

ELEMENTAL, MUD

This animate pile of mud seems barely able to maintain the semblance of a humanoid form made of dripping sludge.

MUD ELEMENTAL

Languages Terran

ECOLOGY

Environment any land or water (Plane of Earth)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing mud elemental can pass through dirt, gravel, or other loose or porous solid matter as easily as a fish swims through water. It cannot use this ability to pass through a solid barrier such as a stone or brick wall. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Entrap (Ex) The mud from an elemental's entrap ability can be washed away in 1d3 rounds of immersion in water.

SMALL MUD ELEMENTAL

CR 1

XP 400

N Small outsider (earth, elemental, extraplanar, water)

Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +5

DEFENSE

AC 16, touch 10, flat-footed 16 (–1 Dex, +6 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +2, **Will** +0

Immune acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide

Melee slam +5 (1d6+3 plus entrap)

Special Attacks entrap (DC 12, 10 minutes, hardness 5, hp 5)

STATISTICS

Str 14, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 12

Feats Improved Bull Rush^B, Power Attack

Skills Climb +6, Escape Artist +3, Knowledge (planes) +1, Perception +5, Stealth +7, Swim +10

MEDIUM MUD ELEMENTAL

CR 3

XP 800

N Medium outsider (earth, elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 30 (4d10+8)

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

Immune acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide

Melee slam +7 (1d8+4 plus entrap)

Special Attacks entrap (DC 14, 10 minutes, hardness 5, hp 5)

STATISTICS

Str 16, **Dex** 10, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 17

Feats Cleave, Improved Bull Rush^B, Power Attack

Skills Climb +8, Escape Artist +5, Knowledge (planes) +2, Perception +7, Stealth +5, Swim +11

LARGE MUD ELEMENTAL

CR 5

XP 1,600

N Large outsider (earth, elemental, extraplanar, water)

Init +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +11

DEFENSE

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

hp 68 (8d10+24)

Fort +9, **Ref** +7, **Will** +2

DR 5/—; **Immune** acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide

Melee 2 slams +12 (1d8+5 plus entrap)

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

Special Attacks entrap (DC 17, 10 minutes, hardness 5, hp 10)

STATISTICS

Str 20, **Dex** 12, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +14; **CMD** 25

Feats Cleave, Great Cleave, Greater Bull Rush, Improved Bull Rush^B, Power Attack

Skills Climb +12, Escape Artist +8, Knowledge (planes) +4, Perception +11, Stealth +4, Swim +13

HUGE MUD ELEMENTAL

CR 7

XP 3,200

N Huge outsider (earth, elemental, extraplanar, water)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 16 (+3 Dex, +1 dodge, +8 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +10, **Will** +3

DR 5/—; **Immune** acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide

Melee 2 slams +15 (2d6+7 plus entrap)

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

Special Attacks entrap (DC 19, 10 minutes, hardness 5, hp 15)

STATISTICS

Str 24, **Dex** 16, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +19; **CMD** 33

Feats Cleave, Dodge, Great Cleave, Greater Bull Rush, Improved Bull Rush^B, Power Attack

Skills Climb +17, Escape Artist +13, Knowledge (planes) +7, Perception +13, Stealth +8, Swim +15

GREATER MUD ELEMENTAL

CR 9

XP 6,400

N Huge outsider (earth, elemental, extraplanar, water)

Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +16

DEFENSE

AC 22, touch 13, flat-footed 17 (+4 Dex, +1 dodge, +9 natural, –2 size)

hp 123 (13d10+52)

Fort +12, **Ref** +14, **Will** +4

DR 10/—; **Immune** acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide

Melee 2 slams +20 (2d8+9 plus entrap)

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

Special Attacks entrap (DC 20, 10 minutes, hardness 10, hp 15)

STATISTICS

Str 28, **Dex** 18, **Con** 19, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +24; **CMD** 39

Feats Awesome Blow, Cleave, Dodge, Great Cleave, Greater Bull Rush, Improved Bull Rush^B, Lightning Reflexes, Power Attack

Skills Climb +25, Escape Artist +20, Knowledge (planes) +15, Perception +16, Stealth +12, Swim +17

ELDER MUD ELEMENTAL

CR 11

XP 12,800

N Huge outsider (earth, elemental, extraplanar, water)

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +19

DEFENSE

AC 23, touch 14, flat-footed 17 (+5 Dex, +1 dodge, +9 natural, –2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +17, **Will** +5

DR 10/—; **Immune** acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide

Melee 2 slams +24 (2d10+10/19–20 plus entrap)

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

Special Attacks entrap (DC 22, 10 minutes, hardness 5, hp 15)

STATISTICS

Str 30, **Dex** 20, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +28; **CMD** 44

Feats Awesome Blow, Cleave, Dodge, Great Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Critical (slams), Lightning Reflexes, Power Attack

Skills Climb +29, Escape Artist +24, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +16, Swim +18

Where the Plane of Earth borders the Plane of Water, a mixing of the fundamental elements occurs—it is in this borderland that the mud elementals dwell. Scorned by earth and water elementals, mud elementals usually look like vaguely recognizable blobs of mud in the shape of a Material Plane creature, whether a humanoid, an animal, or even an immense insect. The exact density of their muddy bodies varies—some might be composed of silty water, while others are thick, like river clay. Large and powerful mud elementals tend to have worm-like, reptilian, or frog-like forms.



FACELESS STALKER

This hairless, leathery biped has a face dominated by grotesque and unsettling whorls and slits instead of actual features.

FACELESS STALKER (UGOTHOL) CR 4



XP 1,200

CE Medium aberration (shapechanger)

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 42 (5d8+20)

Fort +5, **Ref** +4, **Will** +6

DR 5/piercing or slashing

OFFENSE

Speed 30 ft.

Melee mwk longsword +8 (1d8+4/19–20), slam +2 (1d6+2 plus grab)

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

Special Attacks blood drain (1 Constitution), sneak attack +2d6

Spell-Like Abilities (CL 5th; concentration +8)

Constant—*tongues*

STATISTICS

Str 18, **Dex** 17, **Con** 18, **Int** 13, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 20

Feats Combat Reflexes, Deceitful, Improved Initiative

Skills Bluff +10, Disguise +14 (+24 when using change shape), Escape Artist +19, Sleight of Hand +8, Stealth +11

Racial Modifier +4 Disguise, +8 Escape Artist

Languages Aquan, Common; *tongues*

SQ change shape (Medium humanoid, *alter self*), compression, faceless

ECOLOGY

Environment any swamps or underground

Organization solitary, pair, or gang (3–9)

Treasure standard (masterwork longsword, other treasure)

SPECIAL ABILITIES

Change Shape (Su) A faceless stalker can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter its body. Performing this transformation is somewhat painful, but the faceless stalker can maintain its new form indefinitely once it has achieved

it. It can change back to its true form as a swift action and gains a +2 morale bonus on attack rolls, damage rolls, skill checks, and saving throws for 1 round after it does so. Faceless stalkers retain their own innate abilities when they assume their new form and do not gain any of those belonging to the creature they mimic. A faceless stalker gains a +10 bonus on Disguise checks when they are used in conjunction with this ability.

Faceless (Su) In its natural form, a faceless stalker has no discernible facial features. It gains a +4 bonus on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

Ugothols (as faceless stalkers call themselves) are one of the many tools created and then discarded by the aboleths in their long war against the surface dwellers. Scorned by their former masters when the scheme for which they were designed unraveled, the faceless stalkers fled into swamps, marshes, or any other dark, wet places they could find—the closest they could come to the aquatic cities they once considered home.

Originally designed to serve as spies that could walk uncontested among the air-breathing races, faceless stalkers adopt new forms by reshaping their skin and contorting their rubbery bodies. This painful process takes approximately 10 uninterrupted minutes—an ugothol typically seeks a private place to do it, avoiding even others of its own kind. The sensation of returning to its true form is quite exhilarating and results in a momentary burst of euphoria.

Faceless stalkers cannot digest solid food even when in the form of a creature with a mouth. Instead, they subsist on liquids, including blood. In their natural forms, they have three hollow tongues which they use to penetrate and lap blood from their victims. Since they have no particular skill at grappling foes, most ugothols wait until a victim is helpless or asleep before attempting to drink its blood—although the best is when a victim is helpless but conscious during the process, so that the faceless stalker can “play with its food” by having grisly and cruel conversations with it.



FETCHLING

This gaunt man appears drained of color, like a person viewed at twilight or in a dark alley.

FETCHLING (KAYAL)	CR 1/2			
XP 200				
Fetchling rogue 1				
N Medium outsider (native)				
Init +3; Senses darkvision 60 ft., low-light vision; Perception +3				
DEFENSE				
AC 17, touch 13, flat-footed 13 (+4 armor, +3 Dex)				
hp 6 (1d8+2)				
Fort +2, Ref +5, Will -1				
Resist cold 5, electricity 5				
OFFENSE				
Speed 30 ft.				
Melee dagger +3 (1d4+1/19-20)				
Special Attacks sneak attack +1d6				
Spell-Like Abilities (CL 1st; concentration -3) 1/day— <i>disguise self</i> (humanoid only)				
STATISTICS				
Str 13, Dex 17, Con 14, Int 8, Wis 8, Cha 14				
Base Atk +0; CMB +1; CMD 14				
Feats Weapon Finesse				
Skills Appraise +3, Bluff +6, Diplomacy +6, Knowledge (local) +3, Knowledge (planes) +2, Perception +3, Sense Motive +3, Stealth +8; Racial Modifiers +2 Knowledge (planes), +2 Stealth				
Languages Common				
SQ trapfinding +1				
ECOLOGY				
Environment any (Plane of Shadow)				
Organization solitary, pair, guild (3-12), or enclave (13-30 plus 1-4 2nd-4th level rogue spies, 1-4 2nd-4th level sorcerers, and 1 3rd-6th level fighter/rogue leader)				
Treasure NPC gear (chain shirt, dagger, other treasure)				
SPECIAL ABILITIES				
Shadow Blending (Su) Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.				



Fetchlings are descended from generations of humans trapped on the Plane of Shadow. Infused with the essence of that plane, they are more and less than human, and often serve as middlemen in planar trade and politics. Other than their yellow eyes, their flesh has no color—it is either stark white, midnight black, or a shade of gray. On the Material Plane, they conceal themselves with heavy clothing or dim light so they can work without prejudice. The name “fetchling” is a human word; their own name for their race is *kayal*, meaning “shadow people.”

A fetchling stands 6 feet tall, but is generally lithe and wiry of frame, weighing only 150 pounds. Fetchlings live as long as half-elves.

FETCHLING CHARACTERS

Fetchlings are defined by their class levels—they do not possess racial HD. They have the following racial traits.

+2 Dexterity, +2 Charisma, -2 Wisdom: Fetchlings are quick and forceful, but often strange and easily distracted easily by errant thoughts.

Darkvision: Fetchlings see in the dark up to 60 feet.

Low-Light Vision: Fetchlings can see twice as far as humans in conditions of dim light.

Skilled: Fetchlings have a +2 racial bonus on Knowledge (planes) and Stealth checks.

Shadow Blending: See above.

Shadowy Resistance: Fetchlings have cold resistance 5 and electricity resistance 5.




Spell-Like Abilities (Sp): A fetchling can use *disguise self* once per day as a spell-like ability. It can assume the form of any humanoid creature using this spell-like ability. When a fetchling reaches 9th level in any combination of classes, it gains *shadow walk* (self only) as a spell-like ability usable once per day, and at 13th level, it gains *plane shift* (self only, to the Plane of Shadow or the Material Plane only) usable once per day. A fetchling’s caster level is equal to its total Hit Dice.

Languages Fetchlings begin play speaking Common. A fetchling with a high Intelligence score can choose any of the following languages: Aklo, Aquan, Auran, Draconic, D’ziriak (understanding only, cannot speak), Ignan, Terran, and any regional human tongue.

Illustration by Damien Mammoliti

FLY, GIANT




Bristling with coarse hairs, this enormous fly's legs twitch just before it launches into the air on buzzing wings.

GIANT FLY	CR 1	  
XP 400		
N Medium vermin		
Init +3; Senses darkvision 60 ft.; Perception +2		
DEFENSE		
AC 13, touch 13, flat-footed 10 (+3 Dex)		
hp 15 (2d8+6)		
Fort +6, Ref +3, Will –2		
Immune disease, mind-affecting effects		
OFFENSE		
Speed 20 ft., climb 20 ft., fly 60 ft. (good)		
Melee bite +2 (1d6+1 plus disease)		
STATISTICS		
Str 12, Dex 17, Con 16, Int —, Wis 7, Cha 2		
Base Atk +1; CMB +2; CMD 15 (21 vs. trip)		
Skills Climb +9, Fly +7, Perception +2; Racial Modifiers +4 Perception		
ECOLOGY		
Environment any temperate or tropical		
Organization solitary, pair, or swarm (3–12)		
Treasure none		
SPECIAL ABILITIES		
Disease (Ex) <i>Filth Fever</i> : Bite—injury; <i>save</i> Fortitude DC 14; <i>onset</i> 1d3 days; <i>frequency</i> 1/day; <i>effect</i> 1d3 Dex damage and 1d3 Con damage; <i>cure</i> 2 consecutive saves. Some flies might carry other diseases, at the GM's discretion. The save DC is Constitution-based.		

Much like their tiny cousins, giant flies feed upon carrion. Wholly monstrous, these disgusting creatures have been known to sometimes attack still-living foes, particularly when they are hungry or living creatures disturb their meals. Some species of giant fly bear their larva live, ejecting piles of undulating giant maggots from their engorged abdomens rather than laying eggs in decaying corpses.

MAGGOT, GIANT

This enormous maggot has greasy, pale flesh and a dripping, circular mouth filled with tiny, sharp teeth.

GIANT MAGGOT	CR 1/2	  
XP 200		
N Medium vermin		
Init –1; Senses darkvision 60 ft.; Perception –3		
DEFENSE		
AC 9, touch 9, flat-footed 9 (–1 Dex)		
hp 7 (1d8+3)		
Fort +5, Ref –1, Will –3		
Immune disease, mind-affecting effects		
OFFENSE		
Speed 10 ft., burrow 5 ft.		
Melee bite +0 (1d6)		
Special Attacks regurgitate		
STATISTICS		
Str 10, Dex 8, Con 16, Int —, Wis 5, Cha 1		
Base Atk +0; CMB +0; CMD 9 (can't be tripped)		
ECOLOGY		
Environment any temperate or tropical		
Organization solitary or swarm (2–12)		
Treasure none		
SPECIAL ABILITIES		
Regurgitate (Ex) Once per day, a giant maggot can empty its putrid stomach upon one creature within 5 feet. The target must make a DC 13 Fortitude save or be sickened for 1 minute (or until the target spends a full-round action with at least a gallon of water to wash off the filth). The save DC is Constitution-based.		

Voracious scavengers, giant maggots feed constantly, gorging themselves on the dead in preparation for their transformation into giant flies. Their pallid, corpulent bodies are the size of human children, and their rasping teeth are capable of eating even the bones of a corpse. Giant

maggots have no legs, and move with a disturbing undulation as they crawl over their meals.

Giant maggots feed for 2 weeks (often moving from one corpse to another) before entering a pupal stage, after which they emerge as giant flies.



Illustration by Andrew Hou

FORLARREN

This humanoid creature has the legs of a bald goat, a completely hairless body, and a horned head with a sinister expression.

FORLARREN

CR 2



XP 600

NE Medium fey

Init +2; **Senses** low-light vision; Perception +11

DEFENSE

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

hp 18 (4d6+4)

Fort +2, **Ref** +6, **Will** +5

DR 5/cold iron

Weaknesses remorse

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d6+1)

Spell-Like Abilities (CL 4th; concentration +3)

3/day—*heat metal* (DC 11)

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 4, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +3; **CMD** 15

Feats Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +9, Perception +11, Stealth +9

Languages Common, Sylvan

ECOLOGY

Environment temperate plains or forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Remorse (Ex) Whenever a forlarren kills a living creature, it must make a DC 15 Will save to avoid becoming overwhelmed with remorse. If it fails this save, the forlarren becomes nauseated for 1d6 rounds. This is a mind-affecting effect.

A nymph's charm and beauty are such that she can seduce nearly any creature that she sets her attentions on—and often, unfortunately, creatures she would rather not consort with. When a nymph catches the attention of a fiend and the fiend takes advantage of the creature, the resulting offspring is not always a half-fiend. Roughly one in 20 such incidents results instead in a strange creature known as a forlarren—a unique creature that possesses its own unusual abilities and qualities.

Few nymphs survive the ordeal of giving birth to a forlarren—those who do might attempt to raise their children in loving environments, but the evil

that lurks in a forlarren's soul is powerful. In most cases where a nymph attempts to raise a forlarren child, it's only a matter of time before the forlarren grows resentful and its evil nature compels it to murder its mother.

Most forlarrens are female, and few are capable of conceiving children of their own. A forlarren grows to adulthood with astonishing speed, reaching full growth in only a year—even those who come into the world as orphans are capable of defending themselves and seeking out food. Yet despite the rapidity with which they reach maturity, few forlarrens survive to adulthood. Cast out from both sylvan and fiendish society, the typical forlarren is a lonely creature, cursed by its own existence. It detests itself and everything it sees, and soon becomes consumed by hatred of life itself. The forlarren vents its rage on good and evil alike, lashing out at anything that approaches it.

The forlarren attacks with its clawed hands, typically focusing on a single opponent at a time and attacking until it or its opponent is slain. Yet curiously, when a forlarren succeeds in killing an opponent, the kindly traits of its fey mother sometimes surface, and it shows profound remorse for its cruelty. With such a pendulum of erratic behavior, it is no wonder that forlarrens are all but incapable of forming lasting friendships—even with others of their own kind.

The majority of forlarrens inherit little in the way of the magical abilities possessed by their fey mothers, but they do gain a small measure of the powers of their fiendish fathers. In most cases, this manifests as the ability to use *heat metal* three times per day, but some forlarren instead gain a different spell-like ability chosen from the following list: *chill metal*, *flame blade*, *flaming sphere*, *gust of wind*, *summon swarm*, or *warp wood*.

A forlarren stands 6 feet tall and weighs about 160 pounds. In theory, these creatures can live for hundreds of years, but most perish through violence before they turn 10.



Illustration by Damien Mammoliti

FROST WORM

This immense white worm has a single circular eye in the center of its head. Wisps of icy fog waft up from between its mandibles.

FROST WORM

CR 12



XP 19,200

N Huge magical beast (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, -2 size)

hp 168 (16d10+80)

Fort +15, **Ref** +13, **Will** +10

Immune cold

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +25 (4d10+15 plus 4d6 cold)

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

Special Attacks breath weapon (60-ft. cone, 15d6 cold damage, Reflex DC 23 half, usable once per hour), death throes, trill

STATISTICS

Str 31, **Dex** 16, **Con** 21, **Int** 2, **Wis** 16, **Cha** 11

Base Atk +16; **CMB** +28; **CMD** 41 (can't be tripped)

Feats Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Stand Still, Weapon Focus (bite)

Skills Perception +17, Stealth +6 (+14 in ice and snow); **Racial**

Modifiers +8 Stealth in ice and snow

SQ cold

ECOLOGY

Environment cold plains or mountains

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Cold (Su) A frost worm's body generates intense cold, allowing it to deal an additional 4d6 cold damage with its bite attack. Any creature that attacks a frost worm with an unarmed strike or a natural weapon takes 1d6 points of cold damage per successful hit. A creature that grapples or is grappled by a frost worm takes 4d6 points of cold damage per round the grapple is maintained.

Death Throes (Su) When killed, a frost worm explodes in a 100-foot-radius burst that deals 12d6 cold damage and 8d6 piercing damage (DC 23 Reflex half). The save DC is Constitution-based.

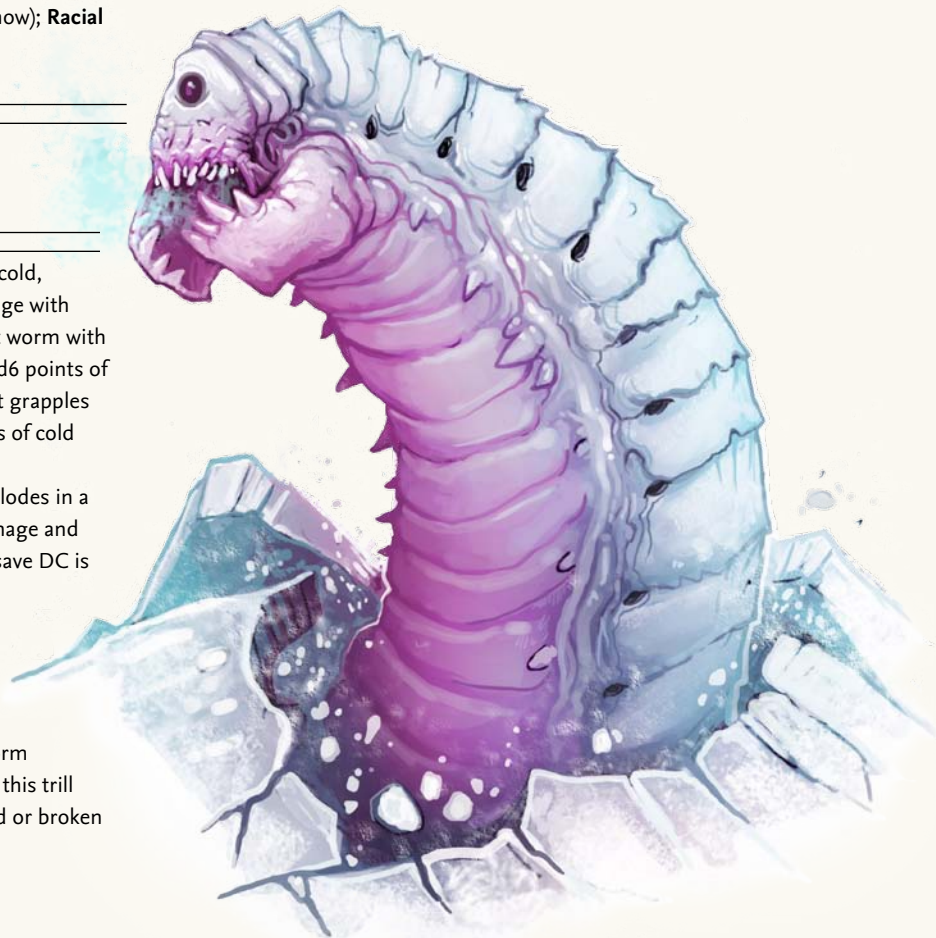
Trill (Su) As a full-round action, a frost worm can emit a strange trilling sound that affects all creatures within a 100-foot radius. Creatures must succeed on a DC 18 Will save or be fascinated for as long as the worm continues to trill (the frost worm can maintain this trill by concentrating). Once a creature has resisted or broken

the effect, it cannot be affected again by that same frost worm's trill for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

With armor-crushing jaws, flesh that radiates cold, and a terrible keening cry capable of holding creatures fascinated, frost worms are apex predators of the frozen tundra and glaciers. In the frost worms' far-reaching hunting grounds, they fear only the remorhaz, for the heat generated by an enraged remorhaz causes intense pain to a frost worm.

This extreme aversion to heat, as well as its freezing touch and devastating breath weapon, stems from an unusual facet of frost worm physiology—veins that run with magically cold blood. This creature's ichor is clear, but infused with such sub-freezing temperatures that the monster's flesh can freeze water in the skin of creatures that touch it. When a frost worm dies, this magical energy dissipates, and both blood and muscle immediately freeze solid and then explode into a catastrophic barrage of icy shrapnel. As a result, even those predators that might legitimately prey upon the burrowing monstrosities tend to leave frost worms well enough alone.

An adult frost worm measures 35 feet long and weighs 8,000 pounds.



FUNGAL CRAWLER

This giant fanged cricket is caked in pungent fungal growths and topped with a mushroom-like cap.

FUNGAL CRAWLER

CR 3



XP 800

N Small aberration

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

DEFENSE

AC 16, touch 16, flat-footed 11 (+5 Dex, +1 size)

hp 26 (4d8+8)

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

Defensive Abilities plant defenses; **Immune** mind-affecting effects, paralysis, poison, polymorph effects, sleep, stunning

OFFENSE

Speed 20 ft., climb 40 ft.

Melee bite +6 (1d6+2 plus poison), 2 claws +6 (1d4+2)

Special Attacks leap

STATISTICS

Str 14, **Dex** 20, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +3; **CMB** +4; **CMD** 19

Feats Improved Initiative, Step Up

Skills Acrobatics +10 (+14 jumping), Climb +10, Perception +6;

Racial Modifiers +14 on Acrobatics checks made to jump

ECOLOGY

Environment any underground

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

Treasure none

SPECIAL ABILITIES

Leap (Ex) A fungal crawler can perform a special kind of pounce attack by jumping into combat. When a fungal crawler charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but it cannot make a bite attack.

Plant Defenses (Ex) A fungal crawler is part plant and shares many of the immunities that plant creatures possess. A fungal crawler is immune to mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning.

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str and 1d2 Con; *cure* 1 save. The save DC is Constitution-based.

Fungal crawlers are a perverse fusion of animal and plant. Over thousands of years, they have prospered and spread beneath the world,

dominating the wildest depths of these underground regions. Like hyenas, fungal crawlers are top-tier scavengers. They are efficient hunters, but just as often feed on found carrion or take meals from other predators. When times are especially lean, fungal crawlers can even survive without food, subsisting on radiation and heat absorbed through the fungal flutes covering their pale, sickly bellies.

Thousands of breeds of fungal crawlers exist across the world, varying in appearance and habits, but all share a few common features. They invariably appear as monstrous crickets or locusts fused with fungal growths, often topped with mushroom-like caps. This hybridization makes them adept survivors, and infestations are notoriously difficult to clear out entirely. Their needle-like teeth cannot chew solid food, so most fungal crawlers rely on digestive enzymes injected through their bite to make their meals palatable. Average specimens grow to 30 pounds and 3 feet in length. They reproduce by releasing spores, which remain viable for decades until they contact organic matter and eventually develop into small, pale grubs.

Many subterranean civilizations tame fungal crawlers as guard animals, pets, or food. Though simple-minded, they are amicable enough to be trained when well-fed. Fungal crawlers hold no loyalties, though, and often flee or attack their keepers at the slightest provocation.

Thanks to the bizarre energies that suffuse their homes, fungal crawlers are incredibly diverse. They have adapted over millennia to fill every environment: flying variants fill subterranean rifts with the deafening drone of their wings, while aquatic breeds skim across the surfaces of underground lakes, and still others thrive in the fiery chambers and tunnels of volcanic networks.



Illustration by Kevin Yan

GAR

This long, lean fish has a muscular body and a head with long jaws filled with sharp teeth.

GAR	CR 1
XP 400	
N Medium animal (aquatic)	
Init +6; Senses low-light vision; Perception +6	
DEFENSE	
AC 13, touch 11, flat-footed 11 (+2 Dex, +1 natural)	
hp 13 (2d8+4)	
Fort +5, Ref +5, Will +1	
OFFENSE	
Speed swim 60 ft.	
Melee bite +3 (1d6+3 plus grab)	
Space 5 ft.; Reach 5 ft.	
STATISTICS	
Str 14, Dex 14, Con 15, Int 1, Wis 13, Cha 2	
Base Atk +1; CMB +3 (+7 grapple); CMD 15 (can't be tripped)	
Feats Improved Initiative	
Skills Perception +6, Swim +10	
ECOLOGY	
Environment temperate freshwater	
Organization solitary, pair, or school (3–6)	
Treasure none	

Gars are predatory fish that live in deep lakes and rivers. Sleek and swift, they regard anything their own size or smaller as food. A typical gar is 7 feet long and weighs 200 pounds.

One species known as the alligator gar can grow to lengths of 10 feet. An alligator gar is a gar with the advanced creature template.

GAR COMPANIONS

Starting Statistics: **Size** Medium; **Speed** swim 60 ft., **AC** +1 natural, **Attack** bite 1d6; **Ability Scores** Str 14, Dex 14, Con 15, Int 1, Wis 13, Cha 2; **Special Ability** grab.
7th-Level Advancement: **Size** Large; **AC** +3 natural, **Attack** bite 1d8, **Ability Scores** +8 Str, –2 Dex, +4 Con.

GAR, GIANT

This fish is enormous—a sleek predator with bony scales and a long set of toothy jaws.

GIANT GAR	CR 6
XP 2,400	
N Huge animal (aquatic)	
Init +4; Senses low-light vision; Perception +11	
DEFENSE	
AC 19, touch 8, flat-footed 19 (+11 natural, –2 size)	
hp 73 (7d8+42)	
Fort +11, Ref +7, Will +5	
OFFENSE	
Speed swim 60 ft.	
Melee bite +14 (2d6+15 plus grab)	
Space 15 ft.; Reach 15 ft.	
Special Attacks swallow whole (2d6+10 bludgeoning damage, AC 15, hp 7)	
STATISTICS	
Str 30, Dex 10, Con 23, Int 1, Wis 13, Cha 2	
Base Atk +5; CMB +17 (+21 grapple); CMD 27 (can't be tripped)	
Feats Improved Initiative, Iron Will, Lightning Reflexes, Power Attack	
Skills Perception +11, Swim +18	
ECOLOGY	
Environment temperate freshwater	
Organization solitary, pair, or school (3–6)	
Treasure none	

Although typical gars are frightening enough, tales of enormous giant gars that lurk in the deepest rivers and lakes persist in many regions. These creatures are true monsters, often growing to lengths of 30 feet or more and capable of swallowing a horse and rider in a single gulp. Fortunately, giant gars are much rarer than their smaller kin.

Giant gars are often kept as pets and guard animals by aquatic creatures such as merrows, scrags (aquatic trolls), and the rare sea hags who dwell in freshwater dens.



GIANT, MARSH

Cold, black eyes stare out from the fish-like face of this hideous green-skinned, web-fingered, and obese giant.

MARSH GIANT

CR 8



XP 4,800

CE Large humanoid (giant)

Init +3; **Senses** low-light vision; Perception +11

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 102 (12d8+48)

Fort +12, **Ref** +7, **Will** +8

Defensive Abilities rock catching

OFFENSE

Speed 40 ft., swim 20 ft.

Melee gaff +16/+11 (2d6+12) or

2 slams +16 (1d6+8)

Ranged rock +12 (2d6+9)

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

Special Attacks rock throwing (120 ft.)

Spell-Like Abilities (CL 12th; concentration +13)

3/day—*augury*, *bestow curse* (DC 15), *fog cloud*

STATISTICS

Str 27, **Dex** 17, **Con** 19, **Int** 8, **Wis** 15, **Cha** 12

Base Atk +9; **CMB** +18; **CMD** 31

Feats Combat Reflexes, Improved Iron Will, Improved

Sunder, Iron Will, Power Attack, Vital Strike

Skills Perception +11, Stealth +5 (+13 in swamps), Swim +16;

Racial Modifiers +8 Stealth in swamps

Languages Boggard, Giant

ECOLOGY

Environment temperate marshes

Organization solitary, gang (2–6), or tribe (7–22, plus

20% noncombatants plus 1 cleric or witch leader

of 4th–8th level, 1–3 barbarian or fighter

champions of 2nd–5th level, 2–12 merrows,

10–20 boggards, and 6–12 giant frogs)

Treasure standard (gaff, other treasure)

Hideously ugly, marsh giants dwell in the most desolate of swamps—preferably those that share a sodden border with the sea. Marsh giants typically use a hooked club called a gaff (wielded in both hands) in combat—treat these weapons as flails, save that they do piercing damage.

Marsh giants are hateful thugs bound together by a common zealotry. Powerful opponents and beasts are the most prized of meals, though many marsh giants are also cannibals—they often attack fellow tribe members just to gorge on a particularly fearsome or delicious-looking relative.

Some marsh giants mingle with abominations from the deepest seas, creatures they believe are sent by their god. This has further contributed to their racial degradation, but the immediate offspring of these unholy unions are powerful. Deformed with tentacles, scales, and other aquatic traits, these marsh giants are known as “brineborn.” They are advanced marsh giants with the aquatic subtype, a swim speed of 40 feet, the amphibious special quality, and the following additional spell-like abilities:

Constant—*speak with animals*; 3/day—*contagion* (DC 15), *confusion* (DC 14), *quench* (DC 14).



Illustration by Kieran Yanner



GIANT, RUNE

This giant's skin is black and pitted, like roughly cast iron, and etched with glowing red runes.

RUNE GIANT

CR 17



XP 102,400

LE Gargantuan humanoid (giant)

Init +0; Senses low-light vision; Perception +29

DEFENSE

AC 30, touch 6, flat-footed 30 (+9 armor, +15 natural, -4 size)

hp 270 (20d8+180)

Fort +15, Ref +6, Will +20

Immune cold, electricity, fire

OFFENSE

Speed 35 ft. (50 ft. without armor); air walk

Melee mwk longsword +27/+22/+17 (4d6+22/17-20) or

2 slams +26 (2d6+15)

Ranged mwk spear +12/+7/+2 (4d6+15/x3)

Space 20 ft.; Reach 20 ft.

Special Attacks command giants, runes, spark shower

Spell-Like Abilities (CL 20th; concentration +24)

Constant—*air walk*

At will—*charm person* (DC 15), *suggestion* (DC 17)

3/day—*mass charm monster* (DC 22), *dominate person* (DC 19)

1/day—*demand* (DC 22), *true seeing*

STATISTICS

Str 41, Dex 11, Con 28, Int 14, Wis 23, Cha 18

Base Atk +15; CMB +34; CMD 44

Feats Awesome Blow, Critical Focus, Improved Bull Rush,

Improved Critical (longsword), Improved Vital Strike, Iron Will,

Power Attack, Quick Draw, Staggering Critical, Vital Strike

Skills Acrobatics +15 (+23 jump), Craft (any one) +25, Knowledge (history) +12, Knowledge (nobility) +12, Perception +29

Languages Common, Giant, Terran

ECOLOGY

Environment cold mountains

Organization solitary, pair, patrol (3-6), squad (7-12), or

company (13-30 plus 2-4 fighters or rogues of 2nd-4th

level, 1 oracle or sorcerer of 5th-8th level, 1 ranger or monk

commander of 5th-6th level, 10-20 yetis, 1-4 cloud giants,

8-12 frost giants, 10-16 stone giants, 4-8 lamia matriarchs,

and 1-2 adult blue dragons)

Treasure standard (masterwork full plate armor, masterwork longsword, 3 masterwork spears, other treasure)

SPECIAL ABILITIES

Command Giant (Su) A rune giant gains a +4 racial bonus on the save DC of charm or compulsion effects used against giants.

Runes (Ex) As a free action, whenever a rune giant uses its spark shower or spell-like abilities, it can cause the runes on its body to flash with light. All creatures within 10 feet of the giant must make a DC 24 Fortitude save or be blinded for 1 round. The saving throw is Charisma-based.

Spark Shower (Su) As a standard action, a rune giant can cause a shower of sparks to erupt out of one of the runes on its body. These sparks function as a breath weapon (30-ft. cone; 10d6 fire and 10d6 electricity damage; Reflex DC 29 half; usable once every 1d4 rounds). The save DC is Constitution-based.

Magically crafted and crossbred from taiga and fire giant slaves by ancient wizards, rune giants are anathema to their own kind.

Given power to command and magically control other giants, the rune giants themselves served their even more powerful masters, and in so doing granted ancient empires armies of giants to command. In the eons since these ancient empires collapsed, rune giants have persisted as a race of their own, little more than bogeymen, horrors whispered of late at night by superstitious giants.

Rune giants' charcoal flesh is decorated by dozens of runes—manifestations of their eldritch powers. Rune giants are 40 feet tall and weigh 25,000 pounds.

Illustrations by Kieran Yanner

GIANT, TAIGA

This muscular giant has dark gray skin and fiery red hair. Its lower jaw bears sharp fangs, and it wields a huge, primitive spear.

TAIGA GIANT

CR 12



XP 19,200

CN Huge humanoid (giant)

Init +2; Senses low-light vision; Perception +13

DEFENSE

AC 26, touch 14, flat-footed 24 (+4 armor, +4 deflection, +2 Dex, +8 natural, -2 size)

hp 157 (15d8+90)

Fort +15, Ref +9, Will +10

Defensive Abilities rock catching; **Immune** enchantment and illusion spells

OFFENSE

Speed 30 ft. (40 ft. without armor)

Melee spear +19/+14/+9 (3d6+15/x3) or 2 slams +19 (1d8+10)

Ranged rock +11 (2d6+15) or spear +11 (3d6+10/x3)

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

Special Attacks rock throwing (140 ft.)

STATISTICS

Str 31, Dex 14, Con 22, Int 12, Wis 17, Cha 15

Base Atk +11; CMB +23; CMD 39

Feats Alertness, Cleave, Endurance, Iron Will, Lightning Reflexes, Power Attack, Self-Sufficient, Shot on the Run^a, Vital Strike

Skills Climb +15, Knowledge (religion) +11, Perception +13, Stealth +6 (+12 in undergrowth), Survival +20; **Racial**

Modifiers +6 Stealth in undergrowth

Languages Common, Giant

SQ spirit summoning

ECOLOGY

Environment cold mountains or forests

Organization solitary, warband (2-7), or tribe (20-50 plus 30% noncombatants, 1 druid or oracle of 3rd-5th level, 2-4 barbarian or ranger hunters of 3rd-5th level, 1 chieftain barbarian or fighter of 4th-7th level, 2-6 dire bears, 2-6 dire tigers, and 8-12 stone giants)

Treasure standard (hide armor, spear, other treasure)

SPECIAL ABILITIES

Spirit Summoning (Su) Once per day, a taiga giant may perform a 10-minute ritual to tap into the power and insight of his ancestral spirits. These spirits provide a +4 deflection bonus to AC, immunity to enchantment and illusion spells, and one of the following spell effects: *bless*, *endure elements*, *protection from evil*, *protection from good*, or *see invisibility*. The effects of a spirit summoning persist for 24 hours.

Taiga giants wander endlessly to keep from depleting the food supply of any one area. Aurochs and mammoths are their preferred inland prey, while whales, seals, and walrus provide food in coastal regions. These animals form the cornerstone of tribal survival, not just for the food they provide but because nearly all of a tribe's possessions, from their portable shelters to their weapons, are crafted from the bone, hides, and sinews of felled beasts. Little is wasted.

Taiga giants are also deeply spiritual, worshiping their ancestors. Every tribe member learns to call forth ancestor spirits at a young age. Taiga giants are ashamed of being the ancestors of rune giants as, like most giants, they both hate and fear rune giants as slavers and monsters.

A typical taiga giant stands 20 feet in height and weighs 10,000 pounds. Skin tones vary from dark to pale gray, with hair color ranging from dark brown to red.



GIANT, WOOD

Standing tall and graceful, this sharp-eared giant's skin is pale. Its large brow gives it a somewhat primitive visage.

WOOD GIANT

CR 6



XP 2,400

CG Large humanoid (giant)

Init +5; Senses low-light vision; Perception +11

DEFENSE

AC 20, touch 14, flat-footed 15 (+2 armor, +5 Dex, +4 natural, -1 size)

hp 67 (9d8+27)

Fort +9, Ref +8, Will +7

Defensive Abilities rock catching

OFFENSE

Speed 40 ft.

Melee longsword +10/+5 (2d6+5/19-20) or

2 slams +10 (1d6+5)

Ranged mwk longbow +9/+9/+4 (2d6+5/x3)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 7th; concentration +8)

Constant—pass without trace, speak with animals

3/day—charm animal (DC 12), quench, tree shape

1/day—enlarge person (self only), spike growth

STATISTICS

Str 20, Dex 21, Con 17, Int 14, Wis 15, Cha 12

Base Atk +6; CMB +12; CMD 27

Feats Deadly Aim, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Acrobatics +8 (+12 jump), Climb +14, Knowledge (nature) +8, Perception +11, Profession (farmer) +8, Stealth +7 (+11 in forests), Survival +8; Racial Modifiers +4 Stealth in forests

Languages Common, Giant, Sylvan; speak with animals

ECOLOGY

Environment temperate forests

Organization solitary, gang (2-4), hunting party (5-9, plus 1-4 dire wolves), or clan (10-40, plus 35% noncombatants, 1-3 druids or witches of 2nd-4th level, 1 ranger chieftain of 3rd-7th level, 4-10 dire wolves, and 2-8 giant eagles)

Treasure standard (leather armor, longsword, masterwork composite longbow with 20 arrows, other treasure)

Wood giants are the wardens of the deepest, wildest portions of the world's forests. Unlike many of their kin, wood giants are slow to anger, peaceful, and artistic, and display an infinite patience in their duty. A wood giant's role is to preserve and protect the wilderness—a role they believe that nature itself granted them, the proof of which manifests in their magical abilities tied to the natural world.

Wood giant culture is as complex as their forest homes. Much of a tribe's time is spent tending to a forest's health: planting new trees, clearing away dead brush, and hunting abominations that pervert the natural order. Individuals may even cultivate their forest homes into elaborate demesnes, mazes, or living temples. They are an isolated race, only rarely meeting to trade with other tribes or the occasional elven settlement. While primarily good-natured, wood giants are distrustful of outsiders and prone to great melancholies.

Small clans claim enormous tracts of wooded land, but rarely build permanent homes. Members may spread out over their entire region by day only to gather and bed down, exposed to the elements, after sundown. In harsh weather, tribes cluster close together in the densest thickets with their backs turned outward.

Wood giants stand 14 feet tall and weigh 1,200 pounds. They are vegetarians by choice, resorting to eating meat only when no other option is available.



Illustration by Kieran Yanner

GLOOMWING

This immense moth has huge purple wings marked with spiraling black patterns that seem to shift and writhe.

GLOOMWING

CR 4



XP 1,200

N Large outsider (extraplanar)

Init +3; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 12, flat-footed 16 (+3

Dex, +7 natural, –1 size)

hp 37 (5d10+10)

Fort +2, Ref +7, Will +5

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee bite +6 (1d8+2), 2 claws +6 (1d6+2)

Space 10 ft.; Reach 5 ft.

Special Attacks confusion, implant, pheromones

STATISTICS

Str 15, Dex 17, Con 15, Int 2, Wis 12 Cha 10

Base Atk +5; CMB +8; CMD 21

Feats Ability Focus (confusion), Flyby Attack, Hover

Skills Fly +5, Perception +8, Stealth +7 (+11 in dim light); Racial Modifiers +4 Stealth in dim light

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary

Treasure none

SPECIAL ABILITIES

Confusion (Su) The eerie shifting of patterns on a gloomwing's wings is hypnotic—any creature within 30 feet that does not avert its gaze from the gloomwing must make a DC 14 Will save at the start of each turn or become confused for 1 round. This is a mind-affecting effect—gloomwings and tenebrous worms are immune to this effect. The save DC is Charisma-based.

Implant (Ex) A gloomwing can lay eggs inside a Small or larger helpless or dead creature as a full-round action that provokes attacks of opportunity. A creature implanted with gloomwing eggs must make a DC 14 Fortitude save each morning to avoid suffering 1d4 points of Constitution damage. Within 24 hours of a creature's death from this damage, 1d4 young tenebrous worms (see page 259) emerge from the corpse, devouring it completely in the process. The eggs can be destroyed via any effect that cures disease, but the eggs themselves are not treated as a disease for purposes of what creatures are immune to this effect. The save DC is Constitution-based.

Pheromones (Su) After the first round of combat, a gloomwing can emit a strange, musky scent in a 30-foot radius as a free action. All creatures within this area (save for other gloomwings or tenebrous worms) must make a DC

14 Fortitude save each round to avoid becoming weakened by the pheromones. Once a creature fails a save against this effect, it takes a –4 penalty to its Strength score—this penalty lasts for as long as the battle continues and for 1 hour thereafter. Lesser restoration or any other effect capable of healing ability damage immediately removes this Strength penalty. The save DC is Constitution-based.



Gloomwings are strange, moth-like natives of the Plane of Shadow. Despite their appearance, they are not vermin and possess a crude but serviceable intelligence. While gloomwings can be conjured via spells like *lesser planar ally* or *lesser planar binding* to serve as guardians or even mounts, occasionally a gloomwing will slip through a tear in the fabric of the planes and make the journey to the Material Plane on its own. A gloomwing loose on the Material Plane is active for 2 to 3 hours at dawn and again for 2 to 3 hours at dusk, preferring to spend the remaining hours of the day hiding in abandoned buildings, caves, or deep canyons or foliage where the shadows are thickest. During its periods of activity, it flies through the sky on the hunt for creatures to attack and implant its eggs in—the gloomwing does not need to eat, leaving this urge to propagate its species as its primary drive.

For all the dangers a gloomwing presents, it is the creature's young that pose the gravest threat. These creatures are known as tenebrous worms (see page 260), and despite being the larval form of the adult gloomwing, are much more dangerous creatures. The fact that a gloomwing can lay several eggs a day if presented with enough living hosts makes them dangerous not for what they can inflict themselves, but for what they can spawn.

Illustration by Branko Bistoric

GOLEM, ADAMANTINE

This huge construct of black metal is all spikes and armor, save for several forge-like stacks that burn atop its crown and back.

ADAMANTINE GOLEM CR 19

XP 204,800

N Huge construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 33, touch 7, flat-footed 33 (-1 Dex, +26 natural, -2 size)

hp 205 (30d10+40); fast healing 10

Fort +10, **Ref** +9, **Will** +10

Defensive Abilities indestructible; **DR** 15/epic; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +41 (6d10+13/19-20)

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

Special Attacks destructive strike, trample (6d10+19, DC 38)

STATISTICS

Str 36, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +30; **CMB** +45; **CMD** 54

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Destructive Strike (Ex) An adamantine golem's slam attacks threaten a critical hit on a 19 or 20. In addition, whenever an adamantine golem scores a critical hit, it deals 6d10+13 points of damage to the target's armor or shield in addition to the normal damage, as if it had also made a successful sunder combat maneuver.

Indestructible (Ex) An adamantine golem is nearly impossible to destroy. Even if reduced below 0 hit points, its fast healing continues to restore hit points, though the golem is helpless unless above 0 hit points. It can only be permanently destroyed if reduced to negative hit points and then decapitated using an adamantine *vorp* weapon—alternatively, *miracle* or *wish* can be used to slay it while it is at negative hit points.

Immunity to Magic (Ex) An adamantine golem is immune to any spell or spell-like ability that allows spell resistance, except as noted below.

- *Transmute metal to wood* slows an adamantine golem for 1d4 rounds, during which time its damage reduction is reduced to 15/adamantine (no save).

Made using one of the hardest and most precious substances, the adamantine golem is a deadly work of art. It can crush the life from foes that dare to get in its way and is nearly impossible to permanently

destroy. The vast amount of adamantine required to build even one of these destructive golems is so significant that most worlds do not have enough resources, forcing the creator to travel to the Plane of Earth or remote Outer Planes simply to gather the raw materials needed to build the golem's body.

CONSTRUCTION

A adamantine golem's body is made of more than 4,000 pounds of adamantine, mithral, gold, platinum, and other metals worth a total of 100,000 gp.

ADAMANTINE GOLEM

CL 20th; **Price** 600,000 gp

CONSTRUCTION

Requirements Craft Construct, *crushing fist*, *geas/quest*, *heal*, *stoneskin*, *wish*, creator must be caster level 20th; **Skill** Craft (sculpture) DC 35; **Cost** 350,000 gp



GOLEM, ALCHEMICAL

A rickety construction of glass tubing, metal, and wood convey the brain and two eyes afloat in this figure's glass skull.

ALCHEMICAL GOLEM

CR 9



XP 6,400

N Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

hp 96 (12d10+30)

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

DR 10/adamantine or bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (2d8+8 plus alchemy)

Ranged bomb +15 (8d6 energy damage)

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

Special Attacks alchemy, bombs, splash

STATISTICS

Str 27, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +21; **CMD** 35

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Alchemy (Ex) When an alchemical golem strikes a foe, the attack has an additional random effect, chosen from the options below. The attack can either deal 1d6 points of acid, cold, electricity, or fire damage, or cause the target to become sickened (Fortitude DC 16 negates) or entangled (Reflex DC 16 negates) for 1d4 rounds. These save DCs are Constitution-based.

Bombs (Ex) As a standard action, an alchemical golem can throw a bomb as a ranged touch attack to a distance of 60 feet (no range increment). If the attack misses, treat it as a thrown splash weapon to determine where it lands. Anyone struck by an alchemical golem's bomb takes 8d6 points of acid, cold, electricity, or fire damage (determine type randomly). All creatures adjacent to the location where the bomb hits take 1d6 points of energy damage of the same type.

Immunity to Magic (Ex) An alchemical golem is immune to spells or spell-like abilities that allow spell resistance, save for spells with the sonic descriptor. *Shatter* damages an alchemical golem as if it were a crystalline creature.

Splash (Ex) Any strike on an alchemical golem with a non-reach melee weapon deals 1 point of acid, cold, electricity, or fire damage (determine type randomly) to the attacker. This amount increases to 1d6 points of damage if the attack is a critical hit.

This golem is a walking alchemical nightmare, capable of inflicting all manner of painful wounds on its foes. Its ability to follow orders is granted by the otherwise mindless humanoid brain that floats in its dome-like head, while its animating force is a curious combination of alchemy and elemental spirits bound into the fluids and metals of its body.

CONSTRUCTION

An alchemical golem's body is made of alchemical gear weighing 1,000 pounds and worth a total of 3,000 gp.

ALCHEMICAL GOLEM

CL 10th; Price 33,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *gentle repose*, *major creation*, *resist energy*, *telekinesis*, creator must be caster level 10th; **Skill** Craft (alchemy) DC 20; **Cost** 18,000 gp

