

GOLEM, CARRION

A lurching mash-up of rotting flesh, jagged bone, and coarse hair, this humanoid monstrosity reeks of death and decay.

CARRION GOLEM

CR 4



XP 1,200

N Medium construct

Init +1; **Senses** blindsense 10 ft., darkvision 60 ft., low-light vision; Perception +0

Aura foul stench (DC 12, 1 round)

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 42 (4d10+20)

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

DR 5/bludgeoning or slashing; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +7 (1d8+3 plus disease)

Special Attacks plague carrier

STATISTICS

Str 17, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +7; **CMD** 18

ECOLOGY

Environment any land

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Foul Stench (Ex) This functions as the stench ability, but causes affected creatures to be nauseated rather than sickened.

Immune to Magic (Ex)

A carrion golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- *Gentle repose* causes a carrion golem to become stiff and helpless for 1d4 rounds if it fails a Will save against the spell.
- *Animate dead* causes the various parts of the golem's body to

shudder and tear, dealing 1d6 points of damage per caster level to the golem (no save).

- Any magical attack that deals cold or fire damage slows a carrion golem (as the *slow* spell) for 2d6 rounds (no save).
- Any magical attack that deals electricity damage hastes a carrion golem (as the *haste* spell) for 2d6 rounds.

Plague Carrier (Ex) When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then infect those it strikes with its slams with this disease—most carrion golems inflict filth fever. The save DC is Constitution-based and includes a +2 racial bonus.

Filth Fever: Slam—injury; *save* Fortitude DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Carrion golems are made from the partially decayed parts of numerous dead creatures—no two carrion golems are exactly alike in appearance. Most are created from the corpses of humanoid creatures that are then augmented here and there with parts taken from animals, resulting in a monster that stands 6 feet tall and weighs 120 pounds.

CONSTRUCTION

A carrion golem's body can be constructed using at least two Medium corpses and four smaller corpses. Special reagents worth 500 gp are also required.

CARRION GOLEM

CL 7th; Price 10,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *contagion*, *false life*, *gentle repose*, *lesser geas*, creator must be caster level 7th; **Skill** Craft (leather) or Heal DC 13; **Cost** 5,500 gp



GOLEM, CLOCKWORK

A vaguely humanoid shape made of metal lurches to life with the grinding whir and frantic ticking of hundreds of gears.

CLOCKWORK GOLEM

CR 12



XP 19,200

N Large construct

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

DEFENSE

AC 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, -1 size)

hp 118 (16d10+30)

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

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

OFFENSE

Speed 30 ft.

Melee 2 slams +23 (2d10+8 plus grab)

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

Special Attacks death burst, grind, wall of gears

STATISTICS

Str 27, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +25 (+29 grapple); **CMD** 36

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Death Burst (Ex) When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 points of slashing damage—a DC 18 Reflex save results in half damage. The save DC is Constitution-based.

Grind (Ex) A clockwork golem deals an additional 2d10+12 points of slashing damage when it makes a successful grapple check as razor-sharp gears and blades emerge from its body to grind and slice its foe.

Immunity to Magic (Ex) A clockwork golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a clockwork golem, as noted below.

- A *grease* spell cast on the golem causes it to move quickly for 1d6 rounds, as if under the effects of *haste*.
- A *rusting grasp* spell deals damage to a clockwork golem normally, and makes the golem staggered for 1d6 rounds (no save).

Wall of Gears (Su) As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 15d6 points of slashing damage. If the wall appears in a creature's space, that creature can attempt a DC 18 Reflex save to leap to one side and avoid the damage entirely. The clockwork

golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's AC and immunities remain the same while it is in this form.

Forged from thousands of gears, the clockwork golem is a precision creation. In combat, a clockwork golem is ruthlessly efficient, moving with swift conviction to grind and slice its foes to ribbons.

CONSTRUCTION

A clockwork golem's body is made up of hundreds of carefully crafted copper, iron, and silver gears, weighing almost 1,500 pounds, and worth a total of 10,000 gp.

CLOCKWORK GOLEM

CL 15th; **Price** 120,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *blade barrier*, *geas/quest*, *grease*, *telekinesis*, creator must be caster level 15th; **Skill** Craft (clocks) or Craft (locks) DC 20; **Cost** 65,000 gp



Illustration by Damien Mammoliti

GOLEM, GLASS

This jagged construct of glass has a human's shape, save that one arm ends in a jagged hammer and another in a spike of glass.

GLASS GOLEM

CR 8



XP 4,800

N Large construct

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

DEFENSE

AC 21, touch 8, flat-footed 21 (-1 Dex, +13 natural, -1 size)

hp 96 (12d10+30)

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

Defensive Abilities reflect spells; **DR** 5/adamantine; **Immune** magic, construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (2d8+5 plus bleed)

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

Special Attacks bleed (1d8), dazzling brightness

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +18; **CMD** 27

ECOLOGY

Environment any land

Organization solitary or gang (2–5)

Treasure none

SPECIAL ABILITIES

Dazzling Brightness (Ex) A glass golem in an

area of bright light dazzles any creature within 30 feet that sees it for 1 round (Fortitude DC 16 negates). Once a creature makes its save against this ability, it is immune to that golem's brightness for 24 hours. The DC is Constitution-based.

Immune to Magic (Ex) A glass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a glass golem, as noted below.

- A *shatter* spell damages a glass golem as if it were a crystalline creature.
- A *keen edge* spell affects all of a glass golem's slam attacks as if they were slashing weapons.

- A magical attack that deals cold damage slows a glass golem (as the *slow* spell) for 3 rounds (no saving throw).
- A magical attack that deals fire damage ends any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A glass golem gets no saving throw against fire effects.

Reflect Spells (Ex) As a free action once every 1d4 rounds, a glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effect of a *spell turning* spell.

A glass golem is a sizable guardian constructed by a powerful caster, usually in the shape of an armored humanoid. They are more common in desert lands where quartz-based sand is readily available, or in urban centers where glassblowing is commonplace.

A typical glass golem is 10 feet tall and weighs 2,500 pounds.

Stained Glass Golems (+0 CR):

Divine casters sometimes build glass golems that resemble the windowpanes commonly found in temples. Thin and agile, these colorful beings often act as spies, wielding powers of stealth that their other counterparts do not possess. A stained glass golem has a +8 racial bonus on Stealth checks.

CONSTRUCTION

A glass golem's body is made from 2,500 pounds of glass mixed with special salts and rare minerals worth 1,000 gp.

GLASS GOLEM

CL 10th; **Price** 33,000 gp (glass); 39,400 (stained glass)

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *flame strike*, *geas/quest*, *spell turning*, creator must be caster level 10th; **Skill** Craft (sculptures) DC 17; **Cost** 17,000 gp (glass golem); 20,200 gp (stained glass golem)



GOLEM, MITHRAL

Made of polished silvery metal, this immense humanoid construct moves with shocking grace and speed.

MITHRAL GOLEM

CR 16



XP 76,800

N Huge construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 32, touch 16, flat-footed 24 (+7 Dex, +1 dodge, +16 natural, -2 size)

hp 172 (24d10+40)

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

DR 15/adamantine, evasion; **Immune** construct traits, magic

OFFENSE

Speed 50 ft.

Melee 2 slams +33 (4d10+11)

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

Special Attacks fluid form, quickness

STATISTICS

Str 33, **Dex** 24, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +24; **CMB** +37; **CMD** 55

Feats Dodge^B, Mobility^B, Run^B, Spring Attack^B

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Fluid Form (Ex) A mithral golem's body can take on a form

like liquid silver as a swift action. While in this form, the mithral golem's reach increases to 30 feet and its DR becomes 15/bludgeoning and adamantine. A mithral golem in this form can also move through any crack or hole in a wall or door, no matter how small, without impeding its movement. A mithral golem can maintain this form for up to 10 rounds per day, but these rounds do not need to be consecutive. Reverting to its normal form is a free action.

Immunity to Magic (Ex) A mithral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a mithral golem, as noted below.

- A slow spell cast on the golem causes it to lose its quickness ability for 1d6 rounds.
- A haste spell heals the golem of 1d6 points of damage per level of the caster (maximum 10d6).
- Hitting a mithral golem in fluid form with any spell of 6th level or higher with the cold descriptor causes the golem to take 10d6 points of damage (no save) and lose the use of its fluid form ability for 24 hours.

Quickness (Ex) A mithral golem is incredibly quick. It can take an extra move action during its turn each round. This means it can move up to its speed and still make a full attack.

Created from a massive quantity of the purest mithral, this golem is a thing of shining beauty. Unlike most golems, mithral golems are extremely agile, capable of moving at great speed and striking swiftly.

CONSTRUCTION

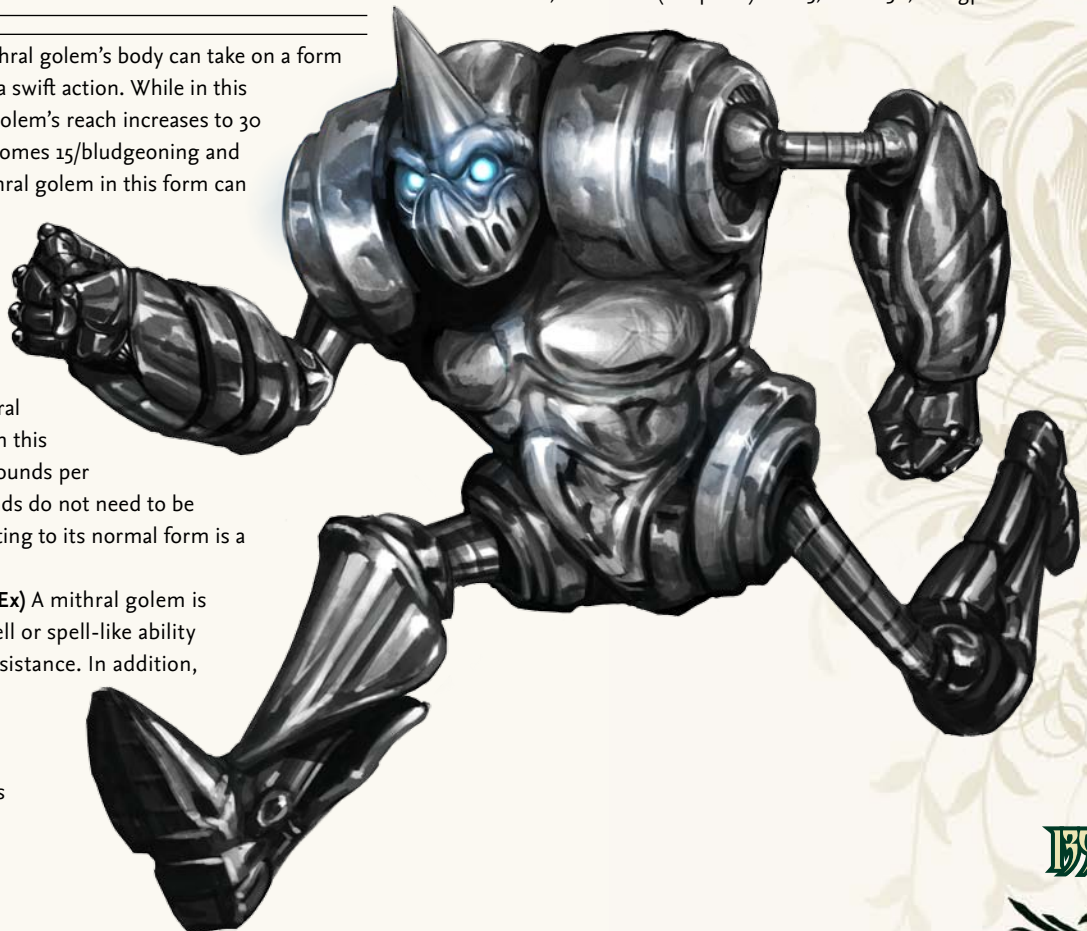
A mithral golem's body is made of 3,000 pounds of mithral and other precious metals, worth a total of 50,000 gp.

MITHRAL GOLEM

CL 18th; **Price** 250,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *geas/quest*, *haste*, *polymorph any object*, *wish*, creator must be caster level 18th; **Skill** Craft (sculpture) DC 25; **Cost** 150,000 gp



GRAY RENDER

This hulking beast has slick, gray, hairless skin. Its numerous yellow eyes and wide toothy maw are its only facial features.

GRAY RENDER

CR 8



XP 4,800

N Large magical beast

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

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 100 (8d10+56)

Fort +13, **Ref** +7, **Will** +4

OFFENSE

Speed 30 ft.

Melee bite +14 (2d6+7), 2 claws +15 (1d8+7 plus grab)

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

Special Attacks rend (2 claws, 1d8+10)

STATISTICS

Str 25, **Dex** 13, **Con** 24, **Int** 3, **Wis** 14, **Cha** 8

Base Atk +8; **CMB** +16 (+20 grapple); **CMD** 27

Feats Awesome Blow, Improved Bull Rush, Power Attack, Weapon Focus (claw)

Skills Perception +13, Survival +6; **Racial Modifiers** +4 Perception

SQ double damage against objects

Languages Giant

ECOLOGY

Environment temperate marshes

Organization solitary (plus bonded creatures if any)

Treasure incidental

SPECIAL ABILITIES

Double Damage Against Objects (Ex)

A gray render that makes a full attack against an object or structure deals double damage.

Standing over 9 feet tall and weighing in excess of 4,000 pounds, a gray render is a solitary and savage predator. Renders are gifted with immense strength, and some reports claim to have witnessed a gray render uprooting a fully grown tree and tearing it to splinters in order to catch prey hiding within. Gray renders actively avoid forming groups or communities with their own kind, and perhaps only tolerate the presence of other renders when it is time to mate. Some sages claim they are asexual, but it is more likely they are hermaphrodites able to self-fertilize, and reproduce only rarely.

Despite its solitary existence, a gray render often develops an affectionate bond with other creatures, typically a herd of herbivores or a small tribe of humanoids, but in some cases a solitary denizen of its swamp. The render acts as a guardian for this creature or creatures, never straying more than a mile away, running to protect them if they are attacked, and providing an offering of meat once each day, as might a domesticated cat. A gray render never harms its protected creatures, and retreats in confusion if they attack it. Most animal “pets” grow to accept its presence, and primitive humanoid “pets” often believe their guardian is a sign of favor from the gods. A render’s bond may last from a few months to as long as 10 years, after which it wanders to a new territory and ignores its former favorites.

Renders are generally not malicious, and only attack if hungry or if they or their pets are threatened. A render protecting its pets fights to the death.



GREMLIN

Well known for their mischievous natures, their nasty senses of humor, and their destructive habits, the fey creatures known as gremlins rightfully earn their reputations as cruel pranksters and sadistic saboteurs. Ranging in size from 3 feet in height down to barely over a foot tall, numerous types of gremlins stalk the world's dark and unseen reaches, tending to linger near thin spots in reality between the Material Plane and the realms of the fey. The smaller a gremlin is, the stronger its ties to the realm of the fey remain, and the stranger and more potent its powers.

Gremlins understand that they lack physical power, and thus are usually encountered in large groups that work together to defend each other and their lair. While all gremlins share certain traits in common, such as a resistance to damage from weapons save those made of cold iron, a cruel and sadistic sense of humor, the ability to use prestidigitation to enhance their mischievous plans, and their slight statures, the single trait that gremlins are most well known for is their ability to break, curse, and otherwise ruin the works of other creatures. Gremlins take great delight in ruining and breaking things, and while each gremlin race has a particular "specialty" (be it magical auras, complex machinery, coordinated tactics, or even luck itself), all gremlins are fascinated by complex devices and intricate social constructs. Nothing pleases a gremlin more than being involved in the collapse of something complex.

Although gremlins originally hailed from the mysterious realm of the fey, they have lived upon the Material Plane for countless generations. In that time, they have become natives of this realm, both in body and soul. Yet not all gremlins have managed to retain their strange powers to disrupt and destroy—the most unfortunate gremlins are not even commonly known as gremlins at all. These bizarre creatures are known as mites. While they retain the gremlin ability to use a few spell-like abilities, mites represent to their fellow gremlins the ultimate shame and horror—a fall into pathetic self-loathing and pitiful cowardice. As a result, gremlins grow particularly sadistic and violent when presented with an opportunity to torment a tribe of mites, abandoning their more subtle methods of disrupting communities and machinery in favor of all-out war, invading mite homes and lairs with tiny knives in hand and murder on their minds. Only mite tribes that have managed to ally themselves with particularly dangerous vermin generally have any chance at all to withstand an invasion of this sort, and most tribes quickly surrender to the gremlins. In some cases, the wholesale act of surrender can cool the gremlins' rage, and the attackers

simply take steps to subjugate and enslave the tribe of mites, using them from that point on as a slave class to serve their whims, but in other cases not even the mite tribe's complete surrender can save them.

Against larger creatures, particularly humanoids (whom gremlins particularly love to torment and vex), gremlins adopt a much more subtle approach. Gremlins know that they lack the physical strength to withstand a fight against even the weakest humanoid societies, and thus keep to the shadows when moving through cities and villages. Gremlins seek out regions within urban areas where the "big folk" don't bother to visit often—places like sewers, dumps, graveyards, and abandoned buildings make for perfect gremlin lairs. Once a gremlin tribe establishes itself in the shadows of a humanoid society, it begins its work. Operating in pairs or even alone, the gremlins move out into the society, seeking ways to undo anything that can be undone. If a gremlin can arrange it, it prefers to leave an object, relationship, or situation in such a condition that it may seem stable and undamaged to the casual observer, but falls apart or fails spectacularly the next time it is used or encountered. A gremlin often waits in hiding nearby so it can observe the calamitous results of its mayhem, but takes pains to be well out of reach when such a disaster occurs. Gremlins know that it's not good to be in arm's reach of an angry humanoid once it realizes it's been visited by a gremlin.

In areas where gremlin activity is well established, many societies have developed unique and clever ways to both protect themselves from gremlin-related mayhem and root out the little monsters from their lairs. One common method of dealing with gremlins is to use objects known as gremlin bells. Crafted from bronze, brass, or other semiprecious metals and measuring no more than an inch tall, gremlin bells are hung from delicate chains or silken cords over door frames and windows, or affixed to precious objects. The belief is that the presence of a gremlin bell sickens the creatures and even renders their supernatural and spell-like abilities useless. Strangely enough, many gremlins believe this as well, and even when the gremlin bells aren't magic, gremlins won't risk tinkering with most objects that seem to be warded in such a manner.

Other communities take a much more active path in ridding themselves of gremlins, training small animals like cats, dogs, falcons, or even weasels to seek out and attack gremlins on sight. Tiny trained animals can pursue gremlins into their cramped warrens with ease and, when their claws are fitted with cleverly constructed cold iron spikes, can inflict significant damage on a tribe of these creatures. Many gremlin tribes have learned from such tactics, however, and utilize trained (or not) animals in their own lairs for protection.

GREMLIN, JINKIN

Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth and glowing, orange eyes.

JINKIN	CR 1	
XP 400		
CE Tiny fey		
Init +4; Senses darkvision 120 ft., low-light vision; Perception +6		
DEFENSE		
AC 18, touch 17, flat-footed 13 (+4 Dex, +1 dodge, +1 natural, +2 size)		
hp 6 (1d6+3)		
Fort +0, Ref +6, Will +4		
DR 5/cold iron; SR 12		
OFFENSE		
Speed 40 ft.		
Melee short sword +6 (1d3–4/19–20), bite +1 (1d2–4)		
Space 2-1/2 ft.; Reach 0 ft.		
Special Attacks sneak attack +1d6, tinker		
Spell-Like Abilities (CL 1st; concentration +3)		
At will— <i>prestidigitation</i>		
1/hour— <i>dimension door</i> (self plus 5 lbs. only)		
STATISTICS		
Str 3, Dex 19, Con 11, Int 14, Wis 14,		
Cha 15		
Base Atk +0; CMB +2; CMD 9		
Feats Dodge, Toughness ^B , Weapon Finesse ^B		
Skills Bluff +6, Craft (traps) +10, Disable		
Device +9, Escape Artist +8, Perception +6,		
Sleight of Hand +8, Stealth +16, Use Magic		
Device +6; Racial Modifiers +4 Craft (traps),		
+4 Disable Device		
Languages Undercommon		
ECOLOGY		
Environment any underground or urban		
Organization solitary, pair, mob (3–12), or		
infestation (13–20 with 1–3 sorcerers of		
1st–3rd level, 1 rogue leader of 2nd–4th		
level, 2–8 trained stirges, 2–5 trained		
darkmantles, and 1–2 trained dire bats)		
Treasure standard (short sword, other treasure)		
SPECIAL ABILITIES		
Tinker (Sp) A group of six jinkins working together over		
the course of an hour can create an effect identical to		
<i>bestow curse</i> on any living creature. This effect functions		
at CL 6th and has a range of 60 ft., and the target		
creature must be either willing or helpless (but still gets		
a saving throw to resist). The save is DC 14 + the Charisma		
modifier of the jinkin with the highest Charisma score (DC 16		
for most groups of jinkins). Alternatively, the group of jinkins		
can attempt to infuse a magic item with a curse. The nature		
of this curse is determined randomly; half of these		

curse make the magic item unreliable (each time the item is used, there is a 20% chance it does not function), while the other half give the item a random requirement (see page 537 of the *Pathfinder RPG Core Rulebook*). A jinkin can take part in a tinkering only once per day, and may only tinker with a creature or object that isn't already cursed. Once a tinkering curse is in place, it is permanent until removed via an effect like *remove curse*. All jinkin tinkering function as a curse created by a 6th-level caster.

Sneaky and sadistic, jinkins are hideous gremlins that inhabit the dark places underground. Well acclimated to the shadows, they hide in cramped quarters and attack larger creatures when they're strategically positioned. Jinkins commonly work with or near larger or more powerful creatures; these larger creatures provide cover for the jinkins' trickery. They use *dimension door* to exit any battle that goes badly, taking any stolen goods with them.

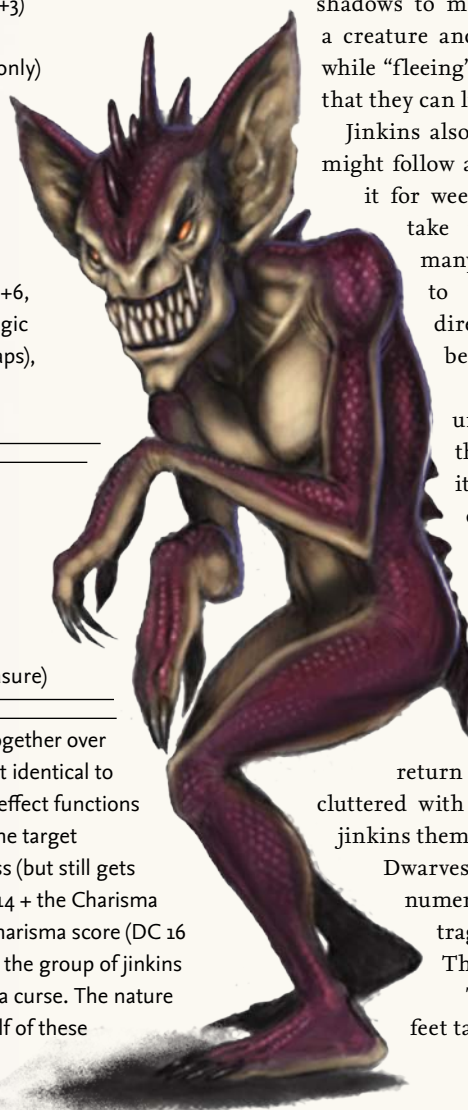
Jinkins delight in leading larger creatures into dangerous caves or pits, usually by lunging out of the shadows to make a single sneak attack against a creature and then running away, taking care while "fleeing" to remain visible to their target so that they can lure the victim into a trap.

Jinkins also hold dangerous grudges, and one might follow a creature that supposedly slighted it for weeks, looking for an opportunity to take revenge. This revenge can take many forms, from leading horses astray to contaminating food supplies to directing larger monsters toward the begrudged creature.

One of the most direct and unwelcome revenges of the jinkins is the destruction or cursing of magical items. Many times they'll observe camped enemies from a distance and either steal an item to tinker with it or just use their tinkering magic at a distance to annoy the item's owner. Once a jinkin has worked its sabotage on a stolen item, the jinkin either grows bored with the item or may attempt to return it to its owner. Jinkin lairs are often cluttered with stolen items that bear curses the jinkins themselves have forgotten all about.

Dwarves in particular hate jinkins, with numerous tales in their folklore telling of tragedy at the hands of the gremlins. The loathing is largely mutual.

The average jinkin stands almost 2 feet tall and weighs about 13 pounds.



GREMLIN, NUGLUB

This hideous, hunchbacked creature has three glowing blue eyes. Oily hair grows from its head and back, covering it like a cloak.

NUGLUB

CR 2



XP 600

CE Small fey

Init +4; **Senses** darkvision 120 ft., low-light vision; Perception +9

DEFENSE

AC 18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)

hp 19 (3d6+9)

Fort +3, **Ref** +7, **Will** +2

DR 5/cold iron; **SR** 13

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +3 (1d4+1 plus grab), 2 claws +4 (1d3+1 plus trip)

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

At will—*prestidigitation*

1/hour—*heat metal* (DC 13), *shocking grasp*, *snare*

STATISTICS

Str 13, **Dex** 18, **Con** 15, **Int** 8, **Wis** 9, **Cha** 12

Base Atk +1; **CMB** +1 (+5 grapple and trip); **CMD** 15

Feats Step Up, Toughness^B, Weapon Focus (claw)

Skills Acrobatics +10, Climb +9, Craft (traps) +9, Intimidate +8, Perception +9, Stealth +14; **Racial Modifiers** +4 Craft (traps), +4 Intimidate, +4 Perception

Languages Undercommon

SQ kneecapper

ECOLOGY

Environment any underground or urban

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

Treasure standard

SPECIAL ABILITIES

Kneecapper (Ex) A nuglub has a +4 racial bonus on combat maneuver checks to trip an opponent.

Nuglub gremlins are deranged; they enjoy combat with a manic glee that other gremlins reserve for destroying devices or creating complex traps. Indeed, they spend long hours sharpening their claws, filing their teeth, and looking for the perfect ledge from which to leap into the fray. If combat doesn't come to them, they seek it out, entering villages and killing innocents by night. Their idea of a good time is murder so silent that the victim never wakes up, so the family members find the remains the next morning and accuse one another of the atrocity.

Nuglubs jealously attack armored foes, as the gremlins' hunchbacked forms make it difficult to wear armor made for other humanoids. A group may use

its *heat metal* and *shocking grasp* abilities to weaken an opponent before mobbing it and trying to knock the foe prone. As soon as an enemy falls to the ground, all nuglubs descend on that target in a frenzy of bloodlust, grappling and biting, holding on like perverse leeches until nothing remains.

Though less technically inclined than some of their kin, nuglubs like using traps. Unlike most gremlins, who prefer to sabotage existing machines, nuglubs delight in the stealthy construction of traps in areas their victims consider familiar, rigging these painful and often deadly surprises on front doors, around the floor of beds, or near cribs in nurseries.

Nuglubs are the brutes of gremlin-kind. Groups of nuglubs remain small, as they tend to quarrel with each other and cannibalize those on the wrong side of an angry argument. Lone nuglubs often work with other gremlins, as they like proving they're the strongest, and aren't likely to kill and eat their smaller allies (though those slain by other enemies are fair game for a little snacking).

Nuglubs typically stand 2-1/2 feet tall and weigh approximately 25 pounds.



Illustration by Damien Mammoliti

GREMLIN, PUGWAMPI

As if the world's most revolting lapdog had somehow learned to walk on its back legs, this sickly creature slinks forward carefully.

PUGWAMPI

CR 1/2



XP 200

NE Tiny fey

Init +5; **Senses** darkvision 120 ft., low-light vision; **Perception** +6

Aura unluck (20 ft.)

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 6 (1d6+3)

Fort +0, **Ref** +3, **Will** +4

DR 2/cold iron; **SR** 7

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d2–4/19–20)

Ranged shortbow +3 (1d3–4/x3)

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

Spell-Like Abilities (CL 1st; concentration –1)

At will—*prestidigitation*, *spek with animals*

1/day—*shatter* (DC 10)

STATISTICS

Str 3, **Dex** 13, **Con** 11, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +0; **CMB** –1; **CMD** 5

Feats Improved Initiative, Toughness^B, Weapon Finesse^B

Skills Bluff +2, Craft (traps) +4, Disable Device +2, Perception +6 (+2 Listening), Ride +2, Stealth +17; **Racial Modifiers** +4 Stealth, –4 Perception when listening

Languages Gnom, Undercommon

ECOLOGY

Environment warm hills

Organization solitary, pair, mob (3–12), or infestation (13–20 with 1–3 druids of 1st–3rd level, 1 fighter leader of 2nd–4th level, 2–8 trained stirges, and 2–5 trained baboons)

Treasure standard (dagger, shortbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Unluck Aura (Su) A pugwampi radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, other gremlins, or gnolls. Any character who gains any sort of luck bonus (such as that granted by a *luckstone* or *divine favor*) is immune to the pugwampi unluck aura.

Mean, dog-faced, and cowardly, pugwampis are loved by no one—not even other gremlins. These gremlins take disproportionate amounts of enjoyment from the accidents and missteps of other creatures, often going to great lengths to manufacture the perfect deadfalls or stumbling blocks. They then wait nearby, both to laugh at the inevitable mishaps and to make sure their personal unluckiness is passed off on their victims.

Pugwampis live in caves or ruined buildings, occasionally venturing forth to find victims upon which to inflict their sick senses of humor. Their “jokes” tend to involve spikes and excrement, or sometimes pits full of spiders or campsites that flood with swamp water. Certainly only the pugwampis consider their jokes funny. As all pugwampis are somewhat deaf, when not trying to be stealthy, they tend to scream and yell loudly so they can hear themselves and each other.

At some point in the distant past, pugwampis became enamored of gnolls, seeing in the beast-men a kindred form and thus aspiring to the height and deadly prowess of the savage warriors, whom they honor as gods. Gnolls, for their part, hate pugwampis even more than other creatures, mostly because of the gremlins’ weakness and sickening fawning, though they sometimes keep the gremlins around just to torment them.



GREMLIN, VEXGIT

With a head like an angry crustacean, this fierce little insectoid creature clacks and rattles with a tiny but solid-looking hammer.

VEXGIT

CR 1



XP 400

LE Tiny fey

Init +1; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 8 (1d6+5)

Fort +2, **Ref** +3, **Will** +3

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

OFFENSE

Speed 20 ft., climb 20 ft.

Melee warhammer +0 (1d4–2/x3), bite –2 (1d3–2)

Space 2–1/2 ft.; **Reach** 0 ft.

Special Attacks speedy sabotage, wrecking crew

Spell-Like Abilities (CL 1st; concentration +1)

At will—*prestidigitation*

1/hour—*rusting grasp*, *snare*

STATISTICS

Str 6, **Dex** 13, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +0; **CMB** –1; **CMD** 7

Feats Skill Focus (Disable Device), Toughness^B, Weapon Finesse^B

Skills Appraise +2, Climb +13, Craft (traps) +5, Disable Device +9, Knowledge (engineering) +2, Perception +5, Stealth +13 (+17 in metal or stony areas, +9 when moving); **Racial Modifiers** +4 Disable Device, +4 Stealth in metal or stony areas, –4 Stealth when moving

Languages Undercommon

ECOLOGY

Environment any underground or urban

Organization solitary, pair, mob (3–12), or infestation (13–20 with 1–3 sorcerers of 1st–3rd level, 1 rogue leader of 2nd–4th level, 2–14 trained dire rats, 2–5 trained venomous snakes, and 1–3 rat swarms)

Treasure standard (warhammer, other treasure)

SPECIAL ABILITIES

Speedy Sabotage (Su) Vexgits are adept at disassembling machinery, reducing even complex devices to trash with shocking speed. When using the Disable Device skill, these gremlins treat all devices as being one category simpler for the purposes of determining how long it takes to use the skill. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action.

Wrecking Crew (Su) A group of up to six vexgits can work together to dismantle a device. This ability functions like the aid another action, but a single vexgit can receive help from up to five other vexgits, granting it up to a +10 bonus on its Disable Device check.

Maniacally destructive little brutes, vexgits delight in scrapping and sabotaging the works of larger races. The larger and more complicated the target, the better. While one of these spiteful gremlins might delight in trapping someone behind a door with a jammed lock, loosening the wheels on a carriage, or sneakily removing all the nails from a small boat, it's when groups of vexgits get together that they're truly dangerous. In such instances, the portcullis of a vexgit-infested gatehouse turns into a deadly weapon, while a clock tower becomes an avalanche of gears waiting to topple. Engineers warn apprentices of masterful constructions destroyed by these unruly gremlins, with many blaming their greatest failures on such tiny saboteurs.

Like most gremlins, vexgits prefer to live underground, but cities and the devices they find there fascinate them, often drawing mobs of the dangerous fey to sewer tunnels and abandoned warehouses.

Vexgits stand 1–1/2 feet tall and weigh approximately 16 pounds.



HB

GRICK

This pallid, slimy, worm-like creature is the size of a human, its mouth a sickening tangle of tentacles and hooked jaws.

GRICK

CR 3



XP 800

N Medium aberration

Init +2; Senses darkvision 60 ft., scent; Perception +12

DEFENSE

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

hp 27 (5d8+5)

Fort +2, **Ref** +3, **Will** +6

DR 10/magic

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +4 (1d4+1), 4 tentacles –1 (1d4)

STATISTICS

Str 12, **Dex** 14, **Con** 13, **Int** 3, **Wis** 14, **Cha** 5

Base Atk +3; **CMB** +4; **CMD** 16 (can't be tripped)

Feats Combat Reflexes, Skill Focus (Perception), Stand Still

Skills Climb +9, Perception +12, Stealth +6 (+14 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Aklo (cannot speak)

ECOLOGY

Environment any underground

Organization solitary or cluster (2–5)

Treasure incidental

The worm-like grick is a terror of the caverns and tunnels in which it dwells, lying in wait near heavily traveled underground passages or subterranean cities for the chance to reach forth from the darkness and take its prey. Those laid low by a grick are rarely consumed on the spot. Instead, fresh food is hauled back to the grick's lair in a tight burrow or high on a cavern ledge, where it is consumed in small bites at the grick's leisure.

The origins of the grick are not known. Even though the grick has a

rudimentary intelligence, it does not have any society to speak of, and most are encountered alone. On those occasions when unfortunate travelers meet multiple specimens, groups of gricks do not appear to communicate or work together; each instead attacks individual targets and retreats with its prize as soon as it manages to bring down an opponent. Capable predators, gricks also have a strangely weapon-resistant hide that makes them especially dangerous. Many novice adventurers have fallen to grick attacks merely because they were unable to damage the creature with their nonmagical weapons. Those that are familiar with gricks (especially dwarves, morlocks, and troglodytes) know the best strategy for dealing with them is to fall back and wait for more powerful or magical reinforcements.

Gricks rely on their dark coloration and ability to climb walls to keep them out of sight until they're ready to spring an ambush. On occasions when food is scarce in a given region, gricks have been known to travel to the surface and roam the wilderness in search of prey, but these sojourns are almost always out of necessity, and end as soon as the gricks find entrances to new subterranean lairs. They prefer darkness and the comfort of a ceiling overhead, avoiding the open sky and going to great lengths to keep the cover of trees, low clouds, or buildings between them and the empty gulf overhead.

JUNGLE GRICKS

These surface-adapted varieties of the underground grick are shades of green and lurk in the undergrowth of jungles or climb low-hanging branches to drop on unsuspecting prey. Their racial bonus on Stealth checks applies in forested terrain instead of rocky terrain. Jungle gricks are heartier creatures than their underground-dwelling kin—all jungle gricks possess the advanced creature simple template and gain Toughness as a bonus feat.

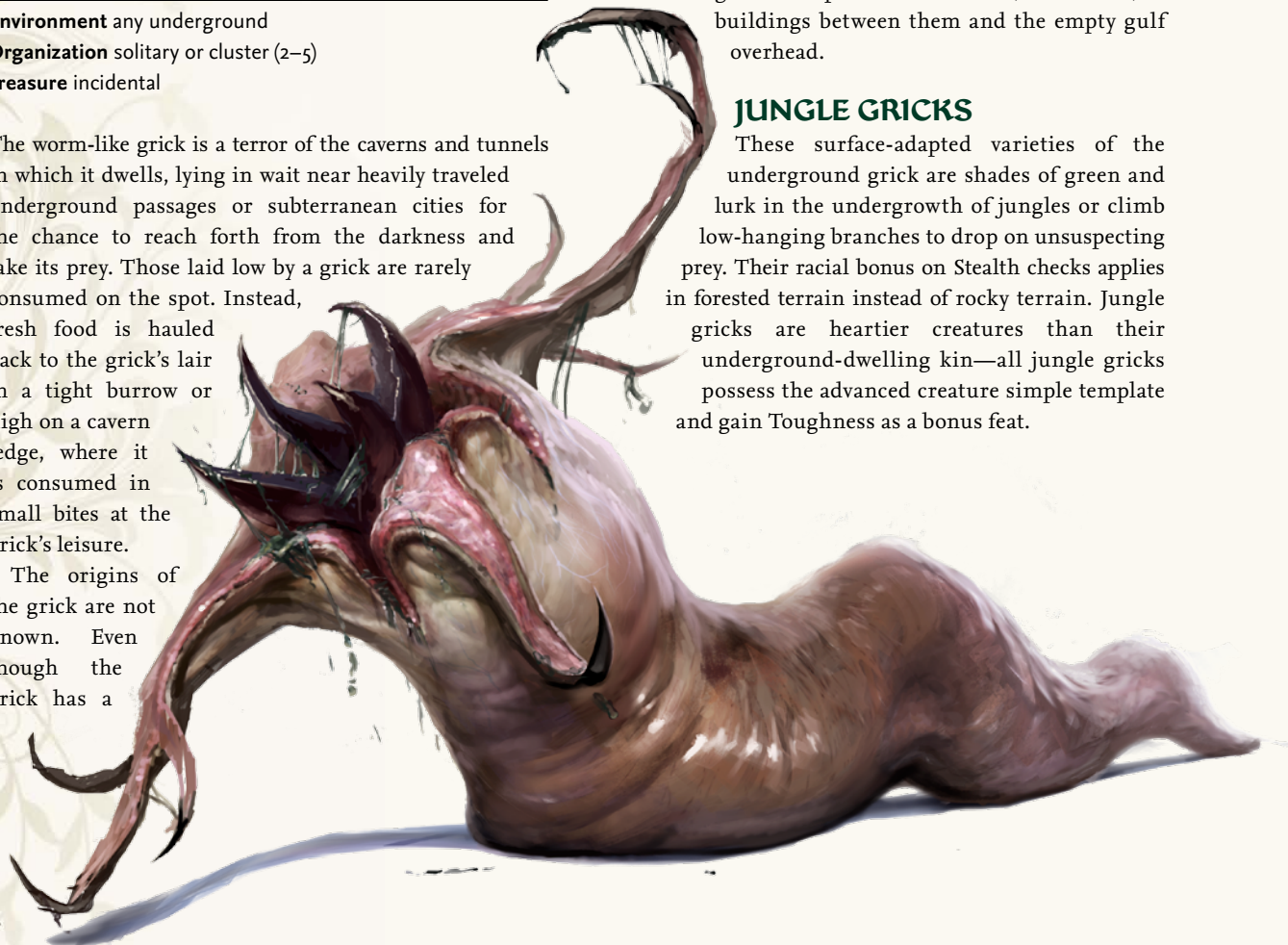


Illustration by Branko Bistrovic

GRIG

Perched on the prickly legs of a cricket, this tiny creature has gossamer wings and the upper body of an elven woman.

GRIG

CR 1



XP 400

NG Tiny fey

Init +4; **Senses** low-light vision; Perception +5

DEFENSE

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

hp 4 (1d6+1)

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

DR 5/cold iron; **SR** 16

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee short sword –1 (1d3–3/19–20)

Ranged longbow +6 (1d4–3/x3)

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

Special Attacks fiddle

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

3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14)

STATISTICS

Str 5, **Dex** 18, **Con** 13, **Int** 10, **Wis** 13, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 10 (16 vs. trip)

Feats Dodge

Skills Acrobatics +8 (+12 when jumping), Escape Artist +8,

Fly +12, Perception +5, Perform (string) +6, Stealth +16;

Racial Modifiers +4 Acrobatics when jumping

Languages Common, Sylvan

ECOLOGY

Environment temperate forests

Organization solitary, gang (2–5), or band (6–11)

Treasure NPC gear (short sword, longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Fiddle (Su) Grigs are capable of rubbing their legs together like a cricket to create a surprisingly pleasant sound not unlike that of a tiny fiddle. As a standard action, a grig can create a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a DC 12 Will save. Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered as long as the grig continues to fiddle. A grig can maintain this effect for up to 10 rounds per day by concentrating. Once a creature makes the save against a grig's fiddle, it is immune to further fiddle effects from that grig for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Grigs are tiny fey with the upper bodies of elf-like sprites and cricket bodies below. Their humanoid features vary wildly in individual appearance, but they usually wear their brown, silver, or green hair long and uncombed. In most cases, grigs' skin bears gold or green stripes or markings, and their legs are brightly colored. They prefer to eschew clothes entirely, wearing clothing only when such apparel has desirable magical effects. Grigs stand 1-1/2 feet tall, and weigh just under 10 pounds.

Grigs make their homes in thick woods alongside rolling hills, often near bodies of water. In every grig community may be found a clearing where the group observes the moon during its many lunar holidays.

Despite their tiny size, grigs are eager to confront evil and vanquish ugliness—as a result, grigs often find themselves in trouble. They rarely attack directly, instead preferring the element of surprise. In combat, grigs maintain their distance and either depend on their spell-like abilities or fire their longbows from afar. Grigs use their movement to their advantage, frequently jumping about their enemies or flying beyond their reach.

Grigs excel at music, and can create lively ditties simply by sawing their legs against their bodies. Grig music often stirs people to dance, even when the grigs don't enhance their music with supernatural compulsions. In addition to loving music, grigs enjoy the visual arts, especially paintings and sketches, and they often decorate their homes with bright colors and delightful images.



Illustration by Anna Christenson

GRINDYLOW

With a large head and numerous teeth, this unsightly creature resembles a goblin from the waist up and a greasy octopus below.

GRINDYLOW

CR 1/2



XP 200

CE Small aberration (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 5 (1d8+1)

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

OFFENSE

Speed 15 ft., swim 30 ft., jet 200 ft.

Melee spear +2 (1d6+1/x3), bite –2 (1d3)

Ranged spear +3 (1d6+1/x3)

Special Attack tangling tentacles

STATISTICS

Str 12, **Dex** 14, **Con** 13, **Int** 9, **Wis** 10, **Cha** 9

Base Atk +0; **CMB** +0; **CMD** 12 (18 vs. trip)

Feats Weapon Finesse

Skills Perception +4, Stealth +14, Swim +13; **Racial Modifiers**

+4 Stealth

Languages Aquan

SQ amphibious

ECOLOGY

Environment any water

Organization solitary, pair, gang (3–9), warband (10–16 with 1–2 octopus minions), or tribe (17–40 plus 1 ranger sergeant of 1st–3rd level per 20 members, 1 cleric or barbarian leader of 4th–8th level, 2–8 octopus pets, and 1–2 devilfish guardians)

Treasure NPC gear (spear, other treasure)

SPECIAL ABILITIES

Tangling Tentacles

(Ex) Although a grindyflow can't attack to cause damage with its six tentacles, these wriggling

legs constantly writhe and reach out to tug at and trip adjacent foes. During the grindyflow's turn, it can make a single trip attack against any adjacent foe as a swift action. It gains a +4 racial bonus on trip attacks made with its tangling tentacles, and if it fails to trip a foe, that creature can't attempt to trip the grindyflow in retaliation.

About 4 feet long from head to tentacle tip, grindylows appear to be half-goblin and half-octopus, the split occurring at the waist. Grindylows are violent, ravenous creatures that use their spears to hunt or just to poke at things that scream and cry.

While grindylows resemble goblins, they are not humanoid creatures. Nonetheless, these aquatic monsters are just as wicked as the most sadistic of goblins, and take immense pleasure in others' misfortunes and the spread of mayhem. Thanks to this twisted desire, grindylows have a nasty reputation among both other intelligent water-dwelling creatures and most land-dwelling beings.

Grindylows eat whatever they can kill, giving them a rather wide selection of meals. High or low, no one is safe from the brutish assaults; tribes of merfolk have been overwhelmed by bands of grindylows, as have galleons full of experienced sailors. While obvious predators such as giant eels or sharks evoke great fear from grindylows, no enemies are more hated than the squid, be it common or giant. None are sure where this disdain stems from, but

it is speculated that a squid is to an octopus for a grindyflow what a dog is to a goblin dog for goblins. Incredibly fond of their similarly designed kin, grindylows believe octopuses to be the epitome of beauty, with squids being regarded as hideous freaks in comparison. There is no greater insult to a grindyflow than being called a squid.

While grindylows can take class levels to gain power, certain grindylows are freakish throwbacks to a primal age—these grindylows never cease growing, and in time can become massive beasts of Huge size. Unlike the typical grindyflow, these giants can attack with all six of their tentacles and constrict with great effect. Giant grindylows are fortunately quite rare.

Illustration by Andrew Hou



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GRIPPLI

Its slick skin a mottled pattern of bright colors, this agile, frog-like humanoid carries a bow and wears leather armor.

GRIPPLI

CR 1/2



XP 200

Grippli ranger 1

N Small humanoid (grippli)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft., climb 20 ft.

Melee short sword +3 (1d4+1/19–20)

Ranged dart +5 (1d3+1) or
net +5 (special)

Special Attacks favored enemy (vermin +2)

STATISTICS

Str 12, **Dex** 17, **Con** 13, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 14

Feats Self-Sufficient

Skills Acrobatics +4, Climb +13, Handle Animal +3, Heal +7,
Perception +5, Stealth +11 (+15 in forests or marshes),
Survival +7; **Racial Modifiers** +4 Stealth in forests or marshes

Languages Common, Grippli

SQ swamp stride, track, wild empathy

ECOLOGY

Environment warm forests or marshes

Organization solitary, gang (2–5), pack (6–11), or tribe (21–30
plus 1 cleric leader of 3rd level)

Treasure NPC gear (leather
armor, 4 darts, net, short
sword, other treasure)

SPECIAL ABILITIES

Swamp Stride (Ex) A grippli can
move through difficult terrain at
its normal speed while within a
swamp. Magically altered terrain
affects a grippli normally.

These small, intelligent, humanoid tree frogs live in primitive societies deep in the forests and marshes of the world. They hunt giant insects and eat fruits and flowers from their tree homes. They often barter with more advanced creatures for metal and gemstone ornaments.

Grippli hatchlings develop into adults in less than a year. Unless they meet a savage end from a forest threat, they can live 60 years, their skin graying and losing its luster as they age. A grippli stands just over 2 feet in height and weighs 30 pounds.

GRIPPLI CHARACTERS

Gripplis are defined by their class levels—they do not possess racial Hit Dice. They have the following racial traits.

+2 Dexterity, +2 Wisdom, –2 Strength: Gripplis are nimble and alert, but spindly.

Small: Gripplis are Small sized.

Fast Speed: Gripplis have a base speed of 30 feet and a base climb speed of 20 feet.

Darkvision: Gripplis can see in the dark up to 60 feet.

Camouflage: +4 Stealth in marshes or forested areas.

Swamp Stride: See above.

Weapon Familiarity: Gripplis are proficient with nets.

Languages: Gripplis speak Common and Grippli. Gripplis with high Int scores can choose from the following: Boggard, Draconic, Elven, Gnome, Goblin, Sylvan.



Illustration by Florian Stitz



GRYPH

This hawk-sized avian looks much like a six-legged stork. Its feathers are unkempt and greasy, and its beak is razor-sharp.

GRYPH

CR 1



XP 400

NE Small magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 15 (2d10+4)

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

OFFENSE

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

Melee bite +5 (1d6/x3), claw +5 (grab)

Special Attacks implant eggs

STATISTICS

Str 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +1 (+5 start grapple, +9 maintain grapple);

CMD 13 (21 vs. trip)

Feats Weapon Finesse

Skills Fly +8, Perception +5, Stealth +10

ECOLOGY

Environment temperate forests or underground

Organization solitary, flock (2–8), or throng (9–20)

Treasure incidental

SPECIAL ABILITIES

Grab (Ex) A gryph can use its grab attack on a creature of up to Medium size. It has a +4 racial bonus on grapple checks to maintain a grapple (in addition to the +4 from the grab ability).

Implant Eggs (Ex) Once per day, a gryph can implant eggs into a helpless target or a target it is grappling. As a full-round action, the gryph extends an ovipositor from its abdomen and penetrates the victim's flesh by making a successful sting attack (+5 melee). On a hit, the ovipositor deals 1 point of damage and implants 1d4 eggs in the victim. The eggs draw nutrients from the target's flesh, and give the target the sickened condition. The eggs grow swiftly, hatching in a mere 1d4 minutes into ravenous gryph chicks that immediately burrow out of the victim's body. This deals 2 points of Constitution damage per gryph chick, after which the hatchlings immediately take wing and fly away (if needed, use game statistics for a bat familiar to represent a hatchling). Removing implanted eggs requires a DC 20 Heal check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against gryph egg implantation, *remove disease*, *heal*, or similar effects automatically destroy any implanted gryph eggs.

Gryphs are bird-like creatures usually found underground, but they also favor dark and tangled forests. Gryphs normally survive on carrion and small animals, but take on larger game when driven by hunger or if they feel threatened. Most disturbing is their means of reproduction. Gryphs are hermaphroditic and mate frequently, such that their egg pouches are rarely empty. When they encounter a suitable host—a warm-blooded creature of size Small or larger, ideally alone—the gryphs swoop down, latch on to the target, and implant their eggs directly into its flesh. As long as the target is conscious, the flock continues its assault, though if the target flees the area, the gryphs return to their nest. The eggs quicken swiftly once implanted, and gryph chicks hatch forth mere minutes later in a bloody birth that is often fatal to the host.

Gryphs have a strange affinity for vermin, often lairing in close proximity to one or more insect swarms or vermin of Medium size or smaller. The insects avoid the gryphs instinctively, feeding off the remains of the flock's meals and on creatures too small for the gryphs to bother with.

Most gryphs have six legs, but some have four or even eight. Individual flocks are always made up of gryphs with the same number of limbs. A gryph is 3 feet tall and weighs 45 pounds.

Illustration by Tyler Walpole

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GUG

This towering menace has a horrible, vertically aligned mouth and arms that split at the elbows into twin clawed hands.

GUG

CR 10



XP 9,600

CE Large aberration

Init +1; Senses darkvision 60 ft.; Perception +27

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 127 (15d8+60)

Fort +9, Ref +6, Will +12

Immune disease, poison

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +17 (1d8+7), 4 claws +17 (1d6+7)

Space 10 ft.; Reach 15 ft.

Special Attacks rend (2 claws, 1d6+10)

STATISTICS

Str 25, Dex 12, Con 18, Int 11, Wis 16, Cha 11

Base Atk +11; CMB +19; CMD 30

Feats Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack, Skill Focus (Perception)

Skills Climb +15, Escape Artist +13, Knowledge (dungeoneering) +10, Perception +27, Stealth +15, Survival +21; Racial

Modifiers +4 Escape Artist

Languages Undercommon

SQ compression

ECOLOGY

Environment any underground

Organization solitary, pair, or camp (3–10)

Treasure standard

Gugs are inhuman monstrosities that dwell in the deep places of the world. Whether they were banished to the dark lands by ancient gods or the light-loving races they terrorized, or perhaps were brought to the deep realms by dark powers from some even more inhuman nightmare realm, is unknown, but gugs are loathed by other races for their carnal rites of slaughter.

Gugs are 16 feet tall and weigh nearly 2,000 pounds, but they move with an eerie, unnatural gait as though their limbs contained far too many joints. They can contort and distend their limbs for greater reach or to wriggle easily through impossibly small passages. Gugs may cling for long hours to cave walls or just within dark side-caverns, lying in wait for prey to stumble too close. Their senses are keen, however, and their joy in the bloody hunt is considerable and gugs who catch the

scent of blood may stalk their prey for long days, even venturing at times beyond their caves to dare the bright lands of the surface in search of tasty meat to drag back for their horrific sacrifices.

Gugs are savage fighters when driven by a strong leader, but on their own may flee if brought to fewer than half their hit points, carrying off fresh meat for later feasting if they are able. They can subsist on fungi, slimes, and molds as well as carrion and even undead flesh—particularly that of ghouls.

Some bloodthirsty gugs gain awful powers as gifts from their alien patrons. These monsters are known as savants. They have a Charisma of 18 and can use *invisibility*, *spike stones*, *transmute rock to mud*, and *unholy blight* once per day each as spell-like abilities (CL 10th, concentration +14). Some become actual clerics or oracles of their mad gods—strange powers of darkness, insanity, and blood. Gug savants add +1 to their CR.



Illustration by Andrew Hou