




## BADGER

The squat, waddling badger trudges forth. Thrusting its flattened nose about the ground, it sniffs incessantly.

BADGER	CR 1/2			
<b>XP 200</b>				
N Small animal				
<b>Init</b> +1; <b>Senses</b> low-light vision, scent; Perception +5				
<b>DEFENSE</b>				
<b>AC</b> 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)				
<b>hp</b> 9 (1d8+5)				
<b>Fort</b> +4, <b>Ref</b> +3, <b>Will</b> +1				
<b>OFFENSE</b>				
<b>Speed</b> 30 ft., burrow 10 ft.				
<b>Melee</b> bite +1 (1d3), 2 claws +1 (1d2)				
<b>Special Attacks</b> blood rage				
<b>STATISTICS</b>				
<b>Str</b> 10, <b>Dex</b> 13, <b>Con</b> 15, <b>Int</b> 2, <b>Wis</b> 12, <b>Cha</b> 6				
<b>Base Atk</b> +0; <b>CMB</b> −1; <b>CMD</b> 10 (14 vs. trip)				
<b>Feats</b> Toughness				
<b>Skills</b> Escape Artist +5, Perception +5; <b>Racial Modifiers</b> +4				
Escape Artist				
<b>ECOLOGY</b>				
<b>Environment</b> temperate forests				
<b>Organization</b> solitary, pair, or clan (3–6)				
<b>Treasure</b> incidental				




The squat, burrowing badger is plentiful in most temperate forests. Most species are carnivorous, though some eat a variety of meat, insects, and vegetables. The badger possesses a fierceness and natural tenacity, while its stubby legs and wide, seemingly portly stature belie the creature's actual strength and speed.

A typical badger has dark brownish-gray fur highlighted with white markings, such as bands or striped masks about the eyes. These markings are distinct and vary by species. While generally friendly, if threatened or otherwise provoked, badgers can become fierce combatants. Once engaged with an opponent, they typically fight until slain. In combat, they fight with their sharp, needle-like teeth and long, curved claws, which they otherwise use for digging.



## BADGER, DIRE

A tremendous badger snarls and scrapes its wicked, shovel-like claws. Stocky muscles ripple beneath its streaked and shaggy fur.

BADGER, DIRE	CR 2			
<b>XP 600</b>				
N Medium animal				
<b>Init</b> +6; <b>Senses</b> low-light vision, scent; Perception +10				
<b>DEFENSE</b>				
<b>AC</b> 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)				
<b>hp</b> 22 (3d8+9)				
<b>Fort</b> +6, <b>Ref</b> +5, <b>Will</b> +2				
<b>Defensive Abilities</b> ferocity				
<b>OFFENSE</b>				
<b>Speed</b> 30 ft., burrow 10 ft.				
<b>Melee</b> bite +4 (1d4+2), 2 claws +4 (1d3+2)				
<b>Special Attacks</b> blood rage				
<b>STATISTICS</b>				
<b>Str</b> 14, <b>Dex</b> 15, <b>Con</b> 17, <b>Int</b> 2, <b>Wis</b> 12, <b>Cha</b> 9				
<b>Base Atk</b> +2; <b>CMB</b> +4; <b>CMD</b> 16 (20 vs. trip)				
<b>Feats</b> Improved Initiative, Skill Focus (Perception)				
<b>Skills</b> Escape Artist +6, Perception +10; <b>Racial Modifiers</b> +4				
Escape Artist				
<b>ECOLOGY</b>				
<b>Environment</b> temperate forests				
<b>Organization</b> solitary, pair, or clan (3–5)				
<b>Treasure</b> incidental				

A relentless predator, the violent and territorial dire badger hunts frequently, killing and devouring a variety of easy prey such as rabbits, deer, and occasionally livestock.

These creatures are unafraid of attacking creatures larger than they are, drawing upon an almost legendary tenacity that has won them honor and respect among many races, particularly forest-dwelling gnomes.

Dire badgers reside in deep burrows and warrens dug with their monstrous claws—but unlike typical badgers, a dire badger's claws are capable of tunneling through solid rock. Dire badgers possess little patience for disturbances or interruptions. Utterly fearless creatures, when confronted they attack brutally, and if injured, they violently erupt into a killing frenzy.

Dire badgers stand 4 feet tall at the shoulder, and weigh 500 pounds.

# BANSHEE

*This beautiful, ghostly elven woman glides through the air, her long hair flowing around a face knotted into a mask of rage.*

## BANSHEE

CR 13



XP 25,600

CE Medium undead (incorporeal)

**Init** +15; **Senses** darkvision 60 ft., hear heartbeat; Perception +31

### DEFENSE

**AC** 26, touch 26, flat-footed 14 (+4 deflection, +11 Dex, +1 dodge)

**hp** 161 (19d8+76)

**Fort** +10, **Ref** +19, **Will** +18

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

**Weaknesses** sunlight powerlessness

### OFFENSE

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

**Melee** incorporeal touch +26 (14d6 negative energy plus terror)

**Special Attacks** wail

### STATISTICS

**Str** —, **Dex** 32, **Con** —, **Int** 5, **Wis** 20, **Cha** 19

**Base Atk** +14; **CMB** +25; **CMD** 40

**Feats** Alertness, Combat Reflexes, Dodge, Improved

Initiative, Iron Will, Lightning Reflexes, Mobility,

Step Up, Weapon Focus (touch), Wind Stance

**Skills** Fly +19, Perception +31, Sense Motive +7

**Languages** Common, Elven

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Hear Heartbeat (Ex)** A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.

**Terror (Su)** A creature damaged by the banshee's touch attack must make a DC 23 Will save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as *heroes' feast* or *mind blank*), the banshee's touch attempts to dispel one such effect with *greater dispel magic* (CL 14th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Wail (Su)** Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 23 Fortitude save. (This save is only required

once per wail.) Creatures under the effects of a fear effect take a –4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 140 points of damage (as if affected by a CL 14 *wail of the banshee*). If a wailing banshee is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

A banshee is the enraged spirit of an elven woman who either betrayed those she loved or was herself betrayed. Maddened by grief, a banshee visits her vengeance on all living creatures—innocent or guilty—with her fearsome touch and deadly wails.



Illustration by Ben Wooten



## BAT, MOBAT

This bat has a wingspan the length of two humans, over-sized ears, and a squat, upturned snout with rows of needle-like teeth.

MOBAT	CR 3
<b>XP 800</b>	
N Large magical beast	
<b>Init</b> +2; <b>Senses</b> blindsense 120 ft., low-light vision; Perception +6	
DEFENSE	
<b>AC</b> 19, touch 13, flat-footed 13 (+2 Dex, +4 natural, -1 size)	
<b>hp</b> 34 (4d10+12)	
<b>Fort</b> +7, <b>Ref</b> +6, <b>Will</b> +2	
OFFENSE	
<b>Speed</b> 20 ft., fly 40 ft. (good)	
<b>Melee</b> bite +6 (2d6+4)	
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft.	
<b>Special Attacks</b> screech	
STATISTICS	
<b>Str</b> 17, <b>Dex</b> 15, <b>Con</b> 16, <b>Int</b> 6,	
<b>Wis</b> 13, <b>Cha</b> 6	
<b>Base Atk</b> +4;	
<b>CMB</b> +8;	
<b>CMD</b> 26	
<b>Feats</b> Flyby	
Attack, Skill	
Focus (Stealth)	
<b>Skills</b> Fly +8, Perception	
+6 (+10 when using	
blindsense), Stealth +5; <b>Racial</b>	
<b>Modifiers</b> +4 Perception when using blindsense	
<b>Languages</b> Undercommon (cannot speak)	
ECOLOGY	
<b>Environment</b> temperate or warm forests, hills, or underground	
<b>Organization</b> solitary or colony (2–8)	
<b>Treasure</b> incidental	
SPECIAL ABILITIES	

**Screech (Su)** Once per day as a standard action, a mobat can produce an ear-splitting screech that stuns non-mobats in a 20-foot-radius burst. All creatures within the area must make a DC 15 Fortitude save or be staggered for 1d3 rounds. Other mobats and urdefhans (see page 276) are immune to this effect. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Mobats are magical giant bats with wolfish grins and immense wingspans. Survivors of a lost era, they are rarely seen beyond the dark forests and deep caves they haunt. Although mobats are omnivores, they vastly prefer the flavor of fresh meat over that of other prey.

Mobats' fur varies in coloration, from deep auburn to almost black, and their skin is black. A mobat's wingspan is 15 feet across, and it weighs 250 pounds.

## BAT, SKAVELING

This monstrously sized, undead bat has mottled, decayed flesh and eyes that smolder with an unholy green glow.

SKAVELING	CR 5
<b>XP 1,600</b>	
CE Large undead	
<b>Init</b> +7; <b>Senses</b> blindsense 120 ft.; Perception +14	
DEFENSE	
<b>AC</b> 19, touch 13, flat-footed 15 (+3 Dex, +6 natural, -1 size)	
<b>hp</b> 58 (9d8+18)	
<b>Fort</b> +5, <b>Ref</b> +6, <b>Will</b> +8	
<b>Immune</b> undead traits	
OFFENSE	
<b>Speed</b> 20 ft., fly 40 ft. (good)	
<b>Melee</b> bite +10 (2d8+7	
plus disease and paralysis)	
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft.	
<b>Special Attacks</b> screech,	
paralysis (1d4+1 rounds, DC 16)	
STATISTICS	
<b>Str</b> 21, <b>Dex</b> 17, <b>Con</b> —, <b>Int</b> 8,	
<b>Wis</b> 15, <b>Cha</b> 14	
<b>Base Atk</b> +6; <b>CMB</b> +12; <b>CMD</b> 26	
<b>Feats</b> Dodge, Flyby Attack, Improved Initiative, Mobility, Skill Focus (Stealth)	
<b>Skills</b> Fly +13, Perception +14 (+18 when using	
blindsense), Stealth +14; <b>Racial Modifiers</b> +4	
Perception when using blindsense	
<b>Languages</b> Undercommon	
ECOLOGY	
<b>Environment</b> any underground	
<b>Organization</b> solitary or colony (2–8)	
<b>Treasure</b> incidental	
SPECIAL ABILITIES	

**Disease (Su)** *Ghoul Fever*: Bite—injury; save Fort DC 16; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight (*Pathfinder RPG Bestiary* 146).




**Screech (Su)** Once per day as a standard action, a skaveling can screech as a mobat, save that those who are affected are stunned for 1d3 rounds unless they make a DC 16 Fortitude save. The save DC is Charisma-based.

Known in some circles as ghoul bats, skavelings are the hideous result of necromantic manipulation by urdefhans, who create them from mobats specially raised on diets of fungus and humanoid flesh. Upon reaching maturity, urdefhans ritually slay the bats using necrotic poisons, then raise the corpses to serve as mounts and guardians.



## BEE, GIANT

Striking yellow and black markings and a coat of bristling hairs cover this immense bee. Its stinger is the size of a dagger blade.

GIANT BEE	CR 1	  
<b>XP</b> 400		
N Medium vermin		
<b>Init</b> +2; <b>Senses</b> darkvision 60 ft.; Perception +1		
DEFENSE		
<b>AC</b> 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)		
<b>hp</b> 16 (3d8+3)		
<b>Fort</b> +4, <b>Ref</b> +3, <b>Will</b> +2		
<b>Immune</b> mind-affecting effects		
<b>Weaknesses</b> vulnerable to smoke		
OFFENSE		
<b>Speed</b> 20 ft., fly 60 ft. (good)		
<b>Melee</b> sting +2 (1d4 plus poison)		
STATISTICS		
<b>Str</b> 11, <b>Dex</b> 14, <b>Con</b> 13, <b>Int</b> —, <b>Wis</b> 12, <b>Cha</b> 9		
<b>Base Atk</b> +2; <b>CMB</b> +2; <b>CMD</b> 14 (22 vs. trip)		
<b>Skills</b> Fly +6		
ECOLOGY		
<b>Environment</b> temperate or warm plains		
<b>Organization</b> solitary, group (2–5), or nest (6–19)		
<b>Treasure</b> incidental		
SPECIAL ABILITIES		
<b>Poison (Ex)</b> Sting—injury; <i>save</i> Fort DC 12; <i>frequency</i> 1/round for 4 rounds; <i>effect</i> 1d2 Str; <i>cure</i> 1 save.		
<b>Vulnerable to Smoke (Ex)</b> Smoke from particularly smoky fires or effects (such as that created by a <i>pyrotechnics</i> spell) causes a giant bee to become nauseated if it fails a DC 14 Fortitude save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.		

Like their smaller cousins, giant bees fill their ecological niche by playing matchmaker for a vast array of flowering plant life. As a giant bee feeds on plant nectars, clumps of pollen attach to the coarse hairs covering its body and legs.




Giant bees grow to approximately 5 feet in length, with a similar wingspan. These creatures weigh 60 pounds and live in their adult form for nearly 10 years. Giant bees' stingers are not barbed like those of their diminutive counterparts, so these creatures can sting foes repeatedly and do not die after one sting.

### Giant Bumblebee (CR 2)

These bulky and aggressive giant bees have the advanced creature simple template. Their venom is deadly, and deals Constitution damage rather than Strength damage.

## BEE, GIANT QUEEN

This giant bee is as large as a horse and unusually fat, with light brown stripes on her body.

GIANT QUEEN BEE	CR 5	  
<b>XP</b> 1,600		
N Large vermin		
<b>Init</b> +0; <b>Senses</b> darkvision 60 ft.; Perception +1		
DEFENSE		
<b>AC</b> 17, touch 9, flat-footed 17 (+8 natural, –1 size)		
<b>hp</b> 59 (7d8+28)		
<b>Fort</b> +9, <b>Ref</b> +2, <b>Will</b> +3		
<b>Immune</b> mind-affecting effects		
<b>Weaknesses</b> vulnerable to smoke		
OFFENSE		
<b>Speed</b> 20 ft., fly 60 ft. (good)		
<b>Melee</b> sting +8 (1d8+6 plus poison)		
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft.		
STATISTICS		
<b>Str</b> 19, <b>Dex</b> 11, <b>Con</b> 18, <b>Int</b> —, <b>Wis</b> 12, <b>Cha</b> 13		
<b>Base Atk</b> +5; <b>CMB</b> +10; <b>CMD</b> 20 (28 vs. trip)		
<b>Skills</b> Fly +2		
ECOLOGY		
<b>Environment</b> temperate or warm plains		
<b>Organization</b> solitary or colony (1 queen and 3–18 giant bees)		
<b>Treasure</b> incidental (royal jelly)		
SPECIAL ABILITIES		
<b>Poison (Ex)</b> Sting—injury; <i>save</i> Fort DC 17; <i>frequency</i> 1/round for 4 rounds; <i>effect</i> 1d2 Con; <i>cure</i> 2 consecutive saves.		

Bulbous and robust in comparison to others of the same species, giant queen bees are immense, fertile females, easily identified by their larger size and lighter stripes. They grow to 12 feet in length and weigh 140 pounds.

### Royal Jelly

When a hive of bees needs a new queen to replace one that has died, they feed specially selected larvae royal jelly to trigger the larvae's transformation into new queens. The first queen to hatch then kills any other new queens.

Royal jelly has remarkable effects on other creatures if eaten. A pound of royal jelly provides enough nourishment for a full day, and grants a +4 resistance bonus on all saving throws against disease for the next 24 hours. If a creature sleeps enough to heal damage within 24 hours of eating at least a pound of royal jelly, it heals twice the hit points and ability damage as it otherwise would. A typical bee hive contains 2d6 pounds of royal jelly—a single pound sells for 100 gp.



## BEETLE, GOLIATH STAG

This massive beetle is the size of a small house. Its immense, horn-like mandibles clash with a hungry fervor.

### GOLIATH STAG BEETLE

CR 8



XP 4,800

N Huge vermin

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

#### DEFENSE

AC 21, touch 8, flat-footed 21 (+13 natural, –2 size)

hp 104 (11d8+55)

Fort +12, Ref +3, Will +3

**Immune** mind-affecting effects

#### OFFENSE

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

Melee bite +17 (3d8+16)

Space 15 ft.; Reach 10 ft.

**Special Attacks** trample (3d8+16, DC 26)

#### STATISTICS

Str 32, Dex 10, Con 21, Int —, Wis 10, Cha 4

Base Atk +8; CMB +21; CMD 31 (39 vs. trip)

Skills Fly –8

#### ECOLOGY

**Environment** warm forests or plains

**Organization** solitary, pair, or herd (3–8)

**Treasure** none

Making its home in tropical and subtropical forests across the globe, the goliath beetle is among the largest species of giant beetle. While its diminutive cousins are primarily herbivores, the goliath stag beetle is carnivorous, hunting herd animals, humanoids, and even giants with ease. They typically use their trample attack against creatures smaller than themselves, returning after this punishing assault to pick off anything that's still moving with swift and deadly bites.

A goliath stag beetle is 25 feet long and weighs 8,000 pounds.

## BEETLE, SLICER

This squat but nevertheless large beetle moves with a swift scuttling motion. Its mandibles appear to be remarkably sharp.

### SLICER BEETLE

CR 4



XP 1,200

N Large vermin

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

#### DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 39 (6d8+12)

Fort +7, Ref +2, Will +2

**Immune** mind-affecting effects

#### OFFENSE

Speed 40 ft., fly 20 ft. (poor)

Melee bite +8 (2d6+7/19–20)

Space 10 ft.; Reach 5 ft.

**Special Attacks** crippling bite

#### STATISTICS

Str 21, Dex 11, Con 15, Int —, Wis 10, Cha 6

Base Atk +4; CMB +10; CMD 20 (28 vs. trip)

Skills Fly –6

SQ compression

#### ECOLOGY

**Environment** temperate forests

**Organization** solitary or cluster (2–5)

**Treasure** none

#### SPECIAL ABILITIES

**Crippling Bite (Ex)** A slicer beetle's bite attack threatens a critical hit on a roll of 19–20. If a slicer beetle scores a critical hit on a target, its mandibles cut deep, resulting in a wound that causes 1d6 bleed and leaving its foe staggered for 1d3 rounds from the tremendous pain dealt.

The slicer beetle sports specialized mouthparts that scissor apart flesh for easier consumption. Each side of its horizontally closing mandibles fits into the other with barely a hair's breadth to spare. These creatures prefer to dwell in compact caves or warrens. A typical slicer beetle measures 10 feet long and weighs 800 pounds.



# BELKER

*Dull, red eyes, grasping claws, and leathery wings give a demonic aspect to this creature's smoky form.*

## BELKER

CR 6



XP 2,400

NE Large outsider (air, elemental, evil)

Init +5; Senses darkvision 60 ft.; Perception +11

### DEFENSE

AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, -1 size)

hp 68 (8d10+24)

Fort +9, Ref +11, Will +2

DR 5/—

### OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee bite +12 (1d6+2), 2 claws +12 (1d6+2), 2 wings +10 (1d6+1)

Space 10 ft.; Reach 10 ft.

Special Attacks smoke claws

### STATISTICS

Str 14, Dex 21, Con 17, Int 6, Wis 11, Cha 10

Base Atk +8; CMB +11; CMD 26 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse

Skills Acrobatics +16, Fly +22, Perception +11, Stealth +16;

Racial Modifiers +4 Stealth

Languages Auran

SQ smoke form

### ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, or clutch (3–4)

Treasure incidental

### SPECIAL ABILITIES

**Smoke Claws (Ex)** A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a DC 17 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another DC 17 Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

**Smoke Form (Su)** A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker

acts as if under the effects of a *gaseous form* spell, except that it retains its natural fly speed of 50 feet (perfect).

Belkers are hateful elemental air creatures resembling fiends made of smoke. Xenophobic in the extreme, they see most non-elemental creatures as threats, and stalk and kill any such intruders in their territory. Among their elemental kin, they especially hate djinn and jann. They tolerate air mephits, dust mephits, steam mephits, air elementals, and fire elementals, but given the choice, prefer the company of their own kind.

Belkers create no permanent lairs, but do claim and defend large territories from other living things, particularly areas ravaged by frequent storms, volcanic eruptions, hot springs, or forest fires. Some sages believe the belkers worship these dangerous natural phenomena; others speculate the elementals somehow feed on the unusual air from these sites. Still other scholars theorize that the reclusive beasts require the energy from these phenomena to feed or reproduce.



Illustration by Mike Corriero





# BLINDHEIM

*The size of a short, stocky humanoid with webbed feet and claws, this frog-like creature has glowing white eyes.*

## BLINDHEIM

CR 2



XP 600

N Small magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

### DEFENSE

**AC** 16, touch 14, flat-footed 13 (+2 Dex, +1 dodge, +2 natural, +1 size)

**hp** 22 (3d10+6)

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

**Immune** blindness

### OFFENSE

**Speed** 30 ft., climb 20 ft., swim 20 ft.

**Melee** bite +5 (1d4+1), 2 claws +5 (1d3+1)

**Special Attacks** blinding gaze

### STATISTICS

**Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +3; **CMB** +3; **CMD** 16

**Feats** Dodge, Skill Focus (Perception)

**Skills** Acrobatics +6 (+10 jumping), Perception +9, Swim +9;

**Racial Modifiers** +4 Acrobatics when jumping

### ECOLOGY

**Environment** any underground

**Organization** solitary, pair, or family (3–5)

**Treasure** incidental

### SPECIAL ABILITIES

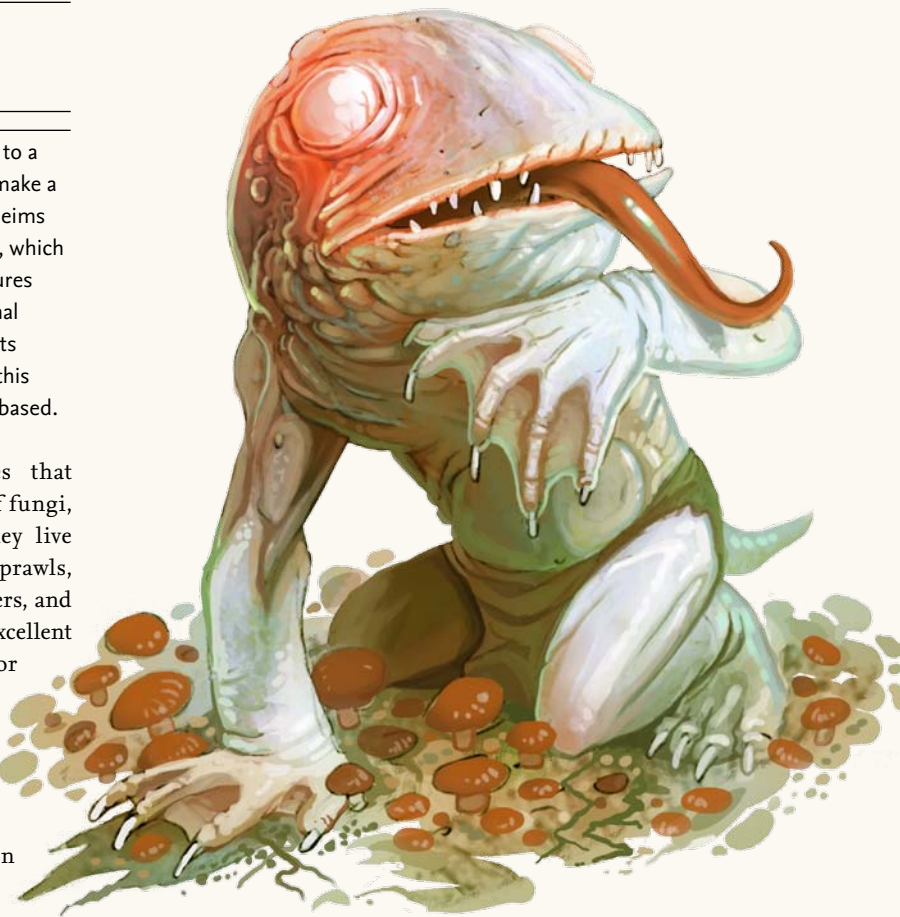
**Blinding Gaze (Ex)** A blindheim's eyes emit bright light to a range of 30 feet. Any creature within the area must make a DC 13 Fortitude save or be blinded for 1 hour. Blindheims can see normally in the light generated by their eyes, which illuminates a 30-foot spread with bright light. Creatures with light blindness or light sensitivity take the normal penalties within 30 feet of a blindheim that is using its blinding gaze. A blindheim can activate or suppress this ability as a free action. This save DC is Constitution-based.

Blindheims are grotesque, frog-like creatures that dwell beneath the surface, subsisting on meals of fungi, rodents, and other underground creatures. They live in the darkest, dampest regions of cavernous sprawls, particularly enjoying underground bogs, lakes, rivers, and swamps. Although not aquatic, blindheims are excellent swimmers. They prefer to latch onto branches or rock outcroppings, where they maintain the high ground while in pursuit of food. They use the light from their eyes to attract prey, but go dark when larger creatures approach. A blindheim uses its blinding gaze to disorient both prey and possible threats, then deactivates its gaze to scuttle away in

the dark if the threat is too great. In very large caverns inhabited by blindheims, distant areas often flicker from brightly lit to absolutely dark as the creatures feed and flee. Though of animal-level intelligence, blindheims are cunning enough to coordinate their hunting tactics with others of their kind, using one creature to act as a lookout and make hit-and-run attacks with its gaze until its fellows can arrive to help finish off the prey.

Blindheims can convey simple information through gestures and flashes of their lights, and tend to be rather silent in combat, adding an eerie element to battles with them. They cannot be taught to perform humanoid-appropriate labors and thus make poor slaves, though the duergar and drow sometimes use them as bait or distractions when raiding. Other races have been known to train these creatures as mobile light sources when going on long underground expeditions.

Stout and thick-skinned, a blindheim is just under 4 feet in height and weighs 150 pounds. A blindheim gives birth to small litters of three or four young. Though gestation can last up to a full year, it only takes about 4 years for a blindheim to mature and become self-reliant, at which point the creatures generally form broods that stick together, only striking out on their own if their brethren have perished. Blindheims can live for up to 25 years.



## BLINK DOG

This sleek canine has a coarse, tawny coat, pointed ears, and pale eyes. A faint blue nimbus seems to dance upon its fur.

### BLINK DOG

CR 2



XP 600

LG Medium magical beast

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

#### DEFENSE

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

**hp** 22 (3d10+6)

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

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +4 (1d6+1)

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

Constant—*blink*

At will—quicken *dimension door* (self only)

#### STATISTICS

**Str** 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 11

**Base Atk** +3; **CMB** +4; **CMD** 16 (20 vs. trip)

**Feats** Combat Reflexes, Iron Will

**Skills** Perception +7, Stealth +7, Survival +2 (+6 scent tracking)

**Languages** Sylvan

#### ECOLOGY

**Environment** temperate plains or forests

**Organization** solitary, pair, or pack (3–14)

**Treasure** incidental

Though they resemble sleek, long-eared canines, blink dogs are as smart as humans. As social creatures, blink dogs travel in large packs, roaming forests and plains, running off evil creatures, and hunting for phase spiders—one of their natural enemies. Despite their intelligence and friendly natures, blink dogs tend to avoid humanoids, keeping their packs either hidden or frequently on the move. This shyness doesn't keep the blink dogs from helping out when needed, however, and they have been known to come to the rescue of a prairie village in their territory. Packs are typically led by an older, experienced male or female, called an alpha.

Blink dogs are fiercely loyal, defending their own pack or creatures they befriend to the death, and maintaining oaths handed down from litter to litter. Honor is paramount to blink dogs, and different packs

often have unique traditions (such as whether a pack's alpha is male or female, or an oath to always protect and aid a particular humanoid race like elves or halflings) in addition to those shared by most blink dogs. Blink dogs have a great interest in the stars and movements of celestial bodies. Through their myths and folklore, blink dogs have names for constellations, and through this zodiac they note the seasons, births under auspicious stars, and omens from unusual stellar conjunctions. Blink dog names often contain a reference to a specific constellation under which the dog was born.

Blink dogs stand nearly 3 feet at the shoulder and weigh upward of 180 pounds. They can live up to 75 years. They use their abilities to quickly surround prey, and make use of flanking to deal with especially dangerous opponents—particularly creatures like phase spiders.

### Blink Dog Sages

A pack's alpha selects the wisest and most intelligent member of the pack to serve as its sage. This blink dog often has sorcerer levels (typically with the celestial or destined bloodline) and is charged with maintaining the long-running oral histories of the pack, which extend back for centuries and link the packs together. A blink dog sage also decides when a pup is old enough to join his first hunt, performs birth and burial rites, and counsels the alpha on the meaning of omens or upon tactical matters involving interactions with neighboring races and creatures. In some packs, the sage is the alpha's mate, while in others the sage is always a gray-muzzled elder hound beyond breeding age.





# BODAK

*The flesh of this emaciated creature appears charred or dried, and its empty eye sockets seep trails of smoke.*

## BODAK

CR 8



XP 4,800

CE Medium undead (extraplanar)

Init +6; Senses darkvision 60 ft.; Perception +14

### DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

hp 85 (10d8+40)

Fort +6, Ref +5, Will +8

DR 10/cold iron; Immune electricity, undead traits; Resist acid 10, fire 10

Weaknesses vulnerability to sunlight

### OFFENSE

Speed 20 ft.

Melee 2 slams +9 (1d8+1)

Special Attacks death gaze

### STATISTICS

Str 13, Dex 15, Con —, Int 6, Wis 13, Cha 16

Base Atk +7; CMB +8; CMD 21

Feats Dodge, Improved

Initiative, Mobility,  
Toughness, Weapon  
Focus (slam)

Skills Intimidate +11,

Perception +14,  
Stealth +10

Languages Common

### ECOLOGY

Environment any land  
(evil Outer Plane)

Organization solitary, pair, or gang (3–4)

Treasure none

### SPECIAL ABILITIES

**Death Gaze (Su)** 1d4 negative levels, 30 feet;

Fortitude DC 18 negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

**Vulnerability to Sunlight (Ex)** Bodaks

loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

When mortal humanoids find themselves exposed to profound, supernatural evil, a horrific, occult

transformation can strip them of their souls and damn them to the tortured existence of a bodak. Changed into a twisted, misanthropic husk, a bodak wanders the endless tracts of evil-aligned planes, periodically stumbling into other realms by passing through portals or otherwise being conjured elsewhere. Possessing only fragmented memories of its former existence, the bodak is driven by profound emptiness, sorrowful longing, and vengeful hatred of all life.

A bodak's appearance is profoundly disturbing. Its flesh looks dried, taut, and desiccated, though it possesses a strange, otherworldly sheen. Its body is disproportionate and distinctly androgynous. Hairless and with only vague hints of facial structure, the bodak's eyes are deep set in their sockets and constantly weep foul-smelling smoky vapors. A planes-wise traveler who recognizes its shape knows to flee, for most travelers can outrun the relatively slow bodak.

Bodaks vehemently despise all living creatures and immediately seek to destroy any they encounter. A bodak retains the ability to speak one language it knew in life (typically Common), but it rarely engages in conversation, instead spitting out an incomprehensible stream of vile accusations, curses, and threats. On occasion, a bodak might wield weapons, but most rely primarily upon the effects of their deadly gaze.

Bodaks are rarely encountered outside of the Abyss. As they are slow-witted, powerful evil creatures such as liches and nabasu demons sometimes use bodaks as thralls, assassins, or guardians. Bodaks encountered on the Material Plane exude extreme malevolence when forced to confront the realization of their abhorrent transformations. So great is their desire to inflict their fate upon others that many attempt to drag off the bodies of their slain victims and guard them until they rise as undead.

A 20th-level spellcaster can use *create greater undead* to create a bodak, but only if the spell is cast while the spellcaster is located on one of the evil outer planes (traditionally the Abyss).



# BROWNIE

*Knee-high to a human, this large-headed creature has an almost manically friendly look on its expressive face.*

## BROWNIE

CR 1



XP 400

N Tiny fey

**Init** +8; **Senses** low-light vision; Perception +8

## DEFENSE

**AC** 17, touch 17, flat-footed 12 (+4 Dex, +1 dodge, +2 size)

**hp** 4 (1d6+1)

**Fort** +1, **Ref** +6, **Will** +4; +2 vs. illusions

**DR** 5/cold iron; **SR** 12

## OFFENSE

**Speed** 20 ft.

**Melee** short sword +6 (1d2–2/19–20)

**Space** 2–1/2 ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 7th; concentration +10)

At will—*dancing lights*, *mending*, *prestidigitation*

1/day—*lesser confusion* (DC 14), *dimension door* (self only),  
*mirror image*, *ventriloquism* (DC 14)

## STATISTICS

**Str** 7, **Dex** 18, **Con** 12, **Int** 14, **Wis** 15, **Cha** 17

**Base Atk** +0; **CMB** +2; **CMD** 11

**Feats** Dodge, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +8 (+4 jump), Bluff +7, Craft (any one) +6,  
Escape Artist +8, Handle Animal +4, Perception +8, Sense  
Motive +6, Stealth +16 (+20 in forest); **Racial Modifiers**  
+2 Perception, +4 Stealth in forests

**Languages** Common, Elven, Gnome, Sylvan

## ECOLOGY

**Environment** temperate forests or plains

**Organization** solitary, gang (2–5), or band (7–12)

**Treasure** standard

Brownies make their homes in the trunks of hollow trees, small earthy burrows, and even under porches and within the crawlspaces of farmhouses. Often attired in clothes that appear to be made of plants or leaves, brownies wear belts lined with pouches and tools. Whatever language they choose to speak is often is riddled with odd pronunciations and colloquialisms. Brownies stand barely 2 feet tall and weigh 20 pounds.

When facing danger, brownies rarely engage in combat, preferring instead to confound and confuse their attackers in order to buy enough time for escape. Content with honest toil and the love of their kin, brownies maintain a pacifist nature, only harassing creatures to run them off or punish them for an insult. Despite this nature, all brownies carry a blade. They refer to their swords with a hint of disgust, and jokingly call their blades the “final trick,” using them only in the direst of consequences.

Honest to a fault, brownies take freely, but always repay their debt through work or leave something behind as an offering. They may eat an apple from a farmer’s orchard, but will harvest the entire tree as repayment. A brownie might eat an entire pie left on a windowsill, only to straighten up the kitchen or wash the dishes. A brownie can share a home with a family for years and years while avoiding detection. A family that is aware of a brownie usually finds this a beneficial relationship and leaves dishes of milk, pieces of fruit, trinkets, and sometimes even wine as gifts. In exchange, the brownie keeps the home clean, mends clothes, repairs tools, and shoos away vermin and small predators. Bragging about having a brownie in the house is the best way to lose one. Brownies distrust foxes and fear wolves, and tend to avoid farms with dogs.

A 5th-level neutral spellcaster with the Improved Familiar feat can gain a brownie as a familiar.



Illustrations by Branko Bistovic





# BUNYIP

A disturbing combination of shark and seal, this brown-furred creature has a wide mouth filled with razor-sharp teeth.

## BUNYIP

CR 3



XP 800

N Medium magical beast (aquatic)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, keen scent 180 ft.; **Perception** +8

### DEFENSE

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

**hp** 32 (5d10+5)

**Fort** +5, **Ref** +7, **Will** +1

### OFFENSE

**Speed** 10 ft., swim 50 ft.

**Melee** bite +7 (1d8+1/19–20 plus bleed)

**Special Attacks** bleed (1d6), blood frenzy, roar

### STATISTICS

**Str** 13, **Dex** 16, **Con** 13, **Int** 2, **Wis** 11, **Cha** 7

**Base Atk** +5; **CMB** +6; **CMD** 19

**Feats** Improved Critical (bite)<sup>B</sup>, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Escape Artist +5, Perception +8, Stealth +10, Swim +9

**SQ** amphibious

### ECOLOGY

**Environment** any aquatic

**Organization** solitary or pair

**Treasure** none

### SPECIAL ABILITIES

**Blood Rage (Ex)** A bunyip's blood rage ability activates whenever it detects blood in the water using its keen scent, but otherwise functions as the universal monster rule of the same name.

**Roar (Su)** A bunyip's roar is supernaturally loud and horrifying. When a bunyip roars (a standard action the creature can perform at will), all hearing creatures with 4 or fewer HD within a 100-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. Whether or not the save is successful, creatures in the area are immune to the roar of that bunyip for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Constitution-based.

The bunyip is a fierce and avid hunter, possessing a primal ruthlessness that seems almost evil in its rapacity. A bunyip typically inhabits large freshwater inlets or sheltered coastal sea caves where food is plentiful—the bunyip is equally at home in fresh or salt water. It prefers feeding on animals of Small size or larger, though it isn't averse to eating humanoids when presented the opportunity. Bunyips are quite territorial, and readily attack when intruders threaten their hunting grounds. Bunyips mate annually, during the late spring. During

this period, bunyips become even more aggressive. After mating, couples split, with the female wandering off to find a place to birth a small litter of four to six pups. Females watch their pups for a few days, until they become independent enough for the mothers to move on.

Reports of bunyip sightings come from every end of the map. Though the accuracy of all such reports remains doubtful, enough reliable accounts exist to confirm their widespread adaptability. The species thrives in numerous ecological climes, from frigid polar fjords to idyllic tropical lagoons. The bunyip is not a deep-sea creature, and even avoids larger freshwater lakes, as it prefers to lurk near shorelines where its favorite food is more common.

While bunyips vary in appearance, all possess similar basic physical structures. The bunyip's head exhibits strong seal-like features, save for its shark-like jaws. Its upper torso is thick and muscular, with long, fin-like limbs. Some species even have a single, shark-like dorsal fin. The remaining portion of the body extends into a long tail. Those with fur usually only grow a short coat on the upper body in shades of pale gray, brown, or black.





## CARNIVOROUS BLOB

*Rolling and twitching like a massive wad of translucent ooze, this crimson blob reaches out amorphous pseudopods in all directions.*

### CARNIVOROUS BLOB

CR 13



XP 25,600

N Colossal ooze

**Init** +0; **Senses** blindsight 60 ft., tremorsense 120 ft.; **Perception** –5

#### DEFENSE

**AC** 2, touch 2, flat-footed 2 (–8 size)

**hp** 184 (16d8+112)

**Fort** +12, **Ref** +5, **Will** +0

**Defensive Abilities** reactive strike, split (sonic or slashing, 32 hp); **DR** 10/–; Immune acid, ooze traits; **Resist** electricity 30, fire 30

**Weaknesses** vulnerable to cold

#### OFFENSE

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

**Melee** slam +17 (8d6+19 plus 1d4 Con drain and grab)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** absorb flesh, constrict (8d6+19 plus 1d4 Con drain)

#### STATISTICS

**Str** 36, **Dex** 11, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +12; **CMB** +33 (+37 grapple); **CMD** 43 (can't be tripped)

**Skills** Climb +21, Swim +21

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Absorb Flesh (Ex)** A carnivorous blob cannot eat plant matter or inorganic matter, but it devours living flesh with a voracious speed by dealing Constitution drain on creatures it slams or constricts. Whenever the blob deals Constitution drain in this manner, it heals 10 hit points for each point of Constitution it drains. Excess hit points above its normal maximum are gained as temporary hit points. As soon as a carnivorous blob has at least 50 temporary hit points, it loses those temporary hit points and splits as an immediate action.

**Reactive Strike (Ex)** Whenever a carnivorous blob takes damage, it reflexively lashes out with a slam attack. This ability effectively grants the carnivorous blob an attack of opportunity against any adjacent foe that deals it damage. These attacks of opportunity do not count

against the normal limit the creature can make in a round. Attacks that deal sonic or slashing damage do not trigger a reactive strike—rather, they cause the creature to split. Whenever a carnivorous blob takes cold damage, the creature cannot use its reactive strike ability until after it takes its next action in combat.

**Vulnerable to Cold (Ex)** A carnivorous blob takes half again as much damage (+50%) from cold attacks.

While sages debate whether the first carnivorous blobs were created by a mad wizard, formed in foul fleshwarping vats in some sinister city, or traveled to this world trapped in the core of a meteor, there is one thing they all agree on—none wish to get close enough to study the monstrosity.

Carnivorous blobs move like a typical ooze, rolling out blobs of its fleshy material in haphazard directions, and pulling its bulk across the ground, up walls, and even through the water. If a carnivorous blob goes for more than 24 hours without a source of food, it drops into a sort of hibernation, resembling nothing so much as a pool of gelatinous blood. The creature springs to life quickly and hungrily as soon as any living prey comes within range of its senses.



Illustration by Jim Paulec



# CATOBLEPAS

*This ugly creature has a boar-like head with short antlers, a thick bullish body covered in spines, and cloven hooves on its stumpy legs.*

## CATOBLEPAS

CR 12



XP 19,200

N Large magical beast

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +25

**Aura** stench (30 ft., DC 23, 10 rounds)

### DEFENSE

**AC** 27, touch 8, flat-footed 27 (-1 Dex, +19 natural, -1 size)

**hp** 161 (14d10+84)

**Fort** +15, **Ref** +8, **Will** +8

**SR** 23

### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** bite +18 (3d6+5), gore +18 (2d8+5/19-20), 2 hooves +16 (1d8+2)

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

**Special Attacks** breath weapon (60-ft. cone, poison, Fortitude DC 23, usable every 1d4 rounds), trample (4d6+7, DC 22)

### STATISTICS

**Str** 20, **Dex** 8, **Con** 22, **Int** 5, **Wis** 15, **Cha** 10

**Base Atk** +14; **CMB** +20; **CMD** 29 (33 vs. trip)

**Feats** Diehard, Endurance, Improved Critical (gore), Improved Iron Will, Iron Will, Multiattack, Skill Focus (Perception)

**Skills** Perception +25, Swim +13

**Languages** Aklo

### ECOLOGY

**Environment** any swamps

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

**Treasure** incidental

### SPECIAL ABILITIES

**Poison Breath (Ex)** A catoblepas's horrid, stinking breath is 60-foot cone of poison gas. Breath—contact; save Fort DC 23; frequency 1/round for 6 rounds; effect 1d6 Con damage; cure 3 consecutive saves. The save DC is Constitution-based.

The catoblepas is an aggressive beast at the best of times, willing to knock down trees, fences, even small houses to eat whatever it finds interesting, be that meal plant or animal or human being. Though it prefers swamps, the catoblepas has been known

to forage in plains and forests for short periods before returning to the buoyant support of water and mud. Few creatures linger near a catoblepas's feeding ground because of the monster's bad temper and poisonous breath, and only rot-loving predators such as oozes or exceptionally large otyughs have any interest in hunting them.

A catoblepas' primary motivation is hunting and exerting its dominance over lesser creatures in its territory. Easily detected by its foul odor, the creature tolerates the presence of wild animals, humanoid tribes, and even predators that it can bully as long as these things flee or act submissive when the poisonous brute lumbers into view. The catoblepas is known to engage in physical battles with other Large swamp creatures such as crocodiles or even froghearts. Some humanoid tribes claim to know techniques to domesticate a catoblepas for use as a guard animal, but the monster's intractable nature and not insignificant intelligence almost certainly means magic is involved, as the creature has little need for alliances and can wipe out entire villages with its breath. Some have been known to use their breath underwater, creating a churning cloud of bubbles that kills fish in the area and starves out other creatures.

A catoblepas's sense of smell is blunted by its own ungodly stench, and it can't easily recognize rival odors such as skunk musk (though this provides the beast no immunity to odor-based effects from other creatures).

A catoblepas is 15 feet long and weighs 2,200 pounds.



## CENTIPEDE, GIANT WHIPTAIL

An elephantine centipede scurries about, its double tail lashing angrily behind it.

### GIANT WHIPTAIL CENTIPEDE CR 3



XP 800

N Huge vermin

**Init** +0; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 15, touch 8, flat-footed 14 (+7 natural, -2 size)

**hp** 38 (4d8+20)

**Fort** +9, **Ref** +1, **Will** +1

**Immune** mind-affecting effects

#### OFFENSE

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

**Melee** bite +8 (2d6+7 plus poison), tail slap +3 (1d3 nonlethal plus trip)

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

#### STATISTICS

**Str** 25, **Dex** 11, **Con** 21, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +3; **CMB** +12; **CMD** 22 (can't be tripped)

**Skills** Climb +15, Perception +4, Stealth +0; **Racial Modifiers** +4 Perception, +8 Stealth

**SQ** compression

#### ECOLOGY

**Environment** temperate or warm forests or underground

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

**Treasure** none

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 1 save. The save DC is Constitution-based.

**Tail Slap (Ex)** A giant whiptail centipede's tail slap deals nonlethal damage and gains no bonus from its Strength score on damage dealt.

Whiptail centipedes are carrion eaters, though corpses large enough to satiate them are a rarity. Corpses of Huge or larger creatures left to rot often attract whiptail centipedes, who viciously defend their bounty against any who would intrude upon their lairs.

## CENTIPEDE, TITAN

A writhing, seemingly endless segmented monstrosity crawls forth, its great mandibles clacking as it spies prey.

### TITAN CENTIPEDE

CR 9



XP 6,400

N Colossal vermin

**Init** +0; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 21, touch 2, flat-footed 21 (+19 natural, -8 size)

**hp** 135 (10d8+90)

**Fort** +16, **Ref** +3, **Will** +3

**Immune** mind-affecting effects

#### OFFENSE

**Speed** 60 ft., climb 60 ft.

**Melee** bite +15 (4d6+24 plus poison)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** trample (6d6+24, DC 31)

#### STATISTICS

**Str** 43, **Dex** 11, **Con** 29, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +7; **CMB** +31; **CMD** 41 (can't be tripped)

**Skills** Climb +24, Perception +4, Stealth -8; **Racial Modifiers** +4 Perception, +8 Stealth

**SQ** compression

#### ECOLOGY

**Environment** temperate or warm forests or underground

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

**Treasure** none

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

The largest of their kind, titan centipedes are thankfully also the rarest. They attack other living creatures fearlessly, and require constant sustenance to nourish their vast bulk. Humanoids are in most danger from titan centipedes when mounted rather than afoot—a

good-sized horse makes a much more satisfying meal to the centipede than a few bites of human. Titan centipedes are solitary by

nature and because of the demands of their appetite, though when food is plentiful, multiple centipedes sometimes lurk in the same area.



Illustration by Kyushik Shin



# CHAOS BEAST

*This thing is a horrid mass of barbed tentacles, glaring eyes, and gnashing teeth, twisting upon itself and reshaping into new forms.*

## CHAOS BEAST

CR 7



XP 3,200

CN Medium outsider (chaotic, extraplanar)

Init +6; Senses darkvision 60 ft.; Perception +13

### DEFENSE

AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)

hp 85 (9d10+36)

Fort +9, Ref +8, Will +4

**Defensive Abilities** amorphous, resistant to transformation; **SR** 18

### OFFENSE

Speed 20 ft.

**Melee** 4 claws +13 (1d6+3 plus corporeal instability)

### STATISTICS

**Str** 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

**Base Atk** +9; **CMB** +12; **CMD** 25 (can't be tripped)

**Feats** Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (claw)

**Skills** Acrobatics +14 (+10 jump), Climb +15, Escape Artist +14, Perception +13, Stealth +14, Swim +15

### ECOLOGY

**Environment** any

**Organization** solitary or invasion (2–5)

**Treasure** none

### SPECIAL ABILITIES

**Corporeal Instability (Su)** Claw—contact (curse); *save* Fort DC 17; *effect* amorphous body and 1 Wisdom drain per round (see below); *cure* 3 consecutive saves. The save DC is Con-based.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending

on the spell) and prevent additional Wisdom drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

**Resistant to Transformation (Ex)** Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

A chaos beast's form changes without any goal or purpose. Though at any particular second a chaos beast may appear to have dozens of limbs, whether claws, tentacles, stingers, and so on, the lightning-quick shifts of its body mean most of these are gone before it has a chance to use them, and its attacks are always treated as claws regardless of the creature's appearance.



## CHARDA

*Armored in dense, bony plates, this four-armed creature drools wretched strings of black bile from its fanged maw.*

### CHARDA

CR 7



XP 3,200

CN Small monstrous humanoid (aquatic)

**Init** +2; **Senses** darkvision 120 ft.; **Perception** +13

#### DEFENSE

**AC** 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)

**hp** 85 (9d10+36)

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

**Defensive Abilities** ferocity; **Immune** cold, poison

#### OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** bite +13 (1d6+3 plus 1d6 cold), 4 claws +14 (1d4+3)

**Special Attacks** black bile

#### STATISTICS

**Str** 16, **Dex** 15, **Con** 19, **Int** 11, **Wis** 12, **Cha** 8

**Base Atk** +9; **CMB** +11 (+19 bull rush and trip); **CMD** 23

**Feats** Combat Expertise<sup>B</sup>, Improved Bull Rush,

Improved Trip, Lightning Reflexes, Power Attack, Weapon Focus (claw)

**Skills** Intimidate +6, Knowledge (religion) +4,

Perception +13, Stealth +18, Survival +10, Swim +18

**Languages** Aklo, Undercommon

**SQ** amphibious, cold vigor, overwhelming

#### ECOLOGY

**Environment** cold aquatic or underground

**Organization** solitary, pair, gang (3–5), or tribe (6–14)

**Treasure** standard

#### SPECIAL ABILITIES

**Black Bile (Su)** A charda's body seethes with freezing black bile. Its supernaturally cold, black bile is the source of the additional cold damage when a charda bites a creature. As a standard action, a charda can expel its full store of bile as a breath weapon that can take the form of a 60-foot line or a 30-foot cone. All creatures in this area take 8d6 points of cold damage (DC 18 Reflex half). A charda can use this breath weapon once every 1d4 rounds—while its black bile is recharging, it does not deal additional cold damage with its bite. The save DC is Constitution-based.

**Cold Vigor (Ex)** When a charda is in a cold environment, it becomes more animated and gains a +1 racial bonus on attack rolls and weapon damage rolls.

**Overwhelming (Ex)** A charda gains a +8 racial bonus on bull rush and trip attacks.

In the darkest depths of the earth, in strange frozen rivers and subterranean lakes of frigid black water dwell

the mysterious and ferocious chardas. These xenophobic humanoids rarely venture far from their domains, settling in small tribes and building rocky huts underwater or muddy domes along the subterranean shore.

A typical charda stands just under 4 feet tall but weighs 250 pounds. Chardas reproduce by laying eggs in small clutches of two to four, which they bury among rocks offshore. Females fiercely protect their own clutches, but show no predisposition toward protecting the clutches of other chardas, even those within their tribe.

Devoutly religious, chardas prefer to worship gods of war or cold. They hunt in small packs composed of both males and females. Hunting and slaying help determine an individual's power within the group. Chardas often engage in infanticide and cannibalism. While they patrol their territories in groups, they fight individually with little strategy or structure. Chardas do not assist each other with their kills, as they perceive aid as a weakness and a dishonor to both themselves and their foes.

