

# WOLF

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

<b>WOLF</b>	<b>CR 1</b>	  
<b>XP 400</b>		
N Medium animal		
<b>Init</b> +2; <b>Senses</b> low-light vision, scent; Perception +8		
<b>DEFENSE</b>		
<b>AC</b> 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)		
<b>hp</b> 13 (2d8+4)		
<b>Fort</b> +5, <b>Ref</b> +5, <b>Will</b> +1		
<b>OFFENSE</b>		
<b>Speed</b> 50 ft.		
<b>Melee</b> bite +2 (1d6+1 plus trip)		
<b>STATISTICS</b>		
<b>Str</b> 13, <b>Dex</b> 15, <b>Con</b> 15, <b>Int</b> 2, <b>Wis</b> 12, <b>Cha</b> 6		
<b>Base Atk</b> +1; <b>CMB</b> +2; <b>CMD</b> 14 (18 vs. trip)		
<b>Feats</b> Skill Focus (Perception)		
<b>Skills</b> Perception +8, Stealth +6, Survival +1 (+5 scent tracking);		
<b>Racial Modifiers</b> +4 Survival when tracking by scent		
<b>ECOLOGY</b>		
<b>Environment</b> cold or temperate forests		
<b>Organization</b> solitary, pair, or pack (3–12)		
<b>Treasure</b> none		

Wandering alone or in packs, wolves sit at the top of the food chain. Ferociously territorial and exceptionally wide-ranging in their hunting, wolf packs cover broad areas. A wolf's wide paws contain slight webbing between the toes that assists in moving over snow, and its fur is a thick, water-resistant coat ranging in color from gray to brown and even black in some species. Its paws contain scent glands that mark the ground as it travels, assisting in navigation as well as broadcasting its whereabouts to fellow pack members. Generally, a wolf stands from 2-1/2 to 3 feet tall at the shoulder and weighs between 45 and 150 pounds, with females being slightly smaller.

# WOLF, DIRE

This immense black wolf is the size of a horse, its fangs as large and sharp as knives.

<b>DIRE WOLF</b>	<b>CR 3</b>	  
<b>XP 800</b>		
N Large animal		
<b>Init</b> +2; <b>Senses</b> low-light vision, scent; Perception +10		
<b>DEFENSE</b>		
<b>AC</b> 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)		
<b>hp</b> 37 (5d8+15)		
<b>Fort</b> +7, <b>Ref</b> +6, <b>Will</b> +2		
<b>OFFENSE</b>		
<b>Speed</b> 50 ft.		
<b>Melee</b> bite +7 (1d8+6 plus trip)		
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft.		
<b>STATISTICS</b>		
<b>Str</b> 19, <b>Dex</b> 15, <b>Con</b> 17, <b>Int</b> 2, <b>Wis</b> 12, <b>Cha</b> 10		
<b>Base Atk</b> +3; <b>CMB</b> +8; <b>CMD</b> 20 (24 vs. trip)		
<b>Feats</b> Run, Skill Focus (Perception), Weapon Focus (bite)		
<b>Skills</b> Perception +10, Stealth +3, Survival +1 (+5 scent tracking);		
<b>Racial Modifiers</b> +4 Survival when tracking by scent		

<b>ECOLOGY</b>		
<b>Environment</b> cold or temperate forests		
<b>Organization</b> solitary, pair, or pack (3–8)		
<b>Treasure</b> none		

An enormous version of a normal wolf, dire wolves represent the wolf in its most primal form. These creatures follow the same basic behaviors of regular wolves, but are much more aggressive. Dire wolves often serve giants as hunting companions and vicious guard animals. Some ferocious humanoids and woodsmen use trained dire wolves as mounts. Darker than normal wolves, dire wolves' coats tend toward blacks and deep mottled grays. An adult dire wolf is typically about 9 feet long and weighs roughly 800 pounds.



Illustration by Michael Jaecks

# WOLVERINE

This stocky, muscular mammal is the size of a badger, its snarling lips revealing a mouth full of yellow teeth.

<b>WOLVERINE</b>	<b>CR 2</b>	  
<b>XP 600</b>		
N Medium animal		
<b>Init</b> +2; <b>Senses</b> low-light vision, scent; Perception +10		
<b>DEFENSE</b>		
<b>AC</b> 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)		
<b>hp</b> 22 (3d8+9)		
<b>Fort</b> +5, <b>Ref</b> +5, <b>Will</b> +2		
<b>OFFENSE</b>		
<b>Speed</b> 30 ft., burrow 10 ft., climb 10 ft.		
<b>Melee</b> 2 claws +4 (1d6+2), bite +4 (1d4+2)		
<b>Special Attacks</b> rage		
<b>STATISTICS</b>		
<b>Str</b> 15, <b>Dex</b> 15, <b>Con</b> 15, <b>Int</b> 2, <b>Wis</b> 12, <b>Cha</b> 10		
<b>Base Atk</b> +2; <b>CMB</b> +4; <b>CMD</b> 16 (20 vs. trip)		
<b>Feats</b> Skill Focus (Perception), Toughness		
<b>Skills</b> Climb +10, Perception +10		
<b>ECOLOGY</b>		
<b>Environment</b> cold forests		
<b>Organization</b> solitary		
<b>Treasure</b> none		

**SPECIAL ABILITIES**

**Rage (Ex)** A wolverine that takes damage in combat flies into a 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 AC. The creature cannot end its rage voluntarily.

Wolverines are territorial, especially when it comes to food, and have been known to defend their kills against much larger predators, such as black bears. They are fearsome opponents, launching into a frenzy when wounded. They tend to give off a very strong, unpleasant musk smell when angry.

Armed with powerful jaws, strong legs, and a thick hide, wolverines are remarkably strong for their size. They are reckless in battle and throw themselves at their foes, clawing and biting furiously.



# WOLVERINE, DIRE

This terrible wolverine is as large as a bear, its jaws and claws oversized and brutal, its eyes dark and filled with rage.

<b>DIRE WOLVERINE</b>	<b>CR 4</b>	  
<b>XP 1,200</b>		
N Large animal		
<b>Init</b> +7; <b>Senses</b> low-light vision, scent; Perception +12		
<b>DEFENSE</b>		
<b>AC</b> 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)		
<b>hp</b> 42 (5d8+20)		
<b>Fort</b> +7, <b>Ref</b> +7, <b>Will</b> +2		
<b>OFFENSE</b>		
<b>Speed</b> 30 ft., climb 10 ft.		
<b>Melee</b> 2 claws +6 (1d8+4), bite +6 (1d6+4)		
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft.		
<b>Special Attacks</b> rage		
<b>STATISTICS</b>		
<b>Str</b> 19, <b>Dex</b> 17, <b>Con</b> 17, <b>Int</b> 2, <b>Wis</b> 12, <b>Cha</b> 10		
<b>Base Atk</b> +3; <b>CMB</b> +8; <b>CMD</b> 21 (25 vs. trip)		
<b>Feats</b> Improved Initiative, Skill Focus (Perception), Toughness		
<b>Skills</b> Climb +12, Perception +12		
<b>ECOLOGY</b>		
<b>Environment</b> cold forests		
<b>Organization</b> solitary or pair		
<b>Treasure</b> none		

**SPECIAL ABILITIES**

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

Dire wolverines tend to be even more territorial than their smaller wolverine cousins, and they defend to the death the areas where they choose to live, often selecting humanoid-settled regions as their own and then fearlessly tearing the settlements apart. Dire wolverines grow to about 12 feet in length and can weigh as much as 2,000 pounds.

Illustration by Tyler Walpole



# WORG

This unusually large wolf has an evil, almost intelligent light shining in its deep red eyes.

<b>WORG</b>	<b>CR 2</b>	  
<b>XP 600</b>		
NE Medium magical beast		
<b>Init</b> +2; <b>Senses</b> darkvision 60 ft., low-light vision, scent; Perception +11		
<b>DEFENSE</b>		
<b>AC</b> 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)		
<b>hp</b> 26 (4d10+4)		
<b>Fort</b> +5, <b>Ref</b> +6, <b>Will</b> +3		
<b>OFFENSE</b>		
<b>Speed</b> 50 ft.		
<b>Melee</b> bite +7 (1d6+4 plus trip)		
<b>STATISTICS</b>		
<b>Str</b> 17, <b>Dex</b> 15, <b>Con</b> 13, <b>Int</b> 6, <b>Wis</b> 14, <b>Cha</b> 10		
<b>Base Atk</b> +4; <b>CMB</b> +7; <b>CMD</b> 19 (23 vs. trip)		
<b>Feats</b> Run, Skill Focus (Perception)		
<b>Skills</b> Perception +11, Stealth +9, Survival +5; <b>Racial Modifiers</b> +2 Perception, +2 Stealth, +2 Survival		
<b>Languages</b> Common, Goblin		
<b>ECOLOGY</b>		
<b>Environment</b> temperate forests and plains		
<b>Organization</b> solitary, pair, or pack (3–11)		
<b>Treasure</b> incidental		

Worgs are oversized, evil, intelligent wolves often found dwelling amid goblins or other savage races. A typical worg has gray or black fur, stands 3 feet tall at the shoulder, and weighs 300 pounds.

Worgs hunt in packs, running down and surrounding their prey like common wolves, but their intelligence and ability to speak make them better at coordinating their attacks. They sometimes use one packmate as a decoy, pretending to be a humanoid calling for help in order to lure intelligent prey into an ambush. Worgs that travel with goblins often allow them to ride on their backs, but in such situations it is usually the worg that is the master, not the rider.



# WORG, WINTER WOLF

This bear-sized wolf has white fur and a rime of frost around its muzzle. Its eyes are pale blue, almost white in color.

<b>WINTER WOLF</b>	<b>CR 5</b>	  
<b>XP 1,600</b>		
NE Large magical beast (cold)		
<b>Init</b> +5; <b>Senses</b> darkvision 60 ft., low-light vision, scent; Perception +11		
<b>DEFENSE</b>		
<b>AC</b> 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)		
<b>hp</b> 57 (6d10+24)		
<b>Fort</b> +9, <b>Ref</b> +6, <b>Will</b> +3		
<b>Immune</b> cold		
<b>Weaknesses</b> vulnerability to fire		
<b>OFFENSE</b>		
<b>Speed</b> 50 ft.		
<b>Melee</b> bite +10 (1d8+7 plus 1d6 cold and trip)		
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft.		
<b>Special Attacks</b> breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17)		
<b>STATISTICS</b>		
<b>Str</b> 20, <b>Dex</b> 13, <b>Con</b> 18, <b>Int</b> 9, <b>Wis</b> 13, <b>Cha</b> 10		
<b>Base Atk</b> +6; <b>CMB</b> +12; <b>CMD</b> 23 (27 vs. trip)		
<b>Feats</b> Improved Initiative, Run, Skill Focus (Perception)		
<b>Skills</b> Perception +11, Stealth +4 (+10 in snow), Survival +5; <b>Racial Modifiers</b> +2 Perception, +2 Stealth (+8 in snow), +2 Survival		
<b>Languages</b> Common, Giant		
<b>ECOLOGY</b>		
<b>Environment</b> cold forests and plains		
<b>Organization</b> solitary, pair, or pack (6–11)		
<b>Treasure</b> standard		

Winter wolves are larger, smarter, more ferocious variants of worgs with white fur and a deadly breath weapon.

A typical winter wolf is 8 feet long, stands 4-1/2 feet tall at the shoulder, and weighs about 450 pounds. Winter wolves will often ally themselves with frost giants, hill giants, and other large humanoids, serving entire tribes of giants as both scouts and guards.

Illustration by Andrew Hou

# WRAITH

*This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.*

## WRAITH

CR 5



XP 1,600

LE Medium undead (incorporeal)

**Init** +7; **Senses** darkvision 60 ft., lifestense; Perception +10

**Aura** unnatural aura (30 ft.)

### DEFENSE

**AC** 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

**hp** 47 (5d8+25)

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

**Defensive Abilities** channel resistance +2, incorporeal;

**Immune** undead traits

**Weaknesses** sunlight powerlessness

### OFFENSE

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

**Melee** incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)

**Special Attack** create spawn

### STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

**Base Atk** +3; **CMB** +6; **CMD** 21

**Feats** Blind-Fight, Combat Reflexes, Improved Initiative

**Skills** Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

**Languages** Common, Infernal

### ECOLOGY

**Environment** any

**Organization** solitary, pair, gang (3–6), or pack (7–12)

**Treasure** none

### SPECIAL ABILITIES

**Create Spawn (Su)** A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

**Constitution Drain (Su)** Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

**Lifestense (Su)** A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

**Sunlight Powerlessness (Ex)** A wraith caught in sunlight cannot attack and is staggered.

**Unnatural Aura (Su)** Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Wraiths are undead creatures born of evil and darkness. They hate light and living things, as they have lost much of their connection to their former lives.

## Dread Wraith

A wraith that exists for long enough and feeds on enough life force undergoes an unholy transformation, becoming a creature known as a dread wraith. This causes the wraith to increase in size and strength, and to inflict 2d6 points of negative energy damage and 1d8 Constitution drain with its incorporeal touch. You can create a dread wraith by applying the giant and advanced simple templates, or you can increase the basic wraith to a Large 16 HD undead.



Illustration by Imaginary Friends

## WYVERN

A dark blue dragon, its wings immense and its tail tipped with a hooked stinger, lands on two taloned feet and roars a challenge.

### WYVERN

CR 6



XP 2,400

N Large dragon

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

#### DEFENSE

**AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

**hp** 73 (7d12+28)

**Fort** +9, **Ref** +6, **Will** +8

**Immune** sleep, paralysis

#### OFFENSE

**Speed** 20 ft., fly 60 ft. (poor)

**Melee** sting +10 melee (1d6+4 plus poison), bite +10 melee (2d6+4 plus grab), 2 wings +5 (1d6+2)

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

**Special Attack** rake (2 talons +10, 1d6+4)

#### STATISTICS

**Str** 19, **Dex** 12, **Con** 18, **Int** 7, **Wis** 12,

**Cha** 9

**Base Atk** +7; **CMB** +12 (+16 grapple); **CMD** 23

**Feats** Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)

**Skills** Fly +5, Perception +18, Sense Motive +11,

Stealth +7; **Racial Modifier** +4 Perception

**Languages** Draconic

#### ECOLOGY

**Environment** temperate or warm hills

**Organization** solitary, pair, or flight (3-6)

**Treasure** standard

#### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Wyverns are nasty, brutish, and violent reptilian beasts akin to more powerful dragons. They are always aggressive and impatient, and are quick to resort to force in order to accomplish their goals. For this reason, dragons generally look down upon wyverns, considering their distant cousins nothing more than primitive savages with a distinct lack of style or wit. In most cases, this generalization is spot-on. Although far from animalistic in intellect, and capable of speech, most wyverns simply can't be bothered with the subtlety of diplomacy, and prefer to fight first and parley later, and even then only if faced with a foe they can neither defeat nor flee from.

Wyverns are territorial creatures. Though they occasionally hunt in small groups for large prey, they are generally solitary creatures, hunting in areas ranging in size from 100 to 200 square miles. Wyverns have been known to fight to the death among themselves for the right to hunt a territory rich with prey.

Although constantly hungry and prone to mayhem, a wyvern that can be befriended (usually through a delicate combination of flattery, intimidation, food, and treasure) becomes a powerful ally. They often serve giants and monstrous humanoids as guardians, and some lizardfolk and boggard tribes even use them as mounts, although such arrangements are quite costly in terms of food and gold, for few are the wyverns who would willingly serve as steeds for lesser creatures for long.

A wyvern is about 16 feet in length, half of which is tail. The average wyvern weighs 2,000 pounds.



# XILL

*This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.*

## XILL

CR 6



XP 2,400

LE Medium outsider (evil, extraplanar)

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

### DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +5 natural, +2 shield)

hp 67 (9d10+18)

Fort +8, Ref +10, Will +6

SR 17

### OFFENSE

Speed 40 ft.

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

**Ranged** 2 longbows +13 (1d8/x3)

**Special Attacks** implant, paralysis (1d4 hours, DC 16)

### STATISTICS

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

Base Atk +9; CMB +12 (+16 grapple); CMD 26

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

**Skills** Acrobatics +16, Bluff +12, Intimidate +12, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +13, Sense Motive +13, Stealth +14

**Languages** Common, Infernal

**SQ** multiweapon mastery, planewalk

### ECOLOGY

**Environment** any (Ethereal Plane)

**Organization** solitary, pair, or gang (3–6)

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

### SPECIAL ABILITIES

**Implant (Ex)** As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

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

**Planewalk (Su)** A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the

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

Xills are the scourge of the Ethereal Plane, conquering everything in their paths with only one purpose: to perpetuate their race at the expense of others. All xills are female and capable of fertilizing their own eggs, but require living hosts to incubate these eggs, which they inject into paralyzed victims by means of a grotesque ovipositor normally kept retracted behind their mandibles. Evil and alien, the plane-shifting xills possess impressive intelligence and a totalitarian, militaristic culture all their own. Though they see most other life forms as incubators, they particularly prize phase spiders for this purpose.



Illustration by Tyler Wapole

## XORN

*This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.*

### XORN

CR 6



XP 2,400

N Medium outsider (earth, extraplanar)

**Init** +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; **Perception** +14

### DEFENSE

AC 21, touch 10, flat-footed 21 (+11 natural)

hp 66 (7d10+28)

**Fort** +8, **Ref** +2, **Will** +5DR 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10

### OFFENSE

**Speed** 20 ft., burrow 20 ft.; earth glide**Melee** bite +10 (4d6+3), 3 claws +10 (1d4+3)

### STATISTICS

**Str** 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10**Base Atk** +7; **CMB** +10; **CMD** 20 (22 vs. trip)**Feats** Cleave, Improved Bull Rush, Power Attack, Toughness

**Skills** Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial**

**Modifiers** +4 Perception**Languages** Common, Terran

### ECOLOGY

**Environment** any (Plane of Earth)**Organization** solitary, pair, or cluster (3–6)

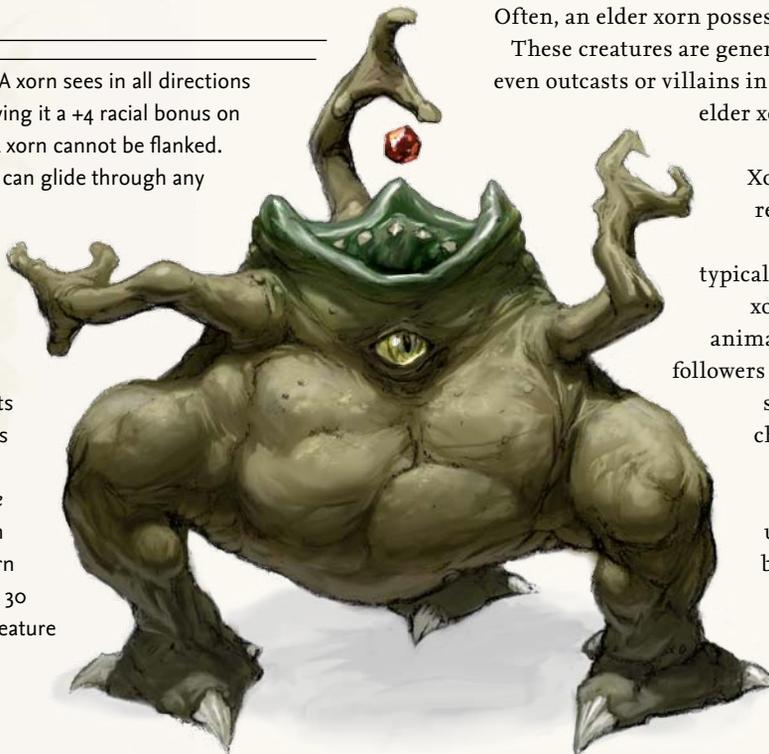
**Treasure** standard (precious metals, gems, and magic gems or jewelry only)

### SPECIAL ABILITIES

**All-Around Vision (Ex)** A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.

**Earth Glide (Ex)** A xorn can glide through any

sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.



Strange creatures as big around as they are tall, xorns have little interest in natives of the Material Plane—except for the gems and precious metals they might be carrying. Lurking beneath the surface for what might seem long stretches of time to humans, a xorn might wait months, even years, for the right treat to come along, assaulting the being carrying its favorite meal, such as a certain gemstone or the right sort of silver. Adventurers who frequent regions inhabited by xorns often carry with them small chunks of raw ore or relatively inexpensive gemstones or crystals to use as bribes. While the price of a gemstone or piece of metal is often in direct proportion to the object's flavor and desirability as a meal, most xorns are quite gluttonous and prefer quantity over quality when it comes to food.

Treasure found carried by a xorn or stashed in its lair amounts to little more than snacks set aside for another day. An offering of a particularly delicious (and expensive) jewel or piece of precious metal can swiftly secure a xorn's temporary allegiance. Since xorns can swim through solid rock with ease, they make excellent guides in underground regions.

Xorns grow in size as they age. The youngest xorns are approximately 3 feet in size, and can be represented by applying the young simple template to the statistics presented here. The most commonly encountered xorns are about 5 feet tall (and wide), while the largest are 8 feet or more and weigh upward of 9,000 pounds. These elder xorns are giant advanced xorns, but some even greater xorns exist as well, with upward of 15 Hit Dice.

Often, an elder xorn possesses class levels as well.

These creatures are generally leaders, heroes, or even outcasts or villains in xorn society. A classed elder xorn typically has levels

in barbarian or rogue. Xorns aren't particularly religious, but those who do have deep faith are typically druids (though such xorns rarely, if ever, take animal companions, as such followers cannot follow through solid rock, and instead choose to take the Earth domain). Xorn bards and sorcerers are not unheard of either, with bards favoring Perform (sing) as their focus, and sorcerers almost invariably having the Elemental (earth) bloodline.

## YELLOW MUSK CREEPER

*Coiling around several human skeletons, this wet green plant's sickly flowers smoke with a nasty yellow vapor.*

**YELLOW MUSK CREEPER** CR 2



**XP 600**

N Medium plant

**Init** +2; **Senses** tremorsense 30 ft.; Perception +0

### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 22 (3d8+9)

**Fort** +6, **Ref** +3, **Will** +1

**Immune** plant traits

### OFFENSE

**Speed** 5 ft.

**Melee** tendril +5 (1d4+4)

**Space** 5 ft., **Reach** 10 ft.

**Special Attacks** create yellow musk zombie, pollen spray

### STATISTICS

**Str** 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

**Base Atk** +2; **CMB** +5; **CMD** 17 (can't be tripped)

### ECOLOGY

**Environment** temperate or warm forests and underground

**Organization** patch (creeper plus 1–6 yellow musk zombies)

**Treasure** incidental

### SPECIAL ABILITIES

**Create Yellow Musk Zombie (Su)** As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie (see below).

**Pollen Spray (Ex)** As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

The yellow musk creeper is a hideous plant that grows in haunted graveyards, grisly battlefields, and other places where death hangs heavy in the air and thick in the soil. The yellow musk creeper's method of procreation is singularly frightful—it slays the living, infests them with its seeds and

pollen, then animates them as zombies. These zombies serve the plant as a guardian for several days, but when new zombies are created, older ones wander off into the surrounding wild, collapsing and breaking apart within 2d6 days to give seed to a new yellow musk creeper.

### Yellow Musk Zombie

A yellow musk zombie is a rotting creature from which wet green vines have sprouted. Treat a yellow musk zombie as a standard zombie, but with this special quality.

**Plant Traits (Ex)** This zombie's animation is provided not by necromancy but by the plant that grows throughout its body. Yellow musk zombies lack undead traits, but gain plant traits. They are treated as plants, not undead, for the resolution of magical effects and attacks. Channel energy cannot harm a yellow musk zombie, for example, nor does negative energy heal a yellow musk zombie.



Illustration by Tyler Wapole

# YETH HOUND

*This emaciated, hairless canine has a strange air of menace and cruelty about it.*

## YETH HOUND

CR 3



XP 800

NE Medium outsider (evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., scent; Perception +9

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

**hp** 30 (4d10+8)

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

**DR** 5/silver

### OFFENSE

**Speed** 40 ft., fly 60 ft. (good)

**Melee** bite +7 (2d6+4 plus sinister bite and trip)

**Special Attacks** bay

### STATISTICS

**Str** 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10

**Base Atk** +4; **CMB** +7; **CMD** 19 (23 vs. trip)

**Feats** Improved Initiative, Skill Focus (Fly)

**Skills** Fly +16, Perception +9, Stealth +9, Survival +9

**Languages** Abyssal or Infernal (cannot speak)

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or pack (6–11)

**Treasure** incidental

### SPECIAL ABILITIES

**Bay (Su)** When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 12 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

**Flight (Su)** A yeth hound can cease or resume its flight as a free action.

**Sinister Bite (Su)** A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must make a DC 14 Will save or be shaken for 1 round. If the victim is already suffering from a fear

effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

Yeth hounds are evil outsiders that delight in hunting intelligent prey. They lope through the night skies, relentlessly pursuing their chosen quarry for miles, and harrying them with their frightful baying. 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 stands 4 feet tall at the shoulder and weighs about 400 pounds.

Yeth hounds do not collect treasure, having no use for such baubles. The thrill of the hunt and the sweet tang of fear in their prey is all they value. However, some items of worth may occasionally be found in a yeth hound den, the discarded remnants of prey dragged back to the lair. Despite their bestial appearance, the yeth hound is rather intelligent, even if it does little with its intellect but devise and carry out ingenious, hateful plans to torment and horrify its prey before it finally strikes.

Yeth hounds can often be found in the company of night hags or evil hunters. Yeth hounds hate other canine monsters such as barghests and worgs, and attack them on sight if they have the advantage of numbers. They

are often associated with particularly bestial demons, and can be found serving demon cults as guardians and trackers. A gift of a yeth hound

companion to a particularly successful cult is sure sign of favor in the eyes of a demonic patron. A cult with yeth hounds granted to them in this manner must take care to retain this favor, for if they displease their demonic patron, the hounds could turn on them.

Yeth hounds inhabit secluded dens in remote wilderness areas far from bothersome civilization. These dens are always subterranean, far removed from the hated sunlight. Yeth hounds range great distances from their dens during their nightly hunts, and have been known to carry kills for miles just for the comfort of consuming a fresh meal in their lair.

The sight of a yeth hound loping through the sky with a body clenched in its jaws is unsettling indeed.



# YETI

*This creature stands like a man, yet is half again the height of most men and covered with a coat of thick white fur.*

YETI

CR 4



XP 1,200

N Large monstrous humanoid (cold)

**Init** +1; **Senses** darkvision 60 ft., scent; Perception +10

## DEFENSE

**AC** 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

**hp** 45 (6d10+12)

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

**Immune** cold

**Weaknesses** vulnerability to fire

## OFFENSE

**Speed** 40 ft., climb 30 ft.

**Melee** 2 claws +9 (1d6+4 plus 1d6 cold)

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

**Special Attacks** cold, frightful gaze, rend (2 claws, 1d6+6 plus 1d6 cold)

## STATISTICS

**Str** 19, **Dex** 12, **Con** 15, **Int** 9, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +11; **CMD** 22

**Feats** Cleave, Great Fortitude, Power Attack

**Skills** Climb +21, Intimidate +9, Perception +10, Stealth +1 (+9 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

**Languages** Aklo

## ECOLOGY

**Environment** cold mountains

**Organization** solitary, pair, or tribe (3-8)

**Treasure** standard

## SPECIAL ABILITIES

**Cold (Su)** A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

**Frightful Gaze (Su)**

Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13

Will save or stand paralyzed in fear for 1 round.

This is a mind-affecting fear paralysis effect.

A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

Mysterious and rarely seen (save by victims), the yeti is a towering denizen of the loneliest and tallest mountain peaks. Those who dwell upon the lower reaches of such storied slopes whisper tales of "abominable snowmen" who come down from the heights to raid, taking livestock or even humans as prey and leaving behind only monstrous barefoot tracks in the bloodstained snow.

Although yeti stories are accurate in their portrayals of fierce, stealthy, and immensely strong creatures, they are not when it comes to ascribing the yeti's temperament and source. They dwell in small tribes atop their distant mountains, where they are sheltered from contact with most other races. Those with violent or cruel natures are usually forced out of tribes to live lonely lives as exiles, and without the support of a tribe such yeti are often driven to raiding lowlander settlements, thus perpetuating the myth of the yeti as a demon made flesh.

The source of such cruel madness can often be traced to a singular source—proximity to strange, eldritch dimensions. The yetis' mountain lairs rise high in places where the boundaries between this world and others rasp thin. It is unclear if the yeti are invaders from these dimensions or Material Plane natives influenced by otherworldly realms, but it seems certain that whatever their origins, the yeti are no friends to those who dwell beyond, and may even act as guardians against intrusions from such strange worlds into the Material Plane.



Illustration by Andrew Hou

# ZOMBIE

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

## HUMAN ZOMBIE

CR 1/2



XP 200

NE Medium undead

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

### DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; Immune undead traits

### OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

### STATISTICS

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Feats Toughness<sup>B</sup>

Special Qualities staggered

### ECOLOGY

Environment any

Organization any

Treasure none

Zombies are the animated corpses of dead creatures, forced into foul unlife via necromantic magic like *animate dead*. While the most commonly encountered zombies are slow and tough, others possess a variety of traits, allowing them to spread disease or move with increased speed.

Zombies are unthinking automatons, and can do little more than follow orders. When left unattended, zombies tend to mill about in search of living creatures to slaughter and devour. Zombies attack until destroyed, having no regard for their own safety.

Although capable of following orders, zombies are more often unleashed into an area with no command other than to kill living creatures. As a result, zombies are often encountered in packs, wandering around places the living frequent, looking for victims. Most zombies are created using *animate dead*. Such zombies are always of the standard type, unless the creator also casts *haste* or *remove paralysis* to create fast zombies, or *contagion* to create plague zombies.

## Creating a Zombie

“Zombie” is an acquired template that can be added to any corporeal creature (other than an undead), referred to hereafter as the base creature.

**Challenge Rating:** This depends on the creature’s new total number of Hit Dice, as follows:

HD	CR	XP
1/2	1/8	50
1	1/4	100
2	1/2	200
3–4	1	400
5–6	2	600
7–8	3	800
9–10	4	1,200
11–12	5	1,600
13–16	6	2,400
17–20	7	3,200
21–24	8	4,800
25–28	9	6,400

**Alignment:** Always neutral evil.

**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.

**Armor Class:** Natural armor is based on the zombie’s size:

Zombie Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

**Hit Dice:** Drop HD gained from class levels (minimum of 1) and change racial HD to d8s. Zombies gain a number of additional HD as noted on the following table.

Zombie Size	Bonus Hit Dice
Tiny or smaller	—
Small or Medium	+1 HD
Large	+2 HD
Huge	+4 HD
Gargantuan	+6 HD
Colossal	+10 HD

Zombies use their Charisma modifiers to determine bonus hit points (instead of Constitution).

**Saves:** Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

**Defensive Abilities:** Zombies lose their defensive abilities and gain all of the qualities and immunities granted by the undead type. Zombies gain DR 5/slashing.

**Speed:** Winged zombies can still fly, but maneuverability drops to clumsy. If the base creature flew magically, so can the zombie. Retain all other movement types.

**Attacks:** A zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the zombie's size, but as if it were one size category larger than its actual size (see pages 301–302).

**Special Attacks:** A zombie retains none of the base creature's special attacks.

**Abilities:** Str +2, Dex –2. A zombie has no Con or Int score, and its Wis and Cha become 10.

**BAB:** A zombie's base attack is equal to 3/4 its Hit Dice.

**Skills:** A zombie has no skill ranks.

**Feats:** A zombie loses all feats possessed by the base creature, and does not gain feats as its Hit Dice increase, but it does gain Toughness as a bonus feat.

**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.

**Staggered (Ex):** Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

## VARIANT ZOMBIES

The typical zombie is a slow-moving abomination that is tough to destroy. Yet this tough zombie is not the only type of zombie to plague crypts or stalk graveyards. Each of the following two variant zombies modifies the base zombie in a few simple ways.

### Fast Zombie

Unlike the standard, plodding zombie, a fast zombie moves with a supernatural quickness.

**Speed:** Increase the base creature's land speed by 10 feet.

**Defensive Abilities:** A fast zombie does not gain DR 5/slashing.

**Special Attacks:** A fast zombie gains the following special attack.

**Quick Strikes (Ex):** Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

**Abilities:** As a standard zombie, except its Dexterity is increased by 2 instead of reduced by 2.

**Special Qualities:** A fast zombie does not gain the staggered special quality.

### Plague Zombie

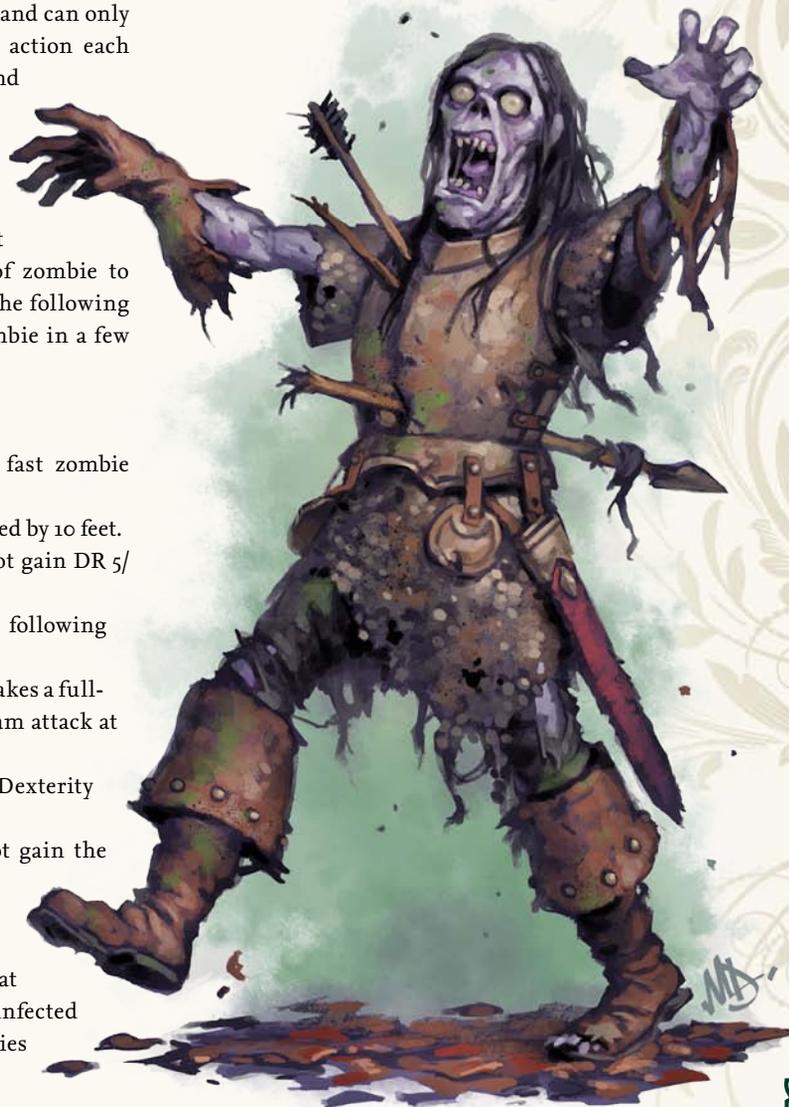
These zombies carry a terrible disease that perpetuates their undead lineage—those infected by a plague zombie's contagion rise as zombies themselves when they perish.

**Defensive Abilities:** A plague zombie does not gain DR 5/slashing.

**Special Attacks:** A plague zombie gains the following special attacks.

**Death Burst (Ex):** When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

**Disease (Su):** The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease. *Zombie rot:* slam; *save* Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.



## APPENDIX 1: MONSTER CREATION

Creating a monster is part science and part art. While most monsters follow a general pattern of their overall power and abilities as related to their Challenge Rating (CR), there are many exceptions. Some monsters, for example, have significantly more hit points or a higher AC than the average for their CR, but make up for this advantage by being weak in other areas. Other monsters have significantly higher average damage, but have a lower attack bonus.

### BUILDING THE MONSTER

The following guidelines are provided to assist in monster creation and to help balance a creation for its CR.

#### Step 1: Concept

The first step in creating a new monster is to define its concept and role in the game. Generally, this involves picking the monster's CR, type, physical appearance, and manner of fighting. Once you have these basic pieces of information, you should find a number of similar monsters of the same type and roughly the same CR for comparison purposes.

#### Step 2: Target Statistics

Once you have a creature's type and CR determined, use Table 1–1 to determine its approximate statistics by CR. These values are a rough guideline only. You will notice that many of the existing monsters in this book do not follow these guidelines exactly. Most monsters excel in one of these areas, usually in the amount of damage dealt, but lag in one or two other areas to help balance them out. When referring to Table 1–1, keep the following points in mind.

**CR:** This is the approximate CR of the monster. This number might change as design progresses.

**Hit Points:** This is the approximate hit point total for the monster. Note that creatures with particularly high Armor Classes or saving throws, or a number of resistances, might have a lower number. Outsiders and constructs typically have lower hit point totals.

**Armor Class:** This is the average Armor Class for a creature of this CR. When it comes time to design the creature's protections, keep this number in mind. Creatures with hit points above the average often have lower Armor Class values to compensate.

**High Attack:** This is the average total attack bonus for a creature of this CR. This value is for creatures that are primarily melee or ranged combatants. Creatures with a higher than normal average damage typically have a lower attack value to compensate.

**Low Attack:** This is the average total attack bonus for a creature of this CR that does not rely upon melee or ranged

attacks to deal damage. This includes most creatures that rely on spells and spell-like abilities in combat.

**Average Damage:** This is the average amount of damage dealt by a creature of this CR if all of its attacks are successful. To determine a creature's average damage, add the average value for all of the damage dice rolled (as determined by Table 1–5) to the damage modifier for each attack.

A creature that relies on melee or ranged weapons in combat should have average damage within the range of high and low damage.

A creature with higher than normal attack bonuses will often deal lower damage, while a creature with lower than normal attack bonuses will often deal higher damage.

**Primary Ability DC:** This is the average difficulty class (DC) for any spells, spell-like abilities, and special abilities (such as breath weapons) possessed by a creature of this CR that relies on such attacks in combat. If an ability is particularly powerful, it might have a lower DC to compensate.

**Secondary Ability DC:** This is the average DC for spells and special abilities for a creature that does not rely on such attacks in combat. Generally, a DC should not be lower than this number.

**Good Save:** This is the average saving throw bonus for a creature of this CR if the saving throw is one of the creature's good saving throws.

**Poor Save:** This is the average saving throw bonus for a creature of this CR if the saving throw is one of the creature's poor saving throws.

#### Step 3: Hit Dice

The next step in creating a monster is to determine the approximate number of Hit Dice it has. Hit Dice determine a wide variety of other statistics, including the creature's feats, skills, hit points, attack bonuses, and special ability DCs.

A creature's total number of Hit Dice depends on a number of factors, but the two most important are its CR and its type. Table 1–2 lists the average number of Hit Dice for each creature type, depending on its CR. While many of the monsters in this book are close to these values, some are not. This is because they have higher or lower average hit points to balance out their Armor Class or resistances.

#### Step 4: Size

Now that you have the creature's average statistics, it's time to pick its size. Most creatures range in size from Small to Huge, but other sizes are not uncommon. A creature's size sets a baseline for its physical ability scores and its natural weapon damage (as noted in the Natural Attacks description in the Universal Monster Rules—see Appendix 3, pages 297–306). You should pick a size that fits well with

**TABLE 1-1: MONSTER STATISTICS BY CR**

CR	Hit	Armor	High	Low	Average Damage		Primary	Secondary	Good	Poor
	Points	Class	Attack	Attack	High	Low	Ability DC	Ability DC	Save	Save
1/2	10	11	1	0	4	3	11	8	3	0
1	15	12	2	1	7	5	12	9	4	1
2	20	14	4	3	10	7	13	9	5	1
3	30	15	6	4	13	9	14	10	6	2
4	40	17	8	6	16	12	15	10	7	3
5	55	18	10	7	20	15	15	11	8	4
6	70	19	12	8	25	18	16	11	9	5
7	85	20	13	10	30	22	17	12	10	6
8	100	21	15	11	35	26	18	12	11	7
9	115	23	17	12	40	30	18	13	12	8
10	130	24	18	13	45	33	19	13	13	9
11	145	25	19	14	50	37	20	14	14	10
12	160	27	21	15	55	41	21	15	15	11
13	180	28	22	16	60	45	21	15	16	12
14	200	29	23	17	65	48	22	16	17	12
15	220	30	24	18	70	52	23	16	18	13
16	240	31	26	19	80	60	24	17	19	14
17	270	32	27	20	90	67	24	18	20	15
18	300	33	28	21	100	75	25	18	20	16
19	330	34	29	22	110	82	26	19	21	16
20	370	36	30	23	120	90	27	20	22	17

**TABLE 1-2: CREATURE HIT DICE**

Creature Type	Challenge Rating																				
	1/2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Aberration	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Animal	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Construct	1	2	3	4	5	6	8	9	10	12	13	14	16	18	19	20	21	23	25	28	31
Dragon	1	2	3	4	5	6	7	8	9	11	12	13	14	16	17	18	19	21	23	25	29
Fey	2	3	4	5	6	8	10	12	13	15	17	18	20	22	23	25	26	28	31	33	37
Humanoid	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Magical beast	1	2	3	4	5	6	8	9	10	12	13	14	16	18	19	20	21	23	25	28	31
Monstrous humanoid	1	2	3	4	5	6	8	9	10	12	13	14	16	18	19	20	21	23	25	28	31
Ooze	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Outsider	1	2	3	4	5	6	8	9	10	12	13	14	16	18	19	20	21	23	25	28	31
Plant	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Undead	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Vermin	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	32

the creature's intended role in the game and Challenge Rating. If you decide to give a creature an unusual size for its CR or HD, you should justify the unusual choice in the monster's description to account for the discrepancy—in most cases, such unusually sized monsters should be highly magical in nature. See Table 1-3 for more information on creature sizes and expected scores.

**Minimum/Maximum CR:** These values list the minimum and the maximum challenge ratings a creature of the indicated size should fall between.

**Base Str, Base Dex, Base Con:** These list the average scores for a creature of this size. Your specific monster's Strength, Dexterity, or Constitution might vary greatly from these numbers, but if they do, you should pay close attention to how these variances affect its other statistics.

### Step 5: Abilities

Once you have determined a creature's size, type, and Hit Dice, it's time to move on to its ability scores. The bonuses granted from these ability scores should increase



TABLE 1-3: SIZE

Size	Minimum CR	Maximum CR	Base Str	Base Dex	Base Con
Fine	—	2	1	18	8
Diminutive	—	4	1	16	8
Tiny	—	6	2	14	8
Small	—	—	6	12	8
Medium	—	—	10	10	10
Large	2	—	18	8	14
Huge	4	—	26	6	18
Gargantuan	6	—	34	6	22
Colossal	8	—	42	6	26

a creature's hit points, attack bonuses, and saving throws to the approximate values presented on Table 1-1.

A creature's physical ability scores (Strength, Dexterity, and Constitution) should be relatively close to the base values presented on Table 1-3, depending on its size. Creatures with a few Hit Dice but a high average hit point total should have a higher than normal Constitution.

A creature's mental ability scores (Intelligence, Wisdom, and Charisma) are largely defined by the creature's concept. The base for all of these abilities is 10. Creatures that rely on spells and spell-like abilities in combat should have one mental ability score that stands out (usually Charisma). Creatures incapable of speech have an Intelligence score of 2 or lower. Unintelligent undead, constructs, oozes, plants, and vermin rarely have an Intelligence score.

### Step 6: Skills and Feats

Using Table 1-4, determine how many skill ranks your creature has based on its type and Hit Dice. Assign these ranks as determined by the creature's concept. A creature's class skills are determined by its type (see the creature types on pages 306-310). Creatures with a low Intelligence typically only have ranks in Dexterity- and Strength-based skills.

After you have assigned skills, it's time to assign the creature's feats. Each creature with an Intelligence score receives a number of feats equal to  $1 + 1$  per every 2 Hit Dice after the first (so, 1 at 1 HD, 2 at 3 HD, etc.). A creature must qualify to take a feat as normal. See Table 1-6 for a quick feat calculation chart.

### Step 7: Other Statistics

Using Tables 1-1, 1-4, and 1-6, you can now determine many of the creature's other statistics.

When building a creature's Armor Class, start by adding armor, shield, and natural armor bonuses to its Dexterity modifier. If a creature does not wear armor, give it a tougher hide to get it near its average AC. Remember that creatures with higher hit point totals might have a lower Armor Class,

whereas creatures with fewer hit points might have a higher Armor Class. If a creature's Armor Class deviates from the average by more than 5 points, it might not be the right CR.

When determining a creature's attack bonuses, refer to the guidelines from Table 1-1 based on the creature's CR. If the bonus is too low, consider increasing the creature's Strength or Dexterity, or increasing the amount of damage it deals to above the average. If the bonus is too high, consider decreasing the creature's Strength or Dexterity, or decrease the amount of damage it deals. If this value is significantly different, and the creature is intended to rely on melee or ranged attacks, consider adjusting the creature's CR.

Use Table 1-5 to determine the number of damage dice, combined with damage bonuses, that the creature needs to reach the average damage for its CR. The creature might need additional or more damaging attacks to approach the average. Remember that creatures that primarily deal damage with other abilities, such as spells, do not need to meet the average damage for their attacks. You can also use Table 1-5 to determine a creature's average hit points. Remember that PC class levels provide the maximum number of hit points at 1st level.

Repeat this process for a creature's saving throws. If the saving throws are too high, consider altering the ability scores on which they are based.

When determining a creature's speed, first decide if it has any alternative modes of movement, such as burrow, climb, fly, or swim. Most Medium creatures have a base speed of 30 feet. Quadrupeds and Large creatures increase this by 10 feet each. Smaller creatures decrease this base speed by 10 feet. If a creature is particularly fast or slow, modify the base speed by 10 feet. Burrow and climb speeds are usually half a creature's base speed, while flying speeds are roughly double. Remember to give a creature the appropriate skills for any unusual movement methods.

### Step 8: Special Abilities and Qualities

Monsters are different from characters in that they can have all sorts of different special abilities and qualities. Each of these is tied closely to the creature's concept, allowing it to fill a specific role in the game. For examples, look at monsters in this book. Monsters should use abilities from the Universal Monster Rules whenever possible, instead of creating new yet similar abilities—when you do create new abilities, use the Universal Monster Rules as a template for how to present and create the new abilities.

Most special abilities that cause damage, such as breath weapons, give a save (Fortitude, Reflex, or Will depending on the ability). The DC for almost all special abilities is equal to  $10 + 1/2$  the creature's Hit Dice + a relevant ability modifier (usually Constitution or Charisma depending

**TABLE 1-4: CREATURE STATISTICS BY TYPE**

Type	Hit Die	Base Attack Bonus (BAB)	Good Saving Throws	Skill Ranks*
Aberration	d8	HD × 3/4 (Medium BAB)	Will	4 + Int mod per HD
Animal	d8	HD × 3/4 (Medium BAB)	Fort, Ref	2 + Int mod per HD
Construct	d10	HD (Fast BAB)	—	2 + Int mod per HD
Dragon	d12	HD (Fast BAB)	Fort, Ref, Will	6 + Int mod per HD
Fey	d6	HD × 1/2 (Slow BAB)	Ref, Will	6 + Int mod per HD
Humanoid	d8	HD × 3/4 (Medium BAB)	Varies (any one)	2 + Int mod per HD
Magical beast	d10	HD (Fast BAB)	Fort, Ref	2 + Int mod per HD
Monstrous humanoid	d10	HD (Fast BAB)	Ref, Will	4 + Int mod per HD
Ooze	d8	HD × 3/4 (Medium BAB)	—	2 + Int mod per HD
Outsider	d10	HD (Fast BAB)	Varies (any two)	6 + Int mod per HD
Plant	d8	HD × 3/4 (Medium BAB)	Fort	2 + Int mod per HD
Undead	d8	HD × 3/4 (Medium BAB)	Will	4 + Int mod per HD
Vermin	d8	HD × 3/4 (Medium BAB)	Fort	2 + Int mod per HD

\* As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die. Creatures with an Intelligence score of “—” gain no skill points or feats.

**TABLE 1-5: AVERAGE DIE RESULTS**

Die Type	Average Result*
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5
d20	10.5

\*Always round down after multiplying. For example, treat the average of 1d4 as 2, and the average of 2d4 as 5.

on the ability). Special abilities that add to melee and ranged attacks generally do not allow a save, as they rely on the attacks hitting to be useful.

Special senses and resistances to certain energy types are common in creatures of CR 5 and lower. Damage reduction, energy immunities, and regeneration are more common in creatures above CR 5. Spell resistance and immunities become more common above CR 10. As a general rule a creature’s spell resistance should equal its CR + 11.

### Step 9: Treasure

A creature should have an amount of treasure appropriate to its CR. See Table 1–7 for a list of treasure totals based on CR. For some creatures, their treasure consists of the loot from their recent meals strewn across their lairs, while for others it consists of a greed-fueled hoard or even gear it uses in combat. Make sure to account for any weapons or armor that the creature is using, as determined by step 7.

### Step 10: Details

Now that you have all of the creature’s statistics sorted out, it’s time to fill in all the details—such as name, alignment, space, reach, environment, and ecology—as you see fit.

**TABLE 1-6: STATISTICS SUMMARY**

HD	Fast BAB	Med BAB	Slow BAB	Good Save	Bad Save	Feats
1	+1	+0	+0	+2	+0	1
2	+2	+1	+1	+3	+0	1
3	+3	+2	+1	+3	+1	2
4	+4	+3	+2	+4	+1	2
5	+5	+3	+2	+4	+1	3
6	+6	+4	+3	+5	+2	3
7	+7	+5	+3	+5	+2	4
8	+8	+6	+4	+6	+2	4
9	+9	+6	+4	+6	+3	5
10	+10	+7	+5	+7	+3	5
11	+11	+8	+5	+7	+3	6
12	+12	+9	+6	+8	+4	6
13	+13	+9	+6	+8	+4	7
14	+14	+10	+7	+9	+4	7
15	+15	+11	+7	+9	+5	8
16	+16	+12	+8	+10	+5	8
17	+17	+12	+8	+10	+5	9
18	+18	+13	+9	+11	+6	9
19	+19	+14	+9	+11	+6	10
20	+20	+15	+10	+12	+6	10
21	+21	+15	+10	+12	+7	11
22	+22	+16	+11	+13	+7	11
23	+23	+17	+11	+13	+7	12
24	+24	+18	+12	+14	+8	12
25	+25	+18	+12	+14	+8	13
26	+26	+19	+13	+15	+8	13
27	+27	+20	+13	+15	+9	14
28	+28	+21	+14	+16	+9	14
29	+29	+21	+14	+16	+9	15
30	+30	+22	+15	+17	+10	15



## APPENDIX 2: MONSTER ADVANCEMENT

The following rules allow you to adjust monsters, increasing (or even decreasing) their statistics and abilities while still creating a balanced and fun encounter.

### TEMPLATES

A template is a set of rules that you apply to a monster to transform it into a different monster. All templates give precise directions on how to change a monster's statistics to transform it into the new monster.

**Acquired Templates:** Some templates, like the lich, are the results of a creature's choice and desire to transform. Others, like the ghost template, are the result of an external force acting upon a creature (for example, when a tormented person dies and becomes a ghost). Yet in both cases, the template changed a creature well after its birth or creation—these types are called “acquired templates,” and can be added to a creature at any time during its existence.

**Inherited Templates:** Some templates, such as the half-dragon and half-fiend templates, are part of a creature from the beginning of its existence. Creatures are born or created with these templates already in place, and have never known life without them. These types of templates are called “inherited templates.”

### SIMPLE TEMPLATES

Simple templates can be applied during the game with minimal effort. This makes it easy, for example, to deal with celestial and fiendish creatures conjured in the heat of battle by *summon monster* spells.

All simple templates have two categories of changes. The “quick rules” present a fast way to modify die rolls made in play to simulate the template's effects without actually rebuilding the stat block—this method works great for summoned creatures. The “rebuild rules” list the exact changes you make to the base stat block if you have the time to completely rebuild it—this method works best when you have time during game preparation to build full stat blocks. The two methods result in creatures of similar, if not identical, abilities.

#### Advanced Creature (CR +1)

Creatures with the advanced template are fiercer and more powerful than their ordinary cousins.

**Quick Rules:** +2 on all rolls (including damage rolls) and special ability DCs; +4 to AC and CMD; +2 hp/HD.

**Rebuild Rules:** AC increase natural armor by +2; **Ability Scores** +4 to all ability scores (except Int scores of 2 or less).

#### Celestial Creature (CR +0 or +1)

Celestial creatures dwell in the higher planes, but can be summoned using spells such as *summon monster* and *planar*

TABLE 1-7: XP AND GP VALUES BY CR

CR	XP	Slow GP	Medium GP	Fast GP
1/8	50 XP	20 gp	35 gp	50 gp
1/6	65 XP	30 gp	45 gp	65 gp
1/4	100 XP	40 gp	65 gp	100 gp
1/3	135 XP	55 gp	85 gp	135 gp
1/2	200 XP	85 gp	130 gp	200 gp
1	400 XP	170 gp	260 gp	400 gp
2	600 XP	350 gp	550 gp	800 gp
3	800 XP	550 gp	800 gp	1,200 gp
4	1,200 XP	750 gp	1,150 gp	1,700 gp
5	1,600 XP	1,000 gp	1,550 gp	2,300 gp
6	2,400 XP	1,350 gp	2,000 gp	3,000 gp
7	3,200 XP	1,750 gp	2,600 gp	3,900 gp
8	4,800 XP	2,200 gp	3,350 gp	5,000 gp
9	6,400 XP	2,850 gp	4,250 gp	6,400 gp
10	9,600 XP	3,650 gp	5,450 gp	8,200 gp
11	12,800 XP	4,650 gp	7,000 gp	10,500 gp
12	19,200 XP	6,000 gp	9,000 gp	13,500 gp
13	25,600 XP	7,750 gp	11,600 gp	17,500 gp
14	38,400 XP	10,000 gp	15,000 gp	22,000 gp
15	51,200 XP	13,000 gp	19,500 gp	29,000 gp
16	76,800 XP	16,500 gp	25,000 gp	38,000 gp
17	102,400 XP	22,000 gp	32,000 gp	48,000 gp
18	153,600 XP	28,000 gp	41,000 gp	62,000 gp
19	204,800 XP	35,000 gp	53,000 gp	79,000 gp
20	307,200 XP	44,000 gp	67,000 gp	100,000 gp
21	409,600 XP	56,000 gp	84,000 gp	126,000 gp
22	615,000 XP	70,000 gp	105,000 gp	158,000 gp
23	820,000 XP	88,000 gp	132,000 gp	198,000 gp
24	1,230,000 XP	110,000 gp	165,000 gp	248,000 gp
25	1,640,000 XP	138,000 gp	208,000 gp	312,000 gp

*ally*. A celestial creature's CR increases by +1 only if the base creature has 5 or more HD. A celestial creature's quick and rebuild rules are the same.

**Rebuild Rules:** **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against evil foes; smite persists until target is dead or the celestial creature rests).

#### CELESTIAL CREATURE DEFENSES

Hit Dice	Resist Acid, Cold, and Electricity	DR
1-4	5	—
5-10	10	5/evil
11+	15	10/evil

#### Fiendish Creature (CR +0 or +1)

Creatures with the fiendish template live in the Lower Planes, such as the Abyss and Hell, but can be summoned

using spells such as *summon monster* and *planar ally*. A fiendish creature's CR increases by +1 only if the base creature has 5 or more HD. A fiendish creature's quick and rebuild rules are the same.

**Rebuild Rules:** **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite good 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against good foes; smite persists until target is dead or the fiendish creature rests).

### FIENDISH CREATURE DEFENSES

Hit Dice	Resist Cold and Fire	DR
1-4	5	—
5-10	10	5/good
11+	15	10/good

### Giant Creature (+1)

Creatures with the giant template are larger and stronger than their normal-sized kin. This template cannot be applied to creatures that are Colossal.

**Quick Rules:** +2 to all rolls based on Str or Con, +2 hp/HD, -1 penalty on all rolls based on Dex.

**Rebuild Rules:** **Size** increase by one category; **AC** increase natural armor by +3; **Attacks** increase dice rolled by 1 step; **Ability Scores** +4 size bonus to Str and Con, -2 Dex.

### Young Creature (CR -1)

Creatures with the young template are immature specimens of the base creature. You can also use this simple template to easily create a smaller variant of a monster. This template cannot be applied to creatures that increase in power through aging or feeding (such as dragons or barghests) or creatures that are Fine-sized.

**Quick Rules:** +2 to all Dex-based rolls, -2 to all other rolls, -2 hp/HD.

**Rebuild Rules:** **Size** decrease by one category; **AC** reduce natural armor by -2 (minimum +0); **Attacks** decrease damage dice by 1 step; **Ability Scores** -4 Strength, -4 Con, +4 size bonus to Dex.

## ADDING RACIAL HIT DICE

Adding racial Hit Dice to a monster is a similar process to building a monster from scratch. As additional Hit Dice are added, other abilities increase in power as well. Additional Hit Dice usually results in better attack bonuses, saves, hit points, and skills, as well as more feats. It can also include additional spellcasting capability and other powers.

### Step 1: Plan the Monster

When advancing a monster by adding racial HD, you should start by deciding what you want the monster to

## TABLE 2-1: MONSTER ADVANCEMENT

Higher CR	Lower CR	Hit Point Change	AC Change	Attack Bonus Change	Damage Change
1	Less than 1	5	1	1	2-3
2	1	5	2	2	2-3
3	2	10	1	1-2	2-3
4	3	10	2	2	2-3
5	4	15	1	1-2	3-4
6	5	15	1	1-2	3-5
7	6	15	1	1-2	4-5
8	7	15	1	1-2	4-5
9	8	15	2	1-2	4-5
10	9	15	1	1	3-5
11	10	15	1	1	4-5
12	11	15	2	1-2	4-5
13	12	20	1	1	4-5
14	13	20	1	1	3-5
15	14	20	1	1	4-5
16	15	20	1	1-2	8-10
17	16	30	1	1	7-10
18	17	30	1	1	8-10
19	18	30	1	1	7-10
20	19	40	2	1	8-10
21+	20+	40	2	1	8-10

become. In most cases, this means merely a tougher, stronger version of an existing monster. Note the desired CR of the new monster. This is also the point at which you should decide whether the creature is going to increase in size. As a general rule, creatures whose Hit Dice increase by 50% or more should also increase in size, but GMs should feel free to ignore this rule if warranted by the individual creature or situation.

### Step 2: Add Hit Dice

Next, determine how many Hit Points the base monster receives per Hit Die (see Table 1-5 for average results based on the die type). Using Table 2-1, add up all of the values in the Hit Point Change column for each increase using the Higher CR column. For example, if the base monster was CR 3 and the new monster is set to be CR 5, the total would be 25 hit points. Next, add additional Hit Dice to the monster to increase its hit points by the desired amount. Note that if the creature increases in size, its Constitution may also increase, as noted on Table 2-2, granting it additional hit points that might offset the need for additional Hit Dice (this also applies to any other Constitution increases).

These values are not absolute. Some monsters have fewer hit points than normal for a creature of their CR and rely on a higher AC or other defenses. Some creatures are primarily



## REDUCING HIT DICE

The rules for increasing a creature's Hit Dice can be used to reduce them as well, creating a weak or infant version of the creature. While the process is the same as for increasing a creature's Hit Dice, each individual step is reversed, with the creature taking a reduction in Hit Dice, hit points, and other statistics based on these values. When using Table 2–1, use the Lower CR column when adding up the average reductions to its statistics. As a general rule, if a creature loses 50% of its original Hit Dice, it should probably reduce in size as well.

## TABLE 2-2: SIZE CHANGES

Old Size*	New Size	Str	Dex	Con	Natural Armor
Fine	Diminutive	Same	-2	Same	Same
Diminutive	Tiny	+2	-2	Same	Same
Tiny	Small	+4	-2	Same	Same
Small	Medium	+4	-2	+2	Same
Medium	Large	+8	-2	+4	+2
Large	Huge	+8	-2	+4	+3
Huge	Gargantuan	+8	Same	+4	+4
Gargantuan	Colossal	+8	Same	+4	+5

\* Repeat the adjustment if the creature moves up more than one size.

## TABLE 2-3: SIZE BONUSES AND PENALTIES

Size	AC/Attack	CMB/CMD	Fly Skill	Stealth Skill
Fine	+8	-8	+8	+16
Diminutive	+4	-4	+6	+12
Tiny	+2	-2	+4	+8
Small	+1	-1	+2	+4
Medium	+0	+0	+0	+0
Large	-1	+1	-2	-4
Huge	-2	+2	-4	-8
Gargantuan	-4	+4	-6	-12
Colossal	-8	+8	-8	-16

spellcasters and typically have fewer Hit Dice. When advancing your monster in this way, be sure to take these factors into account and adjust your monster accordingly.

### Step 3: Ability Scores

Once you have determined the number of additional Hit Dice possessed by the creature, use this number to modify its other statistics. Start with ability scores. For every 4 additional Hit Dice gained by the monster, add 1 to one of its ability scores. In addition, make any modifications to its ability scores based on an increase in size, as noted on Table 2–2.

### Step 4: Skills and Feats

When adding skills, check to see if the creature's Int modifier changed. If it is unchanged, simply multiply the

total number of ranks per Hit Dice gained by a monster of its type times the total number of added Hit Dice and add that number of ranks to its existing skills. If its Intelligence modifier has increased, perform the same calculation as if it had not increased and then multiply the change in its Intelligence modifier times its new total number of Hit Dice and add that number of additional ranks as well (adding new skills as needed to spend all of the ranks). If the creature changed size, make sure to adjust its Fly skill and Stealth skill bonuses (if any) as noted on Table 2–3.

Next, give the creature additional feats. Creatures gain one feat at 1 Hit Die and one additional feat for every 2 Hit Dice above 1. Most additional feats should be focused on increasing the creature's combat abilities, but metamagic feats and skill feats are also possible choices depending on the creature's role.

### Step 5: Statistics

Next, adjust the creature's derived statistics, such as its initiative, AC, saving throws, melee and ranged attack bonuses, BAB, CMB, and CMD. Adjust any special attacks or qualities that are based on the creature's size, Hit Dice, or ability scores. If the creature changed in size, be sure to adjust its AC, attack, CMB, and CMD accordingly (as noted on Table 2–3). Table 2–1 also tracks the average change to the creature's AC, attack rolls, and damage rolls. Add up these values for each step of change between the creature's original and new CR. If the creature changed size, make sure to make changes to its natural armor bonus, as noted on Table 2–2. If the creature does not meet these averages, you should consider adjusting its ability scores or Hit Dice to get it closer to the target.

### Step 6: Comparison

Finally, compare the new monster's statistics to those presented on Table 1–1 for a creature of its adjusted CR. Note that if the original creature deviated from these values, the new one should do so in a similar fashion. For example, if the original creature had higher than normal hit points but a lower than normal CR, the creature should maintain that balance at a higher CR (even though its hit points and AC both increased).

## ADDING CLASS LEVELS

Of all the methods of advancing a monster, adding class levels requires the most adjudication and careful comparison. Some classes truly add to the power and abilities of some monster types, while others do not. For example, adding levels of barbarian to a hill giant can be a great addition, whereas adding levels of sorcerer is less useful. When adding class levels to a creature, take the following three steps.

## Step 1: Determine Creature's Role

When adding class levels to a creature, the first step is to determine what role the base creature fulfills. There are three basic roles into which a creature might fall. A creature can fall into more than one role if its abilities are diverse.

**Combat:** This creature is designed to be good at melee or ranged combat with a weapon or its natural weapons. In either case, these monsters have a number of feats and abilities to enhance their combat prowess (or are good simply by nature of their Hit Dice and ability scores). If a creature does not possess many spells, special abilities, or skills, it is a combat monster.

Most animals, constructs, dragons, humanoids, magical beasts, monstrous humanoids, plants, and vermin fall into this role, as do some creatures of all the other types.

**Spell:** Spell creatures possess a large number of spells that allow them to attack or harass their enemies. These creatures usually have lower hit points and relatively weak attacks as compared to the averages for creatures of their CR. Note that creatures that only possess spell-like abilities do not fall into this role, and are usually considered combat or special.

Most dragons and outsiders fall into this role, but any creature that has a list of spells prepared or spells known likely falls under this heading as well.

**Skill:** Creatures of this type rely on skills (usually Stealth) to ambush or take down their prey. This also includes creatures who take advantage of the environment or spells, such as fog or *invisibility*.

Some aberrations, fey, magical beasts, monstrous humanoids, and outsiders fall into this role.

**Special:** Creatures that do not fall into any of the other categories usually rely on special abilities and powers to attack their foes. They might be tough or dangerous in physical combat, but the threat is greatly increased by their special abilities.

A list of monster roles for determining key classes appears in Appendix 13.

## Step 2: Add Class Levels

Once you have determined the creature's role, it's time to add class levels. The first step of this process is to modify the creature's ability scores. Creatures with class levels receive +4, +4, +2, +2, +0, and -2 adjustments to their ability scores, assigned in a manner that enhances their class abilities. Creatures with NPC class levels do not receive adjustments to their ability scores.

Next, add the class levels to the monster, making all of the necessary additions to its HD, hit points, BAB, CMB, CMD, feats, skills, spells, and class features. If the creature possesses class features (such as spellcasting

### TABLE 2-4: MONSTERS WITH CLASS LEVELS

Monster Role	Barbarian, Fighter, Ranger	Cleric, Druid, Sorcerer, Wizard	Bard, Rogue	Monk, Paladin
	Key	—	—	—
Combat	Key	—	—	—
Spell	—	Key*	—	—
Skill	Key	—	Key	—
Special	—	—	—	—

\* This class is only key if its spellcasting levels stack with those possessed by the creature.

or sneak attack) for the class that is being added, these abilities stack. This functions just like adding class levels to a character without racial Hit Dice.

A monster with class levels always possesses treasure equal to an NPC of a level equal to the monster's final CR (as calculated in Step 3, below). To determine the value of this gear, use the value listed for a heroic NPC of that level, as listed on page 454 of the *Pathfinder RPG Core Rulebook*. Once a total GP value is determined, follow the rules for outfitting an NPC as outlined in that chapter. Gear should help a monster with class levels remain challenging and retain statistics close to those presented on Table 1-1: Monster Statistics by CR.

## Step 3: Determine CR

Determining the final CR for a creature with class levels requires careful consideration. While adding a class level to a monster that stacks with its existing abilities and role generally adds 1 to its CR for each level taken, adding classes that do not stack is more complicated.

Table 2-4 gives general guidelines regarding which core classes add directly to a monster's abilities based on its role. Classes that are marked "key" generally add 1 to a creature's CR for each level added. Classes marked with a "—" increase a creature's CR by 1 for every 2 class levels added until the number of levels added are equal to (or exceed) the creature's original CR, at which point they are treated as "key" levels (adding 1 to the creature's CR for each level added). Creatures that fall into multiple roles treat a class as key if either of its roles treat the class as key. Note that levels in NPC classes are never considered key.

## APPENDIX 3: GLOSSARY

This appendix includes the Universal Monster Rules, Creature Types, and Creature Subtypes.

## UNIVERSAL MONSTER RULES

The following rules are standard and are referenced (but not repeated) in monster stat blocks. Each rule includes a format guide for how it appears in a monster's listing and its location in the stat block.

**Ability Damage and Drain (Ex or Su)** Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

*Format:* 1d4 Str drain; *Location:* Special Attacks and individual attacks.

**Amphibious (Ex)** Creatures with this special quality have the aquatic subtype, but can survive indefinitely on land.

*Format:* amphibious; *Location:* SQ.

**Bleed (Ex)** A creature with this ability causes wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

*Format:* bleed (2d6); *Location:* Special Attacks and individual attacks.

**Blindsense (Ex)** Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

*Format:* blindsense 60 ft.; *Location:* Senses.

**Blindsight (Ex)** This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

*Format:* blindsight 60 ft.; *Location:* Senses.

**Breath Weapon (Su)** Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based

on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

*Format:* breath weapon (60-ft. cone, 8d6 fire damage, Reflex DC 20 for half, usable every 1d4 rounds); *Location:* Special Attacks; if the breath is more complicated than damage, it also appears under Special Abilities with its own entry.

**Burn (Ex)** A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see *Pathfinder RPG Core Rulebook*, page 444).

*Format:* burn (2d6, DC 15); *Location:* Special Attacks and individual attacks.

**Change Shape (Su)** A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

*Format:* change shape (wolf, *beast form I*); *Location:* SQ, and in special abilities for creatures with a unique listing.

**Channel Resistance (Ex)** A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

*Format:* channel resistance +4; *Location:* Defensive Abilities.

**Constrict (Ex)** A creature with this special attack can crush an opponent, dealing bludgeoning damage, when

it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

*Format:* constrict (1d8+6); *Location:* Special Attacks.

**Construct Traits (Ex)** Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

*Format:* construct traits; *Location:* Immune.

**Curse (Su)** A creature with this ability bestows a curse upon its enemies. The effects of the curse, including its save, frequency, and cure, are included in the creature's description. If a curse allows a saving throw, it is usually a Will save (DC 10 + 1/2 cursing creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). Curses can be removed through *remove curse* and similar effects.

*Format:* **Curse Name (Su)** Slam—contact; *save* Will DC 14, *frequency* 1 day, *effect* 1d4 Str drain; *Location:* Special Attacks and individual attacks.

**Damage Reduction (Ex or Su)** A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantite, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotically, or lawfully aligned weapons. When a cleric casts *align weapon*, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon that inflicts damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction, and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

*Format:* DR 5/silver; *Location:* Defensive Abilities.

**Disease (Ex or Su)** A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description. The saving throw to negate the disease is usually a Fort save (DC 10 + 1/2 infecting creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Disease can be removed through *remove disease* and similar effects.

*Format:* **Disease Name (Ex)** Bite—injury; *save* Fort DC 15, *onset* 1d3 days, *frequency* 1 day, *effect* 1 Con damage, *cure* 2 consecutive saves; *Location:* Special Attacks and individual attacks.

**Distraction (Ex)** A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

*Format:* distraction (DC 14); *Location:* Special Attacks.

**Energy Drain (Su)** This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains



5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

*Format:* energy drain (2 levels, DC 18); *Location:* Special Attacks and individual attacks.

**Fast Healing (Ex)** A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

*Format:* fast healing 5; *Location:* hp.

**Fear (Su or Sp)** Fear attacks can have various effects.

*Fear Aura (Su)* The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

*Fear Cone (Sp) and Ray (Su)* These effects usually work like the *fear* spell.

If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

*Format:* fear aura (30 ft., DC 17); *Location:* Aura.

*Format:* fear cone (50 ft., DC 19); *Location:* Special Attacks.

**Ferocity (Ex)** A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

*Format:* ferocity; *Location:* Defensive Abilities.

**Flight (Ex or Su)** A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

*Format:* fly 30 ft. (average); *Location:* Speed.

**Frightful Presence (Ex)** This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

*Format:* frightful presence (60 ft., DC 21); *Location:* Aura.

**Gaze (Su)** A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect: petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

*Averting Eyes:* The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

*Wearing a Blindfold:* The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack

might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

*Format:* gaze; *Location:* Special Attacks.

**Grab (Ex)** If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line.

*Format:* grab; *Location:* individual attacks and special attacks.

**Immunity (Ex or Su)** A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect.

*Format:* Immune acid, fire, paralysis; *Location:* Defensive Abilities.

**Incorporeal (Ex)** An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus

(always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

*Format:* incorporeal; *Location:* Defensive Abilities.

**Light Blindness (Ex)** Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

*Format:* light blindness; *Location:* Weaknesses.

**Light Sensitivity (Ex)** Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

*Format:* Weakness light sensitivity; *Location:* Weaknesses.

**Low-Light Vision (Ex)** A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

*Format:* low-light vision; *Location:* Senses.

**Natural Attacks** Most creatures possess one or more natural attacks (attacks made without a weapon). These

TABLE 3-1: NATURAL ATTACKS BY SIZE

Natural Attack	Base Damage by Size*									Damage Type	Attack Type
	Fine	Dim.	Tiny	Small	Med.	Large	Huge	Garg.	Col.		
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B/S/P	Primary
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P	Primary
Hoof, Tentacle, Wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Pincers, Tail Slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B	Secondary
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Primary
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P	Primary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S/P	Secondary

\* Individual creatures vary from this value as appropriate.

attacks fall into one of two categories, primary and secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus on damage rolls. Secondary attacks are made using the creature's base attack bonus  $-5$  and add only  $1/2$  the creature's Strength bonus on damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds  $1-1/2$  the creature's Strength bonus on damage rolls. This increase does not apply if the creature has multiple attacks but only takes one. If a creature has only one type of attack, but has multiple attacks per round, that attack is treated as a primary attack, regardless of its type. Table 3-1 lists some of the most common types of natural attacks and their classifications.

Some creatures treat one or more of their attacks differently, such as dragons, which always receive  $1-1/2$  times their Strength bonus on damage rolls with their bite attack. These exceptions are noted in the creature's description.

Creatures with natural attacks and attacks made with weapons can use both as part of a full attack action (although often a creature must forgo one natural attack for each weapon clutched in that limb, be it a claw, tentacle, or slam). Such creatures attack with their weapons normally but treat all of their natural attacks as secondary attacks during that attack, regardless of the attack's original type.

The Damage Type column refers to the sort of damage that the natural attack typically deals: bludgeoning (B), slashing (S), or piercing (P). Some attacks deal damage of more than one type, depending on the creature. In such cases all the damage is considered to be of all listed types for the purpose of overcoming damage reduction.

Some fey, humanoids, monstrous humanoids, and outsiders do not possess natural attacks. These creatures can make unarmed strikes, but treat them as weapons for the purpose of determining attack bonuses, and they must use the two-weapon fighting rules when making

attacks with both hands. See Table 3-1 for typical damage values for natural attacks by creature size.

**Format:** bite +5 (1d6+1), 2 claws +5 (1d4+2), 4 tentacles +0 (1d4+1); **Location:** Melee and Ranged.

**Paralysis (Ex or Su)** This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 10 +  $1/2$  paralyzing creature's racial HD + paralyzing creature's Con modifier; the DC is given in the creature's description). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description.

**Format:** paralysis (1d4 rounds, DC 18); **Location:** Special Attacks and individual attacks.

**Plant Traits (Ex)** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

**Format:** plant traits; **Location:** Immune.

**Poison (Ex or Su)** A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usually a Fort save (DC 10 +  $1/2$  poisoning creature's racial HD + creature's Con modifier; the exact DC is given in the creature's descriptive text). Poisons can be removed through *neutralize poison* and similar effects.

**Format:** **Poison Name (Ex)** Sting—injury; *save* Fort DC 22, *frequency* 1/round for 6 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves; **Location:** Special Attacks and individual attacks.

**Pounce (Ex)** When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

**Format:** pounce; **Location:** Special Attacks.

**Powerful Charge (Ex)** When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

*Format:* powerful charge (gore, 4d8+24); *Location:* Special Attacks.

**Pull (Ex)** A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

*Format:* pull (tentacle, 5 feet); *Location:* Special Attacks and individual attacks.

**Push (Ex)** A creature with the push ability can choose to make a free combat maneuver check with a certain successful attack (often a slam attack). If successful, this check pushes a creature directly away as with a bull rush, but the distance moved is set by this ability. The type of attack that causes the push and the distance pushed are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature.

*Format:* push (slam, 10 feet); *Location:* Special Attacks and individual attacks.

**Rake (Ex)** A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

*Format:* rake (2 claws +8, 1d4+2); *Location:* Special Attacks.

**Regeneration (Ex)** A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage

and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

*Format:* regeneration 5 (fire, acid); *Location:* hp.

**Rend (Ex)** If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

*Format:* rend (2 claws, 1d8+9); *Location:* Special Attacks.

**Resistance (Ex)** A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

*Format:* Resist acid 10; *Location:* Defensive Abilities.

**Rock Catching (Ex)** The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

*Format:* rock catching; *Location:* Defensive Abilities.

**Rock Throwing (Ex)** This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

*Format:* rock throwing (120 ft.); *Location:* Special Attacks (damage is listed in Ranged attack).

**Scent (Ex)** This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

*Format:* scent; *Location:* Senses.

**Spell-Like Abilities (Sp)** Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an *antimagic field* and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit; unless otherwise stated, a creature can only use a constant spell-like ability on itself. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to make a concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character

would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

*Format:* At will—*burning hands* (DC 13); *Location:* Spell-Like Abilities.

**Spell Resistance (Ex)** A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

*Format:* SR 18; *Location:* Defensive Abilities.

**Stench (Ex)** A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

*Format:* stench (DC 15, 10 rounds); *Location:* Aura.

**Summon (Sp)** A creature with the summon ability can summon other specific creatures of its kind much as though casting a *summon monster* spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

*Format:* 1/day—*summon* (level 4, 1 hezrou 35%); *Location:* Spell-Like Abilities.

**Swallow Whole (Ex)** If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to  $1/10$  the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally  $10 + 1/2$  its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

*Format:* swallow whole (5d6 acid damage, AC 15, 18 hp); *Location:* Special Attacks.

**Telepathy (Su)** The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

*Format:* telepathy 100 ft.; *Location:* Languages.

**Trample (Ex)** As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage +  $1-1/2$  times its Str modifier. Targets of a trample can make an attack of opportunity, but at a  $-4$  penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is  $10 + 1/2$  creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

*Format:* trample (2d6+9, DC 20); *Location:* Special Attacks.

**Tremorsense (Ex)** A creature with tremorsense is sensitive to vibrations in the ground and can automatically

pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

*Format:* tremorsense 60 ft.; *Location:* Senses.

**Trip (Ex)** A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

*Format:* trip (bite); *Location:* individual attacks.

**Undead Traits (Ex)** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

*Format:* undead traits; *Location:* Immune.

**Vulnerabilities (Ex or Su)** A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a  $-4$  penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

*Format:* vulnerability to fire; *Location:* Weaknesses.

**Web (Ex)** Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to  $10 + 1/2$  creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a  $-4$  penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the

webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

*Format:* web (+8 ranged, DC 16, 5 hp); *Location:* Special Attacks.

**Whirlwind (Su)** Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried

creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

*Format:* whirlwind (3/day, 10–30 ft. high, 1d6+6 damage, DC 15); *Location:* Special Attacks.

## CREATURE TYPES

Each creature has one type, which broadly defines its abilities. Some creatures also have one or more subtypes, as described on pages 310–314. A creature cannot violate the rules of its subtype without a special ability or quality to explain the difference—templates can often change a creature's type drastically.



### ABERRATION

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. An aberration has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Will saves.
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. The following are class skills for aberrations: Acrobatics, Climb, Escape Artist, Fly, Intimidate, Knowledge (pick one), Perception, Spellcraft, Stealth, Survival, and Swim.

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

- Darkvision 60 feet.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- Aberrations breathe, eat, and sleep.



### ANIMAL

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals usually have additional information on how they can serve as companions. An animal has the following features (unless otherwise noted).

- d8 Hit Die.

- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude and Reflex saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. The following are class skills for animals: Acrobatics, Climb, Fly, Perception, Stealth, and Swim.

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

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- Alignment: Always neutral.
- Treasure: None.
- Proficient with its natural weapons only. A noncombative herbivore treats its natural weapons as secondary attacks. Such attacks are made with a -5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.
- Proficient with no armor unless trained for war.
- Animals breathe, eat, and sleep.



## CONSTRUCT

A construct is an animated object or artificially created creature. A construct has the following features.

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- No good saving throws.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. However, most constructs are mindless and gain no skill points or feats. Constructs do not have any class skills, regardless of their Intelligence scores.

**Traits:** A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Low-light vision.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as *make whole*. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately

destroyed when reduced to 0 hit points or less.

- A construct cannot be raised or resurrected.
- A construct is hard to destroy, and gains bonus hit points based on size, as shown on the following table.

Construct Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not breathe, eat, or sleep.



## DRAGON

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities. A dragon has the following features.

- d12 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to 6 + Int modifier (minimum 1) per Hit Die. The following are class skills for dragons: Appraise, Bluff, Climb, Craft, Diplomacy, Fly, Heal, Intimidate, Knowledge (all), Linguistics, Perception, Sense Motive, Spellcraft, Stealth, Survival, Swim, and Use Magic Device.

**Traits:** A dragon possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons breathe, eat, and sleep.



## FEY

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped. A fey has the following features.

- d6 Hit Die.
- Base attack bonus equal to 1/2 total Hit Dice (slow progression).
- Good Reflex and Will saves.
- Skill points equal to 6 + Int modifier (minimum 1) per

Hit Die. The following are class skills for fey: Acrobatics, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Knowledge (geography), Knowledge (local), Knowledge (nature), Perception, Perform, Sense Motive, Sleight of Hand, Stealth, Swim, Use Magic Device.

**Traits:** A fey possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
- Fey breathe, eat, and sleep.



### HUMANOID

A humanoid usually has two arms, two legs, and one head, or a human-like torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They are usually Small or Medium (with the exception of giants). Every humanoid creature also has a specific subtype to match its race, such as human, giant, goblinoid, reptilian, or tengu.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are typically presented as 1st-level warriors, which means they have average combat ability and poor saving throws. Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type. A humanoid has the following features (unless otherwise noted in a creature's entry).

- d8 Hit Die, or by character class.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- One good save, usually Reflex.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die or by character class. The following are class skills for humanoids without a character class: Climb, Craft, Handle Animal, Heal, Profession, Ride, and Survival. Humanoids with a character class use their class's skill list instead. Humanoids with both a character class and racial HD add these skills to their list of class skills.

**Traits:** A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with all simple weapons, or by character class.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with

- shields if they are proficient with any form of armor.
- Humanoids breathe, eat, and sleep.



### MAGICAL BEAST

Magical beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the magical beast knows at least one language, but can't necessarily speak). Magical beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in appearance or habits. A magical beast has the following features.

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- Good Fortitude and Reflex saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. The following are class skills for magical beasts: Acrobatics, Climb, Fly, Perception, Stealth, Swim.

**Traits:** A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Low-light vision.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Magical beasts breathe, eat, and sleep.



### MONSTROUS HUMANOID

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well. A monstrous humanoid has the following features.

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- Good Reflex and Will saves.
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. The following are class skills for monstrous humanoids: Climb, Craft, Fly, Intimidate, Perception, Ride, Stealth, Survival, and Swim.

**Traits:** A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- Monstrous humanoids breathe, eat, and sleep.



### OOZE

An ooze is an amorphous or mutable creature, usually mindless. An ooze has the following features.

- d8 Hit Die.

- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- No good saving throws.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. However, most oozes are mindless and gain no skill points or feats. Oozes do not have any class skills.

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

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). An ooze with an Intelligence score loses this trait.
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Some oozes have the ability to deal acid damage to objects.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.



## OUTSIDER

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence. An outsider has the following features.

- d10 Hit Dice.
- Base attack bonus equal to total Hit Dice (fast progression).
- Two good saving throws, usually Reflex and Will.
- Skill points equal to 6 + Int modifier (minimum 1) per Hit Die. The following are class skills for outsiders: Bluff, Craft, Knowledge (planes), Perception, Sense Motive, and Stealth. Due to their varied nature, outsiders also receive 4 additional class skills determined by the creature's theme.

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

- Darkvision 60 feet.
- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as

other living creatures can be.

- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.



## PLANT

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores and are not creatures, but objects, even though they are alive. A plant creature has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. Some plant creatures, however, are mindless and gain no skill points or feats. The following are class skills for plants: Perception and Stealth.

**Traits:** A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Proficient with its natural weapons only.
- Not proficient with armor.
- Plants breathe and eat, but do not sleep.



## UNDEAD

Undead are once-living creatures animated by spiritual or supernatural forces. An undead creature has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Will saves.
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. Many undead, however, are mindless and gain no skill points or feats. The following are class skills for undead: Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth.

**Traits:** An undead creature possesses the following traits

(unless otherwise noted in a creature's entry).

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.



## VERMIN

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. Most vermin, however, are mindless and gain no skill points or feats. Vermin have no class skills.

**Traits:** Vermin possess the following traits (unless otherwise noted in a creature's entry).

- **Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). A vermin-like creature with an

Intelligence score is usually either an animal or a magical beast, depending on its other abilities.

- Darkvision 60 feet.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

## CREATURE SUBTYPES

Some creatures have one or more subtypes. Subtypes add additional abilities and qualities to a creature.

**Air Subtype:** This subtype is usually used for outsiders with a connection to the Elemental Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability. Air creatures treat Fly as a class skill.

**Angel Subtype:** Angels are a race of celestials, or good outsiders, native to the good-aligned outer planes. An angel possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- **Protective Aura (Su)** Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). The defensive benefits from the circle are not included in an angel's statistics block.
- **Truespeech (Su)** All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

**Aquatic Subtype:** These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

**Archon Subtype:** Archons are a race of celestials, or good outsiders, native to lawful good-aligned outer planes. An archon possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- **Aura of Menace (Su)** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has

resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.
- *Teleport (Sp)* Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
- *Truespeech (Su)* All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

**Augmented Subtype:** A creature receives this subtype when something (usually a template) changes its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type.

**Azata Subtype:** Azatas are a race of celestials, or good outsiders, native to chaotic good-aligned outer planes. An azata possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to electricity and petrification.
- Resistance to cold 10 and fire 10.
- *Truespeech (Su)* All azatas can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

**Chaotic Subtype:** This subtype is usually applied to outsiders native to the chaotically aligned outer planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields are chaotically aligned (see *Damage Reduction*, page 299).

**Cold Subtype:** A creature with the cold subtype has immunity to cold and vulnerability to fire.

**Demon Subtype:** Demons are chaotic evil outsiders that call the Abyss their home. Demons possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- *Summon (Sp)* Demons share the ability to summon others of their kind, typically another of their type or a small number of less powerful demons.
- Telepathy.
- Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

- A demon's natural weapons, as well as any weapon it wields, is treated as chaotic and evil for the purpose of resolving damage reduction

**Devil Subtype:** Devils are lawful evil outsiders that hail from the plane of Hell. Devils possess a particular suite of traits (unless otherwise noted in a creature's entry).

- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- *See in Darkness (Su)* Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
- *Summon (Sp)* Devils share the ability to summon others of their kind, typically another of their type or a small number of less-powerful devils.
- Telepathy.
- Except when otherwise noted, devils speak Celestial, Draconic, and Infernal.
- A devil's natural weapons, as well as any weapons it wields, are treated as lawful and evil for the purpose of resolving damage reduction.

**Dwarf Subtype:** This subtype is applied to dwarves and creatures related to dwarves. Creatures with the dwarf subtype have darkvision 60 feet.

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

**Elemental Subtype:** An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

**Elf Subtype:** This subtype is applied to elves and creatures related to elves. Creatures with the elf subtype have low-light vision.

**Evil Subtype:** This subtype is usually applied to outsiders native to the evil-aligned outer planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their

alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields are evil-aligned (see Damage Reduction, page 299).

**Extraplanar Subtype:** This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have it 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, or the Plane of Shadow.

**Fire Subtype:** A creature with the fire subtype has immunity to fire and vulnerability to cold.

**Giant Subtype:** A giant is a humanoid creature of great strength, usually of at least Large size. Giants have a number of racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision, and treat Intimidate and Perception as class skills.

**Gnome Subtype:** This subtype is applied to gnomes and creatures related to gnomes. Creatures with the gnome subtype have low-light vision.

**Goblinoid Subtype:** Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin. Goblinoids treat Stealth as a class skill.

**Good Subtype:** This subtype is usually applied to outsiders native to the good-aligned outer planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields are good-aligned (see Damage Reduction, page 299).

**Halfling Subtype:** This subtype is applied to halflings and creatures related to halflings.

**Human Subtype:** This subtype is applied to humans and creatures related to humans.

**Incorporeal Subtype:** An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality.

**Lawful Subtype:** This subtype is usually applied to outsiders native to the lawfully aligned outer planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields are lawfully aligned (see Damage Reduction, page 299).

**Native Subtype:** This subtype is applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.

**Orc Subtype:** This subtype is applied to orcs and creatures related to orcs, such as half-orcs. Creatures with the orc subtype normally have darkvision 60 feet and light sensitivity (half orcs do not have light sensitivity).

**Reptilian Subtype:** These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are true reptiles.

**Shapechanger Subtype:** A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shapeshifting, and not every creature that can change shapes has the shapechanger subtype. A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

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

**Swarm Subtype:** A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit

Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

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

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

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

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered

unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

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

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

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

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

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

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

## APPENDIX 4: MONSTERS AS PCS

Using one of the monsters presented in this book as a character can be very rewarding, but weighing such a character against others is challenging. Monsters are not designed with the rules for players in mind, and as such can be very unbalancing if not handled carefully.

There are a number of monsters in this book that do not possess racial Hit Dice. Such creatures are the best options for player characters, but a few of them are so

powerful that they count as having 1 class level, even without a racial Hit Die. Such characters should only be allowed in a group that is 2nd-level or higher.

For monsters with racial Hit Dice, the best way to allow monster PCs is to pick a CR and allow all of the players to make characters using monsters of that CR. Treat the monster's CR as its total class levels and allow the characters to multiclass into the core classes. Do not advance such monsters by adding Hit Dice. Monster PCs should only advance through classes.

If you are including a single monster character in a group of standard characters, make sure the group is of a level that is at least as high as the monster's CR. Treat the monster's CR as class levels when determining the monster PC's overall levels. For example, in a group of 6th-level characters, a minotaur (CR 4) would possess 2 levels of a core class, such as barbarian.

Note that in a mixed group, the value of racial Hit Dice and abilities diminish as a character gains levels. It is recommended that for every 3 levels gained by the group, the monster character should gain an extra level, received halfway between the 2nd and 3rd levels. Repeat this process a number of times equal to half the monster's CR, rounded down. Using the minotaur example, when the group is at a point between 6th and 7th level, the minotaur gains a level, and then again at 7th, making him a minotaur barbarian 4. This process repeats at 10th level, making him a minotaur barbarian 8 when the group reaches 10th level. From that point onward, he gains levels normally.

GMs should carefully consider any monster PCs in their groups. Some creatures are simply not suitable for play as PCs, due to their powers or role in the game. As monster characters progress, GMs should closely monitor whether such characters are disruptive or abusive to the rules and modify them as needed to improve play.

## APPENDIX 5: MONSTER FEATS

Most of the following feats apply specifically to monsters, although some player characters might qualify for them (particularly Craft Construct).

### Ability Focus

One of this creature's special attacks is particularly difficult to resist.

**Prerequisite:** Special attack.

**Benefit:** Choose one of the creature's special attacks. 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 (Combat)

This creature can send opponents flying.

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

**Benefit:** As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls 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 square 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, and the opponent is knocked prone in the space adjacent to the obstacle.

### Craft Construct (Item Creation)

You can create construct creatures like golems.

**Prerequisites:** Caster level 5th, Craft Magic Arms and Armor, Craft Wondrous Item.

**Benefit:** You can create any construct whose prerequisites you meet. The act of animating a construct takes one day for each 1,000 gp in its market price. To create a construct, you must use up raw materials costing half of its base price, plus the full cost of the basic body created for the construct. Each construct has a special section that summarizes its costs and other prerequisites. A newly created construct has average hit points for its Hit Dice.

### Empower Spell-Like Ability

One of this creature's spell-like abilities is particularly potent and powerful.

**Prerequisite:** Spell-like ability at caster 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 half (+50%). 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 1/2 its caster level (round down) - 2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat on page 316.

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

## Flyby Attack

This creature can make an attack before and after it moves while flying.

**Prerequisite:** Fly speed.

**Benefit:** When flying, the creature can take a move action 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

This creature can hover in place with ease and can kick up clouds of dust and debris.

**Prerequisite:** Fly speed.

**Benefit:** A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat 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 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).

**Normal:** Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

## Improved Natural Armor

This creature's hide is tougher than most.

**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

Attacks made by one of this creature's natural attacks leave vicious wounds.

**Prerequisite:** Natural weapon, base attack bonus +4.

**Benefit:** Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 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.

**Special:** This feat can be taken multiple times. Each time it is taken, it applies to a different natural attack.

## Multiattack (Combat)

This creature is particularly skilled at making attacks with its natural weapons.

**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 (Combat)

This multi-armed creature is skilled at making attacks with multiple weapons.

**Prerequisites:** Dex 13, three or more hands.

**Benefit:** Penalties for fighting with multiple weapons are reduced by –2 with the primary hand and 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 all of its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting in the *Pathfinder RPG Core Rulebook*.

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

## Quicken Spell-Like Ability

This creature can use one of its spell-like abilities with next to no effort.

**Prerequisite:** Spell-like ability at CL 10th or higher.

**Benefit:** Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use the chosen spell-like 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 swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—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 1/2 its caster level (round down) – 4. For a summary, see the table on page 316.

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

**Normal:** The use of a spell-like ability normally requires a standard action (at the very least) and provokes an attack of opportunity.

**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.

### EMPOWERED AND QUICKENED SPELL-LIKE ABILITIES

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

This creature can grab other creatures with ease.

**Prerequisite:** Size Huge or larger.

**Benefits:** The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. 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 × 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 or falling damage, whichever is greater.

### Wingover

This creature can make turns with ease while flying.

**Prerequisite:** Fly speed.

**Benefits:** Once each round, a creature with this feat can turn up to 180 degrees as a free action without making a Fly skill check. This free turn does not consume any additional movement from the creature.

**Normal:** A flying creature can turn up to 90 degrees by making a DC 15 Fly skill check and expending 5 feet of movement. A flying creature can turn up to 180 degrees by making a DC 20 Fly skill check and expending 10 feet of movement.

## APPENDIX 6: MONSTER COHORTS

The Leadership feat (see *Pathfinder RPG Core Rulebook* page 129) allows a character to gain a loyal cohort. With the GM's approval, this cohort can be a similarly aligned monster rather than a humanoid with the appropriate number of

class levels. Monsters on the following list all work well as cohorts (be they bodyguards, mounts, assassins, etc.)—their effective cohort “level” corresponds to the level available to the PC as afforded by his Leadership score.

A monster cohort gains experience points as if it were a character of its cohort level, and when it gains enough XP to advance a level, it should generally gain a key class level (fighter is often the best choice for most cohorts). You can use the monsters on the following table as guidelines when determining effective cohort levels for monsters not on this list.

### MONSTER COHORTS

Monster	Level	Monster	Level
Babau (demon)	11	Hound archon	7
Bralani (azata)	11	Manticore	9
Young dragon	Special*	Pegasus	6
Drider	11	Pixie	8
Erinyes (devil)	16	Satyr	7
Ettin	15	Skeletal champion	6
Ghoul	5	Stone giant	18
Giant eagle	6	Unicorn	8
Griffon	8	Worg	5
Hell hound	7	Wyvern	10

\* A young dragon's effective cohort level equals its CR + 8.

Dragon cohorts do not advance via aging as normal dragons do, but by gaining class levels (typically in fighter or sorcerer).

## APPENDIX 7: ANIMAL COMPANIONS

The *Pathfinder RPG Core Rulebook* presents druids and rangers with a wide selection of animal companion choices, but this selection by no means covers the entirety of animals available as companions. Numerous additional animals are presented in this book, and in each case, rules for using them as companions are included. The following list indexes all additional animal companions found in this book, along with the page numbers on which they can be located.

### ANIMAL COMPANIONS

Animal	Page	Animal	Page
Ankylosaurus	83	Goblin dog	157
Aurochs	174	Hyena	179
Bison	174	Monitor lizard	194
Brachiosaurus	83	Octopus	219
Dire bat	30	Orca	88
Dire rat	232	Pteranodon	85
Dolphin	88	Rhinoceros	235
Elasmosaurus	84	Roc	236
Electric eel	119	Squid	259
Elephant	128	Stegosaurus	85
Giant frog	135	Triceratops	86
Giant moray eel	119	Tyrannosaurus	86

## APPENDIX 8: MONSTERS BY TYPE

Listed below are all of the monsters in this book, organized alphabetically by type.

**Aberration:** aboleth, choker, chuul, cloaker, dark naga, drider, ettercap, froghemoth, gibbering moulder, guardian naga, intellect devourer, mimic, neothelid, otyugh, roper, rust monster, spirit naga, will-o'-wisp

**(Air):** air elemental, air mephit, djinni, dust mephit, invisible stalker, green dragon, will-o'-wisp

**Animal:** ankylosaurus, aurochs, bat, bat swarm, bison, boar, brachiosaurus, cat, cheetah, constrictor snake, crocodile, deinonychus, dire ape, dire bat, dire bear, dire boar, dire crocodile, dire hyena, dire lion, dire rat, dire shark, dire tiger, dire wolf, dire wolverine, dog, dolphin, eagle, elasmosaurus, electric eel, elephant, giant frilled lizard, giant frog, giant moray eel, giant octopus, giant squid, goblin dog, gorilla, grizzly bear, hawk, horse, hyena, leopard, lion, lizard, mastodon, monitor lizard, monkey, octopus, orca, owl, poison frog, pony, pteranodon, rat, rat swarm, raven, rhinoceros, riding dog, roc, shark, squid, stegosaurus, tiger, toad, triceratops, tyrannosaurus, venomous snake, viper, weasel, wolf, wolverine, woolly rhinoceros

**(Aquatic):** aboleth, chuul, crab swarm, dire shark, dragon turtle, giant crab, giant leech, giant moray eel, giant octopus, giant squid, kraken, leech swarm, merfolk, octopus, sahuagin, sea hag, sea serpent, shark, shoggoth, skum, squid

**(Cold):** frost giant, ice golem, ice linnorm, ice mephit, silver dragon, white dragon, winter wolf, yeti

**Construct:** animated object, clay golem, flesh golem, homunculus, ice golem, iron cobra, iron golem, stone golem, wood golem, retriever

**Dragon:** black dragon, blue dragon, brass dragon, bronze dragon, copper dragon, crag linnorm, dracolisk, dragon turtle, gold dragon, ice linnorm, green dragon, pseudodragon, red dragon, silver dragon, tarn linnorm, white dragon, wyvern

**(Earth):** blue dragon, copper dragon, earth elemental, earth mephit, gargoyles, salt mephit, shaitan, xorn

**Fey:** dryad, mite, nymph, pixie, satyr

**(Fire):** brass dragon, fire giant, gold dragon, phoenix, red dragon

**(Giant):** cloud giant, cyclops, ettin, frost giant, fire giant, hill giant, ogre, ogre mage, stone giant, storm giant, troll

**(Goblinoid):** bugbear, goblin, hobgoblin

**Humanoid:** boggard, bugbear, cloud giant, cyclops, dark creeper, dark stalker, derro, drow, drow noble, duergar, ettin, fire giant, frost giant, gnoll, goblin, hill giant, hobgoblin, kobold, lizardfolk, merfolk, ogre, orc, stone giant, storm giant, svirfneblin, tengu, troglodyte, troll, wererat, werewolf

**(Incorporeal):** ghost, greater shadow, shadow, spectre, wraith

**Magical Beast:** ankheg, basilisk, behir, bulette, chimera, cockatrice, darkmantle, giant eagle, girallon, gorgon, griffon, hydra, kraken, manticores, owlbear, pegasus, phase spider, phoenix, purple worm, remorhaz, sea serpent, shocker lizard, sphinx, stirge, tarrasque, unicorn, winter wolf, worg

**Monstrous Humanoid:** centaur, doppelganger, gargoyle, green hag, harpy, lamia, medusa, minotaur, morlock, sahuagin, sea hag, skum, yeti

**Ooze:** black pudding, gelatinous cube, gray ooze, ochre jelly, shoggoth

**Outsider (air):** air elemental, air mephit, djinni, dust mephit, invisible stalker

**Outsider (chaotic):** azatas, bebelith, demons

**Outsider (cold):** ice mephit

**Outsider (elemental):** air elemental, earth elemental, fire elemental, invisible stalker, water elemental

**Outsider (evil):** barghest, bebelith, cauchemar, demons, devils, hell hound, kyton, nessian warhound, night hag, nightmare, vargouille, xill, yeth hound

**Outsider (earth):** earth elemental, earth mephit, salt mephit, shaitan, xorn

**Outsider (fire):** efreeti, fire elemental, fire mephit, hell hound, magma mephit, nessian warhound, salamander, steam mephit

**Outsider (good):** angels, archons, azatas

**Outsider (lawful):** archons, barghest, devils, hell hound, kyton, nessian warhound

**Outsider (native):** aasimar, couatl, janni, half-celestial, half-fiend, ogre mage, rakshasa, tiefling

**Outsider (water):** marid, water elemental, ooze mephit, water mephit

**Plant:** assassin vine, basidirond, giant flytrap, shambling mound, treant, vegepygmy, violet fungus, yellow musk creeper

**(Reptilian):** kobold, lizardfolk, troglodyte

**(Shapechanger):** barghest, bralani azata, doppelganger, ghaele azata, mimic, ogre mage, rakshasa, wererat, werewolf

**(Swarm):** army ant swarm, crab swarm, centipede swarm, leech swarm, rat swarm, spider swarm, wasp swarm

**Template:** ghost, half-celestial, half-dragon, half-fiend, lich, lycanthrope, skeleton, skeletal champion, vampire, zombie

**Undead:** devourer, ghost, ghoul, greater shadow, lich, mohrg, mummy, shadow, skeletal champion, skeleton, spectre, vampire, wight, wraith, zombie

**Vermin:** army ant swarm, cave fisher, centipede swarm, crab swarm, fire beetle, giant ant, giant centipede, giant crab, giant leech, giant mantis, giant scorpion, giant slug, giant spider, giant stag beetle, giant wasp, leech swarm, spider swarm, wasp swarm

**(Water):** black dragon, bronze dragon, marid, ooze mephit, water elemental, water mephit