

AMOEBA, GIANT

This blob of protoplasm is somewhat transparent, allowing the bones of undigested meals and a dark nucleus to be seen within.

| AMOEBA, GIANT | CR 1 |
|--|------|
| XP 400 | |
| N Small ooze (aquatic) | |
| Init –5; Senses blindsight 30 ft.; Perception –5 | |
| DEFENSE | |
| AC 6, touch 6, flat-footed 6 (–5 Dex, +1 size) | |
| hp 15 (2d8+6) | |
| Fort +3, Ref –5, Will –5 | |
| Defensive Abilities ooze traits | |
| OFFENSE | |
| Speed 10 ft., climb 10 ft., swim 20 ft. | |
| Melee slam +3 (1d3+1 plus 1d3 acid and grab) | |
| Space 5 ft.; Reach 5 ft. | |
| Special Attacks constrict (1d3+1 plus 1d3 acid) | |
| STATISTICS | |
| Str 12, Dex 1, Con 16, Int —, Wis 1, Cha 1 | |
| Base Atk +1; CMB +1 (+5 grapple); CMD 6 (can't be tripped) | |
| Skills Climb +9, Swim +9 | |
| SQ amphibious | |
| ECOLOGY | |
| Environment any land or underground | |
| Organization solitary or colony (2–9) | |
| Treasure none | |

A giant amoeba is a shapeless mass of living, liquid protoplasm. Though naturally translucent with darker interior spots, its surface is slightly sticky and tends to collect dirt and other debris from its environment; therefore, a moving giant amoeba looks like muddy water. A weaker cousin of creatures such as the gray ooze and black pudding, a giant amoeba is actually a mutated version of a harmless creature too small to be seen by the naked eye, grown dangerously large in size. Although happy to prey on creatures smaller than it, the giant amoeba's constant hunger often drives it to attack larger prey, such as humanoids.

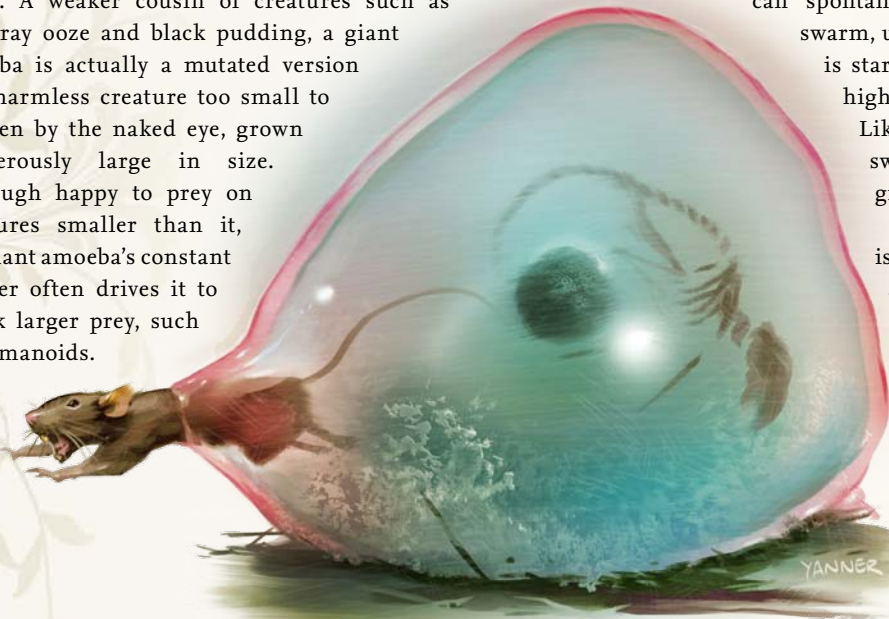
AMOEBA SWARM

Thousands of tiny gelatinous clots of animate ooze swarm in a wet mound, surrounded by a cloying stink of rancid vinegar.

| AMOEBA SWARM | CR 1 |
|---|------|
| XP 400 | |
| N Fine ooze (swarm) | |
| Init –5; Senses blindsight 30 ft.; Perception –5 | |
| DEFENSE | |
| AC 13, touch 13, flat-footed 13 (–5 Dex, +8 size) | |
| hp 9 (2d8) | |
| Fort +0, Ref –5, Will –5 | |
| Defensive Abilities ooze and swarm traits; Immune weapon damage | |
| OFFENSE | |
| Speed 10 ft., climb 10 ft., swim 20 ft. | |
| Melee swarm (1d6 acid plus distraction) | |
| Space 10 ft.; Reach 0 ft. | |
| Special Attacks distraction (DC 11) | |
| STATISTICS | |
| Str 1, Dex 1, Con 10, Int —, Wis 1, Cha 1 | |
| Base Atk +1; CMB —; CMD — | |
| Skills Climb +3, Swim +3 | |
| SQ amphibious | |
| ECOLOGY | |
| Environment any land or underground | |
| Organization solitary or colony (2–5) | |
| Treasure none | |

An amoeba swarm is a mobile group of amoebas, each about the size of a coin. Giant amoebas may cleave off tiny portions of their substance, which can then become amoeba swarms. At other times, a giant amoeba can spontaneously transform into a swarm, usually if the giant amoeba is starving or in an area with a high concentration of magic. Likewise, a well-fed amoeba swarm may fuse into a single giant amoeba.

When an amoeba swarm is found in the vicinity of a giant amoeba, the two oozes ignore each other. A giant amoeba in the space of an amoeba swarm takes no damage from the swarm's attacks and does not run the risk of becoming distracted as a result of being in the swarm.



AMPHISBAENA

This large snake has two heads, one at each end of its long, coiling body. Both display large sets of fangs.

| AMPHISBAENA | CR 4 |
|--|------|
| XP 1,200 | |
| N Large magical beast | |
| Init +2; Senses all-around vision, darkvision 60 ft., low-light vision, scent; Perception +11 | |
| DEFENSE | |
| AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size) | |
| hp 45 (6d10+12) | |
| Fort +6, Ref +7, Will +3 | |
| Defensive Abilities split; Immune petrification; Resist cold 10 | |
| OFFENSE | |
| Speed 20 ft., climb 20 ft., swim 20 ft. | |
| Melee 2 bites +8 (1d8+2 plus poison) | |
| Space 10 ft.; Reach 5 ft. | |
| STATISTICS | |
| Str 14, Dex 15, Con 13, Int 2, Wis 13, Cha 4 | |
| Base Atk +6; CMB +9; CMD 21 (can't be tripped) | |
| Feats Skill Focus (Stealth), Toughness, Weapon Focus (bite) | |
| Skills Acrobatics +10 (+6 jump), Climb +10, Perception +11, Stealth +11, Swim +10; Racial Modifiers +8 Acrobatics, +4 Perception, +4 Stealth | |
| ECOLOGY | |
| Environment temperate hills or underground | |
| Organization solitary or pack (2-5) | |
| Treasure incidental | |
| SPECIAL ABILITIES | |
| Poison (Ex) Bite—injury; <i>save</i> Fort DC 14; frequency 1/round for 6 rounds; <i>effect</i> 1d3 Con; <i>cure</i> 1 save. | |
| Split (Su) An amphisbaena functions normally even if cut in half. If dealt a critical hit with a slashing weapon, the creature is cut in half but continues to function as two separate creatures, each with half the original amphisbaena's current hit points (rounded down) after the damage from the critical hit is applied. Once split, an amphisbaena cannot be split again. If left alone for 1 minute, the split amphisbaena can rejoin its two halves and become a single whole creature again (add the two | |

creatures' hit points together). If one of the split creatures is slain, the amphisbaena can regrow the lost portion over the course of 1d3 weeks.

The reclusive amphisbaena is a dreaded viper with a head at either end of its thick, serpentine coils. It travels in a strange, undulant crawl akin to that of a sidewinder, looping the coils of its long body back and forth and keeping both of its heads at the alert. Amphisbaenas are said to have formed from the blood of medusas, and while such stories are highly suspect, the creatures possess a natural immunity to petrification, which make them favored pets of medusas or other creatures with the petrification ability.

Adult amphisbaenas can grow up to 14 feet in length and weigh as much as 250 pounds. While their thick coils twitch and ripple with muscle, they are not constrictors; their attacks rely on speed and their deadly venom. Most amphisbaenas have dark, bluish-black scales with lighter bands; however, they can be encountered in a variety of colors appropriate to their habitats. Some reports even claim lizard-like versions of this beast exists, with short legs and long curved talons.

The amphisbaena's two heads can act independently, and the creature can move freely in either direction. In combat, it uses this ability to its utmost advantage, constantly spinning about to change up the direction of its strikes and guarding against enemies attempting to sneak closer or flank it. Unlike most snakes, amphisbaenas are aggressive, attacking anything that enters their territory. While they prefer smaller prey, they have been known to hunt gnomes, halflings, and other Small humanoids, and will sometimes attack larger foes if they're starving or preparing to shed.

Amphisbaenas reproduce infrequently, laying small clutches of up to a dozen dark onyx eggs at a time. Avidly sought by animal trainers and collectors, amphisbaena eggs can fetch between 300 to 500 gp on the market. Despite minimal intelligence, amphisbaenas are driven primarily by their instincts and are extremely difficult and dangerous to train. All attempts to train an amphisbaena take a -8 penalty on any Handle Animal checks as a result.

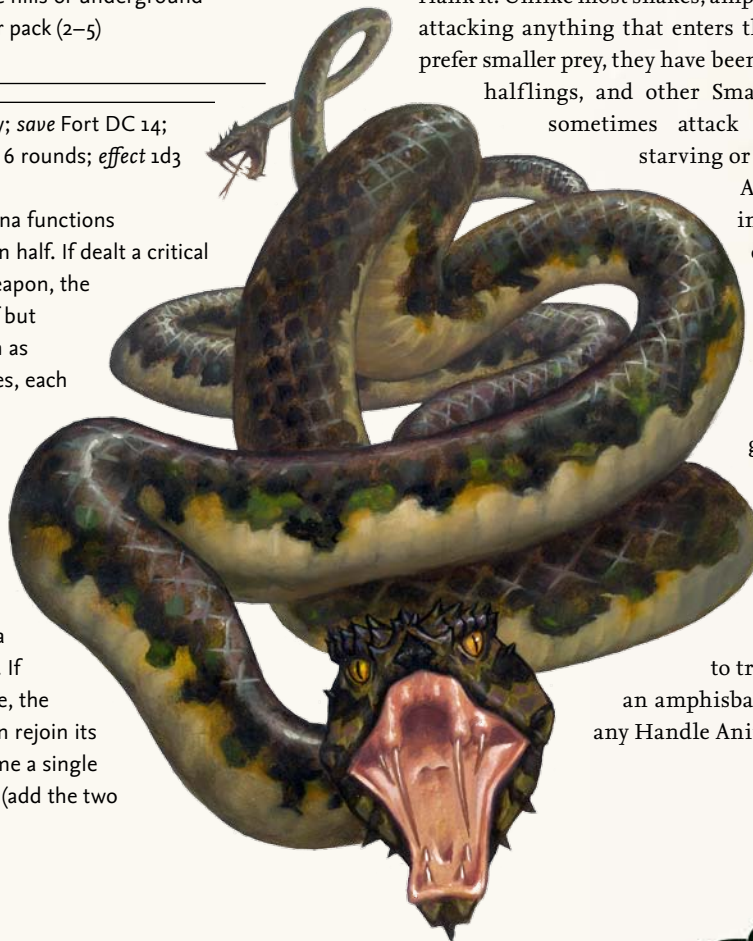


Illustration by Jim Pavelec

ANGEL, CASSISIAN

This finely crafted golden helm is decorated with intricate filigree, and flutters gracefully through the air on feathered wings.

CASSISIAN

CR 2



XP 600

NG Small outsider (angel, extraplanar, good)

Init +0; **Senses** darkvision 60 ft., *detect evil*, low-light vision; **Perception** +5

Aura lesser protective aura

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size) (+2 deflection vs. evil)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +2; +4 vs. poison; +2 resistance vs. evil

DR 5/cold iron or evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10

OFFENSE

Speed fly 60 ft. (perfect)

Melee slam –1 (1d3–4)

Special Attacks breath weapon (15-ft. line, 1d6 cold or 1d6 fire, Reflex DC 12 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 3rd; concentration +3)

Constant—*detect evil*, *know direction*

1/day—*aid*, *daylight*

1/week—*commune* (six questions, CL 12th)

STATISTICS

Str 3, **Dex** 11, **Con** 12, **Int** 6, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** –3; **CMD** 7 (can't be tripped)

Feats Iron Will

Skills Diplomacy +2, Fly +10, Knowledge (planes) +2, Knowledge (religion) +2, Perception +5, Sense Motive +4, Stealth +8

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (2 of the following forms: Small human-like angel, dove, dog, or Tiny fish, *polymorph*), perfect memory

ECOLOGY

Environment any good-aligned plane

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

Treasure none

SPECIAL ABILITIES

Perfect Memory (Ex) Though they are not particularly intelligent, cassisians have perfect memories and remember everything they see or hear. They can faultlessly recite conversations they heard hundreds of years before. They also have the power to erase portions of their own memories, which they do (usually under orders from superior angels) to protect sensitive information.

Lesser Protective Aura (Su) A cassisian has a lesser form of the protective aura possessed by more powerful angels.

This protective aura grants the cassisian a +2 deflection bonus to its AC against evil foes, and a +2 resistance bonus on all saving throws made against evil effects or spells cast by evil creatures. This aura extends to a radius of 5 feet, but can only benefit one additional creature other than the cassisian at any one time. A cassisian's protective aura is fragile, and as soon as an evil creature successfully strikes the cassisian, or as soon as the cassisian fails a saving throw against an evil source, its protective aura fades away and is no longer applicable. The cassisian can reactivate its protective aura by spending 1 minute concentrating upon the task.

Cassisians are the weakest sort of angel, but are absolutely dedicated to the cause of good. They serve as messengers for more powerful angels, and on the Material Plane they are often bound

to good mortals to serve as familiars, acting as spiritual guides, reciting platitudes and quoting scripture from various benign faiths and philosophies (some forgotten for centuries). A 7th-level lawful good spellcaster with the Improved Familiar feat can select a cassisian as a familiar.

A cassisian's true form is a helmet possessing a pair of bird's wings. The exact style of helmet varies by the deity the angel serves—most appear to be steel with angular cheek-plates, though some resemble bascinets, skullcaps, great helms, or even samurai helmets, and a few older cassisians appear to be bronze or even leather. Though cassisians can assume other forms (that of a child-sized angelic humanoid wearing a proportional helmet matching the cassisians' true form, a dove, a dog, or a fish), they find it strange and rarely stay in that form for more than a few minutes.

Typically formed from the souls of trustworthy and pious soldiers, some cassisians arise spontaneously from the spiritual fragments of great angels destroyed while defending the celestial planes against fiendish incursions. In many cases, the lowly cassisian retains fragments of its previous life's memories, and friends of that old soul may visit with the cassisian to reminisce with what remains. Unfortunately, the reincarnated angel's memories are more like something memorized from a book, and lack the character and camaraderie the friends expect.



ANGEL, MONADIC DEVA

This angelic being has smooth skin, a muscular body, and large golden wings, and wields a large mace.

MONADIC DEVA

CR 12



XP 19,200

NG Medium outsider (angel, aquatic, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., *detect evil*, low-light vision;

Perception +29

Aura protective aura

DEFENSE

AC 27, touch 14, flat-footed 23 (+4 Dex, +13 natural; +4 deflection vs. evil)

hp 147 (14d10+70)

Fort +15, **Ref** +13, **Will** +10; +4 vs. poison; +4 resistance vs. evil

DR 10/evil; **Immune** acid, cold, electricity, fire, death effects, energy drain, petrification; **SR** 23

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee +3 *morningstar* +22/+17/+12 (1d8+10 plus solid blow)

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*detect evil*

At will—*aid*, *charm monster* (DC 18, elementals only), *discern lies* (DC 18), *dispel evil* (DC 19), *dispel magic*, *holy smite* (DC 18), *invisibility* (self only), *plane shift* (DC 19), *remove curse*, *remove disease*, *remove fear*

3/day—*cure serious wounds*, *holy word* (DC 21), *mirror image*

1/day—*heal*, *hold monster* (DC 19), *holy aura* (DC 22)

STATISTICS

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

Base Atk +14; **CMB** +19; **CMD** 33

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness

Skills Diplomacy +21, Fly +25, Intimidate +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +29, Sense Motive +25, Stealth +21, Survival +21, Swim +27; **Racial**

Modifiers +4 Perception

Languages Celestial, Draconic, Infernal; truespeech

SQ amphibious

ECOLOGY

Environment any good-aligned plane

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

Treasure double (+3 *morningstar*, other treasure)

SPECIAL ABILITIES

Solid Blow (Su) If a monadic deva strikes an opponent twice in 1 round with its mace, that creature takes an extra 1d8+10 points of damage.

Monadic devas are stoic watchers of the Ethereal Plane and the Elemental Planes. They search those planes for fiendish enclaves, battle evil planar monsters such as xills, and act

as celestial liaisons to the genies and elementals. They have been known to broker temporary peace between warring elemental factions, often using their inherent magic to end hostilities long enough for negotiations to take place. In the armies of the good planes, they are leaders and officers, and after centuries of service to a deity, they may be transformed into astral devas.

Monadic devas like giving their maces names and proudly announcing them in battle with evil foes. Many of these weapons have seen battle for thousands of years and are quite battered. Younger devas may lend their weapons to good churches on the Material Plane so they can be used by great mortal heroes, though the angels eventually reclaim them after no more than a year and a day.

A monadic deva is 7 feet tall and weighs 220 pounds.



ANGEL, MOVANIC DEVA

This angel is all sharp lines and angles, muscular but lean, with large wings and a mighty flaming greatsword.

MOVANIC DEVA

CR 10



XP 9,600

NG Medium outsider (angel, extraplanar, good)

Init +7; **Senses** darkvision 60 ft., *detect evil*, low-light vision; Perception +26

Aura protective aura

DEFENSE

AC 24, touch 13, flat-footed 21 (+3 Dex, +11 natural; +4 deflection vs. evil)

hp 126 (12d10+60)

Fort +12, **Ref** +11, **Will** +9; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities nature's pacifism, protected life force; **DR** 10/evil; **Immune** acid, cold, electricity, fire, death effects, energy drain, petrification; **SR** 21

OFFENSE

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

Melee +1 *flaming greatsword*

+17/+12/+7 (2d6+7/19–20 plus 1d6 fire)

Spell-Like Abilities (CL 8th;

concentration +12)

Constant—*detect evil*

At will—*aid*, *discern lies*

(DC 18), *dispel evil* (DC

19), *dispel magic*, *holy*

smite (DC 18), *invisibility*

(self only), *plane shift*

(DC 19), *remove curse*,

remove disease, *remove fear*

7/day—*cure serious wounds*

1/day—*antimagic field*, *awaken*,

holy aura (DC 22)

STATISTICS

Str 19, **Dex** 17, **Con** 18, **Int** 17, **Wis** 17, **Cha** 19

Base Atk +12; **CMB** +16; **CMD** 29

Feats Cleave, Improved Initiative, Iron Will,

Power Attack, Toughness, Vital Strike

Skills Diplomacy +19, Fly +22, Intimidate

+19, Knowledge (planes) +18, Knowledge

(religion) +18, Perception +26, Sense

Motive +22, Stealth +18, Survival +18;

Racial Modifiers +4 Perception

Languages Celestial, Draconic,

Infernal; truespeech

ECOLOGY

Environment any good-aligned plane

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

Treasure double (+1 *flaming greatsword*, other treasure)

SPECIAL ABILITIES

Nature's Pacifism (Ex) Animals and plant creatures do not willingly attack a movanic deva, though they can be forced to do so by magic. If the deva attacks a plant or animal, its protection against that creature ends.




Protected Life Force (Ex) Movanic devas are never harmed by positive-dominant or negative-dominant planar traits.

Movanic devas serve as infantry in the celestial armies, though they spend most of their time patrolling the Positive, Negative, and Material Planes. On the Positive Plane, they watch over wandering good souls, which sometimes puts them into conflict with the *vyoti*. On the Negative Plane, they battle undead, the *sceaduinar*, and the other strange things that hunt in the hungry void. Their rare visits to the Material Plane are usually to help powerful mortals when a great menace threatens to plunge an entire realm into evil.



ANIMATE DREAM

This indistinct figure suddenly takes on a nightmarish shape, not quite human or animal or fiend.

| | | |
|--|-------------|---|
| ANIMATE DREAM | CR 8 |    |
| XP 4,800 | | |
| NE Medium outsider (extraplanar, incorporeal) | | |
| Init +4; Senses darkvision 60 ft.; Perception +17 | | |
| DEFENSE | | |
| AC 20, touch 20, flat-footed 15 (+5 deflection, +4 Dex, +1 dodge) | | |
| hp 90 (12d10+24) | | |
| Fort +10, Ref +8, Will +12 | | |
| Defensive Abilities incorporeal; SR 19 | | |
| OFFENSE | | |
| Speed fly 40 ft. (perfect) | | |
| Melee incorporeal touch +16 (6d8 negative energy plus nightmare curse) | | |
| Spell-Like Abilities (CL 12th; concentration +17) | | |
| 3/day— <i>deep slumber</i> (DC 18), <i>dimension door</i> , <i>nightmare</i> (DC 20) | | |
| 1/day— <i>confusion</i> (DC 19), <i>fear</i> (DC 19), <i>phantasmal killer</i> (DC 19) | | |
| STATISTICS | | |
| Str —, Dex 18, Con 15, Int 10, Wis 15, Cha 21 | | |
| Base Atk +12; CMB +16; CMD 32 | | |
| Feats Blind-Fight, Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility | | |
| Skills Bluff +20, Fly +12, Intimidate +20, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +19 | | |
| Languages telepathy 100 ft. | | |
| ECOLOGY | | |
| Environment any (Ethereal Plane) | | |
| Organization solitary | | |
| Treasure none | | |
| SPECIAL ABILITIES | | |
| Nightmare Curse (Ex) An animate dream's touch puts horrifying visions in the target's mind. Curse—incorporeal touch; <i>save</i> Will DC 21; <i>frequency</i> 1/day; <i>effect</i> 1d4 Wisdom drain and target is fatigued; <i>cure</i> 3 consecutive saves or <i>dispel evil</i> , <i>dream</i> , or <i>remove curse</i> . | | |

From time to time, when a powerfully imaginative sleeper wakes from a particularly vivid or unusual dream, a fragment of that dream lingers on the Ethereal Plane. To survive, this animate dream needs the power of living will, imagination, and emotion to sustain it. An animate dream seeks out mortal minds, appearing as a shadowy and often frightful dream figure. Its true appearance is vague and nebulous, but it reacts to the fears and emotions of those around it, taking on a nightmarish appearance that differs for each viewer.

An animate dream can find satisfaction and sustenance by passing one of its ghostly limbs through a mortal's

body—the act infusing the mortal with negative energy that sates the animate dream's unnatural hunger. But by forcing a creature into a state of sleep, terror, or both, the animate dream can gain a much more satisfying meal, feeding on the emotions released in such states. It uses its spell-like abilities to this end, for each creature it harms with its nightmares, drives temporarily insane with *confusion* or *fear*, or outright slays with *phantasmal killer* provides the monster with more nourishment. An animate dream forced to go for a long period of time without feeding does not starve to death, but does grow increasingly feral and violent in nature.

Animate dreams sometimes associate with other creatures from the Ethereal Plane or that have associations with dreams and nightmares, such as night hags, phase spiders, and xills. Sometimes these alliances are mutually beneficial, but in many cases the animate dreams are treated as slaves. Night hags in particular like enslaving animate dreams, and sometimes use their essence as a component in creating heartstones.






Illustration by Kieran Yanner



ARANEA

This bloated spider has a hunchbacked body and a gleam of intelligence in its multiple eyes.

| | | |
|---|-------------|---|
| ARANEA | CR 4 |    |
| XP 1,200 | | |
| N Medium magical beast (shapechanger) | | |
| Init +7; Senses darkvision 60 ft., low-light vision; Perception +9 | | |
| DEFENSE | | |
| AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural) | | |
| hp 37 (5d10+10) | | |
| Fort +6, Ref +7, Will +4 | | |
| OFFENSE | | |
| Speed 50 ft., climb 30 ft. | | |
| Melee bite +8 (1d6 plus poison) | | |
| Special Attacks web (+8 ranged, DC 14, hp 5) | | |
| Sorcerer Spells Known (CL 5th; concentration +8) | | |
| 2nd (5/day)— <i>invisibility</i> , <i>mirror image</i> | | |
| 1st (7/day)— <i>charm person</i> (DC 14), <i>mage armor</i> (1 already cast), <i>silent image</i> (DC 14), <i>sleep</i> (DC 14) | | |
| o (at will)— <i>daze</i> (DC 13), <i>detect magic</i> , <i>ghost sound</i> (DC 13), <i>light</i> , <i>mage hand</i> , <i>resistance</i> | | |
| STATISTICS | | |
| Str 11, Dex 17, Con 14, Int 14, Wis 13, Cha 16 | | |
| Base Atk +5; CMB +5; CMD 18 | | |
| Feats Eschew Materials ^B , Improved Initiative, Iron Will, Weapon Finesse | | |
| Skills Acrobatics +9 (+17 jump), Climb +14, Escape Artist +8, Knowledge (arcana) +7, Perception +9, Stealth +9; Racial Modifiers +2 Acrobatics, +2 Perception | | |
| Languages Common, Sylvan | | |
| SQ change shape (humanoid; <i>alter self</i>) | | |
| ECOLOGY | | |
| Environment tropical forests | | |
| Organization solitary or colony (2–6) | | |
| Treasure standard | | |

SPECIAL ABILITIES

Change Shape (Su) An aranea can take the form of a Small or Medium humanoid or spider-humanoid hybrid. In humanoid form, an aranea cannot use its bite, web, or poison. In spider-humanoid hybrid form, an aranea looks like a humanoid with spidery fangs and spinnerets, with the latter typically located at the small of its back. The aranea retains its bite attack, webs, and poison in this form, and can wield weapons and wear armor. When in humanoid or hybrid form, an aranea's speed is 30 feet and it has no climb speed.

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength; *cure* 1 save.

Spells An aranea casts spells as a 5th-level sorcerer, but does not gain any additional abilities, such as a sorcerous bloodline.

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a humpbacked spider a little bigger than a human, and weighs about 150 pounds. The hump on its back houses the aranea's brain. All araneas have a single alternate form as well—this alternate form is that of a Small or Medium humanoid. Although an aranea can assume a spider-hybrid variant of this form, it cannot use its change shape ability to assume multiple humanoid forms—this additional shape is locked into one unique appearance.

Araneas typically gather in small colonies of two to six individuals, making webbed nests high in trees. These colonies work together to research magic, and may change membership many times over as individuals leave to pursue their own studies and are replaced by newer members. A single aranea may take on humanoid form and live for years in a humanoid community, never revealing its true nature. Though araneas generally prefer to be left alone, they often prove quite knowledgeable about the ways of magic, and if approached peacefully may be willing to share their expertise for the right price (typically a magic item or some service).

Skilled spellcasters, araneas try to avoid physical combat and use their webs and spells when they can. Rather than kill their enemies, araneas often subdue opponents and hold them for ransom.



ARCHON, SHIELD

This armored giant is sheathed in metal from head to toe. One arm ends in a spear-like blade, the other in a massive shield.

SHIELD ARCHON

CR 10



XP 9,600

LG Large outsider (archon, extraplanar, good, lawful)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +15

Aura aura of menace (DC 18), *magic circle against evil*

DEFENSE

AC 29, touch 10, flat-footed 28 (+9 armor, +1 Dex, +4 natural, +6 shield, -1 size) (+2 deflection vs. evil)

hp 112 (9d10+63)

Fort +13, **Ref** +7, **Will** +8; +4 vs. poison

DR 10/evil; **Immune** electricity, petrification; **SR** 21

OFFENSE

Speed 40 ft., fly 90 ft. (good); 30 ft., fly 60 ft. in armor

Melee +3 *shortspear* +16/+11 (1d8+10)

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

Special Attacks transpose ally

Spell-Like Abilities (CL 9th; concentration +11)

Constant—*magic circle against evil*

At will—*aid*, *greater teleport* (self plus 50 lbs. of objects only), *message*

1/day—*disrupting weapon*, *divine power*, *shield other*

STATISTICS

Str 20, **Dex** 13, **Con** 25, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +9; **CMB** +15; **CMD** 26 (30 vs. bull rush and trip)

Feats Combat Reflexes, Improved Initiative, Iron Will, Shield

Focus, Stand Still, Weapon Specialization (*shortspear*)^B

Skills Diplomacy +14, Fly +0, Intimidate +14, Knowledge (religion) +14, Perception +15, Sense Motive +15, Stealth -6, Survival +15

Languages Celestial, Draconic, Infernal; truespeech

SQ spear and shield, stability

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or squad (3-5)

Treasure standard (full plate, other treasure)

SPECIAL ABILITIES

Spear and Shield (Su) At will as a free action, a shield archon can transform his hands into a +1 *tower shield* and a +3 *shortspear*, or either individually, or back to hands again. He cannot transform both hands into shields or both into shortspears. A shield archon never takes the typical -2 penalty on attack rolls while wielding a tower shield. A shield archon's weapons cannot be disarmed, but they can be sundered. If a shield archon loses his spear or shield, he can manifest a new one as a full-round action. When a shield archon is slain, these two items fade away—they cannot be looted or wielded by any other creature.

Stability (Ex) Shield archons receive a +4 racial bonus to CMD when resisting a bull rush or trip attempt.

Transpose Ally (Su) Once per day as a standard action, a shield archon can teleport to the location of a willing (or unconscious) ally and immediately teleport that ally to the archon's previous position, in effect switching places with the ally. The archon must have line of effect to the target.

Shield archons are the mighty rocks of celestial armies, withstanding waves of demons and devils without complaint. Though more than capable of tearing apart lesser demons and devils, their true strength lies in their ability to shrug off deadly attacks from superior opponents, giving their offense-oriented allies time to flank and overwhelm their mutual foes. Shield archons are 9 feet tall and weigh 800 pounds.

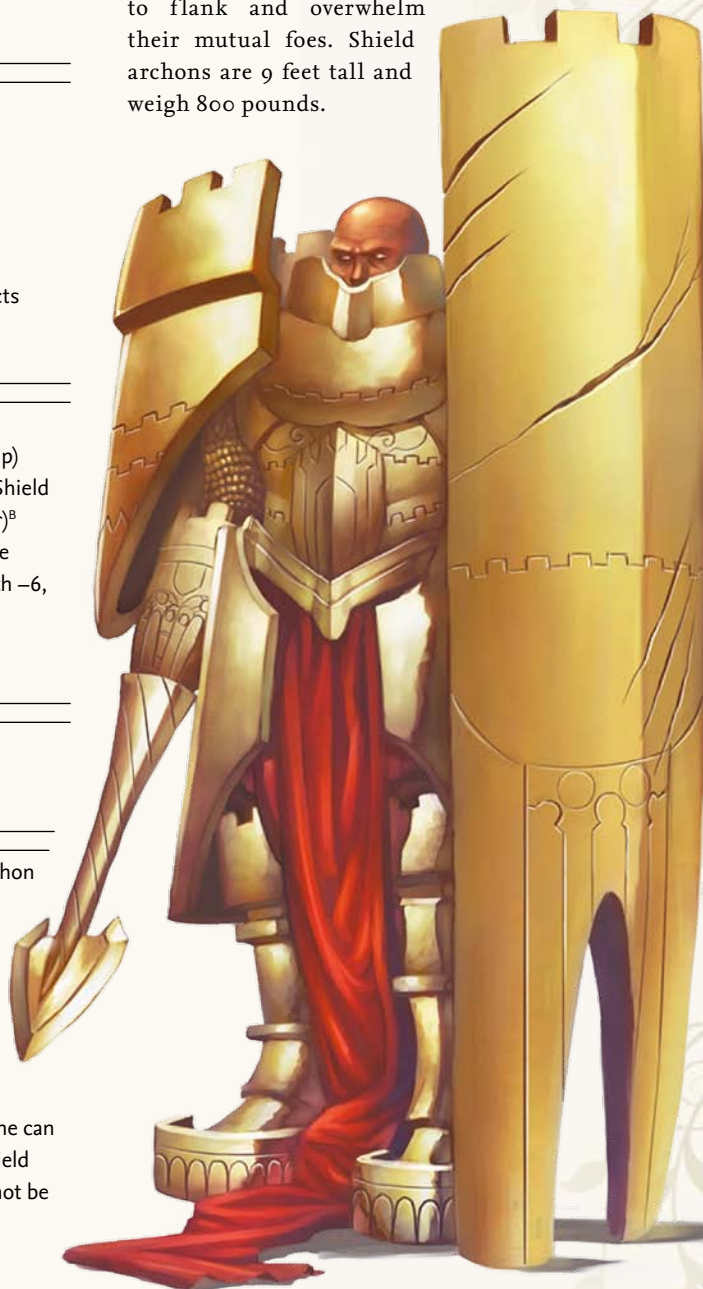


Illustration by Jorge Maese



ARCHON, STAR

This powerful humanoid floats in the air on a nimbus of pearly light. He grips a golden starknife in one hand.

STAR ARCHON

CR 19



XP 204,800

LG Large outsider (archon, extraplanar, good, lawful)

Init +8; **Senses** darkvision 60 ft., low-light vision, *detect evil*, *true seeing*; **Perception** +29

Aura aura of courage, aura of menace (DC 27), *magic circle against evil*

DEFENSE

AC 34, touch 11, flat-footed 32 (+9 armor, +1 Dex, +1 dodge, +12 natural, +2 shield, -1 size) (+2 deflection vs. evil)

hp 294 (19d10+190); regeneration 10 (evil weapons and effects)

Fort +21, **Ref** +17, **Will** +15; +4 vs. poison

Defensive Abilities explosive rebirth; **DR** 10/evil; **Immune** electricity, fire, charm, compulsion, fear, petrification; **SR** 30

OFFENSE

Speed 40 ft., fly 120 ft. (good); 30 ft. (fly 90 ft.) in armor

Melee +5 *holy starknife* +29/+24/+19/+14 (1d6+12/x3)

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

Special Attacks smite evil 1/day (+6 attack and AC, +19 damage)

Spell-Like Abilities (CL 19th; concentration +25)

Constant—*detect evil*, *magic circle against evil*, *true seeing*

At will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*, *sunbeam* (DC 23)

1/day—*meteor swarm* (DC 25), *polar ray* (DC 24), *prismatic spray* (DC 23), *sunburst* (DC 24)

Cleric Spells Prepared (CL 19th; concentration +26)

9th—*implosion* (DC 26), *mass heal*, *miracle*

8th—*dimensional lock*, *fire storm* (DC 25), *holy aura* (DC 25)

7th—*destruction* (2, DC 24), *holy word* (2, DC 24), *resurrection*

6th—*greater dispel magic*, *heal*, *mass cure moderate wounds* (3)

5th—*break enchantment* (2), *breath of life* (2), *flame strike* (DC 22)

4th—*cure critical wounds* (3), *death ward*, *divine power*

3rd—*cure serious wounds* (3), *dispel magic* (2), *invisibility purge*

2nd—*cure moderate wounds* (4), *eagle's splendor*, *status*

1st—*cure light wounds* (4), *divine favor*, *sanctuary* (DC 18)

0—*guidance*, *resistance*, *stabilize*, *virtue*

STATISTICS

Str 24, **Dex** 19, **Con** 31, **Int** 20, **Wis** 24, **Cha** 23

Base Atk +19; **CMB** +27; **CMD** 42

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Stand Still

Skills Diplomacy +28, Fly +20, Heal +16, Intimidate +28, Knowledge (arcana and engineering) +14, Knowledge (history and nature) +18, Knowledge (religion) +24, Perception +29, Sense Motive +29, Spellcraft +24, Stealth +14, Survival +17

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any (Heaven)

Organization solitary or pair

Treasure double (full plate, heavy steel shield, +5 *holy starknife*)

SPECIAL ABILITIES

Explosive Rebirth (Su) When killed, a star archon explodes in a blinding flash of energy that deals 50 points of damage (half fire, half holy damage) to anything within 100 feet (Reflex DC 29 half). The save DC is Constitution-based. The slain archon reincarnates 1d4 rounds later as an advanced shield archon.

Spells Star archons cast divine spells as 19th-level clerics. They do not gain access to domains or other cleric abilities.

Star archons are the tacticians and strategists of Heaven. Gifted with insight and powerful magic, they spend much of their time steering long-term plans for Heaven's armies and good folk in the world.



ATHACH

This giant's maw contains a pair of dripping tusks, but it is its gangly third arm that makes its appearance truly bizarre.

ATHACH

CR 12



XP 19,200

CE Huge humanoid (giant)

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

DEFENSE

AC 26, touch 9, flat-footed 25 (+2 armor, +1 Dex, +15 natural, –2 size)

hp 161 (14d8+98)

Fort +16, **Ref** +5, **Will** +7

Resist cold 10

OFFENSE

Speed 50 ft.

Melee 2 slams +19 (1d8+11), bite +19 (2d6+11 plus poison) or heavy mace +19/+14 (3d6+11), bite +17 (2d6+5 plus poison)

Ranged rock +10/+5 (2d6+16)

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

Special Attacks rock throwing (140 ft.), swift claw

STATISTICS

Str 32, **Dex** 13, **Con** 25, **Int** 7, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** +23; **CMD** 34

Feats Cleave, Improved Iron Will, Iron Will, Lunge, Multiattack, Power Attack, Vital Strike

Skills Acrobatics +1 (+9 jump), Climb +20, Perception +12, Stealth –7

Languages Giant

ECOLOGY

Environment cold or temperate hills

Organization solitary, gang (2–4), or tribe (7–12)

Treasure standard (leather armor, heavy shield, heavy mace, other treasure)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves.

Swift Claw (Ex) An athach can attack with its claw as a swift action, even when the creature's movement would normally restrict it to one attack. This attack is made at a +19 bonus and deals 1d10+11 points of damage, regardless of what other attacks are made on the athach's turn.

An athach is a twisted kind of giant, cruel and thuggish. It lives to bring misery, ruin, and terror to weaker creatures. An individual may be nearly any human color, though its arms are often a darker color or even grayish. Its upper fangs are long, extending from its mouth like those of a ferocious beast, and it constantly drools a weakness-inducing poison. A group of athachs is usually a family unit, with gangs typically consisting of a group of siblings and full tribes consisting of parents and young.

Athachs thrive upon the fear of their victims, preferring to play with their prey for some time before indulging their vile and murderous natures. Tales tell of how athachs cut down orchards and ruin crops by night, leaving the ruins to be discovered by innocent villagers at the dawning of the following day. Further tales tell of how athachs desecrate graveyards by exhuming graves and scattering the bones of the dead about. The motivation behind these games seems to be sheer entertainment—some athachs are unusually creative in their antics, displaying ingenuity beyond their normal capacity, as if an athach in the throes of desecration and cruelty were prone to some form of divine inspiration.

An athach is 18 feet tall and weighs 5,000 pounds. Athachs dislike other giants (and other monsters of their size) and either attack or flee from them, depending on whether the odds are in their favor.



Illustrations by Eric Belisle

ATTIC WHISPERER

This thing resembles a gray, emaciated child, with cobwebs and dust for clothes and a fox skull for a head.

| ATTIC WHISPERER | CR 4 |
|---|------|
| XP 1,200 NE Small undead | |
| Init +8; Senses darkvision 60 ft.; Perception +12 Aura sobs (10 ft.) | |
| DEFENSE | |
| AC 19, touch 16, flat-footed 14 (+4 Dex, +1 dodge, +3 natural, +1 size) hp 45 (6d8+18) Fort +5, Ref +6, Will +8 Immune undead traits | |
| OFFENSE | |
| Speed 20 ft. Melee bite +9 (1d4–1 plus steal breath), touch +4 melee touch (steal voice) | |
| STATISTICS | |
| Str 9, Dex 19, Con —, Int 14, Wis 16, Cha 17 Base Atk +4; CMB +2; CMD 17 Feats Dodge, Improved Initiative, Weapon Finesse Skills Bluff +9, Climb +8, Knowledge (history) +8, Knowledge (local) +8, Perception +12, Stealth +17 Languages Common (plus any 2d4 from victims) | |
| ECOLOGY | |
| Environment any urban or ruins Organization solitary, pair, or chorus (3–8) Treasure incidental | |
| SPECIAL ABILITIES | |

Aura of Sobs (Su) All of the voices that an attic whisperer steals linger around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bardic performances affecting it and takes a –1 penalty on all attack rolls, damage rolls, and Will saving throws. The attic whisperer can suppress or reactivate its aura as a free action. This aura is a sonic, mind-affecting effect.

Steal Breath (Su) A creature bit by an attic whisperer must make a DC 16 Will save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the attic whisperer or by using *dispel magic*, *remove curse*, or similar effects. The save DC is Charisma-based.

Steal Voice (Su) Any creature hit by an attic whisperer's touch must make a DC 16 Will save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an attic whisperer has stolen a creature's voice, it can perfectly mimic that voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by the attic whisperer's Bluff check to realize a mimicked voice is inauthentic. The save DC is Charisma-based.

An attic whisperer spawns as the result of a lonely or neglected child's death. Rather than animating the body of the dead youth, the creature rises from an amalgam of old toys, clothing, dust, and other objects associated with the departed—icons of the child's neglect. The widely varying materials that fuse together to form these creatures lead to attic whisperers with vastly different appearances. Attic whisperers linger in the places where they were formed, typically old homes, orphanages, schools, debtors' prisons, workhouses, and similar places where children might be discarded. When an attic whisperer first forms, it does so without a skull—this does not impact the creature's abilities in any way, but it usually seeks out a small animal's skull as a form of decoration soon after it manifests.

An attic whisperers haunts shadowy, forgotten places like old buildings and dilapidated institutions, places that were once homes to both young children and subtle evils. Hiding in drafty attics and moldy basements, an attic whisperer might lie dormant for decades while the quick go about their lives—often a scant floor away. The coming of a new child, though, rekindles some hope in the creature, its animating spirits motivated by loneliness, and ever seeking comfort and companionship. Once an attic whisperer finds a potential playmate, it does all it can to ensure it will never be lonely again by attempting to lure its friend to it, singing nursery rhymes, leaving trails of old toys, or calling out in the stolen voices of other children.

Destroying an attic whisperer reduces it to its component parts, usually consisting of dusty junk left to molder in the attics of old houses, though a few items, such as china dolls, small locket, music boxes, precious marbles, fine teacups, sculpted metal soldiers, or the like, may have some value.



Illustration by Andrew Hou

AURUMVORAX

Powerful muscles ripple beneath the golden fur of this small yet fearsome eight-legged beast.

AURUMVORAX

CR 9



XP 6,400

N Small magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 23, touch 15, flat-footed 19 (+4 Dex, +8 natural, +1 size)
hp 114 (12d10+48)

Fort +14, **Ref** +12, **Will** +7

Defensive Abilities ferocity; **DR** 10/piercing or slashing;

Immune poison; **Resist** fire 10

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +18 (1d6+5 plus grab), 4 claws +18 (1d4+5 plus grab)

Special Attacks rake (4 claws +18, 1d4+5)

STATISTICS

Str 21, **Dex** 18, **Con** 18, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +12; **CMB** +16 (+24 grapple); **CMD** 30 (42 vs. trip)

Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Perception +13, Stealth +17

ECOLOGY

Environment temperate plains, hills, or forests

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Grab (Ex) An aurumvorax can grab a foe of up to one size category larger than itself (Medium size for most aurumvoraxes). It gains a +8 racial bonus on grapple attempts rather than the normal +4 racial bonus afforded by the grab ability.

Aurumvoraxes are very aggressive creatures, and lead solitary lives except when they mate. Adults typically claim the hunting area within a mile of their warrens, ruthlessly driving away other predators. In addition to fresh meat, aurumvoraxes are fond of gnawing on metals (particularly gold and copper), though whether they do this to sharpen their teeth or because of some nutritional need is unknown. Aurumvorax warrens can stretch for thousands of feet, often winding deep into the earth. The avaricious appetite of aurumvoraxes has earned them the appellation "golden gorgor" among dwarves, who have lost more than a few miners to the dangerous beasts.

In battle, an aurumvorax latches onto its victim with its jaws and gouges savage wounds with its claws. It rarely looses its grip before it or its foe is dead. It typically attacks the nearest living creature regardless of size, and ignores any wounds it suffers at the hands of others until its prey is dead.

A typical aurumvorax is only 3 feet long but weighs more than 200 pounds, for it is densely packed with muscle and thick, sturdy bones. Its fur is golden, while its claws are black and sharp. Its weight relative to its body size makes it a poor swimmer, and most dislike crossing water, though they can trundle along the bottom of still or slow water if necessary.

Adult aurumvoraxes are impossible to train, but their offspring are valued for training as guard beasts. A healthy aurumvorax kit can be sold for 5,000 gp or more to a discerning buyer. Female aurumvoraxes rarely give birth to more than one offspring at a time, and are ferociously protective of their young.

An aurumvorax drags its prey back to its lair to consume at its leisure, and its bone-midden often contains valuable belongings from past kills. Uneaten precious metals, discarded gems, and well-chewed metal items can also be found in its warrens. Despite its metallic coloration, an aurumvorax is not vulnerable to attacks that target metal, such as *heat metal* or the touch of a rust monster—in fact, aurumvoraxes easily kill and eat rust monsters, and some dwarf clans use aurumvorax pets to protect their storehouses against them.



Illustration by Eric Belisle



AXIOMITE

As this lithe humanoid moves, its flesh shimmers and wavers, temporarily breaking apart into motes of shimmering light.

AXIOMITE

CR 8



XP 4,800

LN Medium outsider (extraplanar, lawful)

Init +8; Senses darkvision 60 ft.; Perception +18

DEFENSE

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

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

Fort +6, Ref +11, Will +14

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

OFFENSE

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

Melee +1 longsword +16/+11 (1d8+7/19–20)

Spell-Like Abilities (CL 9th; concentration +14)

3/day—dispel chaos, haste, hold monster (DC 20), lightning bolt (DC 18), empowered order's wrath (DC 19), telekinesis (DC 20), true strike

1/day—summon inevitable (level 6, 1 zelekhut, see below), true seeing

STATISTICS

Str 21, Dex 19, Con 16, Int 21, Wis 20, Cha 20

Base Atk +10; CMB +15; CMD 30

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

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

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ crystalline dust form

ECOLOGY

Environment any (lawful plane)

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

Treasure standard (+1 longsword, other treasure)

SPECIAL ABILITIES

Crystalline Dust Form

(Su) An axiomite can shift between its solid body and one made

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

Summon Inevitable (Sp) Once per day, four axiomites may join hands to summon a single zelekhut inevitable as a full-round action.

Stewards of ancient, colossal cities on lawful planes, axiomites represent the fundamental search for order. According to their own history, the first axiomites sprang from the raw mathematical underpinnings of the cosmos long before the first gods began to stir—they are personifications of a primordial reality made flesh in an attempt to understand itself. New axiomites are formed from souls much like celestials or fiends, with spirits drawn across the planes to one of the axiomites' humming crystal monoliths, emerging later as purified creatures of law and theory.

A particular axiomite may look like any humanoid-shaped creature, though the particular form does not affect its abilities in any way. Beneath this form, all axiomites are the same—clouds of glowing, crystalline dust that constantly swirl and congeal into complex tangles of symbols and equations, making them literally creatures of pure mathematical law.

Axiomite society is broken into three divisions, each with its own duty and purpose. One devotes itself to the construction and maintenance of inevitables, another to the expansion and construction of their capital city, and the third to continuing the exploration and calculation of the laws and constants that underlie all of reality. Their leader is a gestalt mind formed by the greatest individuals of their race, forming when needed and then dispersing into its component axiomites to put the god-mind's plans into action.



AZATA, BRIJDINE

This beautiful woman has flesh made of lava. She soars through the sky on a trail of fire.

BRIJDINE

CR 17



XP 102,400

CG Medium outsider (azata, chaotic, earth, extraplanar, fire, good)

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +26

Aura flaming body, *holy aura*

DEFENSE

AC 32, **touch** 19, **flat-footed** 27 (+4 deflection, +5 Dex, +13 natural)

hp 256 (19d10+152)

Fort +22, **Ref** +15, **Will** +21

DR 10/cold iron and evil; **Immune** electricity, fire, petrification; **Resist** cold 10; **SR** 28

Weaknesses vulnerable to cold

OFFENSE

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

Melee +1 *flaming burst keen longsword* +25/+20/+15/+10 (1d8+8/17–20 plus 1d6 fire and burn)

Ranged lava blast +24 (1d6 fire plus burn and entrap)

Special Attacks entrap (DC 26, instantaneous, hardness 8, hp 30), burn (2d6, DC 26), trample (1d8+7, DC 24)

Spell-Like Abilities (CL 19th;

concentration +25)

Constant—*holy aura* (DC 24)

At will—*flaming sphere* (DC 18), *heat metal* (DC 18), *meld into stone* (self only), *soften earth and stone*, *stone shape*

5/day—*cure serious*

wounds, *flame strike*

(DC 21), *move earth*,

spike stones (DC 20),

stone tell, *summon nature's*

ally V (earth and fire elementals

only), *wall of stone* (DC 22)

3/day—*earthquake*, *fire storm* (DC 23),

heal, *stoneskin*, *wall of fire*

STATISTICS

Str 20, **Dex** 21, **Con** 24, **Int** 15, **Wis** 18, **Cha** 23

Base Atk +19; **CMB** +24; **CMD** 43

Feats Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Improved Bull Rush, Iron Will, Lunge, Power Attack, Staggering Critical, Toughness

Skills Craft (any one) +24, Escape Artist +27, Fly +9, Heal

+26, Knowledge (nature) +24, Knowledge (planes) +24,

Perception +26, Perform (oratory) +25, Sense Motive +26

Languages Celestial, Draconic, Ignan, Infernal, Terran; truespeech

SQ heat stone, obsidian blade

ECOLOGY

Environment any (Elysium)

Organization solitary or team (2–5)

Treasure double (no flammable items)

SPECIAL ABILITIES

Flaming Body (Su) A brijidine's body is molten rock covered in dancing flames. Anyone striking a brijidine with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a brijidine or is grappled by one takes 6d6 points of fire damage each round the grapple persists.

Heat Stone (Su) Whenever a brijidine uses her *meld into stone*, *soften earth and stone*, *spike stones*, *stone shape*, or *wall of stone* spell-like abilities, she can have the affected stone radiate intense heat for 1 minute. Any creature within 5 feet of the stone takes 1d6 fire damage per round.

Lava Blast (Su) A brijidine can hurl a glob of lava at a target as a standard action. This attack has a range increment of 30 feet.

Obsidian Blade (Ex) At will as a free action, a brijidine can create a blade of jagged volcanic glass that functions as a +1 *flaming burst keen longsword*. One round after it leaves the brijidine's grasp, the weapon decays into useless powder.

Brijidines are passionate, powerful azatas attuned to the powers of earth and fire. They love basking in volcanoes, writing poetry, tending to sick creatures, and pursuing spicy recipes. The quickest way to befriend a brijidine is to present her with a fireproof copy of an exotic poem or a bag of rare peppers. Though their power is tied to primal destruction, they are quick-witted and love clever wordplay, whether in a sonnet or a dirty limerick.

The brijidine sees fire as a form of purity, a marked difference from its classical association with devastation and destruction. To a brijidine, the existence of hellfire is the rankest blasphemy, and while many azatas look to the demons of the Abyss as their greatest enemies, it is among the devils of Hell that most brijidines find focus for their anger. The fact that devils are immune to fire, the brijidine's greatest strength, frustrates and angers these azatas all the more, forcing them to become far more imaginative and creative in their tactics when facing such foes. A brijidine stands 5-1/2 feet tall and weighs 150 pounds.

Illustration by Jorge Maese

AZATA, LYRAKIEN

This tiny woman has a lithe form with delicate butterfly wings. She is surrounded by sparkling lights and gentle rainbow arcs.

LYRAKIEN

CR 2



XP 600

CG Tiny outsider (azata, chaotic, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., *detect evil*, *detect magic*, low-light vision; **Perception** +9

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 19 (3d10+3)

Fort +2, **Ref** +7, **Will** +6

DR 5/evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., fly 80 ft. (perfect)

Melee slam +2 (1d2–3)

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

Special Attacks starlight blast

Spell-Like Abilities (CL 3rd; concentration +8)

Constant—*detect evil*, *detect magic*, *freedom of movement*

At will—*dancing lights*, *daze* (DC 15), *summon instrument*, *ventriloquism* (DC 16)

1/day—*cure light wounds*, *lesser confusion* (DC 16), *silent image* (DC 16)

1/week—*commune* (6 questions, CL 12th)

STATISTICS

Str 5, **Dex** 19, **Con** 12, **Int** 14, **Wis** 17, **Cha** 20

Base Atk +3; **CMB** +5; **CMD** 12

Feats Agile Maneuvers, Improved Initiative

Skills Acrobatics +10, Bluff +11, Diplomacy +11,

Fly +16, Knowledge (any one) +8, Perception +9,

Perform (any one) +11, Spellcraft +5, Stealth +18

Languages Celestial, Draconic, Infernal; truespeech

SQ traveler's friend

ECOLOGY

Environment any (Elysium)

Organization solitary, band (2–5), or company (6–24)

Treasure none

SPECIAL ABILITIES

Starlight Blast (Su) As a standard action once every 1d4

rounds, a lyrakien can tap into the divine power of Elysium, unleashing a blast of holy starlight in a 5-foot burst. All creatures in this area take 1d4 points of holy damage, plus 1 point for each step their alignment deviates from chaotic good. For example, a chaotic neutral or neutral good creature would take 1d4+1 points of damage, a neutral creature would take 1d4+2 points of damage, and a lawful evil creature would take 1d4+4 points of damage. A DC 12 Reflex save negates this damage. Chaotic good creatures are unaffected by this ability. The save DC is Constitution-based.

Traveler's Friend (Su) The performances and company of a lyrakien ease the burden of travel. Once per day, a creature may spend a minute listening to a lyrakien's performance—doing so removes the effects of exhaustion and fatigue from the listener.

Lyrakien are divine musicians and messengers, mainly in the employ of deities of travel and natural wonders. They love to explore and visit beautiful places, especially locations with excellent views of rainbows, moonlight, and the stars. Whimsical and joyous, they love contests of song, dance, and knowledge, and keep journeys happy by distracting their companions from weary feet and stale food. Mortals who please them with excellent tales and new songs may be rewarded with elaborate maps, forgotten shortcuts, or rambling directions to hidden locations that hold lost magic.

Lyrakien are light-hearted creatures, but they are very protective of breathtaking natural locations. Often called “glistenwings” by gnomes and halflings, lyrakien are frequently mistaken for fey—while they are generally friendly with true fey, their origin is the plane of Elysium. Like other azatas, they grow restless if they stay in one place too long. A chaotic good 7th-level spellcaster can gain a lyrakien as a familiar if she has the Improved Familiar feat.



AZER

Heat ripples the air near this squat, brass-skinned humanoid. Its head and shoulders blaze with a mane of fire.

AZER

CR 2



XP 600

LN Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 natural)

hp 15 (2d10+4)

Fort +5, **Ref** +1, **Will** +4

Immune fire; **SR** 13

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk warhammer +4 (1d8+1/x3 plus 1d6 fire)

Ranged light hammer +3 (1d4+1 plus 1d6 fire)

Special Attacks heat (1d6 fire)

STATISTICS

Str 13, **Dex** 12, **Con** 15, **Int** 12, **Wis** 12, **Cha** 9

Base Atk +2; **CMB** +3; **CMD** 14

Feats Power Attack

Skills Acrobatics +0, Appraise +6, Climb +3, Craft (any two) +6, Knowledge (nobility) +6, Perception +6

Languages Common, Ignan

ECOLOGY

Environment any land (Plane of Fire)

Organization solitary, pair, team (3–6), squad (11–20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level), or clan (30–100 plus 50% noncombatants plus 1 sergeant of 3rd level per 20 adults, 5 lieutenants of 5th level, and 3 captains of 7th level)

Treasure standard (masterwork scale mail, masterwork warhammer, light hammer, other treasure)

A proud and hardworking race from the Plane of Fire, azers toil in their bronze and brass fortresses, always ready for their long, simmering war against the efreet. Azers live in a society where every member knows his place. Born into a particular duty, usually the trade of his father or mother, an azer continues this task his entire life. A caste system further keeps azer society in line. Nobles, ruling without question, wear decorated brass kilts as their symbol of caste, while merchants and business proprietors wear stout bronze. Copper kilts designate the working class, made up of servants, artisans, and laborers.

Able to channel heat through metal weapons and tools, azers almost never use nonmetallic weapons, and usually engage in close melee rather than using ranged attacks. Azers frequently take prisoners, bringing them back to their fortresses and forcing them to labor for a year and a day.

The legendary City of Brass boasts an azer population over half a million strong. Most of these unfortunate azers live a life of servitude to their efreet masters. Azers subjected to this slavery still perform their duties without question, preferring to wait out their contracts or hoping their masters die or get overthrown. A dedication to order burns strong in this race, to the extent that some enslaved azers act as taskmasters over their own kin. Beyond the City of Brass, azers are free to live their own lives, often in other

planar metropolises crafting goods, selling wares, and running taverns.

Azers look strikingly similar to one another to the unfamiliar eye.

They are 4 feet tall, but weigh 200 pounds.



Illustration by Mike Corriero