

TOOTH FAIRY

This gaunt fairy has tattered ears, black eyes, and a huge mouth filled with mismatched teeth. It carries an oversized pair of pliers.

TOOTH FAIRY

CR 1/4



XP 100

CE Diminutive fey (extraplanar)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 5 (2d6-2)

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

DR 2/cold iron

OFFENSE

Speed 15 ft., fly 60 ft. (perfect)

Melee +1 *pliers* +8 (1d4-2/19-20/x2), bite +7 (1d4-3 plus paralysis)

Space 1 ft.; **Reach** 0 ft. (5 ft. with pliers)

Special Attacks death throes, paralysis (1d3 rounds, DC 11), pliers, tricky thief

Spell-Like Abilities (CL 5th; concentration +7)

At will—*mage hand*, *open/close*
1/day—*invisibility* (self only),
sleep (DC 13)

STATISTICS

Str 5, **Dex** 14, **Con** 9, **Int** 8, **Wis** 15,
Cha 14

Base Atk +1; **CMB** -1 (+3 dirty trick, +7 steal); **CMD** 6 (8 vs. steal)

Feats Weapon Finesse, Improved Steal^{B, APG}, Greater Steal^{B, APG}

Skills Acrobatics +7 (+3 when jumping), Escape Artist +7, Fly +16, Perception +7, Sense Motive +7, Stealth +19; **Racial**

Modifiers -4 Acrobatics when jumping

Languages Sylvan

ECOLOGY

Environment any urban or plains

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

Treasure standard

SPECIAL ABILITIES

Death Throes (Su) When killed, a tooth fairy explodes into a cloud of sparkling white fairy dust that clings to creatures within 5 feet. This glittery substance has a stench so foul that it sickens any creature coated by it for 1d4 rounds (Fortitude DC 10 negates). This is a poison effect. The save DC is Constitution-based.



Pliers (Su) Each tooth fairy owns a pair of pliers it uses to torment its victims. In the hands of a tooth fairy, the pliers deal damage as a +1 *dagger* wielded by a Medium creature. The pliers have hardness 10 and 3 hit points. If its pliers are destroyed, a tooth fairy is stunned for 1 round. If the tooth fairy is killed, the pliers rust away into worthless splinters 1d4 rounds later. A tooth fairy can create a new pair of pliers by spending one hour crafting (no materials required), which destroys the previous pair. The pliers grant the tooth fairy the Greater Dirty Trick^{APG} feat and a +4 bonus on dirty trick and steal combat maneuvers.

Tricky Thief (Su) A tooth fairy can use a dirty trick combat maneuver with its pliers to pinch an opponent's fingers, or a steal combat maneuver to steal an opponent's tooth. A finger pinch deals 1 point of Dexterity damage. Stealing a tooth deals 1 point of Charisma damage and 1 point of bleed damage. If the stolen tooth is reattached within 10 minutes and the character receives any amount of magical healing, the tooth reattaches, the bleed damage ends, and the Charisma damage is cured.

Tooth fairies are fey created when a willful child's tooth (or, rarely, a whole child) is buried in a place with strong connections to the mysterious realm of the fey.

Wicked and capricious, tooth fairies delight in spreading fear and pain, and have a perverse need to steal the teeth of humanoid creatures.

Each night, gangs of tooth fairies stalk humanoid settlements, using their magic to confuse and distract their victims, and reveling in the looks of horror on their victims' faces as the fey suddenly appear out of the darkness with their dirty, bloody pliers. The fairies then lull their targets to sleep and get to work at claiming their prizes. Some cautious fairies bite their targets to paralyze them and ensure the victims can't wriggle away from the fairy's grasping pliers; others enjoy the sounds of creatures awakening to their own screams as the fairy torments them with harsh pinches and painful tugs on fingers, teeth, or eyelids.

Tooth fairies use stolen teeth either to replace their own lost teeth (if the stolen teeth are small) or to decorate their dwellings, which usually lie inside abandoned buildings or knotholes in trees. Used as stools, carved into minuscule sculptures, or worn as crowns, the prized teeth serves as trophies of their successful raids.

Illustration by Damien Mammoliti

TORTOISE, GIANT

This tortoise is half the height of a human, and has a domed shell, leathery skin, and a long neck.

GIANT TORTOISE CR 1   

XP 400
 N Medium animal
Init -2; **Senses** low-light vision; Perception +7

DEFENSE
AC 16, touch 8, flat-footed 16 (-2 Dex, +8 natural)
hp 22 (3d8+9)
Fort +8, **Ref** +1, **Will** +2

OFFENSE
Speed 10 ft.
Melee bite +4 (1d6+3)

STATISTICS
Str 14, **Dex** 7, **Con** 16, **Int** 2, **Wis** 13, **Cha** 9
Base Atk +2; **CMB** +4; **CMD** 12 (16 vs. trip)
Feats Endurance, Great Fortitude
Skills Perception +7 (+3 for sound-based checks); **Racial Modifiers** -4 Perception for sound-based checks
SQ buoyant, shell, slow and steady

ECOLOGY
Environment warm deserts or islands
Organization solitary, pair, or herd (6-12)
Treasure none

SPECIAL ABILITIES

Buoyant (Ex) A tortoise that fails a Swim check by 5 or more does not sink.

Shell (Ex) As a move action, a tortoise can pull its extremities and head into its shell. It can't move or attack as long as it remains in this state, but its armor bonus from natural armor increases by 4 as long as it does. It may end this state as a move action.

Slow and Steady (Ex) A tortoise's speed is never modified by armor or encumbrance.

Giant tortoises typically live on tropical islands without large predators. Despite their impressive shells, their slow speed makes them easy prey, especially for vermin and other creatures that consume their eggs. Tortoises are herbivores, and can survive for months or even years without food or water. Despite being poor swimmers, their buoyancy and long necks capable mean they can survive for significant periods at sea.

A typical giant tortoise is 3-1/2 feet tall to the top of the shell and weighs 500 pounds.

TORTOISE, IMMENSE

Plants and even trees grow atop the shell of this massive tortoise, which gazes about with dull, placid eyes.

IMMENSE TORTOISE CR 8   

XP 4,800
 N Colossal animal
Init -2; **Senses** low-light vision; Perception +14

DEFENSE
AC 25, touch 0, flat-footed 25 (-2 Dex, +25 natural, -8 size)
hp 126 (11d8+77)
Fort +16, **Ref** +5, **Will** +3

OFFENSE
Speed 20 ft.
Melee bite +15 (4d6+22/19-20)
Space 30 ft.; **Reach** 30 ft.
Special Attacks trample (2d8 + 22, DC 30)

STATISTICS
Str 40, **Dex** 7, **Con** 24, **Int** 2, **Wis** 11, **Cha** 9
Base Atk +8; **CMB** +31; **CMD** 39 (43 vs. trip)
Feats Critical Focus, Endurance, Great Fortitude, Improved Critical (bite), Improved Great Fortitude, Power Attack
Skills Perception +14 (+10 for sound-based checks); **Racial Modifiers** -4 Perception for sound-based checks
SQ buoyant, shell, slow and steady (see giant tortoise)

ECOLOGY
Environment warm islands
Organization solitary
Treasure none

These immense, ancient tortoises never stop growing.



Illustration by Rudy Rodriguez



TROX

This hulking juggernaut has two massively muscled arms and a group of four smaller ones that jut from under its rib cage.

TROX

CR 2



XP 600

TroX barbarian 1

CN Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 10, touch 8, flat-footed 9 (+2 armor, +1 Dex, -2 rage, -1 size)**hp** 17 (1d12+5)**Fort** +6, Ref +1, Will +2

OFFENSE

Speed 40 ft., burrow 20 ft.**Melee** warhammer +7 (2d6+7/×3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** frenzy, rage (6 rounds/day)

TACTICS

Base Statistics When not raging, the trox's statistics are **AC** 12, touch 10, flat-footed 11; **hp** 15; **Fort** +4, **Will** +0; warhammer +5 (2d6+5/×3); **Str** 21, **Con** 14; **CMB** +7, **CMD** 18; **Skills** Climb +9.

STATISTICS

Str 25, **Dex** 13, **Con** 18, **Int** 8, **Wis** 10, **Cha** 6**Base Atk** +1; **CMB** +9 (+11 grapple); **CMD** 18 (20 vs. grapple)**Feats** Improved Grapple⁸, Power Attack**Skills** Climb +11, Intimidate +2, Survival +4**Languages** Terran**SQ** fast movement, grabbing appendages

ECOLOGY

Environment tropical deserts**Organization** solitary, band (2-8), or clan (9-20)**Treasure** NPC gear (leather armor, warhammer, other treasure)

SPECIAL ABILITIES

Frenzy (Ex): Once per day when a trox takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a -2 penalty to AC.

Grabbing Appendages (Ex): A trox's smaller arms are useful for little more than aiding grappling. Trox gain Improved Grapple as a bonus feat, and can maintain a grapple and still make attacks with their main arms.

Trox were once members of a much smaller and more docile race of subterranean burrowers, but were long ago enslaved by the duergar and bred into useful brutes. Eventually, several clans of trox were able to escape their slavers and reach the surface world, though they found the creatures above were just as eager to enslave them. Most trox still live a life of servitude. A free trox tends to be loyal to its true friends and inquisitive, though it can harbor deep grudges and resentments.

TROX CHARACTERS

Trox are defined by their class levels—they do not possess racial Hit Dice. Despite having no racial Hit Dice, trox are powerful creatures and their CR is 2 higher than a human of the same level. All trox have the following racial traits.

+6 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma:

Trox are very strong, but they can be dim, unreceptive, and inhospitable.

Normal Speed: Trox have a base speed of 30 feet.

Large: Trox are Large and take a -1 size penalty to AC, take a -4 size penalty on Stealth checks, and gain a +1 size bonus on combat maneuver checks and to combat maneuver defense.

Darkvision 60 ft.: Trox can see in the dark up to 60 feet.

Burrow: Trox have a burrow speed of 20 feet.

Frenzy: See stat block above.

Grabbing Appendages: See stat block above.

Languages: Terran. A Trox with a high Intelligence score can choose from the following: Common, Dwarven, Giant, Orc, and Undercommon.



TUNCHE

Standing on three legs, this creature is a mix of dangerous jungle animals and plants fused into one deadly predator.

TUNCHE

CR 17



XP 102,400

CN Huge fey

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +33

DEFENSE

AC 31, touch 13, flat-footed 26 (+5 Dex, +18 natural, -2 size)

hp 262 (25d6+175)

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

DR 15/cold iron and slashing

OFFENSE

Speed 50 ft., climb 20 ft., swim 20 ft.; feather step

Melee bite +22 (2d8+11/19-20 plus poison), 4 claws +22 (3d6+11)

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

Special Attacks poison, rend (2 claws, 3d6+16)

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

Constant—*speak with plants, tongues*

At will—*burst of nettles*^{UM} (DC 20), *entangle* (DC 18), *tree shape*, *tree stride*, *ventriloquism*, *warp wood* (DC 19)

7/day—*diminish plants*, *plant growth*, *wall of thorns*

3/day—*control plants* (DC 25), *move earth*, *true seeing*

STATISTICS

Str 33, **Dex** 21,

Con 24, **Int** 12,

Wis 20, **Cha** 25

Base Atk +12; **CMB** +25 (+27 bull rush); **CMD** 40 (42 vs. bull rush, 42 vs. trip)

Feats Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)



Skills Acrobatics +21 (+29 when jumping), Bluff +22, Climb +19, Intimidate +32, Knowledge (geography) +29, Knowledge (nature) +29, Perception +33, Sense Motive +33, Stealth +25 (+33 in forests), Swim +19; **Racial Modifiers** +8 Acrobatics when jumping, +8 Stealth in forests

Languages Aklo, Sylvan; *speak with plants, tongues*
SQ change shape (Small or Medium humanoid; *alter self*), sound mimicry (sounds and voices)

ECOLOGY

Environment warm forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Feather Step (Su) A tunche in a forest ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

Poison (Ex) Bite—injury; *save* Fort DC 29; *frequency* 1/round for 6 rounds; *effect* 1d4 Con and 1d4 Wis plus nauseated for 1 round; *cure* 2 consecutive saves.

A tunche is a bizarre forest creature with twisted feline legs, a dense body resembling jungle undergrowth, clawed arms like those of a praying mantis, and a head resembling a cross between a monstrous spider's head and a jungle orchid. Although it has plant and animal features, a tunche is neither plant nor animal and is immune to effects that specifically target such creatures. Considering itself the ultimate protector of the jungle, a tunche prowls its domain in search of any who might despoil this vibrant and lush environment. If a tunche encounters travelers who treat the jungle with proper respect, it might simply observe them or demand an offering in exchange for allowing them to pass through its territory.

A tunche especially enjoys toying with its victims, using its magic to confuse and mislead its opponents. A tunche rarely kills a foe without toying with it first, unless the target is actively harming plants or animals.

A tunche stands 20 feet tall and weighs 4,000 pounds.

Illustration by Shreyas Shetty



TYRANT JELLY

This amber-colored ooze contains the preserved larva of a giant insect, almost like a monstrous brain.

TYRANT JELLY

CR 9/MR 3



XP 6,400

N Large ooze (mythic)

Init +2^M; **Senses** blindsight 60 ft.; Perception +11

DEFENSE

AC 23, touch 4, flat-footed 23 (-5 Dex, +29 natural, -1 size)

hp 129 (10d8+84); fast healing 5

Fort +11, **Ref** -2, **Will** +6

DR 5/epic; **Immune** electricity, ooze traits, piercing damage, slashing damage

OFFENSE

Speed 20 ft., climb 10 ft.

Melee slam +12 (6d6+6 plus 1d6 acid plus grab and poison)

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

Special Attacks constrict (6d6+4 plus 1d6 acid plus grab and poison), mythic power (3/day, surge +1d6), poison

Spell-Like Abilities (CL 10th; concentration +11)

3/day—*charm monster* (vermin only), *giant vermin*, *hold monster* (vermin only), *dominate monster* (vermin only)

STATISTICS

Str 18, **Dex** 1, **Con** 22, **Int** 5, **Wis** 12, **Cha** 13

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 17 (can't be tripped)

Feats Great Fortitude, Improved Initiative^M, Iron Will, Step Up, Weapon Focus^M (slam)

Skills Climb +12, Perception +11

SQ compression, control vermin, create spawn, vermin empathy

ECOLOGY

Environment any underground

Organization solitary or nest (1 plus 7-19 giant wasps)

Treasure standard

SPECIAL ABILITIES

Control Vermin (Ex) A tyrant jelly's spell-like abilities work on mindless vermin that have exoskeletons (bees, centipedes, crabs, flies, wasps, and so on), but not soft-bodied creatures such as leeches, slugs, or worms.

Create Spawn (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to a tyrant jelly. Instead, part of the creature splits off into an ochre jelly. This new jelly has 30 hit points and fast healing 5; the tyrant jelly loses 30 hit points when it splits off. The new jelly is under the control of the tyrant jelly. A tyrant jelly with 30 hit points or fewer can't split again, and dies if reduced to 0 hit points. A tyrant jelly can reabsorb an adjacent spawn as a full-round action, destroying the spawn and adding the spawn's current hit points to its own.

Poison (Ex) Slam—injury; *save* Fort DC 21; *frequency* 1/round for 4 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.

Vermin Empathy (Su) A tyrant jelly can improve the attitude of vermin as a druid can with animals. Vermin have a starting attitude of unfriendly.

When an ochre jelly infiltrates a colony of giant bees or wasps and consumes a queen egg, a strange reaction sometimes occurs between the jelly's fluids and the egg, resulting in a tyrant jelly—an intelligent ooze using an immature insect as a primitive brain. The tyrant jelly has unusual powers over vermin, and quickly takes control of the colony, sending its drones to gather food to sate its unnatural hunger. Other vermin are attracted to the scent of these creatures, and then fall under the tyrant's sway—a colony often has giant bees, centipedes, spiders, and wasps working together.

A tyrant jelly's primary interests are food and survival. Magic or telepathy might allow a creature to bargain with it, exchanging food for its cooperation. Some insect cults hunt tyrant jellies, believing their strange substance has properties similar to a giant bee's royal jelly (*Pathfinder RPG Bestiary* 2 43) or can increase the intelligence of other vermin.

Illustration by Dave Allsop

UDAÆUS

This armored humanoid has skin resembling white bone, carved with images of weapons and dragons.

UDAÆUS

CR 4/MR 1



XP 1,200

N Medium humanoid (mythic, udaeus)

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 22, touch 11, flat-footed 21 (+7 armor, +1 Dex, +1 natural, +3 shield)

hp 38 (4d8+20); fast healing 1

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

Resist fire 30 (see energy resistance below)

OFFENSE

Speed 20 ft.

Melee +1 shortspear +9 (1d6+6)

Ranged mwk javelin +5 (1d6+3)

Special Attacks infuse arms and armor, mythic power (1/day, surge +1d6)

Spell-Like Abilities (CL 4th; concentration +3)
1/day—*barkskin*, *true strike*

STATISTICS

Str 17, **Dex** 13, **Con** 16, **Int** 10,

Wis 12, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** 17

Feats Endurance^B, Weapon Focus^M (shortspear), Weapon Specialization (shortspear)

Skills Intimidate +3, Perception +5

Languages Celestial, Common

SQ armor and weapon training, fighter training

ECOLOGY

Environment any land or urban

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

Treasure NPC gear (mwk shortspear, mwk breastplate, mwk heavy steel shield, 4 javelins, other treasure)

SPECIAL ABILITIES

Armor and Weapon Training (Ex) Udaeoi are proficient with simple weapons, martial weapons, light armor, medium armor, heavy armor, and shields (including tower shields).

Energy Resistance (Ex) An udaeus has resistance 30 against one type of energy. By performing a ritual that takes one day, an udaeus can change its energy resistance to a

different energy type (either acid, cold, electricity, or fire).

Most udaeoi choose fire resistance unless they expect to fight a creature using a specific energy type.

Fighter Training (Ex) An udaeus counts its racial Hit Dice as fighter levels for the purpose of qualifying for feats. If it has levels in fighter, these Hit Dice stack.

Infuse Arms and Armor (Ex) Any improvised weapon an udaeus wields is treated as a comparable normal weapon. Any normal weapon an udaeus wields is treated as a masterwork weapon. Any masterwork weapon it wields is treated as a weapon with a magical +1 enhancement bonus. Any weapon with a magical enhancement bonus it wields is treated as though its enhancement bonus were 1 higher than its actual value (to a maximum of +6). This ability also applies to armor and shields (normal is treated as masterwork, masterwork is treated as +1, and +1 or higher is treated as 1 higher than actual).

An udaeus (plural udaeoi) is a fierce humanoid who's obsessed with perfecting its skills at war. The first udaeoi were obedient warriors created by a deity out of dragon teeth, but now they are a distinct race and capable of reproducing on their own. Though an udaeus loves combat and is eager to demonstrate its abilities, it is violent only when it's in an honorable battle; only a desperate or manipulated udaeus would resort to thuggery.

Udaeoi resemble tall, athletic humans with bone-white skin and black hair. They mark themselves with tattoos or brands, usually of weapons, dragons, or battle scenes. When an udaeus hardens its flesh with its innate magic, these markings look like carvings and cracks in a marble statue. Udaeoi might hire themselves out as mercenaries or serve as soldiers in a local army. Udaeoi prefer to fight alongside their own kind, and a squadron usually comprises members of the same fighting company or family unit.



Illustration by Emiliano Petroszi

VAMPIRE, NOSFERATU

This somberly dressed but feral-looking gaunt man has yellowed, ratlike fangs and ragged, clawed fingers.

NOSFERATU

CR 10

XP 9,600

Male human nosferatu rogue 9

NE Medium undead (augmented humanoid, human)

Init +11; **Senses** darkvision 60 ft., low-light vision, scent;
 Perception +28

DEFENSE

AC 30, touch 18, flat-footed 23 (+4 armor, +1 deflection, +6 Dex, +1 dodge, +8 natural)

hp 71 (9d8+27); fast healing 5

Fort +7, **Ref** +16, **Will** +7; +3 vs. traps

Defensive Abilities channel resistance +4, evasion, improved uncanny dodge, trap sense +3; **DR** 5/wood and piercing;

Immune undead traits; **Resist** cold 10, electricity 10, sonic 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d6+3)

Special Attacks blood drain (1d4 Con and 1d4 Wis), dominate (DC 17), sneak attack +5d6, telekinesis (DC 17)

STATISTICS

Str 16, **Dex** 24, **Con** —, **Int** 16, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 28

Feats Alertness^B, Dodge, Improved Initiative^B, Lightning Reflexes^B, Mobility, Power Attack, Skill Focus^B (Perception), Skill Focus^B (Stealth), Spring Attack, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +19, Bluff +15, Climb +15, Intimidate +15, Knowledge (dungeoneering) +15, Knowledge (history) +12, Knowledge (local) +15, Knowledge (religion) +12, Perception +28, Sense Motive +13, Stealth +30, Survival +12, Swim +15, Use Magic Device +15; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Aklo, Common; telepathy 60 ft.

SQ rogue talents (bleeding attack +5, fast stealth, stand up, surprise attack), spider climb, swarm form, trapfinding +4

ECOLOGY

Environment any urban or ruins

Organization solitary

Treasure NPC gear (*wand of scorching ray* [10 charges], +2 *leather armor*, *belt of incredible dexterity* +2, *cloak of resistance* +1, *ring of protection* +1, other treasure)

Nosferatu are savage undead who may be the progenitors of the common, more refined vampires. The curse of the nosferatu lacks the elegance and romance of its modern form, harkening to a forgotten age of verminous

hunger and eerie powers. Granted immortal life but not immortal youth, nosferatu are withered, embittered creatures unable to create others of their kind, as they somehow lost that ability long ago.

Their ancient sensibilities still reflect the cruelty of epochs past, and their age-spanning plots are untethered by the modern affliction of morality. Nosferatu resent common vampires (which they call “moroi,” an ancient term from a lost language) for their beauty, whereas those vampires scorn the nosferatu as bestial relics of an earlier age, best hidden away in remote ruins so as not to sully the charismatic reputation of “true” vampires.

Because nosferatu can’t create spawn, any nosferatu in existence are very old—created long ago in a time before they lost the ability to infect others with their undead curse. Most nosferatu live in isolated places with few visitors, and a nosferatu could be a thousand years old and yet have fewer than a dozen character levels because it lacks sufficient foes to challenge it or the initiative to train itself.

CREATING A NOSFERATU

“Nosferatu” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most nosferatu were once humanoids, fey, or monstrous humanoids. A nosferatu uses the base creature’s stats and abilities except as noted here.

CR: Same as the base creature +2.

AL: Any evil.

Type: The creature’s type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A nosferatu gains darkvision 60 ft., low-light vision, and scent.

Armor Class: Natural armor improves by 8.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As an undead, a nosferatu uses its Charisma modifier to determine its bonus hit points (instead of Constitution).

Defensive Abilities: A nosferatu gains channel resistance +4 and DR 5/wood and piercing (this includes all wood-shafted weapons such as arrows, crossbow bolts, spears, and javelins, even if the weapon’s actual head is made of another material). It also gains resistance 10 to cold, electricity, and sonic.

A nosferatu gains fast healing 5. If reduced to 0 hit points in combat, a nosferatu assumes its swarm form (see below) and attempts to escape. It must reach its coffin within 1 hour or be utterly destroyed. (In swarm form, it can normally travel up to 5 miles in 1 hour.) Additional damage dealt to a nosferatu forced into swarm form has no effect. Once at rest, the nosferatu 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.

Weaknesses: A nosferatu can't tolerate the strong odor of garlic, and won't enter an area laced with it. Similarly, it recoils from mirrors or strongly presented holy symbols. These things don't harm the nosferatu—they merely keep it at bay. A recoiling nosferatu must stay at least 5 feet away from the mirror or holy symbol and can't touch or make melee attacks against that creature. Holding a nosferatu at bay takes a standard action. After 1 round, a nosferatu can overcome its revulsion of the object and function normally each round it succeeds at a DC 25 Will save.

A nosferatu cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a nosferatu's hit points to 0 incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay nosferatu. Exposing any nosferatu to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water deals an amount of damage to a nosferatu equal to one-third of its full normal hit points—a nosferatu reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless nosferatu's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless its head is also severed and anointed with holy water.

Speed: Same as the base creature. If the base creature has a swim speed, the nosferatu is not harmed by running water.

Melee: A nosferatu gains two claw attacks if the base creature didn't have any (1d4 points of damage for a Small nosferatu, 1d6 points of damage for a Medium one).

Special Attacks: A nosferatu gains several special attacks. Its save DCs are equal to 10 + 1/2 the nosferatu's Hit Dice + the nosferatu's Cha modifier unless otherwise noted.

Blood Drain (Ex): A nosferatu can suck blood from a helpless, willing, or grappled living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, draining 1d4 points of Constitution and Wisdom each round

the pin is maintained. On each round it drains blood, the nosferatu gains 5 temporary hit points that last for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).

Dominate (Su): A nosferatu can crush a humanoid opponent's will as a standard action. Anyone the nosferatu targets must succeed at a Will save or fall instantly under the nosferatu's influence, as though by a *dominate person* spell (caster level 12th). This ability has a range of 30 feet. At the GM's discretion, some nosferatu (such as a very old one or with an unusually strong bloodline) might be able to affect different creature types with this power.

Telekinesis (Su): As a standard action, a nosferatu can use *telekinesis* (caster level 12th).

Special Qualities: A nosferatu gains the following.

Spider Climb (Ex): A nosferatu can climb sheer surfaces as though under the effects of a *spider climb* spell.

Swarm Form (Su): As a standard action, a nosferatu can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The nosferatu gains the natural weapons and extraordinary special attacks of the swarm it has transformed into. The swarm has the same number of hit points as the nosferatu. While in swarm form, a nosferatu can't use its claw attacks or any of its special attacks. It retains the defensive abilities, weaknesses, and special qualities it gains from being a nosferatu, counts as an undead creature, and can use any of the swarm's abilities and defenses. It can remain in swarm form until it assumes another form or until the next sunrise.

Telepathy (Su): A nosferatu can communicate telepathically with any creature within 60 feet that speaks the same language it does. In addition, a nosferatu can use this ability to communicate with any animal, magical beast, or vermin.

Ability Scores: Str +2, Dex +4, Int +2, Wis +6, Cha +4. As an undead creature, a nosferatu has no Constitution score.

Skills: A nosferatu gains a +8 racial bonus on Perception, Sense Motive, and Stealth checks.

Feats: A nosferatu gains Alertness, Improved Initiative, Lightning Reflexes, and Skill Focus (in two different skills) as bonus feats.

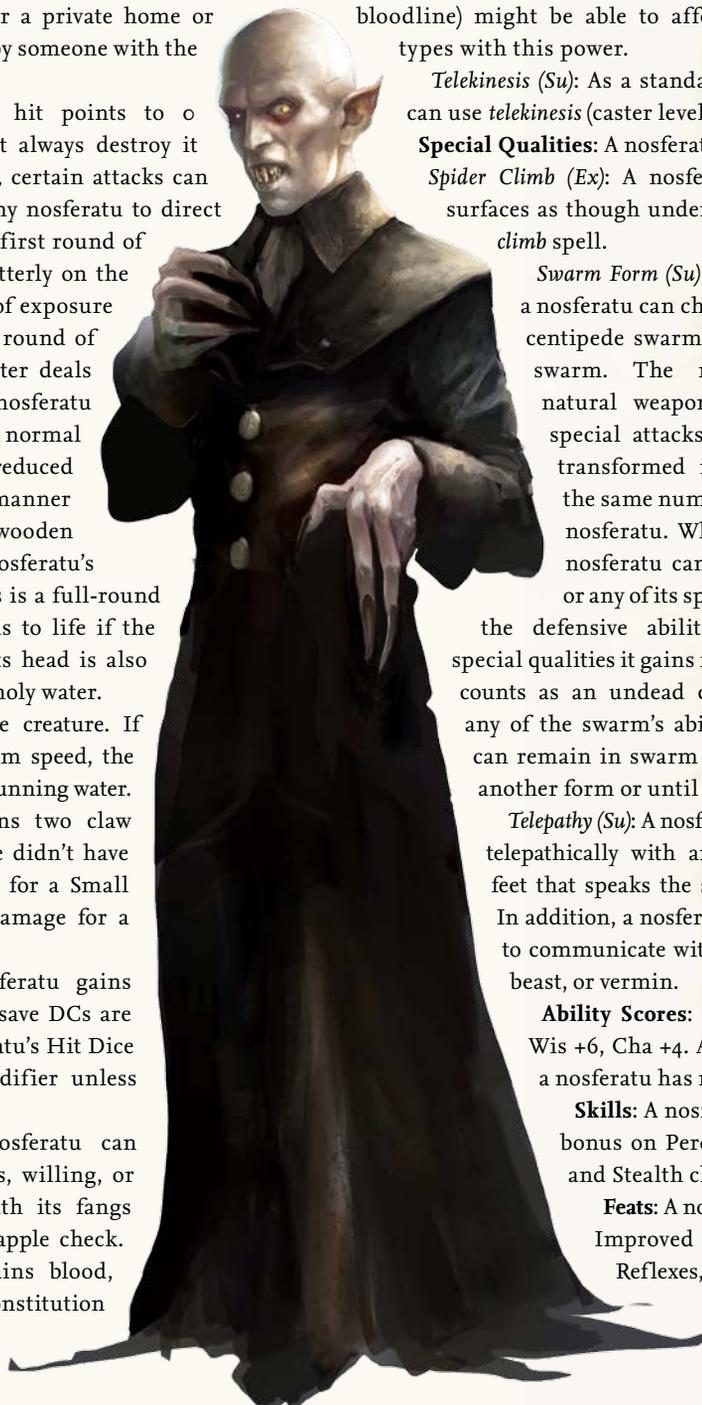


Illustration by Alberto Dal Lago

VOUIVRE

One half of this creature is a nude woman, and the other is the front end of a slithering, winged dragon.

VOUIVRE

CR 12


XP 19,200

CE Large monstrous humanoid (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 152 (16d10+64)

Fort +9, **Ref** +11, **Will** +14; +4 vs. mind-affecting effects

Defensive Abilities unwavering mind; **Immune** cold; **Resist** fire 10, sonic 10

OFFENSE

Speed 30 ft., fly 40 ft. (poor), swim 50 ft.

Melee bite +20 (3d6+4 plus grab), 2 claws +20 (2d6+4/19-20), 2 wings +14 (1d8+2)

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

Special Attacks breath weapon (30-ft. cone, 8d6 fire, Reflex DC 22 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 13th; concentration +17)

At will—*charm person* (DC 15), *comprehend languages*, *ghost sound* (DC 14), *speak with animals* (snakes only)

1/day—*charm animal* (DC 15, snakes only), *shout* (DC 18), *song of discord* (DC 19)

STATISTICS

Str 19, **Dex** 13, **Con** 18, **Int** 11, **Wis** 14, **Cha** 18

Base Atk +16; **CMB** +21 (+25 grapple); **CMD** 32 (can't be tripped)

Feats Critical Focus, Deafening Critical, Great Fortitude, Improved Critical (claw), Improved Initiative, Iron Will, Weapon Focus (bite), Weapon Focus (claw)

Skills Bluff +20, Fly +6, Intimidate +15, Perception +17, Sense Motive +10, Stealth +12, Swim +12

Languages Common, Sylvan

SQ amphibious, snake empathy

ECOLOGY

Environment temperate forests, lakes, or rivers

Organization solitary or harem (1 plus 4-10 snakes)

Treasure standard

SPECIAL ABILITIES

Snake Empathy (Ex) A vouivre can communicate and empathize with snakes. It can use Diplomacy to alter such an animal's attitude, and when doing so gains a +4 racial bonus on the check.

Unwavering Mind (Ex) A vouivre gains a +4 bonus on saving throws to resist mind-affecting effects.

A vouivre is a deceptive and monstrous predator that looks like a humanoid woman from the waist up and the front end of a green-scaled dragon from the waist down. It shuns the company of its own kind, preferring evil fey (particularly water-dwelling ones such as nixies) for intelligent conversation and mundane snakes for companionship. A vouivre is 12 feet long from head to head, weighs 500 pounds, and can live 200 years.

Vouivres make their homes in small caves near calm waters. They like to decorate their lairs with shiny coins, jewelry, and bright silks. One might place some of its treasure in the water outside to lure in curious humanoids, and bathe in these waters as a further enticement, hiding its reptilian half until prey is within striking distance. Because a vouivre can breathe water or air (from either head), it often grabs a creature, then retreats underwater to wait for the opponent to drown. It prefers humanoid flesh, but will feed on any available warm-blooded prey. Vouivres have an affinity for music, and their magic is often accompanied by singing or subtle musical vibrations from their scales.

When a vouivre dies, its dragon head disgorges a 2-foot-diameter glassy egg. After around 6 weeks, the egg hatches into one or two vouivres, which take 7 years to reach maturity. These offspring resemble humanoids the mother has eaten, so it prefers to feast on attractive and strong victims. The young also adapt to the appearance of nearby reptilian creatures.



WALRUS

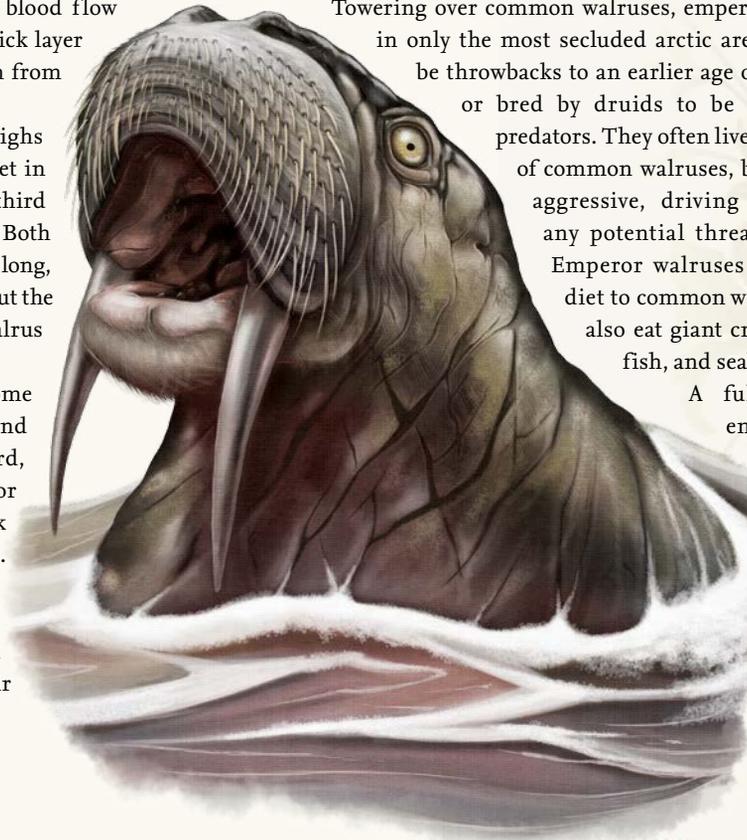
Two long tusks jut from the mouth of this bulky, bewhiskered creature. It walks clumsily on flippers instead of feet.

WALRUS	CR 3	  
XP 800		
N Large animal		
Init +0; Senses low-light vision; Perception +7		
DEFENSE		
AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)		
hp 30 (4d8+12)		
Fort +7, Ref +4, Will +2		
OFFENSE		
Speed 10 ft., swim 40 ft.		
Melee bite +8 (1d8+7)		
Space 10 ft.; Reach 5 ft.		
STATISTICS		
Str 21, Dex 11, Con 16, Int 2, Wis 13, Cha 6		
Base Atk +3; CMB +9; CMD 19 (can't be tripped)		
Feats Endurance, Weapon Focus (bite)		
Skills Perception +7, Swim +17		
SQ hold breath		
ECOLOGY		
Environment cold oceans		
Organization solitary, pair, or herd (3-24)		
Treasure none		

Walrus normally have gray or brown hides, fading to nearly white when immersed in cold water, and turning pink from increased blood flow when basking in the sun. A thick layer of blubber serves as protection from both predators and cold.

A typical male walrus weighs 1 to 2 tons and measures 10 feet in length, with females about a third lighter and about 9 feet long. Both sexes have tusks up to 3 feet long, and stiff whiskers used to feel out the hiding places of shellfish. A walrus lives up to 40 years.

Owing to their fearsome tusks, prodigious strength, and willingness to fight as a herd, only the most aggressive or hungry polar predators risk attacking an adult walrus. People hunt walrus for meat and for their tusks, valued for their worth as ivory and as impressive trophies in their own right.



WALRUS, EMPEROR

Thick folds of skin protect this massive sea mammal like fleshy armor. Tusks as tall as humans jut from its whiskered face.

EMPEROR WALRUS	CR 8	  
XP 4,800		
N Gargantuan animal		
Init -1; Senses low-light vision; Perception +16		
DEFENSE		
AC 20, touch 5, flat-footed 20 (-1 Dex, +15 natural, -4 size)		
hp 126 (12d8+72)		
Fort +14, Ref +7, Will +8		
OFFENSE		
Speed 20 ft., swim 60 ft.		
Melee bite +16 (4d6+15/19-20) or slam +15 (2d6+15 plus trip)		
Space 20 ft.; Reach 15 ft.		
STATISTICS		
Str 31, Dex 9, Con 22, Int 2, Wis 15, Cha 6		
Base Atk +9; CMB +23; CMD 32 (can't be tripped)		
Feats Diehard, Endurance, Improved Critical (bite), Iron Will, Vital Strike, Weapon Focus (bite)		
Skills Perception +16, Swim +22		
SQ hold breath		
ECOLOGY		
Environment cold oceans		
Organization solitary, pair, or herd (1-3 and 5-20 walrus)		
Treasure none		

Towering over common walrus, emperor walrus live in only the most secluded arctic areas. They might be throwbacks to an earlier age of giant animals or bred by druids to be superior arctic predators. They often live in the company of common walrus, but are far more aggressive, driving off or killing any potential threats to the herd. Emperor walrus have a similar diet to common walrus, but may also eat giant crabs, seals, large fish, and seabirds.

A full-grown male emperor walrus measures 20 feet in length and weighs around 16 tons, with tusks up to 6 feet long. It can live up to 80 years.

Illustration by Dean Spencer



WARSWORN

An enormous, animate mass of armed and armored corpses undulates forth, like a siege tower of steel-girded flesh.

WARSWORN

CR 16



XP 76,800

NE Gargantuan undead

Init +3; **Senses** darkvision 60 ft.; Perception +27

Aura frightful presence (60 ft., DC 26)

DEFENSE

AC 29, touch 9, flat-footed 26 (+3 Dex, +20 natural, -4 size)

hp 207 (18d8+126)

Fort +13, **Ref** +9, **Will** +17

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and magic; **Immune** undead traits

OFFENSE

Speed 40 ft.

Melee 4 slams +21 (2d6+12 plus energy drain)

Ranged 1 scrap ball +12 (2d6+12)

Space 20 ft.; **Reach** 5 ft.

Special Attacks absorb dying creature, energy drain (1 level, DC 26), trample (2d6+18, DC 31)

Spell-Like Abilities (CL 18th; concentration +25)

3/day—extended *animate objects* (7 Medium weapons only), *telekinesis* (violent thrust, heavy armor only)

STATISTICS

Str 34, **Dex** 17, **Con** —, **Int** 9, **Wis** 22, **Cha** 25

Base Atk +13; **CMB** +29; **CMD** 42 (can't be tripped)

Feats Awesome Blow, Blind-Fight, Greater Overrun, Improved Bull Rush, Improved Overrun, Lightning Reflexes, Power Attack, Step Up, Strike Back

Skills Climb +33, Perception +27, Swim +30

Languages Common (can't speak)

SQ profane magic

ECOLOGY

Environment any

Organization solitary

Treasure double standard (nonmagical armor and weapons)

SPECIAL ABILITIES

Absorb Dying Creature (Su) A warsworn can consume any dying creature by moving into the same space. This immediately kills the creature, absorbs the corpse into the warsworn, and heals the warsworn by an amount equal to the creature's Constitution score. Absorbed corpses can't be resurrected by any effect short of a *miracle* or *wish* until the warsworn that consumed them is destroyed.

Profane Magic (Su) *Protection from evil* blocks attacks from a warsworn's spell-like abilities. Weapons animated by the warsworn are damaged by channeled energy as if undead.

Scrap Ball (Ex) The warsworn can throw a mass of broken weapons and armor. This deals an amount of damage equal to 2d6 + the warsworn's Strength modifier, and has a range increment of 20 feet.

Warsworns are massive undead amalgams, their ever-shifting, chaotic bodies composed of countless slain soldiers and their armor and weapons. The shambling, serpentine form of a warsworn creates a grotesque, metallic cacophony as the weapons and armor of countless souls clash as though still in the throes of a never-ending battle.

A warsworn forms by the will of a god or goddess of undeath or war, or spontaneously from the bloodlust and wrath of a battlefield of dead soldiers. Once created, a warsworn exists to spread the rage of war, ravage the land, and spread the carnage of battle.

A typical warsworn weighs several tons and can reach a height of up to 25 feet. A newly formed one is much smaller, but quickly consumes nearby corpses from a battlefield or mass grave and swells to its full size. It is always hungry for more dying bodies. It prefers to absorb warriors and soldiers, but willingly consumes any suitable humanoid. Its constant grinding motion breaks its component parts, giving it plenty of scrap to hurl at distant foes.

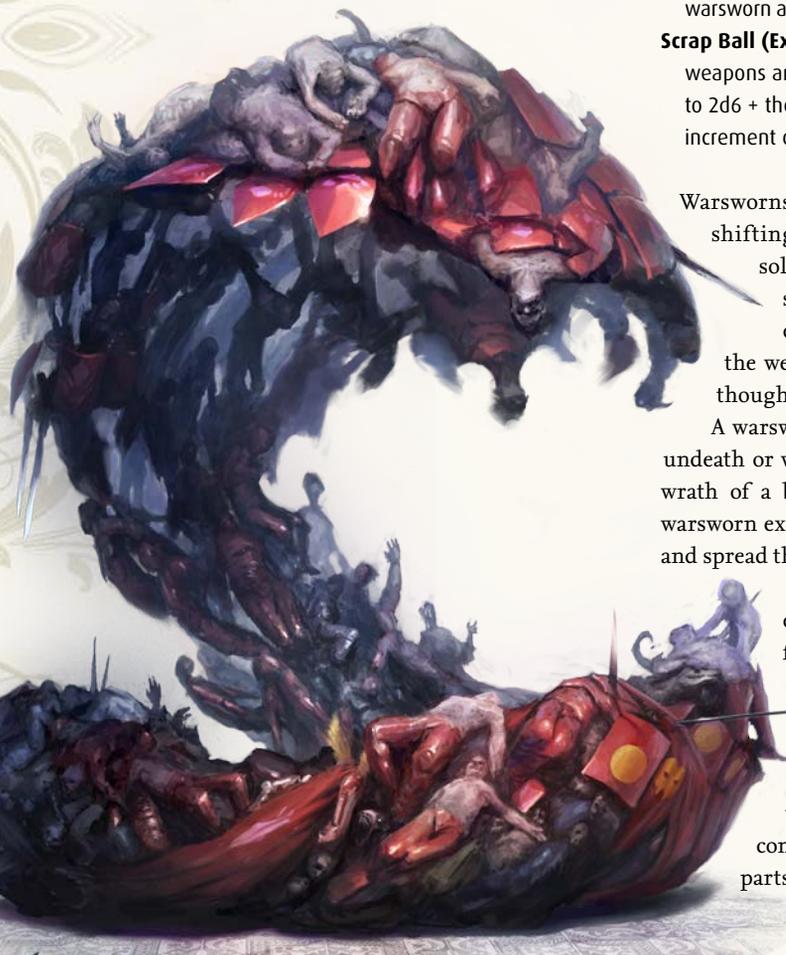


Illustration by Branko Bistronic

WATER STRIDER, GIANT

This bug has long, fuzzy legs that support it on the water's surface as if the creature stands on solid ground.

GIANT WATER STRIDER CR 1   

XP 400
 N Large vermin
Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 12, touch 10, flat-footed 11 (+1 Dex, +2 natural, -1 size)
hp 19 (3d8+6)
Fort +5, **Ref** +2, **Will** +1
Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 20 ft. (poor)
Melee 2 claws +2 (1d4+1), bite +2 (1d2+1)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 13, **Dex** 13, **Con** 14, **Int** —, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +4; **CMD** 16 (24 vs. trip)
Skills Fly -5, Perception +4, Swim +5; **Racial Modifiers** +4 Perception, +4 Swim

SQ water skating

ECOLOGY

Environment any water
Organization solitary or colony (2-9)
Treasure incidental

SPECIAL ABILITIES

Tremorsense (Ex) A water strider's tremorsense functions only when the creature is in contact with the water's surface.

Water Skating (Ex) A water strider can move on the surface of water as if it were on land. A water strider swimming at the water's surface can pull itself onto the water with a successful Swim check.

A giant water strider is a long-legged insect with the ability to walk on water. It feeds on fish and birds. Water striders use their weak flight only to escape predators or for seasonal migrations to new breeding areas. They are sometimes kept as mounts by coast-dwelling humanoids. A giant water strider lives 1-2 years.

Carrying more than a light load (200 pounds) prevents a giant water strider from using its water skating ability.



WATER STRIDER, NYMPH

These small, immature water insects are easily supported by the water's surface tension.

NYMPH WATER STRIDER CR 1/4   

XP 100
 N Small vermin
Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft. (see giant water strider); Perception +4

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 4 (1d8)
Fort +2, **Ref** +2, **Will** +0
Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 20 ft. (poor)
Melee 2 claw -1 (1d3-2), bite -1 (1d2-2)

STATISTICS

Str 7, **Dex** 15, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +0; **CMB** -3; **CMD** 9 (17 vs. trip)
Skills Fly +0, Perception +4, Swim +2; **Racial Modifiers** +4 Perception, +4 Swim

SQ water skating (see giant water strider)

ECOLOGY

Environment any water
Organization solitary or colony (2-9)
Treasure incidental

A nymph water strider is an immature specimen of the giant water strider—more mature than a caterpillar but not yet an adult. Over the next several months it eats and molts, increasing in size with each molt until it becomes Large and is fully adult. These creatures are shy and more skittish than adults.

Lizardfolk hunt wild nymph water striders, and consider them a wonderful delicacy. Boggards and griplis raise them as food animals, but something about the domestication process makes such nymphs unappealing to lizardfolk.

In the wild they frantically flee other creatures that approach them, making them difficult to hunt or corral. Many boggard, lizardfolk, and gripli tribes consider capturing a live nymph a rite of passage to adulthood.

A nymph water strider isn't suitable as a mount for any Large or smaller creature.

Illustration by Mark Mohar



WAYANG

Spiralling patterns cover this shadowy humanoid's skin, and its black hair trails away in wisps.

WAYANG

CR 1/2



XP 200

Male wayang illusionist 1

CN Small humanoid (wayang)

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

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

hp 8 (1d6+2)

Fort +1, **Ref** +3, **Will** +1; +2 vs. shadow spells

OFFENSE

Speed 20 ft.

Melee dagger +0 (1d3–1/19–20)

Ranged blowgun +4 (1)

Wayang Spell-Like Abilities (CL 1st; concentration +2)

1/day—*ghost sound* (DC 11), *pass without trace*,
ventriloquism (DC 12)

Arcane School Spell-Like Abilities (CL 1st; concentration +4)

6/day—blinding ray

Illusionist Spells Prepared (CL 1st; concentration +4)

1st—*hypnotism* (DC 14), *silent image* (DC 14), *vanish*^{APG}

0 (at will)—*detect magic*, *ghost sound* (DC 13), *read magic*

Opposition Schools necromancy, transmutation

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 17, **Wis** 8, **Cha** 13

Base Atk +0; **CMB** –2; **CMD** 11

Feats Combat Casting, Scribe Scroll

Skills Craft (alchemy) +7, Knowledge (arcana) +7, Perception +2,

Spellcraft +7, Stealth +10; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Abyssal, Common, Draconic, Goblin, Wayang

SQ arcane bond (amulet), extended illusions +1 round, light and dark, shadow magic

ECOLOGY

Environment temperate forests

Organization solitary, pair, tribe (3–24)

Treasure NPC gear (blowgun with 20 darts, dagger, other treasure)

SPECIAL ABILITIES

Light and Dark (Su) Once per day as an immediate action, a wayang can choose to be affected by positive and negative energy effects as if it were an undead creature, taking damage from positive energy and healing damage from negative energy. This ability lasts for 1 minute.

Originating from the Shadow Plane, wayangs are pixie-like in stature with extremely gangly limbs and skin the color of deep shadow. They follow a philosophy known

as “The Dissolution,” which teaches that in passing they again merge into shadow.

WAYANG CHARACTERS

Wayangs are defined by class levels—they don’t have racial Hit Dice. Wayangs have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Wisdom: Wayangs are nimble and cagey, but their worldview is strange.

Small: Wayangs are Small creatures and gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to CMD, and a +4 size bonus on Stealth checks.

Slow Speed: Wayangs have a base speed of 20 feet.

Darkvision: Wayangs can see in the dark up to 60 feet.

Light and Dark (Su): See stat block above.

Lurker: Wayangs gain a +2 racial bonus on Perception and Stealth checks.

Shadow Magic: Wayangs add +1 to the save DC of shadow subschool spells they cast. Wayangs with a Charisma score of 11 or higher gain the following spell-like abilities: 1/day—*ghost sound*, *pass without trace*, *ventriloquism* (caster level equals the wayang’s level, saves are Charisma-based).

Shadow Resistance: Wayangs get a +2 racial bonus on saves against spells of the shadow subschool.

Languages: Wayangs begin play speaking Common and Wayang. Those with high Intelligence scores can choose from the following: any human language, Abyssal, Aklo, Draconic, Goblin, and Infernal.



WEASEL, DIRE

This bear-sized predator is long and low-slung. Its soft fur and intelligent expression contrast with its glistening fangs.

DIRE WEASEL	CR 3	  
XP 800		
N Large animal		
Init +3; Senses low-light vision, scent; Perception +11		
DEFENSE		
AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)		
hp 32 (5d8+10)		
Fort +6, Ref +7, Will +2		
OFFENSE		
Speed 40 ft.		
Melee bite +8 (1d8+7 plus grab)		
Space 10 ft.; Reach 10 ft.		
Special Attacks blood drain (1d4+1 Con), blood rage, grab		
STATISTICS		
Str 21, Dex 16, Con 14, Int 2, Wis 13, Cha 11		
Base Atk +3; CMB +9 (+13 grapple); CMD 22 (26 vs. trip)		
Feats Combat Reflexes, Skill Focus (Perception), Weapon Focus (bite)		
Skills Climb +9, Perception +11, Stealth +10, Swim +11; Racial Modifiers +4 Climb, +2 Perception, +6 Stealth, +2 Swim		
SQ compression		
ECOLOGY		
Environment any land		
Organization solitary, pair, or den (3-6)		
Treasure incidental		

Common in a variety of environments and climates, dire weasels are larger relatives of normal weasels. They're relentless predators known for their fearless nature and killing frenzies, and are dangerous to farmsteads and settlements—they not only prey on cattle and horses, but also target humanoids. Those that do often become obsessed with the taste of that flesh and hunt such prey exclusively.

Sometimes, dire weasels are trained to be mounts by evil humanoids—usually by bugbears or hobgoblins.

Measuring 12 feet long, a dire weasel stands 4 feet tall at the shoulder and weighs around 900 pounds.



WEASEL, GIANT

The predatory nature of this wolf-sized creature is revealed by its long teeth, sleekly muscular body, and belligerent hiss.

GIANT WEASEL	CR 1	  
XP 400		
N Medium animal		
Init +4; Senses low-light vision, scent; Perception +7		
DEFENSE		
AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)		
hp 9 (2d8)		
Fort +3, Ref +7, Will +1		
OFFENSE		
Speed 40 ft.		
Melee bite +5 (1d6+3 plus grab)		
Special Attacks blood drain (1d2 Con), grab		
STATISTICS		
Str 14, Dex 19, Con 10, Int 2, Wis 13, Cha 11		
Base Atk +1; CMB +3 (+7 grapple); CMD 17 (21 vs. trip)		
Feats Weapon Finesse		
Skills Climb +6, Perception +7, Stealth +10, Swim +8; Racial Modifiers +4 Climb, +2 Perception, +6 Stealth, +2 Swim		
SQ compression		
ECOLOGY		
Environment any land		
Organization solitary, pair, or den (3-6)		
Treasure incidental		

Like their smaller cousins, giant weasels have long, slender bodies and short legs, and come in a variety of colors from reddish brown to snowy white. Giant weasels are active and tenacious predators, and have a reputation for being as clever as they are quick. Both highly aggressive and extremely territorial, they frequently attack creatures that are much larger than they are.

Giant weasels are often trained to serve as guards and mounts by various Small humanoids. Adult giant weasels can grow to be 5 feet long, stand as high as 2-1/2 feet tall at the shoulder, and weigh up to 150 pounds.

Illustration by Brynn Meheney



WEEDWHIP

This strange, vibrant plant slowly but dangerously whips about its trio of tendrils with spiked heads.

WEEDWHIP

CR 2



XP 600

N Medium plant

Init +7; **Senses** blindsight 30 ft., low-light vision; Perception +1

Aura stench (DC 12, 1 minute)

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 16 (3d8+3)

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

Defensive Abilities dig in, poisonous; **Immune** plant traits

Weaknesses languid whips

OFFENSE

Speed 10 ft.

Melee 3 tentacles +5 (1d4 plus poison)

Space 5 ft.; **Reach** 15 ft.

Special Attacks poison

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** —, **Wis** 13, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Feats Improved Initiative^B, Weapon Finesse^B

SQ camouflage

ECOLOGY

Environment temperate or warm forests

Organization solitary, pair, or patch (3–6)

Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) Since a weedwhip looks like a normal plant when at rest, a successful DC 15 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Dig In (Ex) A weedwhip can bury its central bulb in earth or sand as a move action, granting it partial cover against all attacks (*Pathfinder RPG Core Rulebook* 196), but preventing it from moving. It can extract itself from the ground as a move action.

Languid Whips (Ex) A weedwhip's tentacles don't threaten any squares, and doesn't make attacks of opportunity.

Poison (Ex) Tentacle—contact; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* nauseated 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poisonous (Ex) Any creature that attacks a weedwhip with a natural piercing or slashing weapon is exposed to its poison.

A weedwhip is an animate plant that rarely attacks unless provoked. Its unpleasant smell (reminiscent of decomposing fish) and tendency to sprout in any passable soil makes it a nuisance to farmers and settlers. Those who don't know of the weedwhip's dangers quickly fall prey to this plant once they target it for culling. Farmers have to deal with it in croplands and orchards, groundskeepers find it climbing walls like ivy, druids spot it encroaching on sacred groves, and even cave dwellers find it growing in dung heaps. Animals don't eat it because of its stench and poison, and fire is a risky way to destroy it because the weed mixes with other plants or wraps around trees or buildings.

A mature plant consists of a torso-sized bulb with small, ambulatory roots and three large, lashing vines, each as long as a whip, with blade-like thorns that secrete an irritating toxin. When the weedwhip is blooming, the bulb is crowned with a large flower and its scent is especially strong, often attracting pollinating flies.

In rocky areas lacking suitable soil, a weedwhip can root itself in a corpse, leading some adventurers to think it prefers feeding on dead bodies or plants seeds in its kills, but it does so only in extreme circumstances.

Illustration by David Mevlin



WICKERMAN

This humanoid-shaped colossus is a towering fury of burning wicker and wood.

WICKERMAN

CR 13



XP 25,600

N Colossal construct (fire)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 5, flat-footed 17 (+3 Dex, +15 natural, -8 size)

hp 157 (14d10+80); fast healing 1

Fort +4, Ref +7, Will +4

Defensive Abilities fire healing, hardness 5; Immune construct traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (2d8+13 plus burn and grab)

Ranged burning brand +9 (4d6+13 plus burn)

Space 30 ft.; Reach 30 ft.

Special Attacks burn (1d6 fire, DC 17), wicker cage

STATISTICS

Str 37, Dex 16, Con —, Int —, Wis 10, Cha 7

Base Atk +14; CMB +35 (+39 grapple); CMD 48

SQ constant blaze

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Burning Brand (Ex) Once per round, a wickerman can draw forth pieces of its own body and throw them as a ranged attack with a range increment of 60 feet.

Constant Blaze (Su) A wickerman constantly burns but is never consumed. Its flames are magical. Immersion in water only suppresses the flames, and only for as long as the wickerman is immersed. While its flames are suppressed, the wickerman loses its burn ability, and its wicker cage ability doesn't deal fire damage or cause creatures to catch on fire.

Fire Healing (Ex) A magical attack that deals fire damage heals the wickerman 1 point of damage for every 3 points of damage the attack would otherwise deal.

Wicker Cage (Su) If a wickerman successfully grapples a creature, as a move action it can shove the grabbed creature into the cage built into its chest. This works like swallow whole (4d6 fire damage plus the target automatically catches on fire [Pathfinder RPG Core Rulebook 444], AC 17, 15 hp). The DC to put out this fire is 17. If a creature cuts its way free, the wickerman can't use this ability again until it is fully healed. The save DC is Constitution-based.

A wickerman is a towering wicker statue with a cage in its chest. Inanimate ones are used for sacrifices to gods or nature faiths, and the constructs to terrify a faith's enemies.

CONSTRUCTION

A wickerman is created from 12,000 pounds of wicker and rare wood costing 10,000 gp. Activating the wickerman requires sacrificing a living humanoid inside its chest cage. Sacrificing a creature is an evil act.

WICKERMAN

CL 14th; Price 110,000 gp

CONSTRUCTION

Requirements Craft Construct, fire seeds, wall of fire, warp wood, creator must be caster level 12th; **Skill** Craft (carpentry) or Craft (sculptures) DC 15; **Cost** 60,000 gp



Illustration by Eric Belisle



WIKKAWAK

This thick-bodied, white-furred bugbear wears bearskins and carries an axe made of ice and bone.

WIKKAWAK

CR 4



XP 1,200

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 armor, +3 Dex, +3 natural)

hp 39 (6d8+12)

Fort +4, **Ref** +8, **Will** +3

Resist cold 5

OFFENSE

Speed 30 ft.

Melee battleaxe +9 (1d8+7/x3)

Ranged javelin +7 (1d6+5)

Spell-Like Abilities (CL 4th; concentration +5)

3/day—*quench*

STATISTICS

Str 20, **Dex** 17, **Con** 15, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +9; **CMD** 22

Feats Martial Weapon Proficiency (battleaxe), Nimble Moves, Power Attack

Skills Climb +11, Intimidate +11, Perception +11, Stealth +16, Survival +7; **Racial Modifiers** +4 Intimidate, +4 Perception, +4 Stealth

Languages Common, Giant, Goblin

SQ thuggery, trackless step

ECOLOGY

Environment cold mountains

Organization solitary, pair, gang (3–6), or warband (7–12 plus 3 warriors of 1st level and 1 chieftain of 3rd–5th level)

Treasure NPC gear (mwk studded leather armor, battleaxe, 3 javelins, other treasure)

SPECIAL ABILITIES

Thuggery (Ex) Intimidate and Perception are class skills for wikkawaks.

The goblinoid race of bugbears infests all regions of the world, and these cruel creatures have adapted to the various climes where they make their homes. In the icy wastes, a race of albino bugbears called wikkawaks stalk the windswept glaciers and frozen mountaintops.

Well adapted to the cold, wikkawaks are masters of stealth and arctic survival, and they have the ability to quell lanterns, torches, and campfires with a thought. Wikkawaks leave no trail in even the heaviest of snows, though salt sprinkled on snow can supposedly reveal a wikkawak's tracks. Of course, by the time one has discovered a wikkawak's trail, it could already be too late.

Like most bugbears, wikkawaks normally lead a solitary existence, preying on isolated settlers and hunters like pale arctic serial killers. Their powerful noses can sniff out a humanoid or animal over great distances. The rank smell of fear is a powerful stimulant to wikkawaks, and an individual wikkawak hunter might stalk and terrorize a potential victim for several nights, “steeping” its prey in dread and terror before finally pouncing. Wikkawaks consider humanoid flesh a great delicacy, and one might freeze a dead humanoid in a remote area, only to return to its grisly cache again and again to savor the taste of the victim for weeks on end. Wikkawaks enjoy keeping mementos of their victims, and prefer fingers as trophies.

Wikkawaks occasionally congregate in larger groups, either to find mates or to better terrorize a large settlement. Wikkawak pairings seldom last longer than a winter, and young wikkawaks are pushed out into the cold to fend for themselves as soon as they've grown their fur. Wikkawaks don't enjoy the company of other goblinoids, and are just as likely to kill and eat a tribe of snow goblins as they are to rule their lesser kin.

A wikkawak is covered in a thick pelt of insulating white fur, and its beady eyes are a dead white color. A typical wikkawak stands just over 7 feet tall and weighs around 450 pounds.



Illustration by David Melvin

WINTER HAG

This woman has black, frostbitten skin, white hair, and a black ice staff decorated with bones and gems.

WINTER HAG

CR 7



XP 3,200

CE Medium monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft., see *invisibility*, snow vision; Perception +18

DEFENSE

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

hp 85 (10d10+30)

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

DR 10/magic; **Immune** cold; **SR** 18

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee +2 *frost quarterstaff* +15/+10 (1d6+6 plus 1d6 cold) or 2 claws +13 (1d4+3)

Special Attacks breath weapon (30-ft. cone, 4d6 cold and blinded for 1d6 rounds, Reflex DC 18 partial, usable every 1d4 round)

Spell-Like Abilities (CL 10th; concentration +14)
 Constant—*pass without trace*, see *invisibility*
 At will—*chill metal* (DC 16), *detect magic*, *fog cloud*, *frostbite^{um}*, *whispering wind*
 3/day—*alter self*, *charm monster* (DC 18), *invisibility* (self only), *major image* (DC 17)
 1/day—*cone of cold* (DC 19; see ice staff), *control weather* (windy or cold weather only), *wall of ice* (DC 18), *waves of fatigue*

STATISTICS

Str 17, **Dex** 13, **Con** 16, **Int** 16, **Wis** 13, **Cha** 18

Base Atk +10; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +18, Craft (alchemy) +11, Diplomacy +9, Disguise +11, Intimidate +17, Knowledge (arcana) +8, Perception +18, Ride +9, Sense Motive +8, Spellcraft +8, Stealth +9 (+13 in snow); **Racial Modifiers** +4 Stealth in snow

Languages Aklo, Common, Giant

SQ ice staff, icewalking

ECOLOGY

Environment cold forests or plains

Organization solitary, patrol (1 plus 1 winter wolf), or coven (3 hags of any type)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A creature that successfully saves against the hag's breath weapon takes half damage and is not blinded.

Ice Staff (Su) Once per week, a winter hag can perform an hour-long ritual to create a staff made of black ice that is as hard as steel and functions as a +2 *frost quarterstaff*. A winter hag holding her ice staff can use *cone of cold* once per day as a spell-like ability. The staff melts after 1 week.

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the hag climbs must be icy. The hag can move across icy surfaces without penalty and doesn't need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A winter hag can see perfectly well in snowy conditions and doesn't take any penalties on Perception checks while in snow.

Winter hags are sadistic crones who haunt winter-blasted plains and rime-covered forests. They're exceptionally arrogant, and often use their magic to subjugate entire tribes of evil humanoids so they can rule over them as queens. These arrangements rarely last more than a few seasons, because no creature is truly safe from a winter hag's irrepressible appetite for warm, raw flesh. An ambitious winter hag might extort a village by causing constant snowfall until they give her children to eat or adults to become her slaves.

A typical winter hag stands between 5 and 6 feet tall and weighs 100 pounds.

When a winter hag joins a coven, the coven adds *sculpt simulacrum* and *simulacrum* to its spell-like abilities, and any member within 1 mile of the winter hag gains icwalking and snow vision.

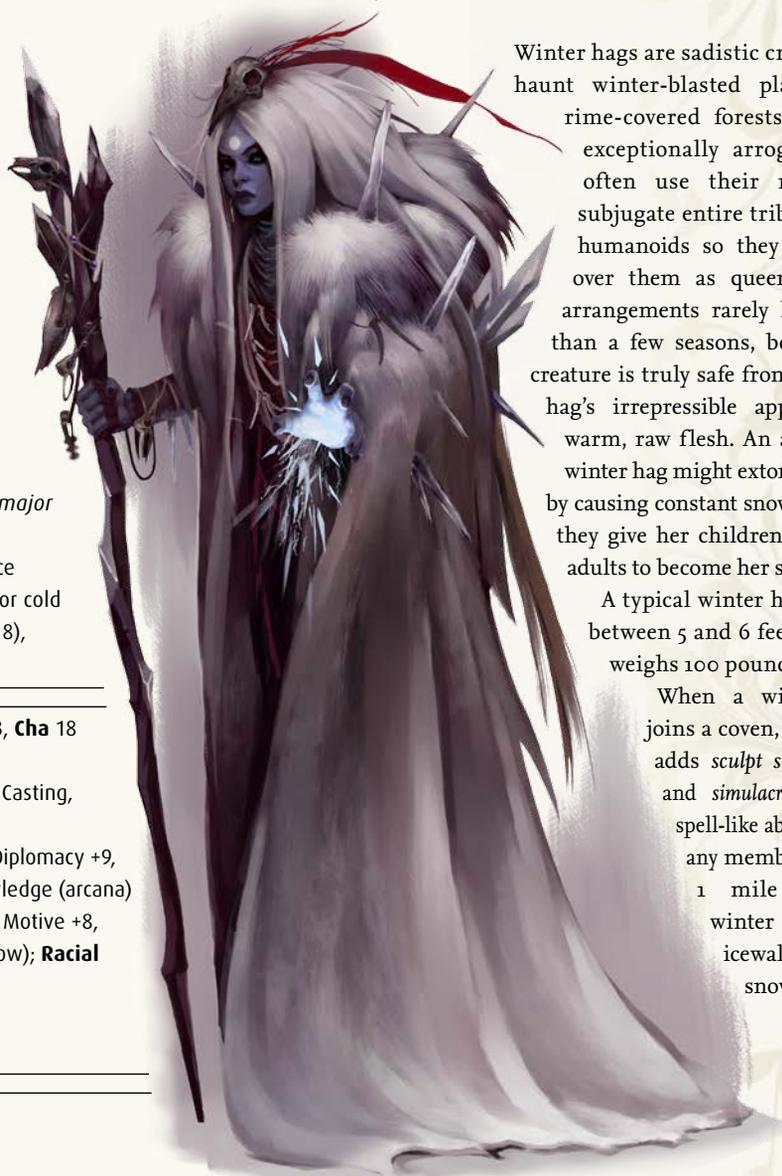


Illustration by Diana Martinez



WYRWOOD

Though obviously a wooden construct, this small, nimble creature moves fluidly and purposefully.

WYRWOOD

CR 1/2



XP 200

Wyrwood rogue 1

N Small construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

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

hp 18 (1d8+10)

Fort +0, **Ref** +5 (+1 vs. traps), **Will** +1

Immune construct traits

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3+2/19–20)

Ranged dagger +4 (1d3+2/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 17, **Con** —, **Int** 15, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 14

Feats Deft Hands

Skills Acrobatics +7, Appraise +6, Climb +6, Craft (alchemy) +6,

Disable Device +9, Escape Artist +7,

Knowledge (dungeoneering) +6,

Perception +5, Sleight of Hand +9,

Stealth +11, Use Magic

Device +2

Languages Common

SQ trapfinding +1



ECOLOGY

Environment any ruins or underground

Organization solitary or cabal (2–8)

Treasure NPC gear (daggers [2], leather armor, thieves' tools, other treasure)

This relatively young race was created by a cabal of wizards who needed nimble and skilled construct servants to do their dirty work. This cabal was interested in creating magical machines, so they built their tools to be small, agile, and clever. Over time, the cabal pushed the limits too far and created minions with free will, and these first wyrwoods began to question why they were involved in their masters' petty intrigues. When the wizards forced the wyrwoods to fight each other as proxies for the wizards themselves, the constructs instead killed their creators and stole the notes on how to create more of their kind, allowing them to perpetuate their race.

Wyrwoods are secretive and somewhat xenophobic, and can seem cold and calculating to others—a trait that could earn respect or enmity, depending on the audience. Purely rational and unemotional, wyrwoods see the survival of their race as their primary goal. Even the rare wyrwood who understands the point of empathy and altruism sees such concepts as mere tools to help ensure its own survival or that of its people. All wyrwoods know how to create more of their kind, and they keep the details of their construction process secret from other creatures to make sure their race is never again enslaved.

Most wyrwoods are wizards or rogues. The few who are inclined to worship tend to revere lawful deities with strict codes of behavior, which they follow to the letter rather than the spirit.

WYRWOOD CHARACTERS

Wyrwood are defined by their class levels—they do not possess racial Hit Dice. All wyrwoods have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Charisma:

Wyrwoods are quick and calculating. As constructs, wyrwoods do not have a Constitution score.

Normal Speed: Wyrwoods have a base speed of 30 feet.

Small: Wyrwoods are Small creatures and gain a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to combat maneuver defense, a +2 bonus on Fly checks, and a +4 size bonus on Stealth checks.

Darkvision 60 ft.: Wyrwoods can see in the dark up to 60 feet.

Low-Light Vision: Wyrwoods have low-light vision.

Languages: Wyrwoods speak Common. A wyrwood with a high Intelligence score can choose from the following: Draconic, Dwarven, Elven, Gnome, Goblin, or Orc.

WYUARAN

This dragonlike humanoid brandishes its spear, spreads its wings, and shows its fangs in an angry snarl.

WYVARAN

CR 1/2



XP 200

Female wyvaran inquisitor^{APG} 1

LN Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

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

hp 10 (1d8+2)

Fort +3, **Ref** +2, **Will** +5

Immune paralysis, sleep

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy) (20 ft., fly 20 ft. [clumsy] in armor)

Melee shortspear +1 (1d6) or

slapping tail +0 (1d8; attacks of opportunity only)

Domain Spell-Like Abilities (CL 1st; concentration +3)

6/day—lightning arc (1d6 electricity)

Inquisitor Spells Known (CL 1st; concentration +3)

1st (2/day)—*cause fear* (DC 15), *shield of faith*

0 (at will)—*acid splash*, *daze* (DC 14), *disrupt undead*, *guidance*

Domain Air

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 6, **Wis** 17, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 12

Feats Weapon Focus (shortspear)

Skills Fly -6, Intimidate +6, Knowledge (religion) +2,

Perception +7

Languages Common, Draconic

SQ judgment 1/day, monster lore +3, stern gaze

ECOLOGY

Environment temperate mountains

Organization solitary, wing (2-8), or flight (4-12)

Treasure NPC gear (spear, scale mail, holy symbol, other treasure)

These creatures are the result of magical draconic experiments at crossbreeding wyverns and kobolds. Wyvarans are fiercely territorial creatures loyal to their kin and tribe, and allow no interlopers into their lands without good reason or proper tribute. Each defends its personal property, and seeks revenge on any who dare steal from it. Most evil and neutral wyvarans primarily concern themselves with expanding their territory and wealth.

Many civilized races dismiss wyvarans as fast, dumb, selfish brutes. However, a creature who respects the wyvarans' rules about their property finds that they make steadfast and loyal allies. Adventuring wyvarans often view their companions as clutchmates, and are willing to take great risks to protect them.

WYVARAN CHARACTERS

Wyvarans are defined by their class levels—they don't have racial Hit Dice. All wyvarans have the following racial traits.

+2 Dexterity, -2 Intelligence, +2 Wisdom: Wyvarans have a reptilian grace and a strong will, but they tend to be a little dimwitted.

Normal Speed: Wyvarans have a base speed of 30 feet.

Flight: Wyvarans have dragonlike wings that grant them a fly speed of 30 feet with clumsy maneuverability.

Slapping Tail (Ex): Wyvarans have a tail attack they can only use when making attacks of opportunity. This slapping tail attack deals 1d8 points of damage plus the wyvaran's Strength modifier.

Darkvision 60 ft.: Wyvarans can see in the dark up to 60 feet.

Low-Light Vision: Wyvarans have low-light vision.

Languages: Wyvarans speak Common and Draconic. A wyvaran with a high Intelligence score can choose from the following: Dwarven, Elven, Gnome, Goblin, and Orc.



Illustration by Xia Taphara

XANTHOS

This elephant-sized equine creature has bright red skin, fangs, six eyes, and armored plates on its head, neck, and back.

XANTHOS

CR 14



XP 38,400

N Huge magical beast

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +23

DEFENSE

AC 31, touch 11, flat-footed 28 (+2 Dex, +1 dodge, +20 natural, -2 size)

hp 195 (17d10+102)

Fort +15, **Ref** +12, **Will** +10

Immune cold; **Resist** electricity 30, fire 30; **SR** 25

OFFENSE

Speed 60 ft.

Melee bite +23 (2d6+8), 2 hooves +21 (1d8+4), tail slap +21 (2d6+4)

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

Spell-Like Abilities (CL 15th; concentration +16)

5/day—*know direction, locate creature, purify food and drink, teleport*

STATISTICS

Str 26, **Dex** 15, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +17; **CMB** +27; **CMD** 40 (44 vs. trip)

Feats Blind-Fight, Combat Casting, Dodge, Endurance, Improved Initiative, Iron Will, Mobility, Multiattack, Toughness, Wind Stance

Skills Climb +19, Intimidate +10, Knowledge (any one) +10, Perception +23, Swim +19

Languages Aklo; telepathy 5 ft.

SQ exploit stellar conjunction, hold breath

ECOLOGY

Environment any land

Organization solitary or gang (2-5)

Treasure none

SPECIAL ABILITIES

Exploit Stellar Conjunction (Su) A xanthos can sense the alignment of stellar objects (planets, comets, asteroids, and so on) and when they form conjunctions that allow it to use its magic for interplanetary travel. During these conjunctions, the xanthos can use its *teleport* spell-like ability as *interplanetary teleport*^{UM} to reach any other world in its current solar system, or as *plane shift* to reach any known plane. A conjunction remains viable for only 10d10 hours, after which it could be days, weeks, or even months before another conjunction occurs that would once again allow travel between those two locations.

A xanthos is a strange creature, part equine, part reptile. Bred as mounts by a long-dead race of alien plane-jumping explorers, xanthoi have a remarkable intelligence and the ability to teleport themselves and their riders over long distances. The race that created xanthoi has since died off or left for remote destinations, and the remaining xanthoi have lost many of their former powers, but they still have a driving need to explore worlds and planes.

Xanthoi are omnivores but can survive on vegetable matter.

A xanthos memorizes geography, flora, and fauna in case its lost masters ever return. In its travels, it may seek out powerful adventurers to form a mutual alliance of curiosity and friendship, and continue its explorations in their company. Each xanthos has a specific interest, and its desire to examine and catalog might be inconvenient or irrelevant to an adventurer's desires.

Xanthoi avoid using their abilities to interfere or help with wars, planar invasions, and natural disasters, as they believe doing so violates an ancient code limiting their actions to observation and memorization rather than influencing events. They are more likely to flee than to fight unless fleeing would leave their friends stranded or in danger.

A xanthos is 13 feet tall at the shoulder and weighs 15,000 pounds. Its sloping, armored back is not particularly comfortable for humanoids to sit on, but is well suited for bearing a howdah that can hold up to four Medium or Small creatures. It may accept a howdah, but doesn't tolerate being treated as a beast of burden.



Illustration by David Melvin

XANTHOS-XENOPTERID

XENOPTERID

What appears to be this creature's cloak unfurls into bug wings, and its apparently human face is merely patterns on its head.

XENOPTERID

CR 7



XP 3,200

N Medium vermin

Init +3; **Senses** darkvision 60 ft., lifesense; Perception +1

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 93 (11d8+44)

Fort +11, **Ref** +6, **Will** +4

Defensive Abilities ferocity; **Immune** mind-affecting effects

OFFENSE

Speed 40 ft., climb 20 ft., fly 20 ft. (clumsy)

Melee 2 claws +13 (1d6+5 plus grab), bite +13 (1d6+5 plus poison)

Special Attacks blood drain (1d2 Constitution), poison

STATISTICS

Str 20, **Dex** 17, **Con** 19, **Int** —, **Wis** 12, **Cha** 7

Base Atk +8; **CMB** +13 (+17 grapple); **CMD** 26 (34 vs. trip)

Feats Improved Critical^B (claw)

Skills Climb +13, Disguise +6 (+14 when disguised as a humanoid), Fly -5, Stealth +11; **Racial Modifiers** +8 Disguise (+16 when disguised as a humanoid), +8 Stealth

SQ entangling slime

ECOLOGY

Environment any land or underground

Organization solitary, pair, or hive (3-30)

Treasure none

SPECIAL ABILITIES

Entangling Slime (Ex) A xenopterid can produce a sticky, slimy secretion it uses to protect its territory and eggs. The xenopterid can slime up to a 10-foot-square area per day at a rate of 1 square foot per minute. For 1 week thereafter, any creature coming in direct contact with the slime must succeed at a DC 19 Strength check or be entangled and glued to it as if it had failed its save against a tanglefoot bag. The save DC is Constitution-based.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Xenopterids are human-sized predatory insects with the insidious ability to mimic the form of their favorite prey—humanoids. Xenopterids can be encountered nearly anywhere they can find food, quickly adapting their mimicry to resemble whatever humanoids are most common in a particular region. They can bend their wings to form cowls and cloaks, and they can fold their limbs to imitate humanoids' weapons and armor. A xenopterid's eeriest feature is its mouth—a crude chitinous beak that, when closed, resembles a human face. Up close,

the xenopterid's unsettling nature is obvious, but from a distance or in dim light, the creature easily passes for its prey. Because their mimicking abilities require concealment, xenopterids commonly hunt their prey at night. Once a xenopterid captures and kills a victim, it liquefies the creature's remains in order to bring the putrid slurry back to the hive where it stuffs this substance into small spherical capsules the creatures use as food. Some evil races prize these capsules, and make gruesome liquors by fermenting the contents.

Xenopterids live in colonies in abandoned ruins, old castles, decrepit farmsteads, and similarly abandoned human structures. A colony typically consists of 19 to 28 sterile drones and a fertile hive king and hive queen (xenopterids with the advanced creature simple template). Each colony has only one fertile male, so xenopterids reproduce slowly. Still, the only way to destroy a xenopterid colony is to kill both the king and the queen, and neither one of them ever leaves the safety of the hive. Xenopterid drones become fiercely aggressive when defending the hive against invaders.



Illustration by Mark Mohar



YAOGUAI

This creature is a mix of different animals fused together, with a bear's torso and head, clawed ape legs, and a furred tentacle arm.

YAOGUAI

CR 7



XP 3,200

N Huge magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 8, flat-footed 18 (+10 natural, -2 size)

hp 84 (8d10+40); fast healing 5

Fort +11, **Ref** +6, **Will** +4; +4 vs. mind-affecting effects

Defensive Abilities fortification (50%); **DR** 5/—; **Immune** nauseated, sickened; **SR** 18

Weaknesses polymorph susceptibility

OFFENSE

Speed 40 ft.

Melee bite +12 (2d6+6), claw +12 (1d8+6), tentacle +12 (1d8+6 plus grab)

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

Special Attacks constrict (1d6+6)

STATISTICS

Str 23, **Dex** 10, **Con** 21, **Int** 2, **Wis** 11, **Cha** 8

Base Atk +8; **CMB** +16; **CMD** 26

Feats Blind-Fight, Cleave, Iron Will, Power Attack

Skills Climb +11, Perception +7, Swim +11

SQ maker's gift (grab and constrict)

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Maker's Gift (Ex) Each yaoguai gains one additional ability that is based on its specific form. Typical additional yaoguai abilities include the following.

Flight: The yaoguai gains a fly speed of 30 feet (clumsy).

Grab and Constrict:

The yaoguai's tentacle attack gains grab and constrict. The creature's constrict damage is equal to its slam damage plus its Strength bonus.

Poison: One claw or tentacle attack is replaced with a sting attack (same damage as the replaced attack) plus poison. **Poison Sting**—injury; **save** Fort DC 19; **frequency** 1/round for 6 rounds; **effect** 1d2 Strength damage; **cure** 1 save. The save DC is Constitution-based.

Pounce and Rake: The yaoguai gains pounce and rake (2 claws +14, 1d8+7).

Quills: A creature attacking the yaoguai with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+7 points of piercing damage from the yaoguai's quills. Melee weapons with reach do not endanger their users in this way.

Trample: The yaoguai gains a trample attack that deals an amount of damage equal to its claw damage plus 1-1/2 times its Strength modifier.

Polymorph Susceptibility (Su) A yaoguai is immune to polymorph effects or effects that otherwise change its shape, but the attempt to alter its shape causes it great pain and it must attempt a saving throw if the effect allows it. If it fails its save or the effect doesn't allow a saving throw, the yaoguai is staggered and loses its damage reduction and fast healing for 1d4 rounds.

A yaoguai is a monstrosity born of unnatural magic that combines several creatures into one body, creating a deformed, mismatched monster that slays and escapes its creator as soon as possible. No two yaoguai look the same, but most have similar abilities. Invariably, the torment of its genesis and the ongoing pain of its existence leave a yaoguai violently insane and prone to attacking at the slightest provocation.



YPOTRYLL

This ugly creature's porcine head features multiple horns and tusks. Its muscular body ripples with raw power.

YPOTRYLL

CR 15



XP 51,200

N Huge magical beast

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 29, touch 7, flat-footed 29 (-1 Dex, +22 natural, -2 size)

hp 253 (22d10+132)

Fort +21, **Ref** +12, **Will** +9; +6 vs. charms and compulsions

DR 5/—

OFFENSE

Speed 60 ft.

Melee gore +31 (4d8+16 plus push), 2 hooves +29 (2d8+11), tail slap +29 (2d6+5 plus push)

Space 10 ft.; **Reach** 15 ft. (15 ft. with tail slap)

Special Attacks destructive charge, push (gore, tail slap, 10 ft.), thundering path, trample (2d8+16), unstoppable force

STATISTICS

Str 32, **Dex** 9, **Con** 21, **Int** 2, **Wis** 10, **Cha** 7

Base Atk +22; **CMB** +35 (+37 bull rush, +39 overrun); **CMD** 44 (46 vs. bull rush, 46 vs. overrun)

Feats Charge Through^{APG}, Endurance, Great Fortitude, Greater Overrun, Improved Bull Rush, Improved Overrun, Iron Will, Multiattack, Power Attack, Run, Toughness

Skills Acrobatics +6 (+18 when jumping), Perception +12, Survival +4, Swim +23;

Racial Modifiers +12 Acrobatics when jumping, +4 Swim

SQ bloody-minded

ECOLOGY

Environment temperate marshes, hills, or coasts

Organization solitary, pair, herd (3-16)

Treasure none

SPECIAL ABILITIES

Bloody-Minded (Ex) A ypotryll is not easily swayed from its bloody business. It gains a +6 bonus on saves against charm and compulsion effects.

Destructive Charge (Ex) A ypotryll's charge attack ignores up to 1 point of a target object's hardness for each 5 feet charged.

Thundering Path (Ex) A ypotryll's charge shakes the ground it crosses. The path of its charge is considered difficult terrain until the start of the ypotryll's next turn, and creatures with tremorsense that are within 100 feet of the end of the ypotryll's charge are blinded for that same amount of time.

Unstoppable Force (Ex) A ypotryll's bonus on a charge attack is +4, and it may add this bonus on overrun combat

maneuver checks attempted using Charge Through. A ypotryll may charge over difficult terrain, provided the terrain does not cost more than 2 squares to enter.

For those unfortunate enough to get in an ypotryll's way, the thundering rhythm of its hooves is the sound of doom. These creatures are pure savagery and destruction incarnate. A bulk of muscle and hate, a charging ypotryll can be slowed by few things. Bodies and viscera are strewn about when this powerful boarlike juggernaut hits a shield wall, and pikes splinter on its armored plates as if they were twigs. Given enough momentum, a charging ypotryll can rip apart a drawbridge or even the crash through a keep's walls. Powerful savage tribes corral these beasts and unleash their carnage on the battlefield. Giants and powerful troll chiefs prize ypotrylls, and spend much time and resources to break them, though ypotrylls' volatile nature ensures such domestication is rare. When it does happen, they make truly frightening steeds.

In the wild, ypotrylls spend their time roaming their territory looking for enough food to support their massive bodies. While they prefer meat, these creatures are omnivores and will eat almost anything. Ypotrylls are especially fond of the scraps they can find in the trash heaps of civilized races, which can mean disaster for a settlement.

Illustration by Eric Peisje



ZOMBIE LORD

Gore stains this creature's tattered clothes, grimly appropriate garments for the rotting corpse inside.

ZOMBIE LORD

CR 3



XP 800

Female human monk 3

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 Wis, +2 natural)

hp 30 (5d8+8)

Fort +3, **Ref** +6, **Will** +8; +2 vs. enchantments

Defensive Abilities evasion; channel resistance +4;

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d6+3) or flurry of blows +5/+5 (1d6+3)

Special Attacks flurry of blows, stunning fist (3/day, DC 13)

STATISTICS

Str 17, **Dex** 16, **Con** —, **Int** 12, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 22

Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Nimble Moves, Power Attack, Step Up, Stunning Fist, Toughness⁸

Skills Acrobatics +11, Climb +11, Intimidate +8, Knowledge (religion) +6, Perception +10, Sense Motive +8, Stealth +11

Languages Abyssal, Common

SQ fast movement, maneuver training

ECOLOGY

Environment any

Organization solitary, pair, or cult (3–6)

Treasure NPC gear

Zombie lords are the fleshy counterparts of skeletal champions—intelligent, cunning, and envious of creatures whose bodies aren't rotting away. Despite their decaying flesh, they are not slow like common zombies, and can easily pursue fleeing prey. Zombie lords are more powerful than common zombies and retain their class levels.

CREATING A ZOMBIE LORD

"Zombie lord" is an acquired template that can be added to any corporeal creature (other than undead) that has a minimum Intelligence of 3. This corporeal creature is referred to hereafter as the base creature.

CR: A zombie lord's CR is 1 higher than that of a normal zombie with the same Hit Dice, plus the normal CR increase for class levels (if any).

Type: The creature's type becomes undead. It keeps subtypes except for alignment subtypes and subtypes that indicate kind.

Alignment: Any evil.

Armor Class: Natural armor as per zombie (*Pathfinder RPG Bestiary* 288).

Hit Dice: Change all of the creature's racial Hit Dice to d8s, then add 2 racial Hit Dice to this total (creatures without racial HD gain 2 undead HD). Hit Dice from class levels are unchanged.

Saving Throws: Base save bonuses for racial Hit Dice are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: A zombie lord gains DR 5/slashing and channel resistance +4, in addition to undead traits.

Speed: As zombie (*Bestiary* 288).

Attacks: As zombie (*Bestiary* 289).

Abilities: Str +2, Dex +2. As an undead, it has no Constitution score.

BAB: A zombie lord's BAB for its racial HD is equal to 3/4 its HD.

Skills: A zombie lord gains skill ranks per racial Hit Die equal to 4 + its Int modifier (class skills as the undead type). Skills gained from class levels remain unchanged.

Feats: A zombie lord gains Toughness as a bonus feat.

Special Qualities: Unlike a common zombie, a zombie lord does not gain the staggered special quality.



ZOMOK

At first glance, this creature resembles a dragon, but its body is entirely made of plants and soil, and it exhales clouds of dirt.

ZOMOK

CR 16



XP 76,800

N Gargantuan plant (extraplanar)

Init +4; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft.; **Perception** +26

DEFENSE

AC 33, touch 6, flat-footed 33 (+27 natural, -4 size)

hp 246 (17d8+170)

Fort +20, **Ref** +7, **Will** +13

Immune sonic, plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft., fly 100 ft. (poor); forest step

Melee bite +20 (2d8+12), 2 claws +20 (2d6+12), tail slap +15 (2d8+6), 2 wings +15 (2d6+6)

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

Special Attacks breath weapon (60-ft. cone, 18d6 bludgeoning plus entangle, Reflex DC 28 partial, usable every 1d4 rounds), swallow whole (6d6 bludgeoning damage, AC 23, 24 hp), trample (2d8+18, DC 30)

Spell-Like Abilities (CL 16th; concentration +24)

Constant—*pass without trace*

At will—*command plants* (DC 22), *plant growth*, *quench* (DC 21)

3/day—*entangle* (DC 19), *liveoak*, *transmute mud to rock*, *transmute rock to mud*, *wall of thorns*

1/day—*shambler*

STATISTICS

Str 35, **Dex** 11, **Con** 30, **Int** 16, **Wis** 22, **Cha** 26

Base Atk +12; **CMB** +28 (+30 sunder); **CMD** 40 (42 vs. sunder, 44 vs. trip)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Snatch

Skills Fly +10, Knowledge (nature) +20, Perception +26, Stealth +8, Survival +23

Languages Common, Sylvan, Terran

ECOLOGY

Environment any forests (primal land of fey)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A zomok's breath weapon is a cone of flying dirt, bark, stones, and moss, which takes root as soon as it touches the ground. Creatures may attempt a saving throw for half damage. Any creature that fails its save and is touching the ground is entangled for 1d6 rounds by this material. A creature

can break free with a DC 28 Strength or Escape Artist check. The save DC is Constitution-based.

Forest Step (Su) A zomok in a forest area may teleport up to 120 feet by moving the essence of its being to another forested area. The zomok is cured of 60 points of damage when it does this. It may use this ability once every 1d6+1 rounds but no more than three times per day. If the zomok has swallowed a foe, the foe is left behind when the zomok teleports.

Zomoks are dragonlike creatures made out of animate plant matter. Native to the realm of the fey, they are guardians of mystic forests. Some travel to the Material Plane and adapt to its woodlands, defending them against massive destruction—forest fires, logging, undead armies, and so on—and use their abilities to heal and regrow damaged areas.

Rather than having a distinct physical body, a zomok is more like a spirit animating a collective mass of vegetation, and over time it sheds and acquires new material from its environment, changing its appearance to match its current location. Zomoks do not need to eat, and any creature they swallow is usually left behind as a mashed corpse to decay and provide nutrition for plants.

A typical zomok is about 18 feet tall and 30 feet long, and weighs 30 tons.



Illustration by Damien Mammoliti