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**Banshrae CR 8 Monster Manual 5 p. 10****XP 4,800**

CE Medium Fey

**Init** +7; **Senses** low light vision; Perception +20**DEFENSE****AC** 23, touch 23, flat-footed 22 (+7 Dex, +5 deflection, +1 dodge)**hp** 97 (15d6 + 45)**Fort** +8, **Ref** +16, **Will** +11**DR** 10/cold iron; Deflect Arrows; Mobility; sylvan warrior**OFFENSE****Speed** 60 ft.**Melee** unarmed strike +15/+10 (2d6+3)**Ranged** greater blowgun +14/+9 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Stunning Fist 3x/day (DC 19), blowgun flute, dart cone, locust dart**Spell-like Abilities**

1x/day - bestow curse (DC 19)

**STATISTICS****Str** 16, **Dex** 24, **Con** 17 **Int** 14, **Wis** 15, **Cha** 20**Base Atk** +7; **CMB** +10; **CMD** 32**Feats** Combat Expertise, Deflect Arrows<sup>B</sup>, Dodge, Improved Unarmed Strike<sup>B</sup>, Mobility, Nimble Moves, Spring Attack, Stunning Fist<sup>B</sup>, Weapon Finesse, Weapon Focus (unarmed strike), Wind Stance**Skills** Acrobatics +25, Bluff +15, Climb +8, Diplomacy +9, Disguise +13, Escape Artist +25, Intimidate +7, Knowledge (nature) +20, Perception +20, Perform (wind instrument) +23, Stealth +25, Survival +10, Swim +9, Use Magic Device +13**Languages** Understands Common, Elven, Sylvan; cannot speak; telepathy 100 ft.**ECOLOGY****Environment** temperate forest**Organization** solitary**Treasure** standard (usually includes fine clothing, jewelry and musical instruments)**SPECIAL ABILITIES****Sylvan Warrior (Ex)** A banshrae applies its Charisma bonus as a deflection modifier to its AC. It does not lose its Dex bonus to AC when flat-footed.**Blowgun flute (Su)** At will as an immediate action, a banshrae can call into existence a masterwork flute that also acts as a masterwork greater blowgun (10 foot range increment). A banshrae can only have one such flute at a time and it disappears if the banshrae loses possession of it. Each round, the banshrae can play the flute as a swift action to cause one of the following effects (60 foot spread, Will DC 22 negates, sonic mind-affecting, the effect ends if the foe can no longer hear the music):*Dread Dirge:* This mournful tune causes deep unease. Affected creatures are shaken. This is a fear effect.*Gibbering sing-along:* This catchy melody forces listeners to blather meaningless sounds. Affected creatures fail Stealth checks, give away their positions if invisible or hidden, cannot talk and cannot cast spells with verbal components.*Traveller's Tune:* this sprightly tune forces affected creatures to move at least 20 feet (or their maximum, whichever is less) on their turns.**Dart Cone (Ex)** Once per day per point of Charisma bonus, the banshrae can create a 15-foot cone of darts as a full round action. Those caught in the cone take 4d6 points of damage (Reflex DC 24 for half, Dexterity-based).**Locust Dart (Su)** Once per day, a banshrae can fire a special dart. An opponent hit by this dart is sickened for 1 round and takes 2d6 points of damage as locusts emerge from its body (Fortitude DC 20 negates, Con-based). The locusts form a swarm that obeys the banshrae's commands for 2d6 rounds before dispersing.**Bestow Curse (Sp)** Victims of this curse inspire anger in those around them, taking -6 on Bluff and Diplomacy checks as well as -2 AC.

**Beholder CR 11 Monster Manual p. 25****XP 12,800**

LE Large aberration

**Init** +6; **Senses** darkvision 60 ft.; Perception +22**DEFENSE****AC** 26, touch 11, flat-footed 24 (-1 size, +2 Dex, +15 natural)**hp** 93 (11d8+44)**Fort** +9, **Ref** +5, **Will** +11**OFFENSE****Speed** 5 ft., fly 20 ft. (good)**Melee** bite +2 (2d4)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** eye rays +9 ranged touch**STATISTICS****Str** 10, **Dex** 14, **Con** 18, **Int** 17, **Wis** 15, **Cha** 15**Base Atk** +8; **CMB** +9; **CMD** 21**Feats** Alertness<sup>B</sup>, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Point Blank Shot, Magical Aptitude**Skills** Fly +18, Knowledge (arcana) +17, Intimidate +16, Perception +22, Spellcraft +19, Stealth +12, Use Magic Device +15;**Racial Modifiers** +2 Perception**Languages** Beholder, Common**ECOLOGY****Environment** any underground**Organization** solitary, pair, or cluster (3-6)**Treasure** double standard**SPECIAL ABILITIES****Flight (Ex)** Beholders are naturally buoyant which allows them to fly at a speed of 20 feet, as well as a permanent *feather fall* effect with personal range.**Eye Rays (Su)** The beholder can produce a ray from each of its 10 small eyes once per round as a free action. During a round, it may only aim 3 eye rays in any given 90 degree arc (forward, back, left, right, up, down). The rays (CL 13, save DC 17, saves are Charisma-based) each have different effects:**Charm Monster:** The target must succeed on a Will save or be affected as though by the spell. Beholders use this ray to confuse the opposition, usually employing it early in a fight. The beholder generally instructs a *charmed* target to either restrain a comrade or stand aside.**Charm Person:** The target must succeed on a Will save or be affected as though by the spell. Beholders use this ray in the same manner as the *charm monster* ray.**Disintegrate:** The target must succeed on a Fortitude save or be affected as though by the spell. The beholder likes to use this ray on any foe it considers a real threat.**Fear:** This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell. Beholders like to use this ray against warriors and other powerful creatures early in a fight, to break up the opposition.**Finger of Death:** The target must succeed on a Fortitude save or be take 130 points of damage as though by the spell. The target takes 3d6+13 points of damage if its saving throw succeeds. Beholders use this ray to eliminate dangerous foes quickly.**Flesh to Stone:** The target must succeed on a Fortitude save or be affected as though by the spell. Beholders like to aim this ray at enemy spellcasters. They also use it on any creature whose appearance they find interesting. (After the fight, the beholder takes the statue to its lair as a decoration.)**Inflict Moderate Wounds:** This works like the spell, causing 2d8+10 points of damage (Will half).**Sleep:** This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Beholders like to use this ray against warriors and other physically powerful creatures. They know their foes can quickly awaken the sleepers, but they also know that doing so takes time and can delay an effective counterattack.**Slow:** This works like the spell, except that it affects one creature. The target can make a Will save to negate the effect. Beholders often use this ray against the same creature targeted by their *disintegrate*, *flesh to stone*, or *finger of death* ray. If one of the former rays fails to eliminate the foe, this ray might at least hamper it.**Telekinesis:** A beholder can move objects or creatures that weigh up to 325 pounds, as though with a *telekinesis* spell. Creatures can resist the effect with a successful Will save.**Antimagic Cone (Su)** A beholder's central eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (caster level 13th). All magical and supernatural powers and effects within the cone are suppressed—even the beholder's own eye rays. Once each round, during its turn, the beholder decides whether the antimagic cone is active or not (the beholder deactivates the cone by shutting its central eye).

**Black Abishai CR 4 Fiendish Codex 2: Codex of the Nine Hells p. 108**

**XP 1,200**

LE Medium Outsider (baatezu, evil, extraplanar, lawful)

**Init** +7; **Senses** see in darkness; Perception +9

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**DEFENSE**

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**AC** 22, touch 13, flat-footed 19 (+3 Dex, +1 armor, +8 natural)

**hp** 34 (5d10 + 10); regeneration 2 (good-aligned weapons, spells with the good descriptor)

**Fort** +3, **Ref** +7, **Will** +5

**DR** 5/good; **Immune** acid, fire and poison; **Resist** cold 10 **SR** 16

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**OFFENSE**

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

**Melee** sting +7 (1d4+2 plus 2d4 acid and lingering damage), 2 claws +5 (1d4+1), bite +5 (1d6+1)

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

**Spell-like Abilities** (caster level 5)

3/day – *command* (DC 12), *disguise self*, *scare* (DC 13)

1/day – *charm person* (DC 12), *suggestion* (DC 14), summon (level 3, 50% 1d6 lemures, 20% 1d3 white abishais or 1 black abishai), *unholy blight* (DC 15)

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**STATISTICS**

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**Str** 14, **Dex** 16, **Con** 15, **Int** 10, **Wis** 12, **Cha** 13

**Base Atk** +5; **CMB** +7; **CMD** 20

**Feats** Improved Initiative, Multiattack, Persuasive

**Skills** Bluff +9, Diplomacy +5, Disguise +9, Escape Artist +9, Fly +7, Intimidate +11, Perception +9

**Languages** Common, Infernal; telepathy 100 ft.

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**ECOLOGY**

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**Environment** Any (Hell)

**Organization** solitary, wing (2-3) or wail (4-12)

**Treasure** standard (+1 bracers of armor, oil of darkness, potion of blur, other protective gear)

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**SPECIAL ABILITIES**

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Lingering damage – a creature struck by the black abishai's sting must make a DC 14 Fort save (CON-based) or take an additional 1d6 acid damage the following round.

**Blue Abishai CR 6 Fiendish Codex 2: Codex of the Nine Hells p. 108**

**XP 2,400**

LE Medium Outsider (baatezu, evil, extraplanar, lawful)

**Init** +7; **Senses** see in darkness; Perception +10

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**DEFENSE**

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**AC** 23, touch 13, flat-footed 20 (+3 Dex, +1 armor, +9 natural)

**hp** 59 (7d10 + 21); regeneration 4 (good-aligned weapons, spells with the good descriptor)

**Fort** +5, **Ref** +8, **Will** +6

**DR** 10/good; **Immune** electricity, fire and poison; **Resist** acid 10, cold 10 **SR** 18

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**OFFENSE**

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**Speed** 40 ft., fly 50 ft. (poor)

**Melee** sting +11 (1d6+3 plus 2d6 acid and lingering damage), 2 claws +8 (1d4+1), bite +8 (1d6+1)

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

**Spell-like Abilities** (caster level 7)

At will – *charm person* (DC 13), *command* (DC 13), *disguise self*

3/day – *scare* (DC 14), *suggestion* (DC 15), summon (level 5, 50% 2d6 lemures, 20% 1d3 green abishais or 1 blue abishai), *unholy blight* (DC 16)

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**STATISTICS**

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**Str** 16, **Dex** 16, **Con** 16, **Int** 11, **Wis** 13, **Cha** 15

**Base Atk** +7; **CMB** +10; **CMD** 23

**Feats** Improved Initiative, Multiattack, Persuasive, Weapon Focus (sting)

**Skills** Bluff +12, Diplomacy +4, Disguise +12, Escape Artist +13, Fly +9, Intimidate +14, Perception +10

**Languages** Common, Infernal; telepathy 100 ft.

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**ECOLOGY**

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**Environment** Any (Hell)

**Organization** solitary, wing (2-3) or wail (4-12)

**Treasure** standard (+1 bracers of armor, oil of darkness, elixir of fire breath, other protective gear)

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**SPECIAL ABILITIES**

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Lingering damage – a creature struck by the blue abishai's sting must make a DC 16 Fort save (CON-based) or take an additional 1d6 electricity damage the following round.

**Boneleaf CR 6 Heroes of Horror p. 143**

**XP 2,400**

CE Large Aberration

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

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**DEFENSE**

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

**hp** 73 (7d8 + 42)

**Fort** +11, **Ref** +4, **Will** +8

**Immune** sleep, paralysis, stunning, and mind-affecting spells, 50% immune to critical hits

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**OFFENSE**

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**Speed** 10 ft., burrow 10 ft. (soft earth and soil only)

**Melee** 2 of: slam +11 (2d4+7 bludgeoning plus 1d4 slashing) or tendril +11 (grab)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tendril)

**Special Attacks** Constrict 2d4+7 bludgeoning plus 1d4 slashing, Illusory Lure (CL 7, DC 14)

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**STATISTICS**

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**Str** 25, **Dex** 15, **Con** 22, **Int** 8, **Wis** 16, **Cha** 12

**Base Atk** +5; **CMB** +12 (+16 with grapple); **CMD** 24

**Feats** Alertness, Combat Reflexes, Improved Initiative, Power Attack

**Skills** Escape Artist +7, Intimidate +6, Perception +13, Stealth +8, Survival +9; +12 to Stealth in forest/overgrown areas

**Languages** understands Common and Sylvan; mute

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**ECOLOGY**

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**Environment** temperate forest or marsh

**Organization** solitary but see plant-like sentience

**Treasure** incidental

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**SPECIAL ABILITIES**

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**Illusory Lure** A boneleaf can generate detailed but short-lived illusions, designed to lure prey into its reach. These usually take the form of something valuable lying among the trunks or of an injured individual crying for aid. Functions as *Major Image*, but duration is 1d6+1 rounds. The boneleaf must wait 1d4 rounds before using the Lure again. The save is Charisma-based.

**Plant-like Traits** Immune to sleep, paralysis, stunning, and mind-affecting spells, 50% immune to critical hits. Boneleaves so closely resemble plants that a character must make a DC 15 Perception check to realize the boneleaf is anything more than a normal copse; failure indicates the character comes close enough for the creature to attack with its extended reach before he suspects anything is amiss.

**Plant-like Sentience** A boneleaf functions as an independent creature, but it is only a portion of a much larger whole. While boneleaves are encountered singly, they are not actually alone. If boneleaves are present in a given area, there are always 1d6+6 of them in the region. They are considered solitary creatures because each boneleaf in the group remains anywhere from 100 yards to a mile away from its nearest fellow. All the boneleaves in a group are in fact portions of the same creature, connected by miles of underground nerves. Anything one boneleaf experiences is known to all of them, so characters who encounter a second boneleaf after defeating the first will find it anticipates their tactics and abilities.

**Byakhee CR 2 Call of Cthulhu d20 p. 159**

**XP 600**

LE Medium Monstrous Humanoid

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

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**DEFENSE**

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

**hp** 22 (4d10)

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

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**OFFENSE**

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**Speed** 20 ft.; fly 60 ft. (average)

**Melee** 2 claws +7 (1d4+3); bite +5 (1d4+1)

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

**Special Attacks** rend (2d4+4)

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**STATISTICS**

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**Str** 17, **Dex** 14, **Con** 11, **Int** 10, **Wis** 11, **Cha** 12

**Base Atk** +4; **CMB** +7; **CMD** 19

**Feats** Multiattack, Wingover

**Skills** Acrobatics +6, Climb +7, Fly +9, Perception +7, Stealth +9

**Languages** Byakhee

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**ECOLOGY**

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**Environment** any temperate

**Organization** solitary or flock (2-12)

**Treasure** incidental

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**SPECIAL ABILITIES**

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Byakhee are immune to the environmental hazards of outer space (vacuum, cold, heat) but not to damage from those sources used as attacks.

## Cerebrilith CR 9 Expanded Psionics Handbook p. 192

### XP 6,400

CE Large Outsider (chaotic, demon, evil, extraplanar)

**Init** +1; **Senses** darkvision 60 ft.; Perception +22

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#### DEFENSE

**AC** 25, touch 10, flat-footed 24 (-1 size, +1 Dex, +15 natural)

**hp** 112 (9d10 + 63)

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

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

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#### OFFENSE

**Speed** 30 ft.

**Melee** bite +14 (1d8+6), 2 claws +9 (1d6+3)

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

**Special Attacks** psionic fist, unavoidable strike

**“Psionic” Abilities** (CL 9th)

At will – Brain lock (DC 17), detect psionics, ego whip (DC 19), id insinuation (DC 20), mind trap

3x/day – psionic dominate (DC 20), ectoplasmic form, mind probe (DC 20)

1x/day – mind thrust (DC 20)

**Spell-like Abilities** (CL 9<sup>th</sup>)

At will – deeper darkness, desecrate, detect good, dispel good (DC 20), greater teleport (self plus 50 pounds of objects only), magic circle against good (DC 18)

1x/day – summon (level 4, 1 cerebrilith 35% or 4d6 dretches 35%)

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#### STATISTICS

**Str** 22, **Dex** 13, **Con** 25, **Int** 15, **Wis** 18, **Cha** 21

**Base Atk** +9; **CMB** +16; **CMD** 27

**Feats** Combat Casting, Power Attack, Psionic Meditation, Psionic Fist, Unavoidable Strike, Wild Talent<sup>B</sup>

**Skills** Acrobatics +13, Intimidate +17, Knowledge (Arcana) +12, Knowledge (the planes) +12, Perception +22, Sense Motive +14, Spellcraft +12, Stealth +9

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

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#### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or gang (2-4)

**Treasure** standard

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#### SPECIAL ABILITIES

**Brain Lock** medium range, one intelligent target, Will DC 17 or be unable to do mental actions, including spellcasting; duration is concentration +1 round, 2nd level

**Detect Psionics** as Detect Magic

**Ectoplasmic Form** as Ghost Form

**Ego Whip** medium range, 2d4 Cha damage and dazed for 1 round, DC 19 Will (includes +2 augment bonus) for half damage and not dazed, 2nd level

**Id Insinuation** close range, duration is concentration + 1 round, four targets (within 15 feet of each other), DC 20 (includes +3 augment bonus) or be confused as the spell, 2nd level

**Mind Probe** close, one creature, 9 rounds, DC 20 Will save or answer one question each round, sleeping creatures automatically answer but if they save they wake up, don't need a language in common, 5th level

**Mind Thrust** close range, one creature, Will DC 20 (includes +4 augment bonus) or take 9d10 damage, 1st level

**Mind Trap** (5 rounds, immediate action to manifest, causes someone attacking with a telepathic power to lose 1d6 PP. I would just ignore this power unless you have other psionic monsters, since it only affects psionic opponents)

**Psionic Dominate** 24 hours, Will DC 20 (includes +1 augment bonus), as dominate monster, 4th level

**Psionic Fist** spend psionic focus to do +2d6 damage on your next unarmed or natural weapon attack. You must choose to use this before rolling to hit.

**Psionic Meditation** regain psionic focus as a move action (normally a standard action)

**Unavoidable Strike** spend psionic focus to resolve your next unarmed or natural weapon attack as a touch attack. You must choose to use this before rolling to hit.

**Wild Talent** gives you 2 psionic power points. This allows the cerebrilith to gain psionic focus and use the Psionic Fist and Unavoidable Strike feats.



**Ephemeral Swarm CR 7 Monster Manual III p. 50**

**XP 3,200**

CE Tiny Undead (incorporeal, swarm)

**Init** +4; **Senses** darkvision 60 ft.; Perception +10

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**DEFENSE**

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**AC** 20, touch 20, flat-footed 16 (+2 size, +4 Dex, +4 deflection)

**hp** 114 (12d8 + 60)

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

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

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**OFFENSE**

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

**Melee** swarm (1d6 Strength damage)

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

**Special Attacks** distraction (DC 22)

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**STATISTICS**

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**Str** —, **Dex** 18, **Con** —, **Int** 2, **Wis** 11, **Cha** 18

**Base Atk** +9; **CMB** —; **CMD** —

**Feats** Ability Focus (distraction), Alertness, Hover, Improved Initiative, Toughness, Wingover

**Skills** Fly +16, Perception +10

**Languages** none

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**ECOLOGY**

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**Environment** Ethereal plane

**Organization** solitary

**Treasure** none

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**SPECIAL ABILITIES**

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**Strength Damage (Su)** Any creature whose space the swarm occupies at the end of its move suffers 1d6 Strength damage. This is a negative energy effect. If this damage equals or exceeds the creature's actual Strength score then that creature dies.

**Glaistig CR 5 Monster Manual III p. 60****XP 1,600**

CN Medium Fey

**Init** +1; **Senses** low light vision; Perception +0

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**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 33 (6d6 + 12)**Fort** +4, **Ref** +6, **Will** +9**DR** 5/cold iron; **Resist** cold 10, fire 10

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**OFFENSE****Speed** 30 ft., swim 50 ft.**Melee** bite +4 (1d6+1) and dagger -1 (1d4+1)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** beguiling song, blood drain (1d4 Con)**Spell-like Abilities** (caster level 8)At will – *dancing lights*, *fog cloud*, *hypnotism* (DC 15), *suggestion* (DC 17)1/day – *water breathing*

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**STATISTICS****Str** 12, **Dex** 13, **Con** 14, **Int** 13, **Wis** 14, **Cha** 19**Base Atk** +3; **CMB** +4; **CMD** 15**Feats** Ability Focus (beguiling song), Alertness, Iron Will**Skills** Bluff +14, Diplomacy +12, Disguise +12, Escape Artist +8, Intimidate +10, Knowledge (nature) +5, Perception +8, Sense Motive +11, Stealth +10, Swim +18**Languages** Common, Elven, Sylvan**SQ** water breathing

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**ECOLOGY****Environment** Temperate Forests**Organization** Solitary**Treasure** Standard (masterwork dagger)

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**SPECIAL ABILITIES**

**Beguiling Song (Su)** - A glaistig can attempt to beguile creatures with its song. A glaistig sings, targeting a single creature it can see within 300 yards of the body of water to which it is linked (see Water Symbiosis, below). This is a sonic charm effect, and the creature must be able to hear the glaistig for it to take effect. The targeted creature must make a DC 19 Will saving throw (this ability is Charisma-based). A creature that successfully saves cannot be affected again by the same glaistig's song for 24 hours. Failure indicates the creature is beguiled and moves toward the glaistig, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature gets a second saving throw. If that save is successful, the beguiling effect is broken, and that creature cannot be affected by that glaistig's song for 24 hours. A beguiled victim that moves within 5 feet of the glaistig must make a DC 19 Will saving throw or be charmed, as by the *charm monster* spell cast by an 8th-level sorcerer. A creature that successfully saves cannot be affected again by the same glaistig's song for 24 hours. The beguiling effect continues so long as the glaistig sings. A glaistig does not need to continue singing to keep a victim charmed. A glaistig can use its beguiling song both above and below the water.

**Blood Drain (Ex)** - A glaistig can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained.

**Water Symbiosis (Su)** - Each glaistig is mystically bound to a body of water or a waterway as small as a pond or as large as a lake or river. A glaistig cannot move more than 300 yards away from its body of water and still breathe normally. If a glaistig strays farther away, it must hold its breath or immediately start to suffocate. Once a glaistig has moved beyond the boundary of its connection, it cannot breathe normally until it has immersed itself in its body of water.

**Green Abishai CR 5 Fiendish Codex 2: Codex of the Nine Hells p. 108**

**XP 1,600**

LE Medium Outsider (baatezu, evil, extraplanar, lawful)

**Init** +7; **Senses** see in darkness; Perception +9

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**DEFENSE**

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**AC** 22, touch 13, flat-footed 19 (+3 Dex, +1 armor, +8 natural)

**hp** 51 (6d10 + 18); regeneration 3 (good-aligned weapons, spells with the good descriptor)

**Fort** +5, **Ref** +8, **Will** +6

**DR** 10/good; **Immune** acid, fire and poison; **Resist** cold 10 **SR** 17

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**OFFENSE**

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

**Melee** sting +8 (1d4+2 plus 2d6 acid and lingering damage), 2 claws +6 (1d4+1), bite +6 (1d6+1)

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

**Spell-like Abilities** (caster level 6)

At will – *command* (DC 13), *disguise self*

3/day – *charm person* (DC 13), *scare* (DC 14)

1/day – *suggestion* (DC 15), summon (level 4, 50% 1d6 lemures, 20% 1d3 black abishais or 1 green abishai), *unholy blight* (DC 16)

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**STATISTICS**

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**Str** 15, **Dex** 16, **Con** 16, **Int** 11, **Wis** 12, **Cha** 14

**Base Atk** +6; **CMB** +8; **CMD** 21

**Feats** Improved Initiative, Multiattack, Persuasive

**Skills** Bluff +11, Diplomacy +4, Disguise +11, Escape Artist +12, Fly +8, Intimidate +13, Perception +9

**Languages** Common, Infernal; telepathy 100 ft.

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**ECOLOGY**

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**Environment** Any (Hell)

**Organization** solitary, wing (2-3) or wail (4-12)

**Treasure** standard (+1 bracers of armor, oil of darkness, oil of magic fang, potion of aid, potion of haste, potion of sanctuary, other protective gear)

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**SPECIAL ABILITIES**

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Lingering damage – a creature struck by the green abishai's sting must make a DC 16 Fort save (CON-based) or take an additional 1d6 acid damage the following round.

**Hook Horror CR 6 Monster Manual II p. 126**

**XP 2,400**

N Large aberration

**Init** +3; **Senses** blindsight 60 ft.; Perception +7

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**DEFENSE**

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**AC** 22, touch 12, flat-footed 19 (-1 size, +3 Dex, +10 natural)

**hp** 65 (10d8+20)

**Fort** +5, **Ref** +6, **Will** +8

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**OFFENSE**

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**Speed** 20 ft., climb 20 ft.

**Melee** 2 claws +13 (1d6+7 + grab), bite +8 (2d6+3)

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

**Special Attacks** rend (bite 3d6+10), power sunder

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**STATISTICS**

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**Str** 24, **Dex** 17, **Con** 14, **Int** 7, **Wis** 12, **Cha** 9

**Base Atk** +7; **CMB** +15; **CMD** 28

**Feats** Cleave, Combat Reflexes, Great Cleave, Greater Trip, Improved Trip<sup>B</sup>, Power Attack

**Skills** Climb +19, Acrobatics +15, Perception +6, Stealth +8; **Racial Modifiers** +8 Stealth underground, +8 listening

**Languages** Undercommon

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**ECOLOGY**

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**Environment** any underground

**Organization** solitary, pack (5-20), or clan (21-40)

**Treasure** standard

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**SPECIAL ABILITIES**

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**Grab (Ex)** If it hits an opponent that is at least one size category smaller than itself, it can attempt a grapple without provoking. If it gets a hold, then it automatically hits with its rend on the same round (this replaces its normal bite). On subsequent rounds, as part of maintaining the grapple, it automatically hits with its rend again.

**Power Sunder (Ex)** A hook horror attempting a sunder on an opponent's weapon does not provoke. If it is successful in its attempt, then it deals double claw damage.

**Blindsight (Ex)** This is sound-based. A hook horror will not normally have to make Perception rolls against targets within its range. A *silence* spell will negate this ability and force the hook horror to rely on its weak vision, which has a range of 10 feet.

**Light-sensitivity (Ex)** Exposure to bright light (such as sunlight or a *daylight* spell) will impose a -2 penalty to attack rolls

**Mi-Go (the Fungi from Yoggoth, the Fungus Among Us) CR 1 Call of Cthulhu d20 p. 176**  
**XP 400**

NE Medium Aberration

**Init** +2; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +7

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**DEFENSE**

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

**hp** 11 (2d8 + 2)

**Fort** +1, **Ref** +2, **Will** +5

**DR** 10/magic; **Immune** vacuum; **Resist** cold 30; **Vulnerable** drowning

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**OFFENSE**

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**Speed** 20 ft., fly 30 ft. (poor) (fly 120 feet perfect in vacuum)

**Melee** 2 nippers +1 (1d6 plus grab)

**Ranged** 1 Electric Gun +3 touch (20 foot max range, 1d10 plus paralysis)

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

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**STATISTICS**

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**Str** 10, **Dex** 15, **Con** 12, **Int** 17, **Wis** 15, **Cha** 6

**Base Atk** +1; **CMB** +2 (+6 with grab); **CMD** 14

**Feats** Dodge, Mobility, Point Blank Shot<sup>B</sup>, Flyby Attack<sup>B</sup>

**Skills** Acrobatics +5, Craft (one) +10, Disable Device +10, Fly +2, Knowledge (arcana) +7, Linguistics +4, Perception +7, Stealth +6

**Languages** Common, Mi-Go

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**ECOLOGY**

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**Environment** any

**Organization** solo or group (2-12)

**Treasure** Electric Gun, 50% chance of Living Armor, 25% chance of Mist Projector, other treasure.

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**SPECIAL ABILITIES**

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**Electric Gun** This looks like a black plastic ocarina with lots of warts and other protrusions. It's covered in silvery wires that form patterns that look arcane. When someone holds it in the right way, a bolt of electricity arcs out up to 20 feet away. A hit (with a ranged touch attack) deals 1d10 points of electrical damage. It also forces a Fortitude save (DC 15); failure causes the victim's muscles to lock up, paralyzing him for 1d4 rounds. Only humanoids and animals are subject to the paralyzing effect. The Gun has charges – a full one has 32 charges. The Mi-Go know how to recharge it; other creatures (so far) have not. Anyone other than a Mi-Go must make a Use Magic Device check (DC 20) every time he tries to fire it.

**Living Armor** This is a slimy web of chitinous, fungal fragments that fit onto a living host. It grants a +6 natural armor bonus to the host. Each week it's worn by a non-Mi-go host, the armor bonus degrades by one point (other hosts don't secrete the proper nutrients for it). Also each time it is removed, it deals 1 point of damage as it tears away from the skin.

**Mist Projector** This looks like a cluster of twisted metal knobs. When fired, it projects a cloud of thick white mist (10 foot cone) that is extremely cold, dealing 2d6 points of cold damage (Reflex DC 19 for half damage). The mist then dissipates. Anyone other than a Mi-Go must make a Use Magic Device check (DC 20) every time he tries to fire it.

**Vulnerable to drowning** Mi-Go drown immediately if immersed in water or other liquid as they have no experience with it.

**Mind Flayer (Illithid) CR 7 Monster Manual p. 186 and Expanded Psionics Handbook p. 204**  
**XP 3,200**

LE Medium Aberration

**Init** +4; **Senses** darkvision 60 ft.; Perception +13

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**DEFENSE**

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

**hp** 44 (8d8 + 8)

**Fort** +3, **Ref** +4, **Will** +9

**SR** 25

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**OFFENSE**

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

**Melee** 4 tentacles +8 (1d4+1 plus grab)

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

**Special Attacks** mind blast (DC 19), extract

**“Psionic” Abilities** (CL 8th)

At will - charm monster (DC 17), detect thoughts (DC 15), levitate, plane shift, suggestion (DC 16)

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**STATISTICS**

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

**Base Atk** +6; **CMB** +7; **CMD** 18 (+2 per tentacle attached against breaking or reversing grapple)

**Feats** Ability Focus (mind blast), Combat Casting, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +10, Bluff +11, Diplomacy +7, Escape Artist +9, Fly +9, Intimidate +9, Knowledge (arcana) +12, Perception +13, Sense Motive +7, Spellcraft +9, Stealth +14, Survival +7, Swim +5, Use Magic Device +11

**Languages** Common, Undercommon; telepathy 100 ft.

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**ECOLOGY**

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**Environment** underground

**Organization** solitary, pair, inquisition (3-5) or cult (3-5 plus 6-10 humanoid slaves)

**Treasure** double

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**SPECIAL ABILITIES**

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**Mind Blast** 60 foot cone, 4<sup>th</sup> level, DC 19 or be stunned for 3d4 rounds.

**Extract** if the mind flayer begins its turn with at least one tentacle attached, it can attempt to attach its remaining tentacles with a single maneuver as part of maintaining the grapple. If it begins its turn with all 4 tentacles attached, then it can extract its opponent's brain with a combat maneuver as part of maintaining the grapple. This usually kills the opponent, although some creatures (such as undead) do not need the brain and others (such as hydras) have more than one.

**Oread CR 5 Fiend Folio p. 134**

**XP 1,600**

LN Medium fey

**Init** +1; **Senses** darkvision 60 ft., low light vision; Perception +13

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**DEFENSE**

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

**hp** 58 (7d8+28)

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

**Immunities** cold

**Weaknesses** mountain dependency

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**OFFENSE**

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**Speed** 35 ft.; burrow; teleport (on mountain)

**Melee** 2 slams +7 (1d6+4)

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

**Special Attacks** spell-like abilities, earth mastery

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**STATISTICS**

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**Str** 19, **Dex** 13, **Con** 18, **Int** 14, **Wis** 13, **Cha** 16

**Base Atk** +3; **CMB** +7; **CMD** 18

**Feats** Alertness, Great Fortitude, Fleet, Master Craftsman

**Skills** Craft (masonry) +12, Craft (trapmaking) +12, Diplomacy +13, Knowledge (engineering) +9, Knowledge (nature) +12, Perception +13, Sense Motive +13, Survival +8; **Racial Modifiers** +2 Perception

**Languages** Dwarven, Sylvan, Terran

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**ECOLOGY**

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**Environment** any mountains

**Organization** solitary

**Treasure** standard

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**SPECIAL ABILITIES**

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**Spell-like abilities (Sp)** These are all CL 14 and are Charisma-based: At will: *stone tell*, *teleport* (from any point on her mountain to any other point on her mountain only, Will DC 18); 3x/day: *charm monster* (Will DC 17), *soften earth and stone*, *spike stones* (Ref DC 17), *stone shape*, *transmute rock to mud* (see spell for saves), *transmute mud to rock* (see spell for saves); 1x/day: *earthquake* (see spell for saves), *move earth*.

**Burrow (Ex)** She can glide through stone, dirt or any other sort of earth (not metal) leaving no tunnel or hole behind, nor any ripple or trace of her passage. A move earth spell cast on an area containing her while she is burrowing flings her back 30 feet and stuns her 1 round (For DC 19 negates).

**Earth Mastery (Ex)** She gains +1 on attack and damage rolls if her foe is touching the ground.

**Mountain Dependency (Su)** She is mystically tied to her mountain. If she gets more than 1 mile away, she dies within 4d6 hours.

Can be summoned using a *summon nature's ally VI* spell.

**Red Abishai CR 7 Fiendish Codex 2: Codex of the Nine Hells p. 108**

**XP 3,200**

LE Medium Outsider (baatezu, evil, extraplanar, lawful)

**Init** +7; **Senses** see in darkness; Perception +13

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**DEFENSE**

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**AC** 25, touch 13, flat-footed 22 (+3 Dex, +1 armor, +11 natural)

**hp** 68 (8d10 + 24); regeneration 5 (good-aligned weapons, spells with the good descriptor)

**Fort** +5, **Ref** +9, **Will** +8

**DR** 10/good; **Immune** fire and poison; **Resist** acid 10, cold 10 **SR** 19

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**OFFENSE**

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**Speed** 40 ft., fly 50 ft. (poor)

**Melee** sting +12 (1d4+3 plus 2d6 fire and lingering damage), 2 claws +9 (1d4+1), bite +9 (1d6+1)

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

**Spell-like Abilities** (caster level 8)

At will – *command* (DC 14), *disguise self*, *scare* (DC 15), *suggestion* (DC 16)

3/day – *charm monster* (DC 17), *summon* (level 5, 50% 2d6 lemures, 20% 1d3 blue abishais or 1 red abishai), *unholy blight* (DC 17)

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**STATISTICS**

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**Str** 17, **Dex** 17, **Con** 17, **Int** 12, **Wis** 14, **Cha** 16

**Base Atk** +8; **CMB** +11; **CMD** 24

**Feats** Improved Initiative, Multiattack, Persuasive, Weapon Focus (sting)

**Skills** Bluff +14, Diplomacy +5, Disguise +14, Escape Artist +14, Fly +10, Intimidate +16, Knowledge (the planes) +12, Perception +13

**Languages** Common, Infernal; telepathy 100 ft.

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**ECOLOGY**

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**Environment** Any (Hell)

**Organization** solitary, wing (2-3) or wail (4-12)

**Treasure** standard (+1 bracers of armor, necklace of fireballs (type III), other protective gear)

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**SPECIAL ABILITIES**

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Lingering damage – a creature struck by the red abishai's sting must make a DC 17 For save (CON-based) or take an additional 1d6 fire damage the following round.



**Shaedling CR 2 Monster Manual V p. 148**

**XP 600**

CE Medium Fey

**Init** +4; **Senses** darkvision 60ft., low light vision; Perception +8

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**DEFENSE**

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**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 buckler)

**hp** 22 (4d6 + 8)

**Fort** +3, **Ref** +8, **Will** +5

**DR** 5/cold iron

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**OFFENSE**

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**Speed** 30 ft., fly 60 ft. (good)

**Melee** spiked chain +6 (2d4)

**Ranged** bolas +6 (1d4 nonlethal) or javelin +6 (1d6)

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

**Special Attacks** sleeping curse, wall of darkness

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**STATISTICS**

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**Str** 10, **Dex** 18, **Con** 15, **Int** 13, **Wis** 13, **Cha** 16

**Base Atk** +2; **CMB** +2; **CMD** 16

**Feats** Point Blank Shot, Weapon Finesse

**Skills** Bluff +10, Craft (weapons) +8, Diplomacy +7. Escape Artist +11, Fly +15, Intimidate +6, Perception +8, Stealth +11

**Languages** Common, Sylvan

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**ECOLOGY**

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**Environment** temperate forest

**Organization** solitary or group (2-6)

**Treasure** standard (gems and magic items)

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**SPECIAL ABILITIES**

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**Shadow Gossamer (Ex)** – can create any item of 15 pounds or less as a swift action. It is proficient with any shadow gossamer weapon it creates, and such weapons have a range increment 10 feet longer than normal. Shields created out of shadow gossamer have an armor check penalty one less than normal. A shadow gossamer item dissipates into nothing if it leaves a shaedling's hands for more than 1 round.

**Sleeping Curse (Su)** – once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must make a DC 15 Fortitude save or fall asleep for 1d6 rounds. The save is Charisma-based. A *remove curse* spell will end this effect.

**Wall of Darkness (Su)** – once per day, a shaedling can create a wall of darkness up to 30 feet long. This wall acts as the *darkness* spell for those creatures that try to see through it.

**Sylph CR 3 Monster Manual II p. 192**

**XP 800**

N Small Outsider (air)

**Init** +1; **Senses** darkvision 60ft.; Perception +9

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**DEFENSE**

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**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

**hp** 13 (3d10 - 3)

**Fort** +2, **Ref** +4, **Will** +6

**SR** 14

**Spell-like Abilities** (CL 12<sup>th</sup>)

At will - improved invisibility

1x/day - Summon Monster VI (Large air, earth, fire or water elemental only)

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**OFFENSE**

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**Speed** 30 ft.; fly 90 ft. (good)

**Melee** unarmed strike +3 (1d2 -1 nonlethal)

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

**Special Attacks** spells

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**STATISTICS**

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**Str** 8, **Dex** 13, **Con** 8, **Int** 15, **Wis** 16, **Cha** 17

**Base Atk** +3; **CMB** +3; **CMD** 12

**Feats** Empower Spell, Great Fortitude

**Skills** Escape Artist +7, Fly +13, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +9, Sense Motive +9, Spellcraft +7, Stealth +11

**Languages** Auran, Common

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**ECOLOGY**

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**Environment** temperate and warm mountains

**Organization** solitary

**Treasure** standard (gems and magic items only)

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**SPECIAL ABILITIES**

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A sylph can use Wild Empathy as a ranger does at her HD+4 (base +10).

She casts spells as a sorcerer of her HD+4 (spells known 7/5/3/2, spells per day 6/7/7/5, save DC = 13 + spell level). Spells known tend toward illusions and other spells that will not break the invisibility (summons etc).

Her attitude is generally friendly (especially toward human males) but her first response is to make herself invisible and watch to see if there is any danger. The presence of danger will not necessarily cause her to flee as sylphs are extremely curious.

**Umber Hulk CR 6 Monster Manual p. 248**

**XP 2,400**

CE Large Aberration

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

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**DEFENSE**

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**AC** 18, touch 10, flat-footed 17 (+1 Dex, -1 size, +8 natural)

**hp** 76 (8d8 + 40)

**Fort** +8, **Ref** +3, **Will** +6

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**Offense**

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**Speed** 20 ft., burrow 20 ft.

**Melee** 2 claws +11 melee (2d4+6), bite +9 (2d8+3)

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

**Special Attacks** confusing gaze

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**STATISTICS**

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**Str** 23, **Dex** 13, **Con** 19, **Int** 11, **Wis** 11, **Cha** 13

**Base Atk** +6; **CMB** +13; **CMD** 24

**Feats** Great Fortitude, Multiattack, Power Attack, Toughness

**Skills** Acrobatics +12; Climb +17, Intimidate +8, Perception +11, Stealth +4

**Languages** Terran

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**ECOLOGY**

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**Environment** underground

**Organization** solitary or cluster (2-4)

**Treasure** standard

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**SPECIAL ABILITIES**

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**Confusing Gaze (Su)** – causes confusion as the spell, 30 feet range, caster level 8<sup>th</sup> Will Save DC 15 negates (Charisma-based). Umber Hulks can burrow through solid rock at a speed of 5 ft. They do not have to leave a usable tunnel.

**Warbound Impaler CR 7 Monster Manual III p. 15**

**XP 3,200**

N Large Plant

**Init** -2; **Senses** dark vision 60 ft, low light vision; Perception +0

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**DEFENSE**

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**AC** 19, touch 7, flat-footed 19 (-1 size, -2 Dex, +12 natural)

**hp** 126 (12d8 + 72)

**Fort** +14, **Ref** +2, **Will** +4

**Resist** electricity 10, fire 10

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**OFFENSE**

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**Speed** 30 ft.

**Melee** 2 slams +14 (1d8+6/19-20 + grab)

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

**Special Attacks** impale, thorn volley (DC 22 half), trample (1d8+9, DC 22)

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**STATISTICS**

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**Str** 23, **Dex** 6, **Con** 22, **Int** 5, **Wis** 10, **Cha** 7

**Base Atk** +9; **CMB** +16; **CMD** 24

**Feats** Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Power Attack

**Skills** Stealth +9; +8 Stealth in natural environments above ground

**Languages** none (may understand Common or Druidic languages)

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**ECOLOGY**

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**Environment** temperate forests

**Organization** solitary

**Treasure** none

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**SPECIAL ABILITIES**

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**Impale (Ex)** Whenever a battle briar successfully grapples a Medium or smaller creature, there is a chance that the creature will become impaled on one of the thorns. After the grapple has begun, a warbound impaler can attempt another combat maneuver as a free action to impale the creature on its thorns. An impaled creature is helpless until it succeeds in a combat maneuver (treat as escaping a pin) against the impaler. As long as the only creatures that it is grappling with are impaled, a warbound impaler is not considered grappled. When making grapple checks against impaled creatures, a warbound impaler takes a -20 penalty on grapple checks, but it does not have to maintain the grapple every round.

**Thorn Volley (Ex)** Warbound impalers grow and shed their thorns at an incredible rate, and by rearing up on their hind legs and snapping their bodies forward, they can launch a deadly volley. As a standard action, a warbound impaler can launch a volley of thorns, centering the volley anywhere within 60 feet. The thorns deal 5d6 points of piercing damage to all creatures within the area (Reflex DC 22 half). The save DC is Strength-based.

**Thorn Field (Ex)** The thorns on a warbound impaler's body protrude into the area surrounding the creature, causing several effects on creatures moving through a warbound impaler's threatened area. A warbound impaler can make up to four attacks of opportunity each round. (Unlike the Combat Reflexes feat, this ability does not allow a warbound impaler to make attacks of opportunity while flat-footed.) In addition, the DCs for Acrobatics checks to move through a warbound impaler's threatened area or through the squares that it occupies increases by 10. Creatures three or more size categories smaller than a warbound impaler cannot freely move through the area that a warbound impaler occupies.

**White Abishai CR 3 Fiendish Codex 2: Codex of the Nine Hells p. 108**

**XP 800**

LE Medium Outsider (baatezu, evil, extraplanar, lawful)

**Init** +6; **Senses** see in darkness; Perception +8

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**DEFENSE**

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**AC** 19, touch 12, flat-footed 17 (+2 Dex, +1 armor, +6 natural)

**hp** 30 (4d10 + 8); regeneration 1 (good-aligned weapons, spells with the good descriptor)

**Fort** +3, **Ref** +6, **Will** +5

**DR** 5/good; **Immune** cold, fire and poison; **Resist** acid 10 **SR** 15

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**OFFENSE**

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

**Melee** sting +5 (1d4+1 plus 2d4 cold and lingering damage), 2 claws +3 (1d3), bite +3 (1d4)

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

**Spell-like Abilities** (caster level 4)

3/day – *command* (DC 12), *disguise self* (DC 12), *scare* (DC 13)

1/day – *charm person* (DC 12), *summon* (level 3, 50% 1d6 lemures, 20% 1 white abishai)

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**STATISTICS**

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

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

**Feats** Improved Initiative, Multiattack

**Skills** Bluff +8, Diplomacy +1, Disguise +8, Escape Artist +9, Fly +5, Intimidate +8, Perception +8

**Languages** Common, Infernal; telepathy 100 ft.

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**ECOLOGY**

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**Environment** Any (Hell)

**Organization** solitary, wing (2-3) or wail (4-12)

**Treasure** standard (+1 bracers of armor, oil of magic fang, potion of mage armor, potion of sanctuary, potion of shield of faith +2)

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**SPECIAL ABILITIES**

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Lingering damage – a creature struck by the white abishai's sting must make a DC 14 Fort save (CON-based) or take an additional 1d6 cold damage the following round.