vehicles can bear them. When using battery fire, every missile after the first in a battery adds a +1 to the threat range for a potential critical, to a maximum of +3 for a four-missile battery, giving a threat range of 16-20. If the attack succeeds but is not a critical, roll damage as if one missile hit.

In addition, a missile battery does more damage with a critical hit. For each additional missile in the battery beyond the first, the critical multiplier of the barrage is increased by 1. For example, a two-missile battery of plasma missiles (normal multiplier of x2) has a threat range of 18–20 and a critical multiplier of x3, while a four-missile battery of plasma missiles has a threat range of 18-20 and a critical multiplier of x5. This effect stacks with other systems that expand a weapon's critical threat range, such as Achilles targeting software. Also, missile batteries cannot confirm critical hits against force fields, but they always inflict damage on a per-missile basis to force fields.

Batteries of missiles cannot be “split” into individual missiles; they either fire all together, or not at all. Installing missiles in a battery increases the purchase DC of each missile launcher by +2.

Only Colossal (Light) or larger starships can be equipped with missile batteries.

An Example: Arming a TL 7 Cruiser (Mediumweight Colossal Starship)

The scenario is a Tech Level 7 spacefaring scenario, with the party being the key members of the crew for the starship enterprising enough to accommodate them. Looking at the Cruiser template, we see that it has enough room for 8 weapon systems.

First off, for utility's sake, we say that the Cruiser takes both Grapplers and a Tractor Beam Emitter, to be able to do whatever it needs to with the objects it encounters in space. That's two of eight weapons systems.

Striving for versatility in our design, we opt to dedicate two slots to beam weapons, two to missiles, and two to special weapon types. For our beam weapons, let's opt for a Heavy Laser, to give the ship some range. The base Heavy Laser is a Gargantuan weapon doing 10d8 damage and having Purchase DC 31. Twin-linking the weapon makes it a Colossal (Ultralight) weapon doing 15d8 damage and having Purchase DC 34. Quad-linking it increases it to a Colossal (Light) 20d8 laser damage weapon having Purchase DC 37. Again, the budget is starting to get up there, so we'll take two of these and call them our “phasers”, a portmanteau of “four” and “lasers”.

Our two missile options will both be Plasma missile batteries, each a battery of two Plasma missiles. At a base cost of Purchase DC 46, as two-missile batteries they'll increase to Purchase DC 48 each. Their damage does not change, but their threat range is 18-20, and their critical hit multiplier is x3.

As the first of our special weapons, let's take an Ion Cannon (10d6 damage, Purchase DC 39, size Gargantuan). If we upgrade it to a dual-linked Ion Cannon, then its stats become 15d6 damage, Purchase DC 42, size Colossal (Ultralight). If we upgrade it to a quad-linked Ion Cannon, then it becomes 20d6 damage, Purchase DC 45, size Colossal (Light). We could upgrade it yet again to a(n octo-linked) Main Cannon inflicting 25d6 Ion damage, but at Purchase DC 48, there might be more efficient ways to spend our money.

Finally, we take a mine layer, with gravitic mines on-hand.

In summation, our enterprising cruiser has Grapplers and a Tractor Beam Emitter, 2 quad-linked “Phaser” Heavy Lasers, 2 2-missile batteries of plasma missiles, a quad-linked (possibly Main) Ion Cannon, and a mine layer.

We could have built a main cannon (i.e. upgraded one of the beam weapons to an octo-linked weapon or greater), but the costs can get prohibitive, and our vessel isn't intended to be a dedicated war machine to that degree. It can no doubt hold its own in a fight, but it is a space exploration vessel, and thus has an array of concerns to address in equipping itself. This mediumweight cruiser is ready to explore strange new worlds, seeking out new... well, whatever the captain decides to seek out anew!

Table: Starship Weapons

	Damage (d, D)	Critical	Damage Type	Range Incr.	Rate of Fire	Minimum Ship Size	Purch. DC	Restriction
Tech Level 6: Fusion Age								
Fusion beam ⁴	10d8 (2d8, 1d4)	20	Plasma	2K ft.	Single	Gargantuan	36	Mil (+3)
Gauss gun	12d8 (2d8+2, 1d4)	20	Ballistic	4K ft.	Single	Gargantuan	34	Res (+2)
Laser	8d8 (1d8+3, 1d3)	20	Laser	5K ft.	S, A	Huge	29	Lic (+1)
Laser, heavy	10d8 (2d8, 1d4)	20	Laser	6K ft.	Single ¹	Gargantuan	31	Res (+2)
Mine, fusion ⁴	5d% (1d%, 2d12)	—	Plasma	—	—	Colossal	34	Mil (+3)
Missile, CHE	12d6 (2d6+2, 1d3)	19–20	Energy	—	Single	Gargantuan	25 ²	Mil (+3)
Missile, KE submunition ³	8d12 (1d12+3, 1d4)	19–20	Ballistic	—	Single	Gargantuan	22 ²	Lic (+1)
Missile, nuclear	10d12 (2d12, 1d6)	19–20	Energy	—	Single	Gargantuan	45 ²	Mil (+3)
Needle driver	8d12 (1d12+3, 1d4)	20	Ballistic	4K ft.	S, A	Gargantuan	35	Lic (+1)
Neutron gun ³	8d8 (1d8+3, 1d3)	20	AA Energy	3K ft.	Single	Gargantuan	28	Mil (+3)
Neutron gun, heavy ³	10d8 (2d8, 1d4)	20	AA Energy	4K ft.	Single	Colossal	30	Mil (+3)
Rail cannon	6d12 (1d12+1, 1d3)	20	Ballistic	3K ft.	S, A	Gargantuan	28	Lic (+1)
Tech Level 7: Gravity Age								
Antimatter gun	10d8 (2d8, 1d4)	19-20	Energy	5K ft.	Single	Colossal	38	Mil (+3)
Ion cannon ⁴	10d6 (2d6, 1d3)	20	Ionic	3K ft.	Single ¹	Gargantuan	39	Lic (+1)
Mass cannon	8d12 (1d12+3, 1d4)	20	Ballistic	5K ft.	S, A	Gargantuan	37	Lic (+1)
Mass cannon, heavy	10d12 (2d12, 1d6)	20	Ballistic	6K ft.	S, A	Colossal	40	Res (+2)
Mine, gravitic	10d% (2d%, 4d12)	—	Energy	—	—	Colossal	43	Mil (+3)
Missile, mass reaction	12d12 (2d12+2, 2d4-1)	19–20	Energy	—	Single	Colossal	50 ²	Mil (+3)
Missile, plasma ⁴	16d8 (3d8+1, 1d6)	19–20	Plasma	—	Single	Gargantuan	46 ²	Mil (+3)
Particle beam ³	12d8 (2d8+2, 1d4)	20	AA Energy	4K ft.	Single	Gargantuan	39	Res (+2)
Particle beam, heavy ³	16d8 (3d8+1, 1d6)	20	AA Energy	5K ft.	Single	Colossal	41	Mil (+3)
Plasma cannon ⁴	14d8 (2d8+4, 2d3-1)	20	Plasma	3K ft.	Single ¹	Gargantuan	40	Res (+2)
Plasma cannon, heavy ⁴	18d8 (3d3+3, 2d4-1)	20	Plasma	4K ft.	Single ¹	Colossal	44	Mil (+3)
Quantum cannon ³	12d8 (2d8+2, 1d4)	20	Energy	6K ft.	Single	Gargantuan	41	Mil (+3)
Tech Level 8: Energy Age								
Antimatter cannon	10d12 (2d12, 1d6)	18-20	Energy	6K ft.	Single	Colossal	40	Mil (+3)
Ion cannon, heavy ⁴	16d6 (3d6+1, 1d4)	20	Ionic	4K ft.	Single ¹	Colossal	41	Res (+2)
Kinetic lance ³	10d12 (2d12, 2d3-1)	20	Energy	3K ft.	Single	Colossal	42	Mil (+3)
Maser cannon	14d8 (2d8+4, 2d3-1)	20	Energy	6K ft.	S, A	Gargantuan	42	Res (+2)
Maser cannon, heavy	18d8 (3d8+3, 2d4-1)	20	Energy	8K ft.	Single ¹	Colossal	45	Mil (+3)
Mine, zero point	15d% (3d%, 6d12)	—	Energy	—	—	Colossal	48	Mil (+3)
Missile, nova burst ⁴	20d8 (4d8, 1d8)	19–20	Plasma	—	Single	Gargantuan	45 ²	Mil (+3)
Missile, starload	20d8 (4d8, 1d8)	18–20	Energy	—	Single	Huge	45 ²	Mil (+3)
Neutronium driver	12d12 (2d12+2, 2d4-1)	20	Ballistic	5K ft.	Single	Colossal	42	Res (+2)
Sliver gun ³	8d12 (1d12+3, 1d4)	20	AA Ballistic	7K ft.	S, A	Gargantuan	39	Mil (+3)
Zero bore ⁴	16d8 (3d8+1, 2d4-1)	20	Disintegration	6K ft.	Single	Colossal	52	Mil (+3)
Tech Level 9: Matter Age								
Blacklaser	16d8 (3d8+1, 2d4-1)	20	Energy	8K ft.	S, A	Huge	50	Mil (+3)
Mine, null ⁴	20d% (4d%, 1d%)	—	Disintegration	—	—	Colossal	53	Mil (+3)
Singularity cannon ⁴	20d8 (4d8, 1d8)	20	Disintegration	5K ft.	Single	Colossal	53	Mil (+3)
String projector ³	12d12 (2d12+2, 2d4-1)	20	Energy	6K ft.	Single	Colossal	54	Mil (+3)
Tachyon gun ³	16d8 (3d8+1, 1d6)	20	Energy	10K ft.	Single	Gargantuan	52	Mil (+3)
1 This weapon can only fire single shots when first developed. However, if the weapon is built by a higher TL society than the minimum TL required for the weapon, then the weapon has the option of being semi/fully automatic (S, A).								
2 The purchase DC includes a launch system (missile rack or tube) and eight missiles with warheads. The purchase DC is 2 lower without the launch system.								
3 In addition to inflicting damage, this weapon has a special effect; see the weapon's description for more details.								
4 This weapon's damage ignores a ship's hardness.								

Starship Weapon Descriptions

Table: Starship Weapons provides the following statistics for various ranged weapons:

Damage (d, D): The damage the weapon deals in pips, dice (d), and capital dice (D).

Critical: The critical threat range of the weapon.

Damage Type: Most beam weapons deal a nonspecific type of energy damage that is only subject to universal energy resistance. A few weapons deal a specific kind of energy damage: for example, a laser deals fire damage. Projectile weapons deal ballistic damage.

Range Increment: A weapon's range increment is given in feet. An attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. Beam weapons dissipate and become ineffective past 10 range increments, while projectile weapons have unlimited range.

Rate of Fire: Ranged weapons have three possible rates of fire: single shot, semiautomatic, or automatic.

Single Shot: A weapon with a single shot rate of fire can fire only one shot per attack, even if the gunner has a feat or other ability that normally allows more than one shot per attack.

Semiautomatic (S): A semiautomatic ranged weapon fires one shot per attack (effectively acting as a single shot weapon). However, a gunner who gains multiple attacks per round because of his level or because of certain feats can fire a semiautomatic beam weapon multiple times in rapid succession, getting more than one shot per attack.

Automatic (A): Automatic ranged weapons fire a burst or stream of shots. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire. See the Starship Weapons on Autofire for more rules and information.

Minimum Ship Size: The minimum size of starship capable of supporting the weapon.

Purchase DC: The purchase DC of the weapon. The base purchase DC is the cost to build the weapon.

Restriction: The level of license required to purchase the weapon legally.

Individual Weapon Descriptions

Fusion Beam (TL 6): The fusion beam initiates a fusion reaction and then directs the blast at the target. "Fusion" is what TL 6 calls plasma, as it is a new and difficult technology to utilize, only being available at the starship level.

Gauss Gun (TL 6): The gauss gun is an electromagnetic accelerator that fires tiny ball bearings at an extremely high velocity. Requiring a momentary recharge of the magnetic capacitors after each shot, this weapon can only fire single shots.

Laser (TL 6): The simplest beam weapon, the laser is used generally for small craft. It consists of a focused beam of white-hot light. The laser's main advantage is the superior range it offers.

Laser, Heavy (TL 6): The heavy laser is simply an oversized laser that pours more energy on the target. Too big to install on light spacecraft, heavy lasers are common on TL 6 destroyers and larger warships.

Mine, Fusion (TL 6): A fusion mine initiates a fusion reaction that deals plasma damage to all starships in its hex and all adjacent hexes.

Missile, CHE (TL 6): A CHE (conventional high-explosive) warhead can destroy a small vessel, but it's less effective against larger warships unless launched in numbers. Heavy vessels, such as battleships, can usually ignore the weapon despite its payload of hundreds of kilos of advanced chemical explosives.

Missile, KE Submunition (TL 6): This warhead consists of a bundle of dozens or even hundreds of tungsten steel darts, each mounted on small rocket motors. As the weapon approaches its target(s), the warhead splits open, unleashing a lethal hail of high-velocity metal arrows. However, it is only half as effective against starship (i.e., Hardness 20 or higher) armor, inflicting half-damage against such targets.

Missile, Nuclear (TL 6): This 1-megaton warhead is essentially a fusion bomb rigged to a guided rocket.

Needle Driver (TL 6): The needle driver is a larger, heavier version of the rail cannon (see below), with an extremely high rate of fire and semi/fully automatic options for the user. It fires small metal flechettes at the rate of thousands of rounds per minute.

Neutron Gun (TL 6): This device directs an intense blast of neutron radiation at the target, impacting on the magnetic fields of the atoms it hits. Neutron guns are anti-armor (AA), ignoring 20 points / 4 dice ("4d") / 1 capital die ("1D") of hardness for both damage and critical confirmation purposes, ignoring up to +10 AC modifier from hardness to the starship's total AC.

Neutron Gun, Heavy (TL 6): This weapon is simply a larger version of the neutron gun. This weapon is also anti-armor, ignoring 20 points / 4 dice / 1 capital die of hardness for both damage and critical confirmation purposes,

ignoring up to +10 AC modifier from hardness to the starship's total AC.

Rail Cannon (TL 6): Rail cannons use a series of electromagnets to propel projectiles down a magnetic track. The projectiles are kinetic-energy weapons with no explosive charge, but at close ranges, they can still be quite devastating.

Antimatter Gun (TL 7): Using the same basic technology as the TL 6 rail cannon, the antimatter gun throws a piece of antimatter at the target. The impact alone is extremely destructive. Following the initial impact damage, the "splatter" of antimatter from the disintegrating warhead can create a cluster-bomb effect around the point of impact, increasing the chance of a critical hit.

Ion Cannon (TL 7): The ion cannon inflicts electromagnetic damage (nonlethal electricity damage). Furthermore, ionic energy ignores hardness, making the ion cannon especially effective against starships and other heavily-armored targets. However, ionic damage deals no damage to force fields.

Mass Cannon (TL 7): The mass cannon uses gravitic technology to "charge" a small bit of matter with incredible gravitational energy, then hurls it at the target, where its increased gravitational pull causes it to slam into the target like a wrecking ball.

Mass Cannon, Heavy (TL 7): The heavy mass cannon is a larger and more powerful version of the mass cannon.

Mine, Gravitic (TL 7): When a gravitic mine detonates, it creates a brief artificial gravity well that pulls on ships in a 4-polyhex space (so its hex and in all three rings of adjacent hexes, for a total area of 37 hexes), tearing their hulls.

Missile, Mass Reaction (TL 7): This warhead uses a dark matter reaction to unleash a powerful wave of energy. The effect is more concentrated than a nuclear blast, but it's less likely to cause unwanted collateral damage.

Missile, Plasma (TL 7): The plasma warhead improves on the TL 6 chemical explosive. It creates a burst of white-hot plasma that can blast a small ship out of space with one shot. Plasma ignores hardness, like acid.

Particle Beam (TL 7): The next phase of the TL 6 neutron gun, the particle beam projects a stream of protons, neutrons, or alpha particles at the target—each particle accelerated to near light-speed. Like the neutron gun, the particle beam demonstrates anti-armor (AA) properties, ignoring 20 points / 4 dice / 1 capital die of hardness of anything it hits, for purposes of both damage and critical confirmation, ignoring up to +10 AC modifier from hardness to the starship's total AC.

Particle Beam, Heavy (TL 7): This weapon is simply a larger version of the particle beam.

Plasma Cannon (TL 7): Using a powerful electrical charge to convert a mix of chemicals into white-hot plasma, this weapon then accelerates the plasma mass toward the target with a simple rail gun. The result is a bolt of incandescent plasma that can explosively vaporize objects in its path. Plasma ignores hardness, like acid.

Plasma Cannon, Heavy (TL 7): This weapon is simply a larger version of the plasma cannon.

Quantum Cannon (TL 7): The quantum cannon fires a stream of highly charged subatomic particles, destabilizing the atoms of the target and creating localized fission reactions. Quantum cannons ignore force fields.

Antimatter Cannon (TL 8): The next generation of the antimatter gun, the antimatter cannon has greater initial blast as well as a greater chance for a chain reaction.

Ion Cannon, Heavy (TL 8): The heavy ion cannon induces an electromagnetic pulse effect similar to that of a nuclear explosion. The damage is ionic (nonlethal electricity) in nature.

Kinetic Lance (TL 8): The kinetic lance creates a high-velocity stream of virtual particles simulating solid matter. The impact of these particles is quite destructive—rather like a collision with a solid object. A kinetic lance always deals double damage to force fields.

Maser Cannon (TL 8): Maser cannons channel an enormous amount of power through a linear antenna array, creating a broad-spectrum blast of energy that devastates the target with heat, light, and intense radiation.

Maser Cannon, Heavy (TL 8): The heavy maser cannon is a larger version of the maser cannon.

Mine, Zero Point (TL 8): This mine creates a spontaneous quantum fluctuation of energy—the same energy as the Big Bang, though obviously on a smaller scale.

Missile, Nova Burst (TL 8): The nova burst warhead generates a temporary "white hole" fusion reaction, spontaneously generating a massive blast of plasma upon detonation.

Missile, Starload (TL 8): The starload warhead is essentially an improved version of the TL 7 mass reaction missile.

Neutronium Driver (TL 8): This version of the gauss gun is configured to fire a projectile of false neutronium—a slug the size of a baseball, but with a temporary mass of thousands of tons. Because neutronium is electrically neutral, the driver mechanism actually encapsulates the projectile in a sleeve or sabot of ordinary matter to fire the slug.

Sliver Gun (TL 8): An efficient mass driver loaded with flechettes of tungsten steel, the sliver gun is the TL 8 version

of a heavy machine gun. It cycles at a rate of fire of almost 4,000 rounds per minute, and each sliver can tear through a yard or more of heavy armor, ignoring 20 points / 4 dice / 1 capital die of hardness.

Zero Bore (TL 8): The zero bore creates a stream of energy that encourages extraordinary amounts of quantum energy fluctuation—the so-called “zero point” energy. Anything in its path is wrecked by the spontaneous destruction of space itself.

Blacklaser (TL 9): Using the fluorescent gaseous form of dark matter, a blacklaser fires a beam of coherent light. To human eyes, it appears to be a beam of purplish light bordering on ultraviolet, but it is composed of radiation much more energetic and dangerous than ordinary photons.

Mine, Null (TL 9): This weapon is horrifyingly simple in design. It harnesses nuclear strong force to generate a field in which all atomic bonds cease to exist. Matter in the mine’s 4-polyhex (its hex and the three rings of adjacent hexes, a total area of 37 hexes) is pulverized into subatomic dust. A null mine ignores a ship’s hardness.

Singularity Cannon (TL 9): The singularity cannon creates a quantum black hole and fires it at the enemy. A quantum black hole is no bigger than a single molecule, but it masses hundreds of millions of tons and can rip even the toughest armor to shreds.

String Projector (TL 9): The string projector creates a super-dense cosmic string that passes through the target. A cosmic string is a short-lived chain of extraordinary mass; the effect on the target is similar to being pierced by the mass of a mountain but concentrated into a space the size of a strand of hair. If a string projector hits a ship with no force field, the string goes through the ship, inflicting its damage to the facing flank, the opposing flank, and the infrastructure of the ship (effectively x3 damage!).

Tachyon Gun (TL 9): The tachyon gun fires a blast of high-energy, faster-than-light particles at the target. Tachyon guns ignore force fields.

GRAPPLING SYSTEMS

The following devices are commonly used for other purposes on starships, but they can also have applications in combat, such as holding a ship to expose it to attack or boarding.

Installing one of these systems requires a successful Craft (mechanical) and Craft (electrical) check (DC 30 each) after investing 30 hours. A character without an appropriate tool kit takes a –4 penalty on that skill check. A starship can have up to two (2) grappling systems, each of which counts as one of the starship’s weapons systems.

Purchase DC: The purchase DC of the system.

Restriction: The level of license required to purchase the system legally.

Grapplers (TL 5)

Grapplers consist of two or more robotic arms fitted with magnetic grips or pads capable of latching onto a single target, usually another ship. Grapplers can also be used to grab Small or larger objects adrift in space.

Using grapplers against another ship or an unattended object is an attack action. Against another ship, this action provokes an attack of opportunity if the ship being grabbed has a point-defense system. To successfully grab the target, the starship must first enter the target’s hex; then the starship’s pilot must succeed at a Pilot check. The Pilot check’s DC depends on the size and Defense of the target being grabbed, as shown on Table: Grappler Pilot Check DCs below. If the check succeeds, the starship successfully latches onto the target, and the two ships continue to occupy the same space until the grapplers release their hold. The grappling ship cannot move as long as it wishes to remain latched and moves in concert with the grappled ship. The larger of the grappled ships determines their collective course.

As an attack action, a grabbed starship can free itself from a grabbing ship by succeeding at an opposed Pilot check. Each ship adds a special grapple bonus on its check based on its size: Huge +8, Gargantuan +12, Colossal +16. A ship may only attempt to free itself once per round.

Grapplers latched onto another ship can release the hold and retract as a free action.

Table: Grappler Pilot Check DCs

Size of Target	Pilot Check DC
Colossal	5 + target’s touch AC
Gargantuan	10 + target’s touch AC
Huge	15 + target’s touch AC
Large	20 + target’s touch AC

Medium-size	25 + target's touch AC
Small	30 + target's touch AC

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: None.

Tractor Beam Emitter (TL 7)

A tractor beam emitter projects a short-range gravitational “tether” that latches onto or immobilizes a single target, usually a ship or unattended object. The target must be in the same hex or in an adjacent hex.

Using a tractor beam against a starship or an unattended object is an attack action. Against another ship, this action provokes an attack of opportunity if the ship being grabbed has a point-defense system.

To grab a target with its tractor beam, a starship must succeed at a ranged attack roll. If the attack succeeds, the smaller ship is immediately pulled into the larger ship's space (if it isn't in occupying the same space already); if both ships are the same size, the target is pulled into the tractor ship's space. In any case, being pulled into another ship's space by a tractor beam does not count against a ship's movement. If the tractor ship is one or more size categories larger than the target, the target is effectively immobilized, and tractor ship drags the target with it when it moves. If the tractor ship is the same size category as the target or smaller, both the tractor ship and the target are effectively immobilized. See the Starship Condition Summary for the effects of being immobilized.

As an attack action, a tractored starship can free itself from the tractor ship by succeeding at an opposed Pilot check. Each ship adds a special grapple bonus on its check based on its size: Colossal (ultralight) +4, Colossal (light) +8, Colossal (Mediumweight) +12, Colossal (heavy) +16, and Colossal (superheavy) +20. A ship may only attempt to free itself from a tractor beam (or any other grappling device) once per round. A ship held by multiple tractor beams may attempt a single grapple check to escape all of the beams, but it must beat the grapple check results of all opponents.

As a readied action, a ship with a tractor beam emitter can ready the tractor beam to help fend off a ramming ship. If at the ready and attacked by a ramming attack, the tractor beam emitter operator can make an opposed attack roll against the ramming ship's Pilot check to “grab” the ramming ship, reducing the ramming damage by half (for both the ramming ship and the target). Note that this readied attack will trigger the point-defense system of the ramming starship, if any.

In most instances (with ships possessing a Class I Sensor system or better), the operator does not have to declare which enemy ship they are readying for in preparing for an impending ramming attack, as the computer will warn them of any proximity alert and then the operator can react accordingly. If the tractor beam caught the ramming ship, then the two ships are tethered by the beam at this point, until one ship or the other breaks the hold; use the movement rules given above.

A starship using a tractor beam to grab another ship can terminate the beam (thereby releasing its hold on the other ship) as a free action.

Only Colossal ships can be equipped with a tractor beam emitter.

Purchase DC: 15 + one-half the base purchase DC of the starship.

Restriction: Licensed (+1).

STARSHIP CRITICAL HIT RESULTS

A critical hit with a starship weapon normally multiplies the weapon's damage. Use the critical hit resolution system whenever a critical hit is confirmed; the attacker rolls a d20 and consults Table: Starship Critical Hit Results to determine the effects of the critical hit on the target.

Table: Starship Critical Hit Results

d% Roll	Effect(s)
1–7	Normal critical hit
8–10	Normal critical hit, crew casualties
11	Damaged system: comm system
12	Damaged system: targeting system
13	Damaged system: weapon
14	Damaged system: defense system

15	Damaged system: engines
16	Damaged system: sensors
17	Destroyed defensive system
18	Destroyed weapon
19	Severe critical hit, crew casualties
20	Severe critical hit, artificial gravity disabled

Normal Critical Hit: Roll critical hit damage normally.

Crew Casualties: A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed). Roll 1d10 to determine the number of crew fatalities and, if the ship carries passengers, 1d10 to determine the number of passenger casualties. Only supporting GM characters are affected.

A starship with less than one-half of its normal crew complement takes a –2 penalty on all attack rolls and checks.

A starship with less than one-quarter of its normal crew complement takes a –4 penalty on all attack rolls and checks.

A starship with no crew flies on autopilot and cannot attack. If a crewless ship doesn't have a functional autopilot system, it is immobile. If this result is rolled again and the ship has no living crew or passengers, ignore this aspect of the result.

Damaged System: A damaged system remains inoperable until it is repaired, which requires 10 hours of work and a successful Repair check (DC 30). A starship's engineer (or engineering team) can perform jury-rig repairs on the system as a full-round action with a successful Repair check (DC 25), but the repairs last only until the end of the battle (or until the system is disabled again). During that round of jury-rigged repairs, the starship can continue to take actions.

Comm System: One communications system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged comm systems, ignore this result and reroll.

Defense System: One defense system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged defense systems, ignore this result and reroll.

Engines: The starship's tactical speed decreases by 1,000 feet until the engines are repaired. If this result is rolled again, the effect is cumulative. If the ship's tactical speed has already been reduced to 0 feet due to engine damage, ignore this result and reroll.

Sensors: The starship is blinded until repaired. All the ship's targets gain the equivalent of total concealment (50% miss chance). If this result is rolled again, ignore the result and reroll.

Targeting System: The starship's targeting system ceases to function. The starship loses the targeting system's equipment bonus on attack rolls until the system is repaired. Reroll if this result comes up again.

Weapon: One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) ceases to function. The weapon remains inoperable until it is repaired. If this result is rolled again and the ship has no functional weapons, ignore this result and reroll.

Destroyed Defensive System: One of the starship's defensive systems (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no defensive systems, ignore this result and reroll.

Destroyed Weapon: One of the starship's weapons (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no weapons, ignore this result and reroll.

If the destroyed weapon was fire-linked, the other weapons to which it was linked continue to function normally. If the destroyed weapon was part of a missile battery, the remaining missiles in the battery continue to function normally.

Severe Critical Hit: Roll critical hit damage using a ×10 multiplier instead of the weapon's normal multiplier. In addition, the ship and its crew are shaken for 1 round.

Artificial Gravity Disabled: The starship's artificial gravity is disabled for 1d10 rounds. During this time, an untrained crew takes a –4 penalty on all attack rolls and skill checks while coping with the zero-gravity conditions. Trained, expert, or ace crews take no penalties, as they are assumed to have the Zero-G Training feat.

STARSHIP DEFENSE SYSTEMS

Armor does an admirable job of preventing damage to the superstructure of a starship, but it's really only the last line of defense. Since the late Industrial Age, aircraft have been outfitted with an ever-increasing number of defensive systems designed to avoid or avert damage to a craft's hull—or to repair it before catastrophe occurs.

To build a defense system from scratch, a character must succeed at a Craft (electrical) check (DC 30) and a Craft (mechanical) check (DC 30) after investing 60 hours in its assembly. A character without an electrical or mechanical tool kit takes a –4 penalty on the appropriate skill check. The character must also spend Wealth equal to the system's purchase DC.

Installing a defensive system requires a successful Craft (mechanical) check (DC 30) and a Craft (electronic) check (DC 30) after investing 30 hours. A character without an appropriate tool kit takes a –4 penalty on that skill check.

Different types of defensive systems are detailed below.

Purchase DC: The purchase DC of the system.

Restriction: The level of license required to purchase the system legally.

Table: Starship Defense Systems

Defense System (TL):	Base Purchase DC:	Restriction:
Autopilot System* (TL 5)	5 + ¼ base starship	None
Damage Control System (TL 5)	Varies; see description	None
Sensor Jammer (TL 5)	5 + ½ base starship	Mil (+3)
Autopilot System, Improved* (TL 6)	5 + ½ base starship	None
Chaff Launcher (TL 6)	20	Lic (+1)
Damage Control, Improved (TL 6)	Varies; see description	Lic (+1)
Decoy Drone Launcher (TL 6)	28	Res (+2)
Hardened Circuitry (TL 6)	10 + ½ base starship	None
Magnetic Field Generator (TL 6)	5 + ½ base starship	Mil (+3)
Point-Defense System* (TL 6)	Varies; see description	Lic (+1)
Radiation Shielding (TL 6)	5 + ½ base starship	None
Self-Destruct System (TL 6)	Varies; see description	Res (+2)
Stealth Screen (TL 6)	10 + ½ base starship	Mil (+3)
Autopilot System, Artificially Intelligent* (TL 7)	Varies; see description	As Robot
Displacer ECM System (TL 7)	10 + ½ base starship	Mil (+3)
Force Field Generators (TL 7)	15 + ½ base starship	None
Light Fortification (TL 7)	10 + ½ base starship	Lic (+1)
Particle Field Generator (TL 7)	10 + ½ base starship	Mil (+3)
Repair Drones (TL 7)	15 + ½ base starship	Mil (+3)
Cloaking Screen (TL 8)	15 + ½ base starship	Mil (+3)
Damage Control, Advanced (TL 8)	10 + ½ base starship	Mil (+3)
Medium Fortification (TL 8)	10 + ½ base starship	Lic (+1)
Nanite Repair Array (TL 8)	10 + ½ base starship	Res (+2)
Nano-Hardened Circuitry (TL 8)	15 + ½ base starship	Mil (+3)
Point-Defense System, Improved* (TL 8)	Varies; see description	Res (+2)
Heavy Fortification (TL 9)	10 + ½ base starship	Lic (+1)

* These defense systems require an operational sensor system to be effective. If all of a starship's sensor systems are damaged or disabled, then these systems cannot be used until one or more sensor systems are restored.

AUTOPILOT SYSTEM (TL 5)

An autopilot system "kicks in" whenever the pilot is unable to fly the starship. An autopilot system isn't as good at avoiding attacks as a living pilot, but it's better than nothing. Larger vessels have more adaptive autopilot systems than smaller ships (although this increased sophistication doesn't outweigh the penalties associated with the ships' larger sizes). Note that the autopilot system is available only if the starship's sensors are operational; a blind

starship cannot rely on its autopilot system.

An autopilot system provides an equipment bonus to the starship's touch Armor Class depending on the ship's size: Huge +3, Gargantuan +2, Colossal +1. This bonus applies only when the autopilot system is engaged.

Purchase DC: 5 + one-quarter the base purchase DC of the starship.

Restriction: None.

DAMAGE CONTROL SYSTEM (TL 5)

A starship equipped with a damage control system can attempt damage control as a free action once per round. With a successful Repair check (DC 15), the ship regains a number of capital dice depending on its type, as shown on Table: Damage Control Systems. Damage control can only be performed on a starship with damage to its Infrastructure, and it cannot be performed if the ship has been reduced to negative hit points.

Purchase DC: Varies by starship type (see Table: Damage Control Systems).

Restriction: None.

Table: Damage Control System

Ship Type	Infrastructure Restored	Purchase DC
Ultralight	1d2-1D	18
Light	1D	22
Mediumweight	1d2D	27
Heavy	2D	33
Superheavy	1d2+1D	40

SENSOR JAMMER (TL 5)

A sensor jammer interferes with radar and enemy sensor scans. It also confounds missile guidance systems. Sensor checks made against a ship with an active sensor jammer take a –5 penalty. In addition, the ship gains one-half concealment against missile attacks (20% miss chance).

Any ship with a Class III sensor system (or better) is not subject to the effects of the sensor jammer, ignoring the penalty and miss chance.

Purchase DC: 5 + one-half the base purchase DC of the starship.

Restriction: Military (+3).

AUTOPILOT SYSTEM, IMPROVED (TL 6)

An improved autopilot system provides an equipment bonus to the starship's touch Armor Class depending on the ship's size: Huge +5, Gargantuan +4, Colossal +3. This bonus applies only when the autopilot system is engaged. An improved autopilot system replaces the TL 5 autopilot system.

Purchase DC: 5 + one-half the base purchase DC of the starship.

Restriction: None.

CHAFF LAUNCHER (TL 6)

Chaff consists of a cloud of millions of tiny metal strips or particles. This detritus interferes with sensors and missiles. Deploying chaff— usually via a small bundle from the rear or underside of a starship—is a move action. The chaff fills roughly a 500-foot radius (a 2-polyhex space) with these strips or particles. Sensor scans directed at anything within the polyhex take a –10 penalty, and to scan something on the direct opposite side of the chaff field incurs a –5 penalty. Any missile that passes through the chaff field to reach its intended target suffers a 20% miss chance.

Purchase DC: 20 for chaff launcher and one chaff bundle, 15 for each additional chaff bundle.

Restriction: Licensed (+1).

DAMAGE CONTROL, IMPROVED (TL 6)

A starship equipped with improved damage control repairs more damage each time damage control is performed successfully (see Damage Control System, above).

Purchase DC: 5 + the purchase DC of a standard damage control system.

Restriction: Licensed (+1).

Table: Damage Control System

Ship Type	Infrastructure Restored	Purchase DC
Ultralight	1D	18
Light	1d2D	22
Mediumweight	2D	27
Heavy	1d2+1D	33
Superheavy	1d3+1D	40

DECOY DRONE LAUNCHER (TL 6)

A decoy drone is a small, self-guided missile that mimics the electromagnetic and infrared signatures of the ship it launched it.

Deploying a decoy drone is an attack action, and the drone occupies the same fighting space as the ship it imitates. The decoy drone negates the equipment bonus on attack rolls granted by an enemy ship's targeting system. Launching multiple decoy drones grants no cumulative effect.

A deployed and intact decoy drone can be recovered or captured with a successful grapple. It can also be targeted and destroyed. A decoy drone has a Defense of 12 and 10 hit points, and it rolls 1d20+4 on opposed grapple checks.

Purchase DC: 28 for drone launcher and one drone, 25 for each additional drone.

Restriction: Restricted (+2).

HARDENED CIRCUITRY (TL 6)

A starship completely equipped with hardened circuitry has resistance to electricity 20/1D.

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: None.

MAGNETIC FIELD GENERATOR (TL 6)

The magnetic field is the first primitive energy shield. It uses vast amounts of power to surround the ship with potent lines of magnetic force. Missiles and weapons that deal ballistic damage fired at a starship with a magnetic field have a 20% miss chance.

A mine can be equipped with a magnetic field.

Purchase DC: 5 + one-half the base purchase DC of the starship or mine.

Restriction: Military (+3).

POINT-DEFENSE SYSTEM (TL 6)

A point-defense system serves two functions: It targets all incoming missiles, and it allows a starship to make attacks of opportunity against all enemy ships passing through its threatened area. The point-defense system consists of batteries of automated weapons programmed to fire when either of these two conditions is met.

A point-defense system does not fire upon mines, cannot be controlled manually by the crew, and cannot be used to make normal attacks. Only Colossal size starships can have point-defense systems. A point-defense system requires access to at least one operational sensor system to be usable.

Destroy Missiles: A point-defense system has a 20% chance of destroying any incoming missile (roll once for an entire missile barrage). A destroyed missile (barrage) deals no damage to the ship.

Make Attacks of Opportunity: A starship equipped with a point-defense system threatens the space it occupies as well as all adjacent 250-foot hexes. A starship with a point-defense system can get up to 5 attacks of opportunity, depending on the size of the ship with the point-defense system and the size of the ship incurring the attack of opportunity (see the chart below). When making an attack of opportunity, the point-defense system rolls 1d20 and adds the ship's targeting system bonus on the roll. If the result equals or exceeds the enemy ship's Armor Class, the point-defense weapons deal 1d12x10 (1d6D) ballistic damage based on the ship's type, as shown in Table: Point-Defense Systems. Point-defense systems cannot score critical hits.

Purchase DC: Varies by starship type (see Table: Point-Defense Systems).

Restriction: Licensed (+1).

Table: Point-Defense Systems

Starship Type	# of Attacks of Opportunity (on Colossal scale)	Purchase DC
Ultralight	1 (doing 1d12x10 / 1d6D ballistic damage, no crits)	31
Light	1 vs. Ultralight or smaller, 2 vs. Light or larger	34
Mediumweight	1 vs. Ultralight or smaller, 2 vs. Light, 3 vs. Mediumweight or larger	36
Heavy	1 vs. Ultralight or smaller, 2 vs. Light, 3 vs. Mediumweight, 4 vs. Heavy or Superheavy	38
Superheavy	1 vs. Ultralight or smaller, 2 vs. Light, 3 vs. Mediumweight, 4 vs. Heavy, 5 vs. Superheavy	40

RADIATION SHIELDING (TL 6)

Radiation shielding protects a ship's crew and passengers against the harmful radiation of neutron stars, solar flares, and other external causes. All personnel aboard the ship gain a +5 circumstance bonus on saves to resist the effects of radiation poisoning.

Purchase DC: 5 + one-half the base purchase DC of the starship.

Restriction: None.

SELF-DESTRUCT SYSTEM (TL 6)

A self-destruct system ensures that a starship cannot be captured, dissected for information, or used against its builders. Installing a starship self-destruct system requires a Demolitions check (DC 30) instead of a Craft check and takes an amount of time as determined by the ship's type: ultralight 1 hour, light 10 hours, mediumweight 30 hours, heavy 60 hours, superheavy 120 hours. If the Demolitions check fails by 10 or more, the system detonates, destroying the ship and possibly harming others nearby.

A self-destruct system can be programmed to activate only under specified conditions—usually the voice authorization of the ship's commander, and usually only after the crew has had sufficient time to evacuate (see Starship Evacuation).

The self-destruct system obliterates the starship (killing all aboard) regardless of how many hit points it has remaining. A starship destroyed by its own self-destruct system has no salvageable parts.

The starship's self-destruction triggers a destructive explosion that deals damage intended to not only scuttle the starship but also damage any enemies in its vicinity. A self-destructing starship deals explosive (effectively bludgeoning) collateral damage to ships in all adjacent hexes equal to the self-destructing ship's *n*-polyhex (so a 6-polyhex superheavy starship's self-destruct system inflicts collateral damage out 6 hexes in all directions). Every side of any ship caught in the blast takes the damage, and similarly, any ship with a force field takes x1 damage to the force field for every flank caught in the blast, up to x4 damage if it is completely engulfed by the blast. A successful Pilot check (DC 15 + 2 per size category of the self-destructing ship) reduces the damage by half. Table: Starship Self-Destruct Systems shows the amount of collateral damage (and the system's purchase DC) based on the starship's type.

Purchase DC: Varies by starship type (see Table: Starship Self-Destruct Systems).

Restriction: Restricted (+2).

Table: Starship Self-Destruct Systems

Starship Type	Collateral Damage (D)	Pilot DC to Reduce Damage	Purchase DC
Ultralight	2d6x10 (1d6D)	17	26
Light	4d6x10 (2d6D)	19	32
Mediumweight	6d6x10 (3d6D)	21	38
Heavy	10d6x10 (5d6D)	23	44
Superheavy	20d6x10 (10d6D)	25	50

STEALTH SCREEN (TL 6)

An improved version of the sensor jammer (see above), the stealth screen is a sophisticated electromagnetic

transceiver capable of detecting incoming electromagnetic energy from radars, ladars, and other sensor devices. When it detects such energy, it responds by generating an electromagnetic interference pattern. In addition, it monitors the ship's own EM emissions and cloaks them in a similar manner. Finally, the stealth shield masks the ship's mass signature. Sensor checks made against a ship with an active stealth screen take a -10 penalty.

Additionally, a deployed mine has a 50% chance of not detecting the screened ship as it enters or leaves its detonation area.

Finally, a starship with an active stealth screen gains one-half concealment against all attacks (20% miss chance).

A mine can be equipped with a stealth screen.

Purchase DC: 10 + one-half the base purchase DC of the starship or mine.

Restriction: Military (+3).

AUTOPILOT SYSTEM, ARTIFICIALLY INTELLIGENT (TL 7)

An artificially-intelligent (AI) autopilot system provides a perpetual pilot / co-pilot / gunner onboard the starship. Build a robot AI as per the [Robots](#) section; any investment in a body is stored on board the vessel for the AI, if necessary. The AI autopilot's bonuses apply only when the autopilot system is engaged; however, the AI can always perform an Aid Another action for any pilot, co-pilot, or gunner controlling a system built into the starship. An AI autopilot system replaces the TL 5 or TL 6 autopilot system.

Purchase DC: 10 + one-half the base purchase DC of the starship, plus the cost of the robotic AI (see above).

Restriction: As Robot to be installed; see above.

DISPLACER ECM SYSTEM (TL 7)

Using the same technology that will someday drive the TL 9 spatial compression engine, the displacer "blurs" the ship's electronic and light-reflective signature, casting its image / "shadow" a few hundred yards away several times a second in a random series of short-range quantum entanglements.

All enemy attacks originating from more than 500 feet away against the displacing ship have a 30% miss chance, as though it has three-quarters concealment. The displacer has no effect against enemies within 500' of the displaced ship.

A mine can be equipped with a displacer.

Purchase DC: 10 + one-half the base purchase DC of the starship or mine.

Restriction: Military (+3).

FORCE FIELD GENERATORS (TL 7)

Force field generators create a protective force-field around the starship, protecting it from incoming attacks of most types. Force fields also hedge out ethereal attacks and attackers, extending into the Ethereal Plane as well. The potential strength of the force field depends on the size, engine, and restriction class of the starship. Force fields cannot suffer critical hits (although missile batteries inflict more damage; see Missile Batteries, above).

Note that the Force Field Generator uses a subspace stabilizing matrix that effectively treats all the space within the shielded area as solid for purposes of teleportation or extradimensional travel; while the force field is intact, anything trying to teleport into or transdimensionally enter the shielded area will be shunted to the closest outside edge of the force field (which is typically into the void of space!).

The caliber of Force Field Generators installed on a ship depend on the Restriction code of the ship (round up any fractions to the nearest capital die [D]);

- Licensed starships have Force Fields equal to 10% of their total HD / capital dice at full strength;
- Restricted starships have Force Fields equal to 20% of their total HD / capital dice at full strength;
- Military starships have Force Fields equal to 25% of their total HD / capital dice at full strength.

Force field generators also serve as Radiation Shielding (see above), but only while they are active.

Force Field Regeneration Rates: A starship's engines can recharge the ship's force field capacitors based on how powerful the engine is. The Tech Level of the Engine determines how quickly the Force Field Generators can regenerate their power. Force Field Generators do not regenerate while a ship's engine is damaged.

Any engines not detailed below cannot power Force Field Generators.

- Induction Engine (TL 7): Force fields regenerate at a rate of 5%/hour.
- Particle Impulse Engine (TL 7): Force fields regenerate at a rate of 10%/hour.

- Gravitic Redirector (TL 8): Force fields regenerate at a rate of 20%/hour.
- Inertial Flux Engine (TL 8): Force fields regenerate at a rate of 25%/hour.
- Spatial Compressor (TL 9): Force fields regenerate at a rate of 50%/hour.

Purchase DC: 15 + one-half the base purchase DC of the starship. To purchase a Force Field Generator of higher capacity than the starship's Restriction code makes the vehicle effectively Illegal (+4 purchase DC modifier), and the increased cost is +2 Purchase DC for each tier of higher capacity beyond the ship's original capacity (so a Licensed starship upgrading to a Military-grade force field generator would pay a total of +8 to the purchase DC; +4 for the Illegal nature of the upgrade, and +4 for the upgrade from Licensed to Restricted to Military).

Restriction: None.

LIGHT FORTIFICATION (TL 7)

The starship's structural integrity is reinforced so that the ship can shake off attacks that would cripple it otherwise. Light fortification converts 25% of all critical hits into regular hits.

Installing light fortification requires a Craft (structural) check instead of a Craft (mechanical) check.

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: Licensed (+1).

PARTICLE FIELD GENERATOR (TL 7)

Generators project a field of alpha particles (helium nuclei that have been stripped of their electrons) around the ship. The field dissipates incoming energy blasts; weapons that wholly or partly deal concussion, electricity, fire, laser, plasma, or nonspecific energy damage (such as beam weapons) fired at the starship take a -4 penalty on attack rolls.

A mine can be equipped with a particle field.

Purchase DC: 10 + one-half the base purchase DC of the starship or mine.

Restriction: Military (+3).

REPAIR DRONES (TL 7)

Repair drones are Small spiderlike robots that rapidly deploy to damaged sections of a ship's outer hull. They are programmed to repair damage quickly and efficiently. A drone has hardness equal to half the hardness of the starship that carries it, and HP equal to its hardness. An Ultralight-Colossal starship typically has 4 such drones, a Light-Colossal starship has 8, a Mediumweight-Colossal starship has 16, a Heavy-Colossal starship has 32, and a Superheavy-Colossal starship typically has 64 or more repair drones.

A ship with repair drones repairs 1D of damage automatically each round; these repairs stack with any repairs performed by a damage control system. A ship without a damage control system cannot be fitted with repair drones. A starship somehow reduced to less than half of its repair drone contingent only repairs 1D every other round automatically.

Purchase DC: 15 + one-half the base purchase DC of the starship.

Restriction: Military (+3).

CLOAKING SCREEN (TL 8)

An improvement of the TL 7 stealth screen, the cloaking screen warps light and energy around the ship's hull, rendering the ship invisible to visual and electronic sensors.

A cloaked ship has total concealment. To attack a cloaked ship, an attacker must guess in which (poly)hex the ship currently is (or determine its position based on where it attacked last), and even if the guess is accurate, there is a 50% chance that the attack misses.

Additionally, a deployed mine cannot detect a cloaked ship and does not detonate when the ship enters or leaves its burst area. The ship's pilot must make a Pilot check (DC 5, +5 per additional mine adjoining hex with another mine, max DC 35) to avoid a collision with the mine if the starship enters the mine's hex; on a failed check, the mine detonates.

A cloaking screen cannot be used in conjunction with chaff, as the chaff cloud would give away the ship's position. It also cannot operate simultaneously with any sort of field (including force fields, magnetic fields, and particle fields), as the field gives away the ship's position.

A mine can be equipped with a cloaking screen.

Purchase DC: 15 + one-half the base purchase DC of the starship or mine.

Restriction: Military (+3).

DAMAGE CONTROL, ADVANCED (TL 8)

A starship equipped with an advanced damage control system regains an additional +2d10 points / 1D of damage each time damage control is performed successfully (see Damage Control System, above). Advanced damage control stacks with improved damage control.

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: Military (+3).

MEDIUM FORTIFICATION (TL 8)

As light fortification (see above), except that the medium fortification system converts 75% of all critical hits into regular hits.

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: Licensed (+1).

NANITE REPAIR ARRAY (TL 8)

The final refinement of damage control systems, the nanite repair array consists of numerous nodules filled with nanites—microscopic robots—scattered throughout the ship. The nanite repair array can repair a ship with negative hit points; however, not even nanites can repair a destroyed ship.

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: Restricted (+2).

NANO-HARDENED CIRCUITRY (TL 8)

A starship equipped with nano-hardened circuitry has resistance to electricity 40/2D.

Purchase DC: 15 + one-half the base purchase DC of the starship.

Restriction: Military (+3).



POINT-DEFENSE SYSTEM, IMPROVED (TL 8)

A point-defense system serves two functions: It targets all incoming missiles, and it allows a starship to make attacks of opportunity against all enemy ships passing through its threatened area. The point-defense system consists of batteries of automated weapons programmed to fire when either of these two conditions is met.

A point-defense system does not fire upon mines, cannot be controlled manually by the crew, and cannot be used to make normal attacks. Only Colossal size starships can have point-defense systems.

Destroy Missiles: A point-defense system has a 50% chance of destroying any incoming missile (GM's choice to either roll once for an entire missile battery or roll once for each missile in a barrage). A destroyed missile deals no damage to the ship; a destroyed missile of a battery reduces the threat range and the critical multiplier of the missile battery by one (1) each. (If rolling once for the entire battery, success indicates the whole battery of missiles was destroyed.)

Make Attacks of Opportunity: A starship equipped with an improved point-defense system threatens the space it occupies as well as all adjacent 250-foot hexes. When making an attack of opportunity, the point-defense system rolls 1d20 and adds the ship's targeting system bonus plus its Class Sensor Array rating (Class I [+1] to Class IX [+9]) on the roll. If the result equals or exceeds the enemy ship's touch Armor Class, the point-defense weapons deal ballistic or energy damage (ship designer's choice) based on the ship's type, as shown in Table: Point-Defense Systems. Unlike earlier versions, improved point-defense systems can score critical hits.

Purchase DC: Varies by starship type (see Table: Point-Defense Systems).

Restriction: Restricted (+2).

Table: Improved Point-Defense Systems

Starship Type	# of Attacks of Opportunity (on Colossal scale)	Purchase DC
Ultralight	1 (doing 1d12x10 / 1d6D ballistic or energy damage, crit on 20)	32
Light	1 vs. Ultralight or smaller, 2 vs. Light or larger	35

Mediumweight	1 vs. Ultralight or smaller, 2 vs. Light, 3 vs. Mediumweight or larger	37
Heavy	1 vs. Ultralight or smaller, 2 vs. Light, 3 vs. Mediumweight, 4 vs. Heavy or Superheavy	39
Superheavy	1 vs. Ultralight or smaller, 2 vs. Light, 3 vs. Mediumweight, 4 vs. Heavy, 5 vs. Superheavy	41

HEAVY FORTIFICATION (TL 9)

As light fortification (see above), except that the heavy fortification system converts all critical hits into regular hits.

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: Licensed (+1).

STARSHIP SENSORS

A starship would be lost in the blackness of outer space without a sophisticated sensor array enabling it to perceive its surroundings. Sensor arrays allow a starship's crew to plot safe courses through unexplored star systems, avoid comets and electromagnetic storms, navigate asteroid belts, analyze planetary surface conditions, detect other starships nearby, and analyze damage to the ship's outer hull. Without a functional sensor array, a ship and its crew are virtually paralyzed.

This section describes several standard sensor arrays. Each sensor array includes a list of functions; each function requires a move action and a successful Computer Use check (DC 15).

To build a sensor system from scratch, a character must succeed at a Craft (electronic) check (DC 30) after investing 60 hours in its assembly. A character without an electrical tool kit takes a –4 penalty on the skill check. The character must spend Wealth equal to the sensor system's base purchase DC.

Installing a sensor system requires a successful Craft (electrical) check (DC 30) after investing 30 hours. A character without an electrical tool kit takes a –4 penalty on the skill check.

Different types of sensor systems are detailed below. Note that some other systems (like an auto-pilot and/or a point-defense system) are dependent on having a sensor system; if the sensors are down, any dependent systems are unavailable.

Purchase DC: The purchase DC of the system.

Restriction: The level of license required to purchase the system legally.

Table: Starship Sensor Systems

Sensor System:	Purchase DC:	Restriction:
Class I Sensor Array (TL 5)	21	None
Class II Sensor Array (TL 6)	27	None
Class III Sensor Array (TL 6)	30	None
Targeting System (TL 6)	Varies; see description	Lic (+1)
Class IV Sensor Array (TL 7)	33	None
Class V Sensor Array (TL 7)	36	None
Quantum Disentangler ECCM Sensor Suite (TL 7)	35	Mil (+3)
Targeting System, Improved (TL 7)	Varies; see description	Lic (+1)
Class VI Sensor Array (TL 8)	39	None
Class VII Sensor Array (TL 8)	42	None
Achilles Targeting Software (TL 8)	Varies; see description	Res (+2)
Crackerjack Neural Link (TL 8)	15 + (1/2 base starship DC)	Res (+2)
Class VIII Sensor Array (TL 9)	45	None
Class IX Sensor Array (TL 9)	48	None

CLASS I SENSOR ARRAY (TL 5)

This array includes radar, hi-res video, and infrared heat sensor units. As a move action, a Class I sensor array can perform either of the following functions with a successful Computer Use check (DC 15):

- Ascertain the location and type (ultralight, light, and so on) of all visible ships on the battlefield (maximum range: 100 miles).
- Identify and ascertain the location of all visible hazards on the battlefield (such as asteroids and mines).
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).

The sensor array also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 100 miles). The sensor array gives a bonus to this Computer Use check equal to the rating of the sensor array (in this case, +1).

Purchase DC: 21.

Restriction: None.

CLASS II SENSOR ARRAY (TL 6)

This array incorporates hi-res video, infrared and electromagnetic sensors, and ladar detection units. (The ladar uses low-powered laser beams to locate targets.) As a move action, a Class II sensor array can perform any one of the following functions with a successful Computer Use check (DC 15):

- Ascertain the location, type (ultralight, light, and so on), and subtype (fighter, destroyer, and so on) of all visible ships on the battlefield (maximum range: 1,000 miles).
- Identify and ascertain the location of all visible hazards on the battlefield (such as asteroids and mines).
- Identify all TL 5 or TL 6 weapons on a specific ship (number and type of weapons present), including their organization into batteries (but not fire links).
- Ascertain the presence of any or all of the following systems on a specific ship: grapplers, magnetic field, point-defense system.
- Identify a specific ship's armor type (TL 5 and TL 6 armor types only).
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).

The sensor array also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 1,000 miles). The sensor array gives a bonus to this Computer Use check equal to the rating of the sensor array (in this case, +2).

Purchase DC: 27.

Restriction: None.



CLASS III SENSOR ARRAY (TL 6)

As the Class II sensor array, except that the ship also gains a +2 equipment bonus on all initiative checks. This array is normally installed on ships built for combat (maximum range: 10,000 miles).

The sensor array also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 10,000 miles). The sensor array gives a bonus to this Computer Use check equal to the rating of the sensor array (in this case, +3).

Purchase DC: 30.

Restriction: None.

TARGETING SYSTEM (TL 6)

A computerized targeting system helps starship gunners aim weapons and track enemy ships. A targeting system provides an equipment bonus on attack rolls depending on the ship's size: Huge +1, Gargantuan +2, Colossal +3. The purchase DC of the targeting system depends on the size of the ship.

Purchase DC: 18 (Huge), 23 (Gargantuan), or 28 (Colossal).

Restriction: Licensed (+1).

CLASS IV SENSOR ARRAY (TL 7)

This array includes hi-res video, electromagnetic sensors, multiband radar, spectroanalyzers, and mass detectors. (A mass detector locates objects via their gravitational signatures.) As a move action, a Class IV sensor array can perform any one of the following functions with a successful Computer Use check (DC 15):

- Ascertain the location, type (ultralight, light, and so on), subtype (fighter, destroyer, and so on), and mass of all visible ships on the battlefield (maximum range: 100,000 miles).
- Identify and ascertain the location of all visible hazards on the battlefield (such as asteroids and mines).
- Identify all of the TL 5, TL 6, and TL 7 weapons on a specific ship (number and type of weapons present),

including their organization as fire-linked weapons and batteries.

- Ascertain the presence of any or all of the following systems on a specific ship: grapplers, magnetic field, particle field, point-defense system, tractor beam.
- Identify a specific ship's armor type (TL 5, TL 6, or TL 7 armor types only).
- Identify the type of engines a ship has.
- Determine the number of life forms aboard a specific ship.
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).
- Analyze and chart the topography of a 1,000-square-mile area on a planet's surface (the ship must be orbiting the planet).
- Determine a planet's prevailing meteorological conditions and weather patterns (must be orbiting the planet).

The sensor array also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 100,000 miles). The sensor array gives a bonus to this Computer Use check equal to the rating of the sensor array (in this case, +4).

Purchase DC: 33.

Restriction: None.

CLASS V SENSOR ARRAY (TL 7)

As the Class IV sensor array, except that the ship also gains a +2 equipment bonus on all initiative checks. This array is normally installed on ships built for combat (maximum range: 1,000,000 miles).

The sensor array also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 1,000,000 miles). The sensor array gives a bonus to this Computer Use check equal to the rating of the sensor array (in this case, +5).

Purchase DC: 36.

Restriction: None.

QUANTUM DISENTANGLER ECCM SENSOR SUITE (TL 7)

A quantum disentangler can locate a starship displaced by a displacer ECM module (see Defensive Systems above), based on the false coordinates being given to its sensor system by the displacer ECM module. The ECCM sensor suite nullifies the 30% miss chance provided by a displacer ECM module with a scan that takes 1 full round to complete and a Computer Use (DC 15) check.

Purchase DC: 35.

Restriction: Military (+3).

TARGETING SYSTEM, IMPROVED (TL 7)

A starship equipped with an improved targeting system gains an equipment bonus on attack rolls depending on the ship's size: Huge +3, Gargantuan +4, Colossal +5. This system replaces the TL 6 targeting system. The purchase DC of the improved targeting system depends on the size of the ship.

Purchase DC: 22 (Huge), 27 (Gargantuan), or 32 (Colossal).

Restriction: Licensed (+1).

CLASS VI SENSOR ARRAY (TL 8)

This array includes hi-res video, electromagnetic sensors, spectroanalyzers, multiphase radar, and mass detectors. As a move action, a Class VI sensor array can perform any one of the following functions with a successful Computer Use check (DC 15):

- Ascertain the location, type (ultralight, light, and so on), subtype (fighter, destroyer, and so on), and mass of all ships on the battlefield (maximum range: 10,000,000 miles).
- Identify and ascertain the location of all hazards on the battlefield (such as asteroids and mines).
- Determine a specific ship's TL 5, TL 6, TL 7, and TL 8 design specs (engines, defensive systems, sensor systems, communication systems, and weapons, including fire-linked weapons and batteries).
- Detect the presence and location of ships and mines using active cloaking screens (targets still gain the benefits of total concealment).
- Determine the number and type of life forms aboard a specific ship ("type" refers to the creature type).
- Analyze the chemical composition of a planet's atmosphere (the ship must be orbiting the planet).

- Determine the number and type of life forms within a 4,000-square mile region on a planet's surface (the ship must be orbiting the planet, and "type" refers to the creature type).
- Analyze and chart the topography of a 4,000-square-mile area on a planet's surface (the ship must be orbiting the planet).
- Determine a planet's prevailing meteorological conditions and weather patterns (must be orbiting the planet).

The sensor array also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 10,000,000 miles). The sensor array gives a bonus to this Computer Use check equal to the rating of the sensor array (in this case, +6).

Purchase DC: 39.

Restriction: None.

CLASS VII SENSOR ARRAY (TL 8)

As the Class VI sensor array, except that the ship also gains a +2 equipment bonus on all initiative checks. This array is normally installed on ships built for combat (maximum range: 100,000,000 miles / 1 AU).

The sensor array also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 100,000,000 miles). The sensor array gives a bonus to this Computer Use check equal to the rating of the sensor array (in this case, +7).

Purchase DC: 42.

Restriction: None.

ACHILLES TARGETING SOFTWARE (TL 8)

Any starship with a targeting system can have Achilles targeting software; the software does not take up one of the starship's sensor system slots.

Achilles targeting software enables the ship to better train its weapons on an enemy's critical systems. Achilles targeting software increases the critical threat ranges of the ship's beam, projectile, and missile weapons by 1. This effect stacks with other systems that expand a weapon's critical threat range, such as weapon batteries. The purchase DC of Achilles targeting software depends on the size of the ship.

Purchase DC: 26 (Huge), 31 (Gargantuan), or 36 (Colossal).

Restriction: Restricted (+2).

CRACKERJACK NEURAL LINK (TL 8)

This unit links the operator's brain directly to the starship, making it feel less like a machine and more like an extension of the operator's body. While piloting the starship, the operator gains a +2 bonus on initiative checks, and they apply their Defense Bonus to their starship's Touch AC rather than their full AC. Note that the Crackerjack Neural Link does not occupy a slot; instead it is purchased as an add-on to a Class VII or better sensor system.

Purchase DC: 15 + one-half the starship's base purchase DC.

Restriction: Restricted (+2).

CLASS VIII SENSOR ARRAY (TL 9)

This array is an amplified version of the Class VI sensor array. As a move action, a Class VIII sensor array can perform any one of the following functions with a successful Computer Use check (DC 15):

- Ascertain the location, type (ultralight, light, and so on), subtype (fighter, destroyer, and so on), and mass of all ships in the star system (maximum range: 1,000,000,000 miles / 10 AU).
- Identify and ascertain the location and trajectories of all hazards in the star system (such as asteroids and mines).
- Determine a specific ship's design specs (engines, defensive systems, sensor systems, communication systems, and weapons, including fire-linked weapons and batteries).
- Detect the presence and exact location of ships and mines equipped with cloaking screens, and negate the effects of stealth screens, displacers, and cloaking screens.
- Determine the number, type, and species of life forms aboard a specific ship ("type" refers to the creature type).
- Analyze the chemical composition of a planet's atmosphere (the ship must be in the same system as the planet).
- Determine the number, type, and species of life forms on a planet's surface (the ship must be orbiting the planet, and "type" refers to the creature type).

- Analyze and chart the topography of a planet's surface (the ship must be orbiting the planet).
- Determine a planet's prevailing meteorological conditions and weather patterns (must be in the same system as the planet).

The sensor array also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 1,000,000,000 miles). The sensor array gives a bonus to this Computer Use check equal to the rating of the sensor array (in this case, +8).

Purchase DC: 45.

Restriction: None.

CLASS IX SENSOR ARRAY (TL 9)

As the Class VIII sensor array, except that the ship also gains a +2 equipment bonus on all initiative checks. This array is normally installed on ships built for combat (maximum range: 10,000,000,000 miles / 100 AU).

The sensor array also allows its operator to use a Computer Use check in lieu of a Navigate skill check for the navigation of any distance within range of the sensor (in this case, 10,000,000,000 miles). The sensor array gives a bonus to this Computer Use check equal to the rating of the sensor array (in this case, +9).

Purchase DC: 48.

Restriction: None.

STARSHIP COMMUNICATION SYSTEMS

The ability to communicate with other ships and bases is vital to starships. The more advanced a ship's communications capabilities, the better informed its crew is, and the better they can coordinate with other ships in the same fleet.

To build a communication system from scratch, a character must succeed at a Craft (electrical) check (DC 30) after investing a number of hours equal to the ship's Hit Dice. A character without an electrical tool kit takes a -4 penalty on the skill check. The character must also spend Wealth equal to the system's base purchase DC.

Installing a comm system requires a successful Craft (mechanical) check (DC 30) and a successful Craft (electrical) check (DC 30) after investing 30 hours. A character without a mechanical or electrical tool kit takes a -4 penalty on the appropriate skill check.

The following section describes various ship-to-ship communication systems.

Communications System (TL): The name of the communications system, as well as the first Tech Level (TL) at which it becomes available.

Effective Speed / Range: This column gives the speed at which a transmission travels, as well as the maximum range of the system. If a communications system offers a particularly secure transmission method, it will be noted in parentheses; read the system's description for more details.

Purchase DC: The cost of the comm system.

Table: Starship Communications Systems

Communications System (TL):	Effective Speed / Range:	Purchase DC:
Radio Transceiver (TL 5)	Speed of light / LOS or omnidirectional	21
Laser Transceiver (TL 6):	Speed of light / Unidirectional (secure)	23
Drivesat Comm Array (TL 7)	5 light-years per hour / only Colossal (Med+) starships	53
Mass Transceiver (TL 7)	Instantaneous / 100 AU range maximum	25
Drive Transceiver (TL 8)	5 light-years per hour / 50 light-year range maximum	28
Ansible (TL 9)	Instantaneous / Unlimited range (secure)	33

Internal Comm Systems

Internal comm systems, though as vital as ship-to-ship communications, are not covered in depth here. Obviously, the larger a ship's crew complement, the greater its need for internal communications. The crew must stay in contact to do their jobs properly. Smaller ships can often get by with headsets jacked into the ship's network, or short-range two-way radios, or even just shouting to each other from nearby crew stations. Larger ships require a more sophisticated system.

A standard internal communication system allows two-way audio communication from any comm station

to any other comm station on the same ship. An internal comm system has a purchase DC based on the ship's type: ultralight 13, light 16, mediumweight 19, heavy 22, superheavy 25. Increase the purchase DC by +2 if the comm stations include video screen displays as well.

RADIO TRANSCEIVER (TL 5)

The radio transceiver can transmit on multiple frequencies in either LOS (line of sight) or omnidirectional mode, sending messages at the speed of light. A radio transceiver can handle up to ten simultaneous two-way conversations.

Purchase DC: 21.

LASER TRANSCEIVER (TL 6)

This system uses a beam of coherent light to transmit messages. The laser is unidirectional; the signal cannot be intercepted or jammed unless it's beamed directly at a hostile ship or station. However, if the comm officer doesn't know exactly where the receiving station is, the laser transceiver is a waste of effort. This has some hidden drawbacks; a character cannot use the laser transceiver for a general distress call to all stations in the area, for example. A ship can't receive laser communications unless it is equipped with the transceiver.

Lasers are limited to the speed of light (8 AU/hour), meaning it can take hours or days to get a response within a system, or even weeks to get a response at interstellar distances.

Purchase DC: 23.

DRIVESAT COMM ARRAY (TL 7)

This massive comm array provides rapid interstellar communications. The array consists of a constellation of dozens of small transmitters that transmit and receive messages through space at faster-than-light speeds, enabling communications with a range of 50 light-years.

The signals travel at a rate of 5 light-years per hour. Because of the need for steady signal, the ship must remain stationary to transmit and receive messages. If the ship moves while its drivesat array is transmitting or receiving, the ship's communication officer must make a Computer Use check (DC 30) to avoid losing the signal. Only mediumweight, heavy, and superheavy ships can be equipped with a drivesat comm array.

Purchase DC: 53.

MASS TRANSCEIVER (TL 7)

This device can transmit instantaneously to any point in the same star system, with no "lag" due to FTL limitations. However, its range is limited to about 1,000 AU, so the signal can't cross interstellar space.

Purchase DC: 25.

DRIVE TRANSCEIVER (TL 8)

The drive transceiver is the first interstellar comm system that's truly practical for small ships or second-rate colonies. It operates like the much larger TL 7 drivesat comm array, sending a signal up to 50 lightyears distant. The signal travels at a rate of 5 light-years per hour. The target station must also be equipped with a drive transceiver.

Purchase DC: 28.

ANSIBLE (TL 9)

The ansible is a device that induces precise changes in the energy states of atomic nuclei, without regard to distance or time. In effect, it permits instantaneous interstellar communications—voice, video, or data transfer—to any other ship or station equipped with an ansible. Much like a radio, the receiving station has to be attentive to a particular "frequency," so two ansible-equipped stations must have some prearranged communications protocols; an ansible cannot pick up any transmissions not intended for that specific frequency.

Purchase DC: 33.

CREW

The quality of the crew determines how well a starship performs in and out of combat. Unless otherwise noted, every starship has a trained crew of nonheroic characters. However, situations could arise where a starship must

rely on an untrained crew. Conversely, expert crews and ace crews are also available—for the right price. Table: Crew Quality compares four different qualities of crew: untrained, trained, expert, and ace.

Skill Check Modifier: Apply this modifier to all skill checks made by crew.

Pilot's Dexterity Modifier: A pilot's Dexterity modifier applies to the starship's initiative rolls and the starship's touch Armor Class.

Pilot's Defense Bonus: A pilot's class bonus to Armor Class applies to the starship's touch Armor Class, to opposed grapple checks, and to any dodge attempts.

Gunner's Attack Bonus: A gunner's attack bonus applies to any ranged attacks made through the ship's systems.

Modifier to Starship's Base Purchase DC: The amount by which a crew increases the base purchase DC of the ship.

Table: Crew Quality

Crew Quality	Skill Check Modifier ¹	Pilot's Defense Bonus	Pilot's Dexterity Modifier	Gunner's Modifier to Attack Bonus	Starship's Base Purchase DC
Untrained	+0	+1	+0	−4	−4
Trained	+5	+3	+2	+2	0
Expert	+10	+5	+4	+4	+4
Ace	+15	+7	+6	+8/+3	+8

¹ This includes Pilot checks.

CREW IMPROVEMENT

To improve in quality, a starship's crew of nonheroic characters must “put in the hours” and gain combat experience. Table: Crew Improvement shows the length of the crew's tour of duty and the number of ship-to-ship battles the crew must survive to be considered of a particular quality. A crew cannot be elevated to a higher quality until it meets the minimum required time spent serving aboard the ship and the minimum amount of ship-to-ship combat experience.

Table: Crew Improvement

Crew Quality	Length of Tour of Duty	Starship Battles Survived
Untrained	0–5 months	0
Trained	6–11 months	0–3
Expert	12–35 months	4–11
Ace	3 years or more	12+

ROLES ABOARD STARSHIPS

A character aboard a starship can fill one of several possible roles, which determines what the character can do.

Commander: A ship's commander makes decisions about tactics and issues orders to the crew. The commander can help another crewmember by taking an aid another action. The commander must be located on the starship's command deck to do so.

Aiding another crewmember is a move action. A starship can only have one commander, and ships under Colossal size tend not to have a commander at all.

Pilot: The pilot of a starship controls its movement. Most starships have only one position from which the starship can be piloted. Piloting a starship is always at least a move action, which means that the pilot may be able to do something else with her attack action each round. On smaller ships such as fighters, the pilot also serves as the gunner. A starship can have only one pilot at a time. It is the pilot who ultimately decides how the starship moves.

Copilot: The copilot can help the pilot on Pilot checks by taking an aid another action. The copilot must be located somewhere on the ship from where he can see the starship's surroundings and advise the pilot (usually the command deck or cockpit). Aiding the pilot is a move action, leaving the copilot with an attack action each round to do something else. A copilot may also serve as a gunner or sensor operator if he can access one of the starship's weapon systems or the ship's sensors from his station. A starship can have only one copilot at a time.

Gunner: A gunner controls one of the ship's weapon systems, applying her ranged attack bonus and Dexterity modifier to the attack rolls. A ship with multiple weapon systems can have multiple gunners.

Sensor Operator: Although the copilot usually operates the sensors, some ships (particularly heavy and

superheavy ships) have a dedicated crew position for a sensor operator. A sensor operator can take an aid another action either to help the pilot with Pilot checks, or to help a gunner with attack rolls. Either is a move action, leaving the sensor operator with an attack action each round to do something else. A starship can have as many sensor operators as it has different sensor systems (see Starship Sensors).

Engineer: A starship's engineer keeps the ship in working order. If a system has failed for any reason, it is usually up to the engineer to get that system working again. An engineer can attempt a Repair check to fix minor problems as a full round action. A starship can have one engineer, plus one additional engineer each for the ship's life support, sensors (and communications), and defensive systems.

Passenger: All other personnel aboard the starship are considered passengers for purposes of starship combat. Passengers have no specific role in the starship's operation, but they help repel boarders or take other actions.



STARSHIP TYPES

A starship is typically and almost always of the following types: Gargantuan (ultralight), Colossal (ultralight), Colossal (light), Colossal (mediumweight), Colossal (heavy), or Colossal (superheavy). A starship's type determines how much space it occupies on the battle grid, as well as its game statistics.

To build a starship hull from scratch, a character must succeed at a Craft (structural) check (DC 30) after investing the requisite amount of assembly time, based on the ship's type: Gargantuan 300 hours, Colossal (ultralight) 600 hours, Colossal (light) 1,200 hours, Colossal (mediumweight) 2,400 hours, Colossal (heavy) 4,800 hours, Colossal (superheavy) 9,600 hours. A character without a mechanical tool kit takes a -4 penalty on the skill check. The character must also spend Wealth equal to the ship's base purchase DC.

STARSHIP STATISTICS

This chapter includes ready-to-use templates and statistics for various starship subtypes of each Tech Level (TL). These statistics represent baseline models only. A starship's statistics and performance can be improved by upgrading its weapons, armor, shields, defensive systems, and engines.

Each starship description includes the following statistics.

Type: The starship's type (ultralight, light, mediumweight, heavy, or superheavy) determines its maximum weapon size and fighting space on the battle grid.

Size / Space: The ship's size affects its Armor Class, weapon attack rolls, and grapple modifier; the ship's space on the battle grid is based on the ship's type. The size of the ship on a 250-foot hex map is given as either "1 hex" for Ultralight and smaller starships, or "n-polyhex" where "n" is the number of 250-foot hexes per side of the larger polyhex used to represent that ship. Light-Colossal starships occupy a 2-polyhex space, a larger hex space that is two (2) 250-foot hexes per side, occupying a total of 7 (1 central plus the 6 surrounding) 250-foot hexes.

Mediumweight starships occupy a 3-polyhex space, a total of 19 (1 central plus the 6 surrounding plus the 12 surrounding those 6) 250-foot hexes. Heavy starships occupy a 4-polyhex space, a total of (1 central plus the 6 hexes surrounding plus the 12 hexes surrounding those 6 plus the 18 hexes surrounding those 12 hexes equals) thirty-seven (37) 250-foot hexes. Superheavy starships occupy 5-polyhex and larger spaces (see individual starship descriptions for more details). The number of the polyhex for a starship is how many 250-foot hexes of movement the ship must spend in order to turn to face an adjacent side (a turn of 60°). Gargantuan and smaller starships (i.e., starships considered microhex on the stellar-scale hex grid) have no movement cost to turn.

Subtype: The starship's subtype describes the ship's primary function (for example, fighter or strike cruiser).

Tactical Speed: Tactical speed represents how far the starship can move as a move action using its thrusters. Speed is listed in feet and hexes. Most starships have a base tactical speed of 3,000 feet (12 hexes). Better engines can improve a starship's tactical speed (see Starship Engines), while heavier armor can reduce a ship's tactical speed (see Starship Armor,).

Touch/Full AC (T/AC): A starship's touch Armor Class (the first number) determines how hard the ship is to hit. A starship's total Armor Class (the second number) determines how hard the ship is to critically hit. A starship's flat-footed Armor Class does not include the pilot's Dexterity modifier. A starship's autopilot touch Armor Class is used when the ship's autopilot system is engaged.

Length / Weight: The ship's length in feet, and its weight in pounds or tons.

Hardness: A ship's hardness is determined by its armor, presented in hit points, dice ("d"), and capital dice ("D"). Hardness reduces the amount of damage the ship takes from weapon attacks. Better armor can improve a ship's hardness.

Crew: The ship's standard crew complement is given here. A ship cannot operate with less than one-quarter of its standard crew complement. The crew's quality is given in parentheses, along with the crew's modifier to skill checks (including Pilot checks made to avoid hazards). The quality of the crew determines the pilot's Defense bonus, the pilot's Dexterity modifier, and the gunner's attack bonus (see Table: Crew Quality for details).

Hit Dice: A ship's Hit Dice, presented in capital dice, ("D") determines how much damage the starship can sustain. Hit Dice are never rolled to determine a starship's hit points; the ship always gets the maximum 20 hit points for each Hit Die ("Capital Die"). The number in brackets is the number of capital dice per each of the starship's section.

Passenger Capacity: The maximum number of passengers that can be safely lodged aboard the ship.

Initiative Modifier: A starship's initiative modifier is equal to the pilot's Dexterity modifier, plus any other relevant initiative based modifiers, such as a +4 bonus if the pilot has the Improved Initiative feat or certain sensor arrays.

Cargo Capacity: The maximum tonnage of cargo that the ship can store in its holds.

Pilot's Dex Modifier: The pilot's Dexterity modifier applies to the starship's touch Armor Class, except when the ship is flat-footed or grappled. The maximum Dex modifier available is equal to 1 plus the Class of the sensor array used by the starship (up to a maximum +10 Dex modifier for a 30 or higher Dex with a Class IX Sensor Array).

Gunner's Attack Bonus: The gunner's attack bonus applies to ranged weapon attacks.

Pilot's Defense Bonus: The pilot's Defense Bonus (if any) applies to the starship's full Armor Class, as well as any dodge or grapple attempts.

Grapple Modifier: These modifiers are used in starship-to-starship grappling, with the modifier in parentheses applying to smaller scale (Gargantuan and smaller) targets. The ship's grapple check modifier is based on its size (Gargantuan [ultralight] +0, Colossal [ultralight +4, light +8, mediumweight +12, heavy +16, superheavy +20]). Grapple checks come into play whenever grapplers and tractor beams are used (see Grappling Systems).

Base Purchase DC: The base purchase DC includes the ship's hull and a trained crew (see Crew, above), but not its engines, armor, shields, defensive systems, sensor systems, comm systems, weapons, or grappling systems (which must be purchased separately).

Restriction: The ship's restriction rating.

Upgraded Purchase DC: This is the total cost of a typical model starship as given in the template. This cost does not include the Restriction modifier if the starship is being purchased on the market.

Targeting System Bonus: The ship's computerized targeting system provides an equipment bonus on a gunner's attack rolls and a similar equipment bonus on attack rolls made by the ship's point-defense system.

Standard Design Specs: The ship's engines, armor, defensive systems, sensors, communications, weapons, and grappling systems are listed here.

Engines: Most starships have two engine systems.

Armor: All starships have one type of armor, providing the starship's Hardness and total Armor Class.

Defensive Systems: These systems provide defensive bonuses to the starship, and most ships will have 4-8 such systems.

Sensors: The eyes and ears of the starship, most starships have two sensor systems, with the largest ships sometimes having three sensor systems.

Communications: All starships can have up to two communications systems.

Weapons & Grappling Systems: Weapons systems fall into several categories; ballistic weapons, energy weapons, missiles, mines, and grappling systems.

IMPROVING A STARSHIP'S STATISTICS

The starship statistics presented below use standard design specs appropriate for the lowest Tech Level at which these ships can be played (TL 6 or TL 7 for most ships). Improving a starship's statistics requires upgrades to its crew, armor, defensive systems, sensor systems, and/or weapons, as discussed throughout this chapter.

ULTRALIGHT STARSHIP SUBTYPES

Ultralight ships cover most small spacecraft, including starfighters, cutters, launches, and couriers. An ultralight starship can be up to 250 feet long. It occupies a 250-foot-by-250-foot fighting space, 1 hex on the stellar scale, and up to five ultralight starships can occupy a single 250-foot space. Due to their relatively small size, ultralight starships can form into wings (see Ultralight Starship Wings).

In addition, all ultralight starships share the following design specs.

Engines: All ultralight starships have thrusters. In addition, ships of TL 6 or higher have one other type of engine (see Starship Engines).

Armor: All starships have one type of armor (see Starship Armor).

Defensive Systems: An ultralight starship has a maximum of one defensive system per 3 Hit Dice (see Starship Defense Systems).

Sensors: An ultralight starship has a maximum of two sensor systems (see Starship Sensors).

Communications: An ultralight starship has a maximum of two external communication systems (see Starship Comm Systems).

Weapons: An ultralight starship has one beam, projectile, or missile weapon per 3 Hit Dice (see Starship Weapons). These weapons are often fire-linked. An ultralight ship cannot be armed with mines.

Grappling Systems: An ultralight starship may have up to two grappling systems (see Grappling Systems). Each grappling system takes away one of the ship's weapon slots (see above).

ULTRALIGHT SHIP DESCRIPTIONS

Specific subtypes of ultralight starships are given here.

ORBITAL SHUTTLE (TL 5)

An orbital shuttle can haul people and light equipment into orbit and return safely to the planet below, but it is not suitable for long-range space travel to other planets or star systems.

Type: Ultralight	Size / Space: Gargantuan (-4 size); 125 ft. (2-microhex)
Subtype: Orbital shuttle	Tactical Speed: 2,500 ft. (10 hexes)
Touch/Full AC (T/AC): 6/10 (7/14 trained)	Length / Weight: 60 feet / 220,000 lb.
Hardness: 20/4d/1D	Crew: 4 (Trained +4)
Hit Dice: 6D (1D, 2D Infrastructure)	Passenger Capacity: 12
Initiative Modifier: (Trained +2)	Cargo Capacity: 22,000 lb.
Pilot's Dex Modifier: (Trained +2)	Gunner's Attack Bonus: (Trained +2)
Pilot's Defense Bonus: (Trained +3)	Grapple Modifier: +0
Base Purchase DC: 52 (\$20M)	Restriction: Restricted (+2)
Upgraded Purchase DC: 53 (\$27.5M)	Targeting System Bonus: —
Engines:	Armor:
- Thrusters	- Alloy Plating (-500 ft.)
Weapons & Grappling Systems:	Defense Systems:
- Grapplers	- Autopilot System
Sensors:	Communications:
- Class I Sensor Array	- Radio Transceiver



COURIER (TL 6)

A courier is capable of extended operation away from its base (frequently a larger ship). Many low-end star yachts fall into the courier category.

Type: Ultralight	Size / Space: Gargantuan (-4 size); 125 ft. (2-microhex)
Subtype: Courier	Tactical Speed: 3,000 ft. (12 hexes)
Touch/Full AC (T/AC): 6/10 (8/15 trained)	Length / Weight: 45 feet / 90,000 lb.
Hardness: 20/4d/1D	Crew: 4 (trained +4)
Hit Dice: 8D (1D, 4D Infrastructure)	Passenger Capacity: 12
Initiative Modifier: (trained +2)	Cargo Capacity: 9,000 lb.
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (+2 trained)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +0
Base Purchase DC: 48 (\$6.5M)	Restriction: Licensed (+1)
Upgraded Purchase DC: 49 (\$9M)	Targeting System Bonus: +2
Engines: (up to 2)	Armor:
- Thrusters	- Polymeric (-0 ft.)
- Ion Engine	
Weapons & Grappling Systems: (1 per 3HD)	Defense Systems: (1 per 3HD)
- Laser (8d8 laser, ri: 5,000 ft.)	- Autopilot System
- Grapplers	- Damage Control System
Sensors: (up to 2)	Communications: (up to 2)
- Class II Sensor Array	- Laser Transceiver
- Targeting System	- Radio Transceiver

ESCORT (TL 6)

Escorts are a long-range patrol craft employed for various duties, including the protection of merchant ships and remote bases. Gunships or missile boats could qualify as escorts.

Type: Ultralight	Size / Space: Colossal (-8 size); 250 ft. (1 hex)
Subtype: Escort	Tactical Speed: 3,000 ft. (12 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 180 feet / 900 tons
Hardness: 30/6d/1D	Crew: 8 (trained +4)
Hit Dice: 20D (4D)	Passenger Capacity: 24
Initiative Modifier: (trained +2)	Cargo Capacity: 30 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (+2 trained)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +4
Base Purchase DC: 52 (\$20M)	Restriction: Restricted (+2)
Upgraded Purchase DC: 53 (\$27.5M)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Ion Engine	Armor: - Vanadium (-0 ft.)
Weapons & Grappling Systems: (1 per 3HD) - Dual-linked Neutron Gun (12d8, ri: 3,000 ft.) - Dual-linked Neutron Gun (12d8, ri: 3,000 ft.) - Dual-linked Rail Cannon (9d12, ri: 3,000 ft.) - Dual-linked Rail Cannon (9d12, ri: 3,000 ft.) - CHE 2-Missile Launcher (12d6, crit 18-20/x3) - Grapplers	Defense Systems: (1 per 3HD) - Autopilot System - Damage Control System - Magnetic Field Generator - Point-Defense System (1d12x10) - Radiation Shielding - Sensor Jammer
Sensors: (up to 2) - Class II Sensor Array - Targeting System	Communications: (up to 2) - Laser Transceiver - Radio Transceiver

FAST FREIGHTER (TL 6)

Fast freighters are commercial starships generally employed in frequent runs, such as delivering supplies to small outposts and bases, or occasional runs of high-bulk cargo, such as heavy machinery or vehicles. Fast freighters often carry some minor defensive armament.

Type: Ultralight	Size / Space: Colossal (-8 size); 250 ft. (1 hex)
Subtype: Fast Freighter	Tactical Speed: 3,000 ft. (12 hexes)
Touch/Full AC (T/AC): 2/10 (4/15 trained)	Length / Weight: 110 feet / 450 tons
Hardness: 20/4d/1D	Crew: 4 (trained +4)
Hit Dice: 16D (3D, 4D Infrastructure)	Passenger Capacity: 4
Initiative Modifier: (trained +2)	Cargo Capacity: 300 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (+2 trained)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +4
Base Purchase DC: 52 (\$20M)	Restriction: Restricted (+2)
Upgraded Purchase DC: 53 (\$27.5M)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Ion Engine	Armor: - Polymeric (-0 ft.)
Weapons & Grappling Systems: (1 per 3HD) - Dual-linked Heavy Laser (15d8, ri: 6,000 ft.)	Defense Systems: (1 per 3HD) - Autopilot System

- Dual-linked Heavy Laser (15d8, ri: 6,000 ft.)	- Damage Control System
- Dual-linked Rail Cannon (9d12, ri: 3,000 ft.)	- Magnetic Field Generator
- Dual-linked Rail Cannon (9d12, ri: 3,000 ft.)	- Radiation Shielding
- Grapplers	- Sensor Jammer
Sensors: (up to 2)	Communications: (up to 2)
- Class II Sensor Array	- Laser Transceiver
- Targeting System	- Radio Transceiver

FIGHTER (TL 6)

Designed for action against other small craft, fighters lack the punch to be effective against large targets unless they've been modified to carry warheads (the sample fighter given here is armed with warheads).

Type: Ultralight	Size / Space: Gargantuan (-4 size); 125 ft. (2-microhex)
Subtype: Fighter	Tactical Speed: 3,500 ft. (14 hexes)
Touch/Full AC (T/AC): 6/10 (8/15 trained)	Length / Weight: 36 feet / 20 tons
Hardness: 20/4d/1D	Crew: 1 (trained +4)
Hit Dice: 8D (1D, 4D Infrastructure)	Passenger Capacity: 1
Initiative Modifier: (sensor array +2, trained +2)	Cargo Capacity: 1 ton
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (+2 trained)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +0
Base Purchase DC: 48 (\$6.5M)	Restriction: Military (+3)
Upgraded Purchase DC: 50 (\$12M)	Targeting System Bonus: +2
Engines: (up to 2)	Armor:
- Thrusters	- Polymeric (-0 ft.)
- Ion Engine	
Weapons & Grappling Systems: (1 per 3HD)	Defense Systems: (1 per 3HD)
- Heavy Laser (10d8, ri: 6,000 ft.)	- Damage Control System
- Nuclear Missile Launcher (10d12, crit 19-20)	- Sensor Jammer
Sensors: (up to 2)	Communications: (up to 2)
- Class III Sensor Array	- Laser Transceiver
- Targeting System	- Radio Transceiver

LAUNCH (TL 6)

A launch is a shuttle designed simply to move small amounts of people from one point to another. Launches are rarely armed or armored. Evacuation pods and lunar landers fit into this category.

Type: Ultralight	Size / Space: Huge (-2 size); 64 ft. (3-microhex)
Subtype: Launch	Tactical Speed: 3,500 ft. (14 hexes)
Touch/Full AC (T/AC): 8/10 (10/15 trained)	Length / Weight: 24 feet / 12 tons
Hardness: 20/4d/1D	Crew: 1 (trained +4)
Hit Dice: 5D (1D)	Passenger Capacity: 4
Initiative Modifier: (trained +2)	Cargo Capacity: 1 ton
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (+2 trained)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: -4
Base Purchase DC: 40 (\$650K)	Restriction: Licensed (+1)
Upgraded Purchase DC: 42 (\$1.2M)	Targeting System Bonus: -
Engines: (up to 2)	Armor:
- Thrusters	- Polymeric (-0 ft.)
- Ion Engine	
Weapons & Grappling Systems: (1 per 3HD)	Defense Systems: (1 per 3HD)

- Grapplers	- Autopilot System
Sensors: (up to 2)	Communications: (up to 2)
- Class II Sensor Array	- Laser Transceiver
	- Radio Transceiver

SCOUT (TL 6)

Scouts are designed to cross great distances and locate enemies quickly without engaging in serious combat.

Type: Ultralight	Size / Space: Colossal (-8 size); 250 ft. (1 hex)
Subtype: Scout	Tactical Speed: 3,500 ft. (14 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 150 feet / 600 tons
Hardness: 30/6d/1D	Crew: 8 (trained +4)
Hit Dice: 15D (3D)	Passenger Capacity: 8
Initiative Modifier: (trained +2)	Cargo Capacity: 30 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (+2 trained)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +4
Base Purchase DC: 52 (\$20M)	Restriction: Military (+3)
Upgraded Purchase DC: 53 (\$27.5M)	Targeting System Bonus: +3
Engines: (up to 2)	Armor:
- Thrusters	- Vanadium (-0 ft.)
- Ion Engine	
Weapons & Grappling Systems: (1 per 3HD)	Defense Systems: (1 per 3HD)
- Dual-Linked Fusion Beam (15d8, ri: 3,000 ft.)	- Autopilot System
- Dual-Linked Heavy Laser (15d8, ri: 6,000 ft.)	- Damage Control System
- Dual-Linked Heavy Laser (15d8, ri: 6,000 ft.)	- Radiation Shielding
- CHE 2-Missile Battery (12d6, crit 18-20/x3)	- Self-Destruct System
- Grapplers	- Sensor Jammer
Sensors: (up to 2)	Communications: (up to 2)
- Class II Sensor Array	- Laser Transceiver
- Targeting System	- Radio Transceiver

STARFIGHTER (TL 7)

The starfighter is similar to the TL 6 fighter, but with superior engines, armaments, and defenses at the cost of less cargo capacity.

Type: Ultralight	Size / Space: Gargantuan (-4 size); 250 ft. (2-microhex)
Subtype: Starfighter	Tactical Speed: 4,000 ft. (16 hexes)
Touch/Full AC (T/AC): 6/10 (8/15)	Length / Weight: 32 feet / 18 tons
Hardness: 20/1D vs. ballistics; 40/2D vs. energy	Crew: 1 (trained +4)
Hit Dice: 12D (2D, 4D Infrastructure)	Passenger Capacity: 1
Initiative Modifier: (sensor array +2, trained +2)	Cargo Capacity: 1,200 lb.
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (+2 trained)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +0 (+12)
Base Purchase DC: 48 (\$6.5M)	Restriction: Military (+3)
Upgraded Purchase DC: 50 (\$12M)	Targeting System Bonus: +4
Engines: (up to 2)	Armor:
- Thrusters	- Reflective (-0 ft., +10 to full AC vs. energy attacks)
- Induction Engine	
Weapons & Grappling Systems: (1 per 3HD)	Defense Systems: (1 per 3HD)

- Heavy Laser (10d8, ri: 6,000 ft.)	- Autopilot System
- Ion Cannon (10d6, ri: 3,000 ft.)	- Force Field Generator (3D)
- Plasma Cannon (14d8, ri: 3,000 ft.)	- Improved Damage Control System
- Plasma Missile Launcher (16d8, crit 19-20)	- Stealth Screen
Sensors: (up to 2)	Communications: (up to 2)
- Class V Sensor Array	- Mass Transceiver
- Improved Targeting System	- Radio Transceiver

Ultralight Fighter Wings

Two to five Gargantuan fighter starships can unite to form a wing. All ships forming the wing must have the same subtype (fighter, for instance) and identical design specs (engines, weapons, and so on). In addition, all starships in the wing formation must be occupying the same 250-foot hex to be counted as part of the wing.

In starship combat, a wing is treated as a single vessel, much like a battery of weapons is treated as a single weapon. (See Grapplers and Tractor Beams, below, for the one exception to this rule.) One of the ships forming the wing is declared the wing's commander. The wing commander decides all of the wing's actions and resolves all of the wing's attacks; the other ships forming the wing provide support and follow the commander's lead.

If the wing commander's ship is destroyed or grappled, another ship in the wing may assume the role of wing commander on the wing's next turn.

Movement: All ships in the wing move together, as one ship. The wing commander determines the wing's movement. The wing's tactical speed equals the tactical speed of the slowest ship in the wing. Because the wing behaves as an Ultralight-Colossal vehicle, it costs 1 hex of movement to pivot the wing 60 degrees. A 60 degree turn can be included with every hex of forward movement at no movement cost.

Attacks: Only the wing commander makes attacks. However, every other ship in the wing can either add to the wing commander's damage, or they can aid the wing commander's attack rolls or Pilot checks using the aid another action; this is the only type of attack action wingmen can take.

If a wing commander is attacking with one other ship in the wing, then its energy and ballistic weapons are treated as dual-linked weapons (or quad-linked if already dual-linked; either way +50% damage), while its missiles are treated as 2-missile batteries (see [Fire-Linked Weapons and Missile Batteries](#), above). If a wing commander is attacking with three other ships in the wing, then its energy and ballistic weapons are treated as quad-linked (+100% damage), and its missiles are treated as 4-missile batteries.

Touch/Full AC (T/AC): A starship wing has a collective touch Armor Class equal to its worst pilot's touch Armor Class. As all the ships are physically identical, the full Armor Class is equal to the ship's Hardness. Whenever the wing is hit, the wing commander assigns the hit to one of the starships in their wing (usually the slowest / worst AC in the wing).

Attacks of Opportunity: A wing provokes attacks of opportunity from enemy ships on a per-ship basis. Thus, a 2-fighter wing would provoke two attacks of opportunity from a starship's point-defense system, while a 5-fighter wing would provoke five attacks of opportunity. However, the total damage dealt to a wing by a point-defense system is distributed among the ships in the wing as the wing commander sees fit. For example, if a point-defense system deals 180 points (9D) of damage to the wing, the wing commander could split the damage evenly among three ships in the wing (each ship would take 60 points of damage), or they could have one ship take all the damage. A ship's armor reduces the amount of damage it takes normally; conceivably, the damage could be split into small enough fractions that the wing suffers very little damage.

Grapplers and Tractor Beams: Ships in a wing may be targeted separately by grapplers and tractor beams. (See Grappling Systems for more information on these grappling devices.) A grappled ship immediately drops out of formation and is no longer considered part of the wing.

LIGHT STARSHIP SUBTYPES

Light starships include corvettes, frigates, destroyers, haulers, and industrial ships, such as garbage barges and fuel carriers. Light starships are somewhat better armed and armored than ultralight starships, but they sacrifice a little in the way of speed.

A light starship measures 251–500 feet long. It has a 500-foot-by-500-foot fighting space and occupies a central 250-foot hex and each hex adjacent to it, a total of 7 hexes, also known as a 2-polyhex, with sides 2 hexes long (important for purposes of turning the starship; see Starship Combat rules in the GM's Guide). In addition, all light starships share the following design specs.

Engines: All light starships have thrusters plus one other type of engine (see Starship Engines).

Armor: A light starship has one type of armor (see Starship Armor).

Defensive Systems: A light starship has a maximum of one defensive system per 10 Hit Dice (see Starship Defense Systems).

Sensors: A light starship has a maximum of two sensor systems (see Starship Sensors).

Communications: A light starship has up to two external communication systems (see Starship Comm Systems).

Weapons: A light starship has one beam, projectile, or missile weapon per 10 Hit Dice (see Starship Weapons).

These weapons are often fire-linked. A light starship cannot be armed with mines.

Grappling Systems: A light starship may have up to two grappling systems (see Grappling Systems). Each grappling system takes away one of the ship's weapon slots (see above).

LIGHT SHIP DESCRIPTIONS

Specific subtypes of light starships are given here.

CORVETTE (TL 6)

Essentially a larger version of the escort ship, the corvette serves as both a gunship and fleet escort. Of the military vessels designed to operate independently in wartime, corvettes are the smallest.

Type: Light	Size / Space: Colossal (-8 size) / 500 ft. (2-polyhex)
Subtype: Corvette	Tactical Speed: 3,500 ft. (14 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 320 feet / 3,200 tons
Hardness: 30/6d/1D	Crew: 16 (trained +4)
Hit Dice: 40D (8D)	Passenger Capacity: 32
Initiative Modifier: (sensor array +2, trained +2)	Cargo Capacity: 150 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +8
Base Purchase DC: 56 (\$65M)	Restriction: Military (+3)
Upgraded Purchase DC: 57 (\$90M)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Ion Engine	Armor: - Vanadium (-0 ft.)
Weapons & Grappling Systems: (1 per 10HD) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - CHE 2-Missile Battery (12d6, crit 18-20/x3) - Grapplers	Defense Systems: (1 per 10HD) - Autopilot System - Improved Damage Control - Magnetic Field Generator - Point-Defense System (2*1d12x10)
Sensors: (up to 2) - Class III Sensor Array - Targeting System	Communications: (up to 2) - Laser Transceiver - Radio Transceiver

DESTROYER (TL 6)

Destroyers take their name from the torpedo-boat destroyers of the late 19th century. They are integral to the defense of a task force, screening it against small craft and attack ships. Destroyers are often armed with one or two bombs or missiles useful against much larger ships. A destroyer is usually about 450 to 600 feet long and masses about 8,000 tons. It carries a crew of 150 to 200.

Type: Light

Size / Space: Colossal (-8 size) / 500 ft. (2-polyhex)

Subtype: Destroyer	Tactical Speed: 3,000 ft. (12 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 450 feet / 8,000 tons
Hardness: 30/6d/1D	Crew: 80 (trained +4)
Hit Dice: 80D (16D)	Passenger Capacity: 48
Initiative Modifier: (sensor array +2, trained +2)	Cargo Capacity: 400 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +8
Base Purchase DC: 60 (\$200M)	Restriction: Military (+3)
Upgraded Purchase DC: 61 (\$275M)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Ion Engine	Armor: - Vanadium (-0 ft.)
Weapons & Grappling Systems: (1 per 10HD) - X8 Main Laser Cannon (20d8; ri: 6,000 ft., crit 19-20) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Fusion Beam (20d8; ri: 3,000 ft.) - Quad-Linked Fusion Beam (20d8; ri: 3,000 ft.) - CHE 4-Missile Battery (12d6, crit 16-20/x5) - CHE 4-Missile Battery (12d6, crit 16-20/x5) - Grapplers	Defense Systems: (1 per 10HD) - Autopilot System, Improved - Chaff Launcher - Hardened Circuitry - Improved Damage Control - Magnetic Field Generator - Point-Defense System (2*1d12x10) - Radiation Shielding - Self-Destruct System
Sensors: (up to 2) - Class III Sensor Array - Targeting System	Communications: (up to 2) - Laser Transceiver - Radio Transceiver



FRIGATE (TL 6)

A military vessel used for scouting and escort duties, the frigate is primarily intended to act as a screen for larger vessels against attacks by small craft.

Type: Light	Size / Space: Colossal (-8 size) / 500 ft. (2-polyhex)
Subtype: Frigate	Tactical Speed: 3,000 ft. (12 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 360 feet / 4,800 tons
Hardness: 30/6d/1D	Crew: 60 (trained +4)
Hit Dice: 60D (12D)	Passenger Capacity: 32
Initiative Modifier: (trained +2)	Cargo Capacity: 200 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +3)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +8
Base Purchase DC: 56 (\$65M)	Restriction: Military (+3)
Upgraded Purchase DC: 58 (\$120M)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Fusion Torch	Armor: - Vanadium (-0 ft.)
Weapons & Grappling Systems: (1 per 10HD) - Quad-Linked Needle Driver (16d12; ri: 4,000 ft.) - Quad-Linked Needle Driver (16d12; ri: 4,000 ft.) - Quad-Linked Heavy Laser (20d8, ri: 6,000 ft.) - Quad-Linked Heavy Laser (20d8, ri: 6,000 ft.) - Nuclear 4-Missile Battery (10d12, crit 16-20/x5) - Grapplers	Defense Systems: (1 per 10HD) - Autopilot System, Improved - Improved Damage Control - Magnetic Field Generator - Point-Defense System (2*1d12x10) - Radiation Shielding - Self-Destruct System
Sensors: (up to 2)	Communications: (up to 2)

- Class II Sensor Array	- Laser Transceiver
- Targeting System	- Radio Transceiver

HAULER (TL 6)

The hauler is a space-going tug that drags heavy, nonpowered loads and modular cargo containers, though they have precious little cargo space of their own. Haulers are fitted with big power plants and huge engines, at the expense of crew quarters and armaments.

Type: Light	Size / Space: Colossal (-8 size) / 500 ft. (2-polyhex)
Subtype: Hauler	Tactical Speed: 2,500 ft. (10 hexes)
Touch/Full AC (T/AC): 2/10 (4/15 trained)	Length / Weight: 450 feet / 6,000 tons
Hardness: 20/4d/1D	Crew: 8 (trained +4)
Hit Dice: 35D (7D)	Passenger Capacity: 8
Initiative Modifier: (trained +2)	Cargo Capacity: 3,300 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +3)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +8
Base Purchase DC: 56 (\$65M)	Restriction: Restricted (+2)
Upgraded Purchase DC: 57 (\$90M)	Targeting System Bonus: +3
Engines: (up to 2)	Armor:
- Thrusters	- Alloy Plating (-500 ft.)
- Fusion Torch	
Weapons & Grappling Systems: (1 per 10HD)	Defense Systems: (1 per 10HD)
- Quad-Linked Heavy Laser (20d8, ri: 6,000 ft.)	- Autopilot System
- Quad-Linked Heavy Laser (20d8, ri: 6,000 ft.)	- Damage Control
- Grapplers	- Point-Defense System (2*1d12x10)
Sensors: (up to 2)	Communications: (up to 2)
- Class II Sensor Array	- Laser Transceiver
- Targeting System	- Radio Transceiver

MEDIUMWEIGHT STARSHIP SUBTYPES

Mediumweight starships encompass cruisers, clippers, and most transports. They balance firepower and defense with speed and maneuverability.

A mediumweight starship measures 501–1,000 feet long. It occupies a 3-polyhex fighting space (19 [1+6+12] 250-foot hexes). In addition, all mediumweight starships share the following design specs.

Engines: All mediumweight starships have thrusters plus one other type of engine (see Starship Engines).

Armor: A mediumweight starship has one type of armor (see Starship Armor).

Defensive Systems: A mediumweight starship has a maximum of one defensive system per 25 Hit Dice (see Starship Defense Systems).

Sensors: A mediumweight starship has a maximum of three sensor systems (see Starship Sensors).

Communications: A mediumweight starship has up to two external communication systems (see Starship Comm Systems).

Weapons: A mediumweight starship has one beam, projectile, or missile weapon per 25 Hit Dice (see Starship Weapons).

These weapons are often fire-linked or arrayed in batteries. A minelayer is considered a single weapon. Although it weighs no more than a few thousand pounds, each mine consumes 100 tons of a ship's cargo capacity (most of it taken up by the launch system and radiation shielding).

Grappling Systems: A mediumweight starship may have up to two grappling systems (see Grappling Systems). Each grappling system takes away one of the ship's weapon slots (see above).

MEDIUMWEIGHT SHIP DESCRIPTIONS

Specific subtypes of mediumweight starships are given here.

Bulk Freighter (TL 6)

Clipper (TL 6)

Cruiser (TL 6)

Strike Cruiser (TL 7)

BULK FREIGHTER (TL 6)

Bulk freighters usually carry cargo in bulk containers, and they carry out regular runs between densely populated systems.

Type: Mediumweight	Size / Space: Colossal (-8 size) / 1,000 ft. (3-polyhex)
Subtype: Bulk Freighter	Tactical Speed: 2,500 ft. (10 hexes)
Touch/Full AC (T/AC): 2/10 (4/15 trained)	Length / Weight: 800 feet / 32,000 tons
Hardness: 20/4d/1D	Crew: 8 (trained +4)
Hit Dice: 125D (25D)	Passenger Capacity: 8
Initiative Modifier: (trained +2)	Cargo Capacity: 20,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +12
Base Purchase DC: 60 (\$200M)	Restriction: Restricted (+2)
Upgraded Purchase DC: 61 (\$275M)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Fusion Torch	Armor: - Alloy Plating (-500 ft.)
Weapons & Grappling Systems: (1 per 25HD) - Quad-Linked Laser (16d8; ri: 5,000 ft.) - Quad-Linked Laser (16d8; ri: 5,000 ft.) - Quad-Linked Laser (16d8; ri: 5,000 ft.) - Quad-Linked Laser (16d8; ri: 5,000 ft.) - Grapplers	Defense Systems: (1 per 25HD) - Autopilot System, Improved - Damage Control - Magnetic Field Generator - Point-Defense System (3*1d12x10) - Radiation Shielding
Sensors: (up to 3) - Class II Sensor Array - Targeting System	Communications: (up to 2) - Laser Transceiver - Radio Transceiver

CLIPPER (TL 6)

This small liner or personnel transport is intended for passenger use, as opposed to heavy cargo. Clippers are frequently fitted with top-of-the-line engines for the best possible speed.

Type: Mediumweight	Size / Space: Colossal (-8 size) / 1,000 ft. (3-polyhex)
Subtype: Clipper	Tactical Speed: 3,500 ft. (14 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 850 feet / 27,000 tons
Hardness: 30/6d/1D	Crew: 32 (trained +4)
Hit Dice: 150D (30D)	Passenger Capacity: 80
Initiative Modifier: (trained +2)	Cargo Capacity: 10,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +12
Base Purchase DC: 60 (\$200M)	Restriction: Restricted (+2)
Upgraded Purchase DC: 61 (\$275M)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Ion Engine	Armor: - Vanadium (-0 ft.)

Weapons & Grappling Systems: (1 per 25HD) - Quad-Linked Heavy Neutron Gun (20d8; ri: 4,000 ft.) - Quad-Linked Laser (16d8; ri: 5,000 ft.) - Quad-Linked Laser (16d8; ri: 5,000 ft.) - Quad-Linked Laser (16d8; ri: 5,000 ft.) - Quad-Linked Laser (16d8; ri: 5,000 ft.) - Grapplers	Defense Systems: (1 per 25HD) - Autopilot System, Improved - Damage Control - Decoy Drone Launcher - Magnetic Field Generator - Point-Defense System (3*1d12x10) - Radiation Shielding
Sensors: (up to 3) - Class II Sensor Array - Targeting System	Communications: (up to 2) - Laser Transceiver - Radio Transceiver

CRUISER (TL 6)

The cruiser is a warship that serves several roles. It may be part of a task force, escorting capital ships or laying mines. It may operate independently as a scout and raider. Conversely, it may serve in diplomatic and scientific tasks. Light cruisers frequently have outstanding endurance and can operate with little or no resupply for months on end. A cruiser hull could serve equally well as an escort carrier or assault transport.

Type: Mediumweight	Size / Space: Colossal (-8 size) / 1,000 ft. (3-polyhex)
Subtype: Cruiser	Tactical Speed: 3,000 ft. (12 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 720 feet / 28,800 tons
Hardness: 30/6d/1D	Crew: 120 (trained +4)
Hit Dice: 200D (40D)	Passenger Capacity: 80
Initiative Modifier: (sensor array +2, trained +2)	Cargo Capacity: 7,200 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +12
Base Purchase DC: 64 (\$650M)	Restriction: Military (+3)
Upgraded Purchase DC: 65 (\$900M)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Ion Engine	Armor: - Vanadium (-0 ft.)
Weapons & Grappling Systems: (1 per 25HD) - X8 Fusion Cannon (25d8; ri: 2,000 ft.; crit 19-20) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Neutron Gun (16d8; ri: 3,000 ft.) - Quad-Linked Neutron Gun (16d8; ri: 3,000 ft.) - Nuclear 4-Missile Battery (10d12, crit 16-20/x5) - Mine Layer - Grapplers	Defense Systems: (1 per 25HD) - Autopilot System, Improved - Chaff Launcher - Damage Control, Improved - Decoy Drone Launcher - Magnetic Field Generator - Point-Defense System (3*1d12x10) - Radiation Shielding - Self-Destruct System
Sensors: (up to 3) - Class III Sensor Array - Targeting System	Communications: (up to 2) - Laser Transceiver - Radio Transceiver

STRIKE CRUISER (TL 7)

These armored cruisers often serve as the centerpiece of raiding or patrolling task forces, especially if heavier warships are unavailable. Many strike cruisers are configured for task force command functions; the command cruiser is a common variant of this hull type. A strike cruiser hull could easily serve as a light carrier or assault carrier.

Type: Mediumweight	Size / Space: Colossal (-8 size) / 1,000 ft. (3-polyhex)
Subtype: Strike Cruiser	Tactical Speed: 3,500 ft. (14 hexes)
Touch/Full AC (T/AC): 2/20 (4/25 trained)	Length / Weight: 950 feet / 38,000 tons
Hardness: 40/8d/2D	Crew: 160 (trained +4)
Hit Dice: 250D (50D)	Passenger Capacity: 40
Initiative Modifier: (sensor array +2, trained +2)	Cargo Capacity: 1,200 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +12
Base Purchase DC: 68 (\$2B)	Restriction: Military (+3)
Upgraded Purchase DC: 69 (\$2.75B)	Targeting System Bonus: +5
Engines: (up to 2) - Thrusters - Particle Impulse Engine	Armor: - Neutronium (-500 ft.)
Weapons & Grappling Systems: (1 per 25HD) - X8 Quantum Cannon (30d8; ri: 6,000 ft.; crit 19-20) - Quad-Linked Heavy Particle Beam (32d8; ri: 5,000 ft.) - Quad-Linked Heavy Particle Beam (32d8; ri: 5,000 ft.) - Quad-Linked Ion Cannon (20d6; ri: 3,000 ft.) - Quad-Linked Ion Cannon (20d6; ri: 3,000 ft.) - Plasma 4-Missile Battery (16d8, crit 16-20/x5) - Plasma 4-Missile Battery (16d8, crit 16-20/x5) - Mine Layer - Grapplers - Tractor Beam Emitter	Defense Systems: (1 per 25HD) - Autopilot System, AI - Damage Control, Improved - Displacer ECM System - Force Field Generator (63D) - Light Fortification - Magnetic Field Generator - Particle Field Generator - Point-Defense System (3*1d12x10) - Repair Drones - Self-Destruct System
Sensors: (up to 3) - Class V Sensor Array - Improved Targeting System	Communications: (up to 2) - Drivesat Comm Array - Mass Transceiver

HEAVY STARSHIP SUBTYPES

Heavy starships are the workhorses of space travel: battle cruisers, battleships, fleet carriers, tankers, liners, and heavy transports. They move relatively quickly—thanks to massive engines—but maneuver very slowly. Their real strength lies in their armor and armaments; even civilian heavy starships are built to take a pounding. A heavy starship measures 1,001–1,500 feet long. It has a 4-polyhex fighting space (37 [1+6+12+18] 250-foot hexes).

In addition, all heavy starships share the following design specs.

Engines: All heavy starships have thrusters plus one other type of engine (see Starship Engines).

Armor: A heavy starship has one type of armor (see Starship Armor).

Defensive Systems: A heavy starship has a maximum of one defensive system per 50 Hit Dice (see Starship Defense Systems).

Sensors: A heavy starship has a maximum of three sensor systems (see Starship Sensors).

Communications: A heavy starship has two external communication systems (see Starship Comm Systems).

Weapons: A heavy starship has one beam, projectile, or missile weapon per 50 Hit Dice (see Starship Weapons). These weapons are often arrayed in batteries. A minelayer is considered a single weapon. Although it weighs no more than a few thousand pounds, each mine consumes 100 tons of a ship's cargo capacity (most of it taken up by the launch system and radiation shielding).

Grappling Systems: A heavy starship may have up to two grappling systems (see Grappling Systems). Each grappling system takes away one of the ship's weapon slots (see above).

HEAVY SHIP DESCRIPTIONS

Specific subtypes of heavy starships are given here.

BATTLESHIP (TL 6)

The mainstay of many spacefaring navies, the battleship is heavily armed and armored, although not very maneuverable. Battleships serve as the backbone of any battle fleet.

Type: Heavy	Size / Space: Colossal (-8 size) / 1,500 ft. (4-polyhex)
Subtype: Battleship	Tactical Speed: 3,000 ft. (12 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 1,250 feet / 125,000 tons
Hardness: 30/6d/1D	Crew: 400 (trained +4)
Hit Dice: 400D (80D)	Passenger Capacity: 200
Initiative Modifier: (sensor array +2, trained +2)	Cargo Capacity: 30,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +16
Base Purchase DC: 72 (\$6.5B)	Restriction: Military (+3)
Upgraded Purchase DC: 73 (\$9B)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Fusion Torch	Armor: - Vanadium
Weapons & Grappling Systems: (1 per 50HD) - X16 Gauss Cannon (36d8; ri: 4,000 ft.; crit 19-20) - Quad-Linked Heavy Neutron Gun (20d8; ri: 4,000 ft.) - Quad-Linked Heavy Neutron Gun (20d8; ri: 4,000 ft.) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Nuclear 4-Missile Battery (10d12, crit 16-20/x5) - Mine Layer - Grapplers	Defense Systems: (1 per 50HD) - Autopilot System, Improved - Damage Control, Improved - Decoy Drone Launcher - Hardened Circuitry - Magnetic Field Generator - Point-Defense System (4*1d12x10) - Radiation Shielding - Self-Destruct System
Sensors: (up to 3) - Class III Sensor Array - Targeting System	Communications: (up to 2) - Radio Transceiver - Laser Transceiver

FLEET CARRIER (TL 6)

The fleet carrier has the ability to launch devastating attacks from millions of miles away, in the form of large numbers of fighters or assault fighters. Most fleet carriers are lightly armed, as they rely on their escorting vessels and payload of fighters to defend them against attack.

In addition to its normal cargo capacity, a fleet carrier can hold 16 fighters or starfighters. Its listed crew complement does not include the ace pilots who fly these fighter craft. (Pilots count against the passenger capacity.) A fleet carrier can deploy up to 4 ultralight craft as a move action.

Type: Heavy	Size / Space: Colossal (-8 size) / 1,500 ft. (4-polyhex)
Subtype: Fleet Carrier	Tactical Speed: 3,000 ft. (12 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 1,400 feet / 140,000 tons
Hardness: 30/6d/1D	Crew: 320 (trained +4)
Hit Dice: 300D (60D)	Passenger Capacity: 80
Initiative Modifier: (sensor array +2, trained +2)	Cargo Capacity: 40,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +16
Base Purchase DC: 72 (\$6.5B; doesn't include fleet)	Restriction: Military (+3)

Upgraded Purchase DC: 73 (\$9B)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Fusion Torch	Armor: - Vanadium
Weapons & Grappling Systems: (1 per 50HD) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Nuclear 4-Missile Battery (10d12, crit 16-20/x5) - Nuclear 4-Missile Battery (10d12, crit 16-20/x5) - Mine Layer - Grapplers	Defense Systems: (1 per 50HD) - Autopilot System, Improved - Damage Control, Improved - Magnetic Field Generator - Point-Defense System (4*1d12x10) - Radiation Shielding - Self-Destruct System
Sensors: (up to 3) - Class III Sensor Array - Targeting System	Communications: (up to 2) - Radio Transceiver - Laser Transceiver

HEAVY TRANSPORT (TL 6)

The heavy transport is designed to move great amounts of specialized cargo such as bulk freight, containerized freight, or roll-on/rolloff vehicle storage.

Type: Heavy	Size / Space: Colossal (-8 size) / 1,500 ft. (4-polyhex)
Subtype: Heavy Transport	Tactical Speed: 3,000 ft. (12 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 1,320 feet / 120,000 tons
Hardness: 30/6d/1D	Crew: 24 (trained +4)
Hit Dice: 350D (70D)	Passenger Capacity: 20
Initiative Modifier: (trained +2)	Cargo Capacity: 60,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +16
Base Purchase DC: 68 (\$2B)	Restriction: Restricted (+2)
Upgraded Purchase DC: 69 (\$2.75B)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Fusion Torch	Armor: - Vanadium
Weapons & Grappling Systems: (1 per 50HD) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Fusion Beam (20d8; ri: 2,000 ft.) - Quad-Linked Fusion Beam (20d8; ri: 2,000 ft.) - CHE 4-Missile Battery (12d6, crit 16-20/x5) - Grapplers	Defense Systems: (1 per 50HD) - Autopilot System, Improved - Damage Control, Improved - Decoy Drone Launcher - Magnetic Field Generator - Point-Defense System (4*1d12x10) - Radiation Shielding - Sensor Jammer
Sensors: (up to 3) - Class II Sensor Array - Targeting System	Communications: (up to 2) - Radio Transceiver - Laser Transceiver

TANKER (TL 6)

A tanker is a large starship intended for the transport of large quantities of gases or liquids. It can be adapted for other forms of cargo storage, but most ships of this size carry water, hydrogen, petrochemicals, or oxygen.

Type: Heavy	Size / Space: Colossal (-8 size) / 1,500 ft. (4-polyhex)
Subtype: Tanker	Tactical Speed: 3,500 ft. (14 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 1,200 feet / 120,000 tons
Hardness: 30/6d/1D	Crew: 32 (trained +4)
Hit Dice: 250D (50D)	Passenger Capacity: 8
Initiative Modifier: (trained +2)	Cargo Capacity: 52,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +16
Base Purchase DC: 64 (\$650M)	Restriction: Restricted (+2)
Upgraded Purchase DC: 65 (\$900M)	Targeting System Bonus: +3
Engines: (up to 2) - Thrusters - Ion Engine	Armor: - Vanadium
Weapons & Grappling Systems: (1 per 50HD) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - Quad-Linked Heavy Laser (20d8; ri: 6,000 ft.) - CHE 4-Missile Battery (12d6, crit 16-20/x5) - Grapplers	Defense Systems: (1 per 50HD) - Autopilot System, Improved - Damage Control, Improved - Magnetic Field Generator - Point-Defense System (4*1d12x10) - Radiation Shielding
Sensors: (up to 3) - Class II Sensor Array - Targeting System	Communications: (up to 2) - Radio Transceiver - Laser Transceiver

BATTLE CRUISER (TL 7)

The battle cruiser is a formidable warship that sacrifices weight of armor in exchange for speed. Its heavy weapons can make short work of any smaller vessel, and it can usually outrun anything big enough to stand up to it in a fair fight.

Type: Heavy	Size / Space: Colossal (-8 size) / 1,500 ft. (4-polyhex)
Subtype: Battle Cruiser	Tactical Speed: 4,000 ft. (16 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 1,360 feet / 140,000 tons
Hardness: 30/6d/1D	Crew: 320 (trained +4)
Hit Dice: 500D (100D)	Passenger Capacity: 160
Initiative Modifier: (sensor array +2, trained +2)	Cargo Capacity: 50,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +16
Base Purchase DC: 72 (\$6.5B)	Restriction: Military (+3)
Upgraded Purchase DC: 73 (\$9B)	Targeting System Bonus: +5
Engines: (up to 2) - Thrusters - Induction Engine	Armor: - Cerametal
Weapons & Grappling Systems: (1 per 50HD) - X8 Main Antimatter Cannon (25d8; ri: 5,000 ft.; crit 18-20) - Quad-Linked Heavy Particle Beam (32d8; ri: 5,000 ft.) - Quad-Linked Heavy Particle Beam (32d8; ri: 5,000 ft.) - Quad-Linked Heavy Mass Cannon (20d12; ri: 6,000 ft.) - Quad-Linked Heavy Mass Cannon (20d12; ri: 6,000 ft.)	Defense Systems: (1 per 50HD) - Autopilot System, AI - Damage Control, Improved - Displacer ECM System - Force Field Generator (125D) - Hardened Circuitry - Light Fortification - Magnetic Field Generator - Particle Field Generator - Point-Defense System (4*1d12x10)

ft.)	- Repair Drones
- Quad-Linked Ion Cannon (20d6; ri: 3,000 ft.)	- Self-Destruct System
- Plasma 4-Missile Battery (16d8, crit 16-20/x5)	
- Plasma 4-Missile Battery (16d8, crit 16-20/x5)	
- Mine Layer	
- Tractor Beam Emitter	
Sensors: (up to 3)	Communications: (up to 2)
- Class V Sensor Array	- Drivesat Comm Array
- Quantum Dissentangler ECCM Sensor Suite	- Mass Transceiver
- Targeting System, Improved	

LINER (TL 7)

This is a full-sized passenger ship. Although any vessel this size can't avoid carrying some cargo, the liner specializes in moving a large number of passengers, usually in varying degrees of luxury.

Type: Heavy	Size / Space: Colossal (-8 size) / 1,500 ft. (4-polyhex)
Subtype: Liner	Tactical Speed: 4,000 ft. (16 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 1,200 feet / 84,000 tons
Hardness: 30/6d/1D	Crew: 200 (trained +4)
Hit Dice: 250D (50D)	Passenger Capacity: 800
Initiative Modifier: (trained +2)	Cargo Capacity: 40,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +16
Base Purchase DC: 72 (\$6.5B)	Restriction: Restricted (+2)
Upgraded Purchase DC: 73 (\$9B)	Targeting System Bonus: +5
Engines: (up to 2)	Armor:
- Thrusters	- Cerametal
- Induction Engine	
Weapons & Grappling Systems: (1 per 50HD)	Defense Systems: (1 per 50HD)
- Quad-Linked Plasma Cannon (28d8; ri: 3,000 ft.)	- Autopilot System, AI
- Quad-Linked Plasma Cannon (28d8; ri: 3,000 ft.)	- Damage Control, Improved
- Quad-Linked Ion Cannon (20d6; ri: 3,000 ft.)	- Force Field Generator (50D)
- Quad-Linked Ion Cannon (20d6; ri: 3,000 ft.)	- Point-Defense System (4*1d12x10)
- Tractor Beam Emitter	- Repair Drones
Sensors: (up to 3)	Communications: (up to 2)
- Class IV Sensor Array	- Drivesat Comm Array
- Targeting System, Improved	- Mass Transceiver

SUPERHEAVY STARSHIP SUBTYPES

Superheavy starships include mammoth, ponderous dreadnoughts, super-carriers, and super-freighters.

A superheavy starship measures 1,501 feet long or longer. The smallest superheavy starships (measuring 1,501–2,000 feet long) have a 5-polyhex fighting space (61 [1+6+12+18+24] 250-foot hexes), although larger fighting spaces are possible. For every 500 feet of size greater than 2,000 feet long, add another ring of 250-foot hexes. For example, any superheavy starship from 2,001-2,500 feet long would occupy a 6-polyhex, with a total of 91 hexes (the central hex plus the first ring of 6 hexes adjacent to it, the 12 hexes adjacent to them, the 18 hexes adjacent to them, the 24 hexes adjacent to them, and the 30 hexes adjacent to them; in short, a composite polyhex 6 hexes in length on each side). Thus, the Dreadnought and the Star Carrier, both falling into the 2,501-3,000 foot size category, occupy a 7-polyhex, a total space of 127 hexes!

In addition, all superheavy starships share the following design specs.

Engines: All superheavy starships have thrusters plus as many as two other types of engine (see Starship Engines).

Armor: A superheavy starship has one type of armor (see Starship Armor).

Defensive Systems: A superheavy starship has a maximum of one defensive system per 150 Hit Dice (see Starship Defense Systems).

Sensors: A superheavy starship has a maximum of three sensor systems (see Starship Sensors).

Communications: A superheavy starship has two external communication systems (see Starship Comm Systems).

Weapons: A superheavy starship has one beam, projectile, or missile weapon per 150 Hit Dice (see Starship Weapons). These weapons are often arrayed in batteries. A minelayer is considered a single weapon. Although it weighs no more than a few thousand pounds, each mine consumes 100 tons of a ship's cargo capacity (most of it taken up by the launch system and radiation shielding).

Grappling Systems: A superheavy starship may have up to two grappling systems (see Grappling Systems). Each grappling system takes away one of the ship's weapon slots (see above).

SUPERHEAVY SHIP DESCRIPTIONS

Specific subtypes of superheavy starships are given here.

COLONY SHIP (TL 7)

This massive vessel is designed to haul everything a new colony needs to get started. Its cavernous storage decks can accommodate thousands of colonists with heavy machinery, prefabricated buildings, equipment, and supplies throughout the long trip to a new world.

Type: Superheavy	Size / Space: Colossal (-8 size) / 2,000 ft.(5-polyhex)
Subtype: Colony Ship	Tactical Speed: 4,000 ft. (16 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 2,000 feet / 400,000 tons
Hardness: 30/6d/1D	Crew: 400 (trained +4)
Hit Dice: 600D (120D)	Passenger Capacity: 2,000
Initiative Modifier: (trained +2)	Cargo Capacity: 100,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +20
Base Purchase DC: 72 (\$6.5B)	Restriction: Restricted (+2)
Upgraded Purchase DC: 73 (\$9B)	Targeting System Bonus: +5
Engines: (up to 3) - Thrusters - Particle Impulse Engine - Photon Sails	Armor: - Cerametal
Weapons & Grappling Systems: (1 per 100HD) - Quad-Linked Antimatter Gun (20d8; ri: 5,000 ft.) - Quad-Linked Ion Cannon (20d6; ri: 3,000 ft.) - Quad-Linked Heavy Plasma Cannon (36d8; ri: 4,000 ft) - Mass Reaction 4-Missile Battery (12d12; crit 16-20/x5) - Grapplers - Tractor Beam Emitter	Defense Systems: (1 per 100HD) - Autopilot, AI - Damage Control, Improved - Force Field Generator (120D) - Point-Defense System (5*1d12x10) - Radiation Shielding - Repair Drones
Sensors: (up to 3) - Class IV Sensor Array - Targeting System, Improved	Communications: (up to 2) - Drivesat Comm Array - Mass Transceiver

DREADNOUGHT (TL 7)

The mightiest ships found in the battle lines of a stellar navy, dreadnoughts are titanic vessels armed with awesome firepower and virtually impregnable defenses. Its fighting space takes up 126 250-foot hexes (a 7-polyhex).

Type: Superheavy

Size / Space: Colossal (-8 size) / 3,000 ft. (7-polyhex)

Subtype: Dreadnought	Tactical Speed: 3,500 ft. (14 hexes)
Touch/Full AC (T/AC): 2/20 (4/25 trained)	Length / Weight: 2,750 feet / 540,000 tons
Hardness: 40/8d/2D	Crew: 2,000 (trained +4)
Hit Dice: 1,000D (200D)	Passenger Capacity: 1,600
Initiative Modifier: (sensor array +2, trained +2)	Cargo Capacity: 100,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +20
Base Purchase DC: 80 (\$65B)	Restriction: Military (+3)
Upgraded Purchase DC: 81 (\$90B)	Targeting System Bonus: +5
Engines: (up to 3) - Thrusters - Particle Impulse Engine - Photon Sails	Armor: - Neutronite
Weapons & Grappling Systems: (1 per 100HD) - X16 Main Heavy Plasma Cannon (54d8; ri: 4,000 ft.; crit 19-20) - Quad-Linked Heavy Particle Beam (32d8; ri: 5,000 ft.) - Quad-Linked Heavy Particle Beam (32d8; ri: 5,000 ft.) - Quad-Linked Heavy Mass Cannon (20d12; ri: 6,000 ft.) - Quad-Linked Heavy Mass Cannon (20d12; ri: 6,000 ft.) - Quad-Linked Ion Cannon (20d6; ri: 3,000 ft.) - Plasma 4-Missile Battery (16d8, crit 16-20/x5) - Plasma 4-Missile Battery (16d8, crit 16-20/x5) - Mine Layer - Tractor Beam Emitter	Defense Systems: (1 per 100HD) - Autopilot System, AI - Damage Control, Improved - Displacer ECM System - Force Field Generator (250D) - Hardened Circuitry - Magnetic Field Generator - Particle Field Generator - Point-Defense System (5*1d12x10) - Repair Drones - Self-Destruct System
Sensors: (up to 3) - Class V Sensor Array - Dissentangler ECCM Sensor Suite - Targeting System, Improved	Communications: (up to 2) - Drivesat Comm Array - Mass Transceiver

STAR CARRIER (TL 7)

A larger version of the fleet carrier, the star carrier serves as a mobile base for smaller craft. A star carrier's fighting space takes up 126 250-foot hexes (a 7-polyhex).

In addition to its normal cargo capacity, a star carrier can hold 72 fighters or assault fighters. Its listed crew complement does not include the ace pilots who fly these fighter craft. (Pilots count against the passenger capacity.) A star carrier can deploy up to 8 ultralight craft as a move action.

Type: Superheavy	Size / Space: Colossal (-8 size) / 3,000 ft. (7-polyhex)
Subtype: Star Carrier	Tactical Speed: 3,500 ft. (14 hexes)
Touch/Full AC (T/AC): 2/20 (4/25 trained)	Length / Weight: 3,000 feet / 600,000 tons
Hardness: 40/8d/2D	Crew: 2,400 (trained +4)
Hit Dice: 800D (160D)	Passenger Capacity: 600
Initiative Modifier: (sensor array +2, trained +2)	Cargo Capacity: 200,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +20
Base Purchase DC: 80 (\$65B)	Restriction: Military (+3)
Upgraded Purchase DC: 81 (\$90B; does not include fleet)	Targeting System Bonus: +5
Engines: (up to 3) - Thrusters - Particle Impulse Engine - Photon Sails	Armor: - Neutronite

Weapons & Grappling Systems: (1 per 100HD) - Quad-Linked Heavy Particle Beam (32d8; ri: 5,000 ft.) - Quad-Linked Heavy Particle Beam (32d8; ri: 5,000 ft.) - Quad-Linked Heavy Mass Cannon (20d12; ri: 6,000 ft.) - Quad-Linked Heavy Mass Cannon (20d12; ri: 6,000 ft.) - Plasma 4-Missile Battery (16d8, crit 16-20/x5) - Plasma 4-Missile Battery (16d8, crit 16-20/x5) - Mine Layer - Tractor Beam Emitter	Defense Systems: (1 per 100HD) - Autopilot System, AI - Damage Control, Improved - Displacer ECM System - Force Field Generator (200D) - Hardened Circuitry - Point-Defense System (5*1d12x10) - Repair Drones - Self-Destruct System
Sensors: (up to 3) - Class V Sensor Array - Dissentangler ECCM Sensor Suite - Targeting System, Improved	Communications: (up to 2) - Drivesat Comm Array - Mass Transceiver

STAR FREIGHTER (TL 7)

The largest of the starships built for routine commercial purposes, the star freighter can be modified to serve as a super-tanker or super-transport.

Type: Superheavy	Size / Space: Colossal (-8 size) / 2,500 ft. (6-polyhex)
Subtype: Star Freighter	Tactical Speed: 4,000 ft. (16 hexes)
Touch/Full AC (T/AC): 2/15 (4/20 trained)	Length / Weight: 2,200 feet / 320,000 tons
Hardness: 30/6d/1D	Crew: 40 (trained +4)
Hit Dice: 750D (150D)	Passenger Capacity: 24
Initiative Modifier: (trained +2)	Cargo Capacity: 200,000 tons
Pilot's Dex Modifier: (trained +2)	Gunner's Attack Bonus: (trained +2)
Pilot's Defense Bonus: (trained +3)	Grapple Modifier: +20
Base Purchase DC: 76 (\$20B)	Restriction: Restricted (+2)
Upgraded Purchase DC: 77 (\$27.5B)	Targeting System Bonus: +5
Engines: (up to 3) - Thrusters - Particle Impulse Engine - Photon Sails	Armor: - Cerametal
Weapons & Grappling Systems: (1 per 100HD) - Quad-Linked Antimatter Gun (20d8; ri: 5,000 ft.) - Quad-Linked Antimatter Gun (20d8; ri: 5,000 ft.) - Quad-Linked Ion Cannon (20d6; ri: 3,000 ft.) - Quad-Linked Ion Cannon (20d6; ri: 3,000 ft.) - Mass Reaction 4-Missile Battery (16d8, crit 16-20/x5) - Mass Reaction 4-Missile Battery (16d8, crit 16-20/x5) - Tractor Beam Emitter	Defense Systems: (1 per 100HD) - Autopilot System, AI - Damage Control, Improved - Force Field Generator (150D) - Magnetic Field Generator - Particle Field Generator - Point-Defense System (5*1d12x10) - Radiation Shielding
Sensors: (up to 3) - Class IV Sensor Array - Targeting System, Improved	Communications: (up to 2) - Drivesat Comm Array - Mass Transceiver

STARSHIP TEMPLATES AND QUICK REFERENCE CHARTS

The starship templates given above represent options for their lowest Tech Level available. You can use the templates given below to build a starship from scratch and the reference charts to make it easier.

Ultralight Starship Template

Type: Ultralight	Size / Space:
Subtype:	Tactical Speed:
Touch/Full AC (T/AC):	Length / Weight:
Hardness:	Crew:
Hit Dice:	Passenger Capacity:
Initiative Modifier:	Cargo Capacity:
Pilot's Dex Modifier:	Gunner's Attack Bonus:
Pilot's Defense Bonus:	Grapple Modifier: +0 (Gargantuan)/+4 (Colossal)
Base Purchase DC:	Restriction:
Upgraded Purchase DC:	Targeting System Bonus:
Engines: (up to 2) - Thrusters - *	Armor: - *
Weapons & Grappling Systems: (1 per 3HD) - * - *	Defense Systems: (1 per 3HD) - * - *
Sensors: (up to 2) - * - *	Communications: (up to 2) - * - *



Light Starship Template

Type: Light	Size / Space: Colossal (-8 size) / 500 ft. (2-polyhex)
Subtype:	Tactical Speed:
Touch/Full AC (T/AC):	Length / Weight:
Hardness:	Crew:
Hit Dice:	Passenger Capacity:
Initiative Modifier:	Cargo Capacity:
Pilot's Dex Modifier:	Gunner's Attack Bonus:
Pilot's Defense Bonus:	Grapple Modifier: +8
Base Purchase DC:	Restriction:
Upgraded Purchase DC:	Targeting System Bonus:
Engines: (up to 2) - Thrusters - *	Armor: - *
Weapons & Grappling Systems: (1 per 10HD) - * - * - *	Defense Systems: (1 per 10HD) - * - * - *
Sensors: (up to 2) - * - *	Communications: (up to 2) - * - *

Mediumweight Starship Template

Type: Mediumweight	Size / Space: Colossal (-8 size) / 1,000 ft. (3-polyhex)
Subtype:	Tactical Speed:
Touch/Full AC (T/AC):	Length / Weight:
Hardness:	Crew:
Hit Dice:	Passenger Capacity:
Initiative Modifier:	Cargo Capacity:
Pilot's Dex Modifier:	Gunner's Attack Bonus:
Pilot's Defense Bonus:	Grapple Modifier: +12
Base Purchase DC:	Restriction:
Upgraded Purchase DC:	Targeting System Bonus:
Engines: (up to 2) - Thrusters - *	Armor: - *
Weapons & Grappling Systems: (1 per 25HD) - * - * - * - *	Defense Systems: (1 per 25HD) - * - * - * - *
Sensors: (up to 3) - * - * - *	Communications: (up to 2) - * - *

Heavy Starship Template

Type: Heavy	Size / Space: Colossal (-8 size) / 1,500 ft. (4-polyhex)
Subtype:	Tactical Speed:
Touch/Full AC (T/AC):	Length / Weight:
Hardness:	Crew:
Hit Dice:	Passenger Capacity:
Initiative Modifier:	Cargo Capacity:
Pilot's Dex Modifier:	Gunner's Attack Bonus:
Pilot's Defense Bonus:	Grapple Modifier: +16
Base Purchase DC:	Restriction:
Upgraded Purchase DC:	Targeting System Bonus:
Engines: (up to 2) - Thrusters - *	Armor: - *
Weapons & Grappling Systems: (1 per 50HD) - * - * - * - * - *	Defense Systems: (1 per 50HD) - * - * - * - * - *
Sensors: (up to 3) - * - * - *	Communications: (up to 2) - * - *

Superheavy Starship Template

Type: Superheavy	Size / Space: Colossal (-8 size) / 2,000 ft.+ (5-polyhex+)
Subtype:	Tactical Speed:
Touch/Full AC (T/AC):	Length / Weight:
Hardness:	Crew:
Hit Dice:	Passenger Capacity:
Initiative Modifier:	Cargo Capacity:
Pilot's Dex Modifier:	Gunner's Attack Bonus:
Pilot's Defense Bonus:	Grapple Modifier:
Base Purchase DC:	Restriction:
Upgraded Purchase DC:	Targeting System Bonus:
Engines: (up to 3) - Thrusters - * - *	Armor: - *
Weapons & Grappling Systems: (1 per 100HD) - * - * - * - * - *	Defense Systems: (1 per 100HD) - * - * - * - * - *
Sensors: (up to 3) - * - * - *	Communications: (up to 2) - * - *

Table: Equipment Slots and Hit Dice by Starship Type and Subtype

Starship Type / Subtype (HD):	Engines (HD/section):	Weapons:	Defense Sys:	Sensor Sys:
Ultralight	Thrusters + 1	1 per 3 HD	1 per 3 HD	Two (2)
- Orbital Shuttle (6D)	1D (2D Infrastructure)	2	2	2
- Courier (8D)	1D (4D Infrastructure)	3	3	2
- Escort (20D)	4D	6	6	2
- Fast Freighter (16D)	3D (4D Infrastructure)	5	5	2
- Fighter (8D)	1D (4D Infrastructure)	2	2	2
- Launch (5D)	1D	1	1	2
- Scout (15D)	3D	5	5	2
- Starfighter (12D)	2D (4D Infrastructure)	4	4	2
Light	Thrusters + 1	1 per 10 HD	1 per 10 HD	Two (2)
- Corvette (40D)	8D	4	4	2
- Destroyer (80D)	16D	8	8	2
- Frigate (60D)	12D	6	6	2
- Hauler (36D)	7D (8D Infrastructure)	3	3	2
Mediumweight	Thrusters + 1	1 per 25 HD	1 per 25 HD	Three (3)
- Bulk Freighter (125D)	25D	5	5	3
- Clipper (150D)	30D	6	6	3
- Cruiser (200D)	40D	8	8	3
- Strike Cruiser (250D)	50D	10	10	3
Heavy	Thrusters + 1	1 per 50 HD	1 per 50 HD	Three (3)
- Battleship (400D)	80D	8	8	3
- Fleet Carrier (300D)	60D	6	6	3
- Heavy Transport (350D)	70D	7	7	3
- Tanker (250D)	50D	5	5	3
- Battle Cruiser (500D)	100D	10	10	3
- Liner (250D)	50D	5	5	3
Superheavy	Thrusters + 2	1 per 100 HD	1 per 100 HD	Three (3)
- Colony Ship (600D)	120D	6	6	3
- Dreadnought (1,000D)	200D	10	10	3
- Star Carrier (800D)	160D	8	8	3
- Star Freighter (750D)	150D	7	7	3

Table: Starship Engine Types

Engine Type (TL):	Minimum Ship Size:	Tactical Speed Bonus:	Purchase DC:
Thrusters (TL 5)	Huge	+0 feet	10 + (1/2 base starship)
Fusion Torch (TL 6)	Gargantuan	+500 feet	10 + (1/2 base starship)
Ion Engine (TL 6)	Huge	+500 feet	15 + (1/2 base starship)
Photon Sails (TL 6)	Gargantuan	+0 feet	10 + (1/2 base starship)
Induction Engine (TL 7)	Huge	+1,000 feet	15 + (1/2 base starship)
Particle Impulse Engine (TL 7)	Gargantuan	+1,000 feet	10 + (1/2 base starship)
Gravitic Redirector (TL 8)	Colossal	+1,500 feet	10 + (1/2 base starship)
Inertial Flux Engine (TL 8)	Gargantuan	+1,500 feet	15 + (1/2 base starship)
Spatial Compressor (TL 9)	Colossal	+2,000 feet	10 + (1/2 base starship)

Table: Starship Armor Types

Armor Type (TL):	Hardness:	Speed Penalty:	Weight:	Purchase DC:	Restriction:
Alloy Plating (TL 5)	20/4d/1D	-500 feet	1/8 th starship	15 + (1/2 starship)	None
Polymeric (TL 6)	20/4d/1D	None	1/10 th starship	10 + (1/2 starship)	Lic (+1)
Vanadium (TL 6)	30/6d/1D	None	1/8 th starship	15 + (1/2 starship)	Mil (+3)
Cerametal (TL 7)	30/6d/1D	None	1/8 th starship	10 + (1/2 starship)	Lic (+1)
Deflective (TL 7)	20/4d/1D (ballistic) 40/8d/2D (energy)	None	1/10 th starship	15 + (1/2 starship)	Mil (+3)
Neutronite (TL 7)	40/8d/2D	-500 feet	¼ starship	15 + (1/2 starship)	Mil (+3)
Ablative (TL 8)	40/8d/2D	None	1/10 th starship	15 + (1/2 starship)	Mil (+3)
Nanofluidic (TL 8)	50/10d/2D	-500 feet	¼ starship	15 + (1/2 starship)	Mil (+3)

Table: Starship Defense Systems

Defense System (TL):	Base Purchase DC:	Restriction:
Autopilot System (TL 5)	5 + ¼ base starship	None
Damage Control System (TL 5)	Varies; see description	None
Sensor Jammer (TL 5)	5 + ½ base starship	Mil (+3)
Autopilot System, Improved (TL 6)	5 + ½ base starship	None
Chaff Launcher (TL 6)	20	Lic (+1)
Damage Control, Improved (TL 6)	Varies; see description	Lic (+1)
Decoy Drone Launcher (TL 6)	28	Res (+2)
Hardened Circuitry (TL 6)	10 + ½ base starship	None
Magnetic Field Generator (TL 6)	5 + ½ base starship	Mil (+3)
Point-Defense System (TL 6)	Varies; see description	Lic (+1)
Radiation Shielding (TL 6)	5 + ½ base starship	None
Self-Destruct System (TL 6)	Varies; see description	Res (+2)
Stealth Screen (TL 6)	10 + ½ base starship	Mil (+3)
Autopilot System, Artificially Intelligent (TL 7)	Varies; see description	As Robot
Displacer ECM System (TL 7)	10 + ½ base starship	Mil (+3)
Force Field Generators (TL 7)	15 + ½ base starship	None
Light Fortification (TL 7)	10 + ½ base starship	Lic (+1)
Particle Field Generator (TL 7)	10 + ½ base starship	Mil (+3)
Repair Drones (TL 7)	15 + ½ base starship	Mil (+3)
Cloaking Screen (TL 8)	15 + ½ base starship	Mil (+3)
Damage Control, Advanced (TL 8)	10 + ½ base starship	Mil (+3)
Medium Fortification (TL 8)	10 + ½ base starship	Lic (+1)
Nanite Repair Array (TL 8)	10 + ½ base starship	Res (+2)
Nano-Hardened Circuitry (TL 8)	15 + ½ base starship	Mil (+3)
Point-Defense System, Improved (TL 8)	Varies; see description	Res (+2)
Heavy Fortification (TL 9)	10 + ½ base starship	Lic (+1)

Table: Starship Weapons

	Damage (d, D)	Critical	Damage Type	Range Incr.	Rate of Fire	Minimum Ship Size	Purch. DC	Restriction
Tech Level 6: Fusion Age								
Fusion beam ⁴	10d8 (2d8, 1d4)	20	Plasma	2K ft.	Single	Gargantuan	36	Mil (+3)
Gauss gun	12d8 (2d8+2, 1d4)	20	Ballistic	4K ft.	Single	Gargantuan	34	Res (+2)
Laser	8d8 (1d8+3, 1d3)	20	Laser	5K ft.	S, A	Huge	29	Lic (+1)
Laser, heavy	10d8 (2d8, 1d4)	20	Laser	6K ft.	Single ¹	Gargantuan	31	Res (+2)
Mine, fusion ⁴	5d% (1d%, 2d12)	—	Plasma	—	—	Colossal	34	Mil (+3)
Missile, CHE	12d6 (2d6+2, 1d3)	19–20	Energy	—	Single	Gargantuan	25 ²	Mil (+3)
Missile, KE submunition ³	8d12 (1d12+3, 1d4)	19–20	Ballistic	—	Single	Gargantuan	22 ²	Lic (+1)
Missile, nuclear	10d12 (2d12, 1d6)	19–20	Energy	—	Single	Gargantuan	45 ²	Mil (+3)
Needle driver	8d12 (1d12+3, 1d4)	20	Ballistic	4K ft.	S, A	Gargantuan	35	Lic (+1)
Neutron gun ³	8d8 (1d8+3, 1d3)	20	AA Energy	3K ft.	Single	Gargantuan	28	Mil (+3)
Neutron gun, heavy ³	10d8 (2d8, 1d4)	20	AA Energy	4K ft.	Single	Colossal	30	Mil (+3)
Rail cannon	6d12 (1d12+1, 1d3)	20	Ballistic	3K ft.	S, A	Gargantuan	28	Lic (+1)
Tech Level 7: Gravity Age								
Antimatter gun	10d8 (2d8, 1d4)	19-20	Energy	5K ft.	Single	Colossal	38	Mil (+3)
Ion cannon ⁴	10d6 (2d6, 1d3)	20	Ionic	3K ft.	Single ¹	Gargantuan	39	Lic (+1)
Mass cannon	8d12 (1d12+3, 1d4)	20	Ballistic	5K ft.	S, A	Gargantuan	37	Lic (+1)
Mass cannon, heavy	10d12 (2d12, 1d6)	20	Ballistic	6K ft.	S, A	Colossal	40	Res (+2)
Mine, gravitic	10d% (2d%, 4d12)	—	Energy	—	—	Colossal	43	Mil (+3)
Missile, mass reaction	12d12 (2d12+2, 2d4-1)	19–20	Energy	—	Single	Colossal	50 ²	Mil (+3)
Missile, plasma ⁴	16d8 (3d8+1, 1d6)	19–20	Plasma	—	Single	Gargantuan	46 ²	Mil (+3)
Particle beam ³	12d8 (2d8+2, 1d4)	20	AA Energy	4K ft.	Single	Gargantuan	39	Res (+2)
Particle beam, heavy ³	16d8 (3d8+1, 1d6)	20	AA Energy	5K ft.	Single	Colossal	41	Mil (+3)
Plasma cannon ⁴	14d8 (2d8+4, 2d3-1)	20	Plasma	3K ft.	Single ¹	Gargantuan	40	Res (+2)
Plasma cannon, heavy ⁴	18d8 (3d3+3, 2d4-1)	20	Plasma	4K ft.	Single ¹	Colossal	44	Mil (+3)
Quantum cannon ³	12d8 (2d8+2, 1d4)	20	Energy	6K ft.	Single	Gargantuan	41	Mil (+3)
Tech Level 8: Energy Age								
Antimatter cannon	10d12 (2d12, 1d6)	18-20	Energy	6K ft.	Single	Colossal	40	Mil (+3)
Ion cannon, heavy ⁴	16d6 (3d6+1, 1d4)	20	Ionic	4K ft.	Single ¹	Colossal	41	Res (+2)
Kinetic lance ³	10d12 (2d12, 2d3-1)	20	Energy	3K ft.	Single	Colossal	42	Mil (+3)
Maser cannon	14d8 (2d8+4, 2d3-1)	20	Energy	6K ft.	S, A	Gargantuan	42	Res (+2)
Maser cannon, heavy	18d8 (3d8+3, 2d4-1)	20	Energy	8K ft.	Single ¹	Colossal	45	Mil (+3)
Mine, zero point	15d% (3d%, 6d12)	—	Energy	—	—	Colossal	48	Mil (+3)
Missile, nova burst ⁴	20d8 (4d8, 1d8)	19–20	Plasma	—	Single	Gargantuan	45 ²	Mil (+3)
Missile, starload	20d8 (4d8, 1d8)	18–20	Energy	—	Single	Huge	45 ²	Mil (+3)
Neutronium driver	12d12 (2d12+2, 2d4-1)	20	Ballistic	5K ft.	Single	Colossal	42	Res (+2)
Sliver gun ³	8d12 (1d12+3, 1d4)	20	AA Ballistic	7K ft.	S, A	Gargantuan	39	Mil (+3)
Zero bore ⁴	16d8 (3d8+1, 2d4-1)	20	Disintegration	6K ft.	Single	Colossal	52	Mil (+3)
Tech Level 9: Transparent Age								
Blacklaser	16d8 (3d8+1, 2d4-1)	20	Energy	8K ft.	S, A	Huge	50	Mil (+3)
Mine, null ⁴	20d% (4d%, 1d%)	—	Disintegration	—	—	Colossal	53	Mil (+3)
Singularity cannon ⁴	20d8 (4d8, 1d8)	20	Disintegration	5K ft.	Single	Colossal	53	Mil (+3)
String projector ³	12d12 (2d12+2, 2d4-1)	20	Energy	6K ft.	Single	Colossal	54	Mil (+3)
Tachyon gun ³	16d8 (3d8+1, 1d6)	20	Energy	10K ft.	Single	Gargantuan	52	Mil (+3)

1 This weapon can only fire single shots when first developed. However, if the weapon is built by a higher TL society than the minimum TL required for the weapon, then the weapon has the option of being semi/fully automatic (S, A).

2 The purchase DC includes a launch system (missile rack or tube) and eight missiles with warheads. The purchase DC is 2 lower without the launch system.

3 In addition to inflicting damage, this weapon has a special effect; see the weapon's description for more details.

4 This weapon's damage ignores a ship's hardness.

Table: Upgraded Starship Weapon Systems

Weapon Type (Purchase DC; Rest.):	Dual-Linked Cannon (+3) or 2 Missile Battery (+2)	Quad-Linked Cannon (+6) or 3 Missile Battery (+4)	X8 Main Cannon (+9) or 4 Missile Battery (+6)	X16 Main Cannon (+12)
TL 6 Weapons:				
Fusion Beam (36; Mil +3)	15d8 (1d6D) Colossal (Ultralight)	20d8 (1d8D) Colossal (Light)	25d8 (1d10D), crit 19-20 Colossal (Mediumweight)	30d8 (2d6D), crit 19-20 Colossal (Heavy)
Gauss Gun (34; Res +2)	18d8 (2d4-1D) Colossal (Ultralight)	24d8 (1d8+1D) Colossal (Light)	30d8 (2d6D), crit 19-20 Colossal (Mediumweight)	36d8 (4d4-2D), crit 19-20 Colossal (Heavy)
Laser (29; Lic +1)	12d8 (1d4D) Gargantuan (Ultralight)	16d8 (1d6D) Colossal (Ultralight)	20d8 (1d8D), crit 19-20 Colossal (Light)	24d8 (1d8+1D), crit 19-20 Colossal (Mediumweight)
Laser, Heavy (31; Res +2)	15d8 (1d6D) Colossal (Ultralight)	20d8 (1d8D) Colossal (Light)	25d8 (1d10D), crit 19-20 Colossal (Mediumweight)	30d8 (2d6D), crit 19-20 Colossal (Heavy)
Missile, CHE (25; Mil +3)	12d6 (1d3D), crit 18-20 (x3 damage); Colossal	12d6 (1d3D), crit 17-20 (x4 damage); Colossal	12d6 (1d3D), crit 16-20 (x5 dam.); Colossal	---
Missile, KE Sub-Munition (22; Lic +1)	8d12 (1d4D), crit 18-20 (x3 damage); Colossal	8d12 (1d4D), crit 17-20 (x4 damage); Colossal	8d12 (1d4D), crit 16-20 (x5 damage); Colossal	---
Missile, Nuclear (45; Mil +3)	10d12 (1d6D), crit 18-20 (x3 damage); Colossal	10d12 (1d6D), crit 17-20 (x4 damage); Colossal	10d12 (1d6D), crit 16-20 (x5 damage); Colossal	---
Needle Driver (35; Lic +1)	12d12 (2d4-1D) Colossal (Ultralight)	16d12 (4d3-3D) Colossal (Light)	20d12 (1d12D), crit 19-20 Colossal (Mediumweight)	24d12 (4d4-2D), crit 19-20 Colossal (Heavy)
Neutron Gun (28; Mil +3)	12d8 (1d4D) Colossal (Ultralight)	16d8 (1d6D) Colossal (Light)	20d8 (1d8D), crit 19-20 Colossal (Mediumweight)	24d8 (1d8+1D), crit 19-20 Colossal (Heavy)
Neutron Gun, Heavy (30; Mil +3)	15d8 (1d6D) Colossal (Light)	20d8 (1d8D) Colossal (Mediumweight)	25d8 (1d10D), crit 19-20 Colossal (Heavy)	30d8 (2d6D), crit 19-20 Colossal (Superheavy)
Rail Cannon (28; Lic +1)	9d12 (1d6-1D) Colossal (Ultralight)	12d12 (2d4-1D) Colossal (Light)	15d12 (4d3-3D), crit 19-20 Colossal (Mediumweight)	18d12 (1d10D), crit 19-20 Colossal (Heavy)
TL 7 Weapons:				
Antimatter Gun (38; Mil +3)	15d8 (1d6D), crit 19-20 Colossal (Light)	20d8 (1d8D), crit 19-20 Colossal (Mediumweight)	25d8 (1d10D), crit 18-20 Colossal (Heavy)	30d8 (2d6D), crit 18-20 Colossal (Superheavy)
Ion Cannon (39; Lic +1)	15d6 (1d4D) Colossal (Ultralight)	20d6 (1d6D) Colossal (Light)	25d6 (2d4-1D), crit 19-20 Colossal (Mediumweight)	30d6 (4d3-3D), crit 19-20 Colossal (Heavy)
Mass Cannon (37; Lic +1)	12d12 (2d4-1D) Colossal (Ultralight)	16d12 (4d3-3D) Colossal (Light)	20d12 (1d12D), crit 19-20 Colossal (Mediumweight)	24d12 (4d4-2D), crit 19-20 Colossal (Heavy)
Mass Cannon, Heavy (40; Mil +3)	15d12 (4d3-3D) Colossal (Light)	20d12 (1d12D) Colossal (Mediumweight)	25d12 (2d8-1D), crit 19-20 Colossal (Heavy)	30d12 (2d8+1D), crit 19-20 Colossal (Superheavy)
Missile, Mass Reaction (50; Mil +3)	12d12 (2d4-1D), crit 18-20 (x3 damage); Colossal	12d12 (2d4-1D), crit 17-20 (x4 damage); Colossal	12d12 (2d4-1D), crit 16-20 (x5 damage); Colossal	---
Missile, Plasma (46; Mil +3)	16d8 (1d6D), crit 18-20 (x3 damage); Colossal	16d8 (1d6D), crit 17-20 (x4 damage); Colossal	16d8 (1d6D), crit 16-20 (x5 damage); Colossal	---
Particle Beam (39; Res +2)	18d8 (2d4-1D) Colossal (Ultralight)	24d8 (4d3-3D) Colossal (Light)	30d8 (2d6D), crit 19-20 Colossal (Mediumweight)	36d8 (4d4-2D), crit 19-20 Colossal (Heavy)
Particle Beam, Heavy (41; Mil +3)	24d8 (4d3-3D) Colossal (Light)	32d8 (2d6D) Colossal (Mediumweight)	40d8 (2d8D), crit 19-20 Colossal (Heavy)	48d8 (3d6D), crit 19-20 Colossal (Superheavy)
Plasma Cannon (40; Res +2)	21d8 (1d8D) Colossal (Ultralight)	28d8 (1d10+1D) Colossal (Light)	35d8 (4d4-2D), crit 19-20 Colossal (Mediumweight)	42d8 (2d8D), crit 19-20 Colossal (Heavy)
Plasma Cannon, Heavy (44; Mil +3)	27d8 (1d10D) Colossal (Light)	36d8 (4d4-2D) Colossal (Mediumweight)	45d8 (2d8+1D), crit 19-20 Colossal (Heavy)	54d8 (3d6+2D), crit 19-20 Colossal (Superheavy)
Quantum Cannon (41; Mil +3)	18d8 (2d4-1D) Colossal (Ultralight)	24d8 (4d3-3D) Colossal (Light)	30d8 (2d6D), crit 19-20 Colossal (Mediumweight)	36d8 (4d4-2D), crit 19-20 Colossal (Heavy)

Weapon Type (Purchase DC; Rest.):	Dual-Linked Cannon (+3) or 2 Missile Battery (+2)	Quad-Linked Cannon (+6) or 3 Missile Battery (+4)	X8 Main Cannon (+9) or 4 Missile Battery (+6)	X16 Main Cannon (+12)
TL 8 Weapons:				
Antimatter Cannon (40; Mil +3)	15d12 (4d4-3D), crit 19-20 Colossal (Light)	20d12 (1d12D), crit 19-20 Colossal (Mediumweight)	25d12 (2d8-1D), crit 18-20 Colossal (Heavy)	30d12 (2d8+1D), crit 18-20 Colossal (Superheavy)
Ion Cannon, Heavy (41; Res +2)	24d6 (2d4-1D) Colossal (Light)	32d6 (4d3-3D) Colossal (Mediumweight)	40d6 (2d6D), crit 19-20 Colossal (Heavy)	48d6 (4d4-2D), crit 19-20 Colossal (Superheavy)
Kinetic Lance (42; Mil +3)	15d12 (4d3-3D) Colossal (Light)	20d12 (1d12D) Colossal (Mediumweight)	25d12 (2d8-1D), crit 19-20 Colossal (Heavy)	30d12 (2d8+1D), crit 19-20 Colossal (Superheavy)
Maser Cannon (42; Res +2)	21d8 (1d8D) Colossal (Ultralight)	28d8 (1d10+1D) Colossal (Light)	35d8 (4d4-2D), crit 19-20 Colossal (Mediumweight)	42d8 (2d8D), crit 19-20 Colossal (Heavy)
Maser Cannon, Heavy (45; Mil +3)	27d8 (1d10D) Colossal (Light)	36d8 (4d4-2D) Colossal (Mediumweight)	45d8 (2d8+1D), crit 19-20 Colossal (Heavy)	54d8 (3d6+2D), crit 19-20 Colossal (Superheavy)
Missile, Nova Burst (45; Mil +3)	20d8 (1d8D), crit 18-20 (x3 damage); Colossal	20d8 (1d8D), crit 17-20 (x4 damage); Colossal	20d8 (1d8D), crit 16-20 (x5 damage); Colossal	---
Missile, Starload (45; Mil +3)	20d8 (1d8D), crit 17-20 (x3 damage); Colossal	20d8 (1d8D), crit 16-20 (x4 damage); Colossal	20d8 (1d8D), crit 15-20 (x5 damage); Colossal	---
Neutronium Driver (42; Res +2)	18d12 (1d10D) Colossal (Light)	24d12 (4d4-2D) Colossal (Mediumweight)	30d12 (2d8+1D), crit 19-20 Colossal (Heavy)	36d12 (3d6+2D), crit 19-20 Colossal (Superheavy)
Sliver Gun (39; Mil +3)	12d12 (2d4-1D) Colossal (Ultralight)	16d12 (4d3-3D) Colossal (Light)	20d12 (1d12D), crit 19-20 Colossal (Mediumweight)	24d12 (4d4-2D), crit 19-20 Colossal (Heavy)
Zero Bore (52; Mil +3)	24d8 (4d4-3D) Colossal (Light)	32d8 (2d6D) Colossal (Mediumweight)	40d8 (2d8D), crit 19-20 Colossal (Heavy)	48d8 (3d6D), crit 19-20 Colossal (Superheavy)
TL 9 Weapons:				
Blacklaser (50; Mil +3)	24d8 (4d4-3D) Gargantuan (Ultralight)	32d8 (2d6D) Colossal (Ultralight)	40d8 (2d8D), crit 19-20 Colossal (Light)	48d8 (3d6D), crit 19-20 Colossal (Mediumweight)
Singularity Cannon (53; Mil +3)	30d8 (1d12D) Colossal (Light)	40d8 (2d8D) Colossal (Mediumweight)	50d8 (2d10D), crit 19-20 Colossal (Heavy)	60d8 (3d8D), crit 19-20 Colossal (Superheavy)
String Projector (54; Mil +3)	18d12 (1d10D) Colossal (Light)	24d12 (4d4-2D) Colossal (Mediumweight)	30d12 (2d8+1D), crit 19-20 Colossal (Heavy)	36d12 (3d6+2D), crit 19-20 Colossal (Superheavy)
Tachyon Gun (52; Mil +3)	24d8 (4d4-3D) Colossal (Ultralight)	32d8 (2d6D) Colossal (Light)	40d8 (2d8D), crit 19-20 Colossal (Mediumweight)	48d8 (3d6D), crit 19-20 Colossal (Heavy)

Weapon Type (Purchase DC; Rest.): This gives the name of the weapon, as well as the base Purchase DC and the Restriction level of the weapon.

Dual-Linked Cannon (+3) or 2 Missile Battery (+2): This gives the stats for the weapon if it's an upgrade to a dual-linked cannon (resulting in a +3 Purchase DC modifier), or the stats for the missile type if in a 2 missile battery (resulting in a +2 Purchase DC modifier). The minimum size category to bear such a weapon system is also given.

Quad-Linked Cannon (+6) or 3 Missile Battery (+4): This gives the stats for the weapon if it's an upgrade to a quad-linked cannon (resulting in a +6 Purchase DC modifier), or the stats for the missile type if in a 3 missile battery (resulting in a +4 Purchase DC modifier). The minimum size category to bear such a weapon system is also given.

X8 Main Cannon (+9) or 4 Missile Battery (+6): This gives the stats for the weapon if it's upgraded to a main cannon (resulting in a +9 Purchase DC modifier), or the stats for the missile type if in a 4 missile battery (resulting in a +6 Purchase DC modifier). The minimum size category to bear such a weapon system is also given.

X16 Main Cannon (+12): This gives the stats for the weapon if it's upgraded to a main cannon (resulting in a +12 Purchase DC modifier). The minimum size category to bear such a weapon system is also given.

Table: Starship Sensor Systems

Sensor System:	Purchase DC:	Restriction:
Class I Sensor Array (TL 5)	21	None
Class II Sensor Array (TL 6)	27	None
Class III Sensor Array (TL 6)	30	None
Targeting System (TL 6)	Varies; see description	Lic (+1)
Class IV Sensor Array (TL 7)	33	None
Class V Sensor Array (TL 7)	36	None
Quantum Disentangler ECCM Sensor Suite (TL 7)	35	Mil (+3)
Targeting System, Improved (TL 7)	Varies; see description	Lic (+1)
Class VI Sensor Array (TL 8)	39	None
Class VII Sensor Array (TL 8)	42	None
Achilles Targeting Software (TL 8)	Varies; see description	Res (+2)
Crackerjack Neural Link (TL 8)	15 + (1/2 base starship DC)	Res (+2)
Class VIII Sensor Array (TL 9)	45	None
Class IX Sensor Array (TL 9)	48	None

Table: Starship Communications Systems

Communications System (TL):	Effective Speed / Range:	Purchase DC:
Radio Transceiver (TL 5)	Speed of light / LOS or omnidirectional	21
Laser Transceiver (TL 6):	Speed of light / Unidirectional (secure)	23
Drivesat Comm Array (TL 7)	5 light-years per hour / only Colossal (Med+) starships	53
Mass Transceiver (TL 7)	Instantaneous / 100 AU range maximum	25
Drive Transceiver (TL 8)	5 light-years per hour / 50 light-year range maximum	28
Ansible (TL 9)	Instantaneous / Unlimited range (secure)	33

APPENDIX: OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying

or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE