




JABBERWOCK

This dragon has a long neck and terrible claws. The beast shrieks and babbles, thrashing its tail and wings in a violent manner.

JABBERWOCK	CR 23	  
XP 819,200		
CE Huge dragon (air, fire)		
Init +5; Senses blindsight 120 ft., darkvision 120 ft., low-light vision, scent, <i>true seeing</i> ; Perception +38		
Aura frightful presence (120 ft., DC 31)		
DEFENSE		
AC 40, touch 14, flat-footed 34 (+5 Dex, +1 dodge, +26 natural, –2 size)		
hp 481 (26d12+312); fast healing 15		
Fort +27, Ref +20, Will +24		
DR 15/vorpal; Immune fire, dragon traits; Resist acid 30, electricity 30, sonic 30; SR 34		
Weaknesses fear of vorpal weapons, vulnerable to cold		
OFFENSE		
Speed 40 ft., fly 80 ft. (poor)		
Melee bite +37 (4d8+13/17–20/x3), 2 claws +37 (3d6+13/19–20 plus grab), tail slap +32 (2d8+19), 2 wings +32 (1d8+6)		
Ranged 2 eye rays +29 touch (15d6 fire/19–20 plus burn)		
Space 15 ft.; Reach 15 ft.		
Special Attacks burble, burn (6d6, DC 34), eye rays, whiffing		
STATISTICS		
Str 37, Dex 20, Con 33, Int 12, Wis 29, Cha 26		
Base Atk +26; CMB +41 (+45 grapple); CMD 57		
Feats Awesome Blow, Bleeding Critical, Critical Focus, Dodge, Flyby Attack, Improved Bull Rush, Improved Critical (bite, claws, eye rays), Mobility, Power Attack, Spring Attack, Vital Strike		
Skills Acrobatics +31 (+35 jump), Escape Artist +31, Fly +26, Intimidate +37, Knowledge (nature) +30, Perception +38, Sense Motive +38		
Languages Aklo, Common, Draconic, Gnome, Sylvan		
SQ planar acclimation		
ECOLOGY		
Environment any forests		
Organization solitary		
Treasure triple		
SPECIAL ABILITIES		
Burble (Su) A jabberwock can burble once every 1d4 rounds as a standard action. This blast of strange noises and shouted nonsense in the various languages known to the jabberwock (and invariably some languages it doesn't know) affects all creatures within a 60-foot-radius spread—these creatures must make a DC 31 Will save or become confused for 1d4 rounds. Alternatively, the jabberwock can focus its burble attack to create a 60-foot line of sonic energy that deals 20d6 points of sonic damage (DC 31 Reflex save for half). The confusion effect		

is mind-affecting; both are sonic effects. The save DC is Charisma-based.

Damage Reduction (Ex) A jabberwock's damage reduction can be bypassed only by weapons that possess the *vorpal* weapon enhancement.

Eye Rays (Su) The jabberwock can project beams of fire from its eyes as a ranged touch attack as a standard action, with a range increment of 60 feet. It projects two beams, and can target different creatures with these beams if it wishes as long as both targets are within 30 feet of each other. A creature that takes damage from an eye beam suffers burn.

Fear of Vorpal Weapons (Ex) A jabberwock knows that a *vorpal* weapon can kill it swiftly. As soon as it takes damage from a *vorpal* weapon, a jabberwock becomes shaken for 1 round. If it is hit by a critical threat from a *vorpal* weapon, whether or not the critical hit is confirmed, the jabberwock is staggered for 1 round.

Planar Acclimation (Ex) A jabberwock is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Whiffing (Ex) A jabberwock's wings and violent motions create a significant amount of wind whenever it makes a full attack action. These winds surround the monster to a radius of 30 feet, and are treated as severe winds—ranged attacks take a –4 penalty when targeting a jabberwock while it is whiffing, and Medium creatures must make a DC 10 Strength check to approach the creature. Small or smaller creatures in this area that fail a DC 15 Strength check are blown away. See page 439 of the *Pathfinder RPG Core Rulebook* for further details on the effects of severe winds.

The jabberwock is a true creature of legend—a subject of poetry, song, and myth in many cultures. It is known to be a devastating creature in combat whose arrival presages times of ruin and violence; these stories also tell of the creature's fear of the tools some say were created in ancient times for the sole purpose of defeating them—*vorpal* weapons. A jabberwock is 35 feet tall and weighs 8,000 pounds.

The jabberwock is not a creature of the Material Plane, but one from the primal world of the fey. It comes from a region of reality where life is more robust, where emotions are more potent, and where dreams and nightmares can come alive. Even in such incredible realms, though, the jabberwock is a creature to be feared. It belongs to a category of powerful creatures whose shapes and types run the gamut of possibility—a group known collectively as the “Tane.” Of the Tane, the jabberwock is said to be the most powerful, but the others in this grouping are far from helpless. Said to have been created as goliaths of war and madness, dreamt and stitched into being by the strange gods of this primeval reality, the Tane are as mysterious as they are powerful. Two other creatures of

the Tane are presented in this book—the sard and the thrasfyr. None of the Tane are lower than CR 16 in power and all possess the planar acclimation special quality, but beyond that, they generally share no specific abilities or characteristics save for their common source in the primal world.

When a jabberwock comes to the Material Plane, it does so to spread destruction and ruin. Typically, the monster seeks out a remote forest lair at least a day's flight from civilization, then emerges from this den once a week to seek out a new place to destroy. It has no true interest in amassing treasure, but often gathers objects of obvious value to bring back to its den in order to encourage heroes to seek it out—to a jabberwock, it makes no difference whether it seeks out things to destroy or lets those things come to it.

Jabberwocks age, eat, drink, and sleep like any living creature, but they do not reproduce in the classic sense of the word. The creation of a new jabberwock—or of any of the Tane, in fact—is regulated by the strange and unknowable godlike entities that dwell in the primeval world. These fey lords create new jabberwocks as they are needed—sometimes varying the exact particulars (see Variant Jabberwocks, below), but always creating a fully formed adult creature. No young jabberwock has ever been encountered as a result.

The strange vulnerability a jabberwock possesses against *vorpal* weapons has long been a matter of intrigue and speculation among scholars. Most believe that, once upon a time, only one jabberwock existed, a creature of such great power that nothing could hurt it. Nothing, that is, save for a legendary sword forged for a mortal hero by a now-forgotten artisan or god. So epic was this battle that it created strange echoes throughout reality, and as a result, these echoes, in the form of the *vorpal* swords and jabberwocks known today, can be found on many worlds.

VARIANT JABBERWOCKS

The notion of a “lesser” jabberwock is something of a misnomer, for even these creatures are powerful foes. A lesser jabberwock is generally a CR 20 version of the typical jabberwock—you can achieve a creature of this power by lowering the typical jabberwock's Hit Dice by 3 and by reducing its ability scores by 4 points each. Alternatively, you can apply the young creature simple template, but bear in mind that such a monster isn't technically any younger than a typical jabberwock.

As creatures from the primal world of the fey, some jabberwocks are as varied as the strange terrains and

realms in that primal world, as if these environs have more to do with their manifestation than most scholars suspect. Generally, these changes simply alter the type of damage a jabberwock's eye beams deal and the types of energy it is immune to. A jabberwock from a primeval glacial world would possess eye beams that deal cold damage, while a jabberwock from a storm-lashed world would deal electricity damage with its eye beams. If the nature of a jabberwock's eye beams change, its burn ability changes to match, and it replaces its immunity to fire with immunity to the new energy type (while gaining resist fire 30 in place of the lost immunity to fire).



JELLYFISH, GIANT

The bell of this enormous amber jellyfish is as large as a carriage. A sinister bloom of tentacles dangles and writhes below.

GIANT JELLYFISH CR 7   

XP 3,200
N Large vermin (aquatic)
Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)
hp 94 (9d8+54)
Fort +12, **Ref** +5, **Will** +3
Defensive Abilities amorphous; **DR** 10/piercing or slashing; **Immune** mind-affecting effects

OFFENSE

Speed swim 20 ft.
Melee 4 tentacles +9 (1d6+4 plus poison)
Space 10 ft.; **Reach** 15 ft.

STATISTICS

Str 18, **Dex** 15, **Con** 22, **Int** —, **Wis** 11, **Cha** 1
Base Atk +6; **CMB** +11; **CMD** 23 (can't be tripped)
Skills Swim +12
SQ compression

ECOLOGY

Environment any oceans
Organization solitary, pack (2–5), or bloom (6–12)
Treasure None

SPECIAL ABILITIES




Poison (Ex) Tentacles—*injury*; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution based.

Unlike its smaller cousins, the giant jellyfish is an active predator that seeks out prey. Capable of slithering through narrow cracks, a giant jellyfish is a horrifying beast to encounter lurking in the hold of a flooded or sunken ship. Other species of these vermin exist, as summarized on the following table—these variants often have different types of poison or other abilities like translucency or constriction.

Species	CR	Size	HD
Death's head jellyfish	1	Small	2
Crimson jellyfish	4	Medium	5
Sapphire jellyfish	11	Huge	12
Vampire jellyfish	14	Gargantuan	16
Whaler jellyfish	17	Colossal	20

JELLYFISH SWARM

All but invisible in the water, this foul swarm of fist-sized jellyfish wriggles and writhes, a virtual wall of stinging tentacles.

JELLYFISH SWARM CR 6   

XP 2,400
N Diminutive vermin (aquatic, swarm)
Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
hp 54 (12d8)
Fort +8, **Ref** +5, **Will** +4
Immune swarm traits, weapon damage

OFFENSE

Speed swim 20 ft.
Melee swarm (3d6 plus distraction and poison)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 16)

STATISTICS

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +9; **CMB** —; **CMD** —
Skills Swim +4, **Stealth** +29; **Racial Modifiers** Stealth +16

ECOLOGY

Environment any aquatic
Organization solitary or bloom (2–8)
Treasure none

SPECIAL ABILITIES

Poison (Ex) Swarm—*injury*; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves.



Jellyfish often cluster together during springtime or when environmental conditions such as an increase in ocean temperature favor it. When conditions are right, jellyfish shift from being a nuisance to being a menace, if accidentally so, for a jellyfish swarm, unlike more aggressive monstrous kin like the giant jellyfish, comprises not aggressive hunters but rather opportunistic strikers. They do not generally move to attack nearby prey, but their nearly translucent coloration makes it horrifically easy for a creature to swim into a swarm unawares. Once a jellyfish swarm deals damage to a creature, the swarm pursues it for several rounds before giving up the chase. Many aquatic races use jellyfish swarms as defensive guardians, trusting a swarm's lack of interest in moving to keep it stationary for long periods of time.

JYOTI

This phoenix-like humanoid is surrounded by a halo of radiant energy. Its spear is tipped with a carved crystal blade.

JYOTI	CR 9
XP 6,400	
N Medium outsider (extraplanar)	
Init +5; Senses darkvision 60 ft., low-light vision; Perception +20	
DEFENSE	
AC 24, touch 16, flat-footed 18 (+4 armor, +5 Dex, +1 dodge, +4 natural)	
hp 104 (11d10+44); fast healing 10	
Fort +11, Ref +8, Will +11; +2 vs. divine	
Defensive Abilities divine aversion, positive energy affinity; Immune death attacks, disease, energy drain, poison; Resist acid 10, cold 10, electricity 10, fire 10, sonic 10; SR 20	
OFFENSE	
Speed 30 ft., fly 90 ft. (good)	
Melee +1 spear +14/+9/+4 (1d8+4/x3 plus 1d6 fire), bite +8 (1d6+1 plus 1d6 fire)	
Ranged ray +16 ranged touch (by spell)	
Special Attacks breath weapon (60-ft. cone, 11d6 fire, Reflex DC 19 half, usable once every 1d4 rounds), positive energy	
Spell-Like Abilities (CL 11th; concentration +13) Constant— <i>mage armor</i> 3/day— <i>aid</i> , <i>cure serious wounds</i> , <i>daylight</i> , <i>dimension door</i> , <i>lesser restoration</i> , <i>searing light</i> 1/day— <i>breath of life</i> , <i>disrupting weapon</i>	
STATISTICS	
Str 14, Dex 20, Con 19, Int 12, Wis 15, Cha 15	
Base Atk +11; CMB +13; CMD 29	
Feats Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility, Wind Stance	
Skills Fly +9, Heal +16, Intimidate +16, Knowledge (planes) +19, Knowledge (religion) +19, Perception +20, Sense Motive +16, Stealth +19; Racial Modifiers +4 Knowledge (planes), +4 Knowledge (religion), +4 Perception	
Languages Aquan, Auran, Common, Ignan, Terran	
ECOLOGY	
Environment any (Positive Energy Plane)	
Organization solitary, pair, or flight (3–8)	
Treasure double (+1 spear, other treasure)	
SPECIAL ABILITIES	
Breath Weapon (Su) A jyoti's breath weapon is a focused burst of searing fire infused with positive energy. Undead in the area take 11d8 damage rather than 11d6.	

Divine Aversion (Su) Jyoti dislike deities and are never divine spellcasters. Jyoti gain a +2 racial bonus on saves against divine magical effects.

Positive Energy (Su) A jyoti's natural weapons and any weapons it wields strike as if they were *ghost touch* weapons. In addition, any weapon (natural or manufactured) a jyoti uses deals +1d6 fire damage on a hit.

Positive Energy Affinity (Ex) A jyoti can exist comfortably on the Positive Energy Plane, and does not benefit (or suffer) from that plane's overwhelming infusions of life-giving energies. Whenever a jyoti is subjected to a magical healing effect, that effect functions at its full potential, as if enhanced by Maximize Spell.

Enigmatic and swift to anger, the avian race known as the jyoti are xenophobic natives of the Positive Energy Plane. Though some believe the jyoti are inherently good because their home plane is the source of all life, these beliefs are quite in error, for the jyoti react to all other races with wary suspicion at best, and usually assume the worst and attack before they can themselves be attacked. They guard their crystalline cities from all intrusion, especially by creatures from other planes and servants of the gods. They have been known to hold dangerous artifacts in their vaults on behalf of desperate visitors, though in the case of holy or unholy artifacts, the jyoti are more likely to destroy the artifacts as soon as possible.

Jyoti loathe natives of the Shadow Plane and the Negative Energy Plane in particular, though there is an element of pity in their actions toward undead. They never discuss the sceaduinar, and even hearing that name inflames jyoti into immediate anger. Those who dare argue on the sceaduinar's behalf are immediately attacked.

Illustration by Mike Corriero

KELPIE

This hideous humanoid creature has slimy, transparent skin; webbed, humanoid hands; and a snaggletoothed, horse-like face.

KELPIE

CR 4



XP 1,200

NE Medium fey (aquatic, shapechanger)

Init +7; **Senses** low-light vision; Perception +13

DEFENSE

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

hp 38 (7d6+14)

Fort +4, **Ref** +8, **Will** +6

Resist fire 10

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 slams +6 (1d6+2 plus grab)

Special Attacks captivating lure

STATISTICS

Str 15, **Dex** 16, **Con** 15, **Int** 8, **Wis** 12, **Cha** 17

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 18

Feats Alertness, Deceitful, Improved Initiative, Weapon Finesse

Skills Bluff +15, Disguise +15, Perception +13, Sense Motive +13, Stealth +13, Swim +10

Languages Aquan, Common, Sylvan; telepathy (1 mile, previously touched creatures only)

SQ amphibious, change shape (hippocampus or horse, *beast shape IV*; Small or Medium humanoid, *alter self*)

ECOLOGY

Environment any water

Organization solitary or shoal (2–5)

Treasure standard

SPECIAL ABILITIES

Captivating Lure (Su) Once per day, a kelpie can use a powerful mental attack to lure in a single creature within 60 feet. The target must make a DC 16 Will saving throw or become captivated by the kelpie, thinking it is a desirable woman in mortal danger or (if in hippocampus or horse form) a valuable steed. A victim under the effects of the captivating lure moves toward the kelpie using the most direct means available. If the path leads it into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril; the victim does not consider water a dangerous area, and will enter the water even if it cannot swim or breathe. A captivated creature can take no actions other than to move toward the kelpie and defend itself, even if it is drowning. A victim within 5 feet of the kelpie simply stands and offers no resistance to its attacks. This effect continues as long as the kelpie is alive and the victim is within 1 mile of the kelpie. This is a mind-affecting charm effect. The save DC is Charisma-based.

A kelpie is a deadly shapechanging predator that, in its natural form, appears as a hideous combination of emaciated horse and sickly humanoid, with slimy, transparent skin and long, stringy hair. Its face is long and equine, with a mouth filled with jagged teeth. Few, however, ever see a kelpie in its true form, for kelpies almost always encounter other creatures while in disguise as a humanoid, horse, or hippocampus, reverting to their true form only after their targets have drowned so that they can feast on their victims, leaving behind only the heart and liver (as both of these organs are distasteful to most kelpies).




Kelpies can be found in saltwater and freshwater environments, including fens, rivers, swamps, and underground pools and lakes. Communities living near kelpie lairs believe that folk who die on the water or are killed by a kelpie become kelpies themselves. Kelpies may serve as steeds for aquatic fey or other water monsters while in their hippocampus forms, sometimes without their riders ever knowing the truth of the steed's sinister nature.

A typical kelpie is 6 feet tall and weighs 170 pounds.



KORRED

This knobby-kneed, stunted humanoid, has a particularly thick beard and wild mane of hair, hiding most of its body from view.

KORRED	CR 4	  
XP 1,200		
CN Small fey		
Init +3; Senses low-light vision; Perception +14		
DEFENSE		
AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)		
hp 33 (6d6+12)		
Fort +4, Ref +8, Will +7		
DR 5/cold iron; SR 15		
OFFENSE		
Speed 30 ft.		
Melee club +8 (1d4+6)		
Ranged rock +8 (1d6+4)		
Special Attacks animated hair, stunning laugh, rock throwing (100 ft.)		
Spell-Like Abilities (CL 6th; concentration +7)		
At will— <i>animate rope</i> , <i>shatter</i> (DC 13), <i>stone shape</i>		
1/day— <i>stone tell</i>		
STATISTICS		
Str 19, Dex 17, Con 14, Int 12, Wis 14, Cha 13		
Base Atk +3; CMB +6; CMD 20		
Feats Dodge, Mobility, Skill Focus (Perception)		
Skills Acrobatics +12, Bluff +10, Craft (rope) +10, Craft (sculpture) +10, Perception +14, Perform (dance) +10, Stealth +16		
Languages Common, Sylvan		
SQ stone stride		
ECOLOGY		
Environment temperate forests		
Organization solitary, pair, or gang (3–6)		
Treasure standard (club, rope, shears, other treasure)		
SPECIAL ABILITIES		

Animated Hair (Su) A korred's hair is constantly writhing and twitching. As a free action, a korred can cause its long hair to reach out and interfere with adjacent creatures—tugging at clothes and weapons, tangling feet and arms, tickling, and generally making a nuisance of itself. The korred can select which adjacent targets are affected by its animated hair. These targets must make a successful DC 16 Reflex save each round to avoid becoming entangled for 1 round. The save DC is Dexterity-based.

Stone Stride (Su) This ability works like *tree stride*, except it requires loose boulders at least as large as the korred, and only has a range of 30 feet. The korred can use this ability once per round as a standard action.

Stunning Laugh (Su) Three times per day as a standard action, a korred can unleash a strange laugh that stuns all creatures

within a 30-foot burst for 1d2 rounds (Fortitude DC 14 negates). This is a sonic, mind-affecting effect. Fey are immune to this ability. The save DC is Charisma-based.

Korreds are an ancient fey race who like forested areas with nice, rocky ground. They resemble small, wild-haired humanoids with wild, knotted hair. Korreds especially like to dance in ancient stone circles within forest glades, often led by satyrs with panpipes. They are a shy race and do not take kindly to outsiders discovering them, even by accident. They almost always attack non-korreds who stumble into their territory, seeking to kill them or at least drive them off.

Korred clothing normally consists of a simple leather apron, jerkin, or kilt, leaving their legs uncovered and their feet bare. Their clothes usually have a large pocket or pouch to hold their belongings. A korred's hair and beard grow quickly, sometimes an inch a day, and the korred trims its hair when the locks become too unruly, saving the trimmings in its pocket so it can weave them into ropes for its *animate rope* spell-like ability.

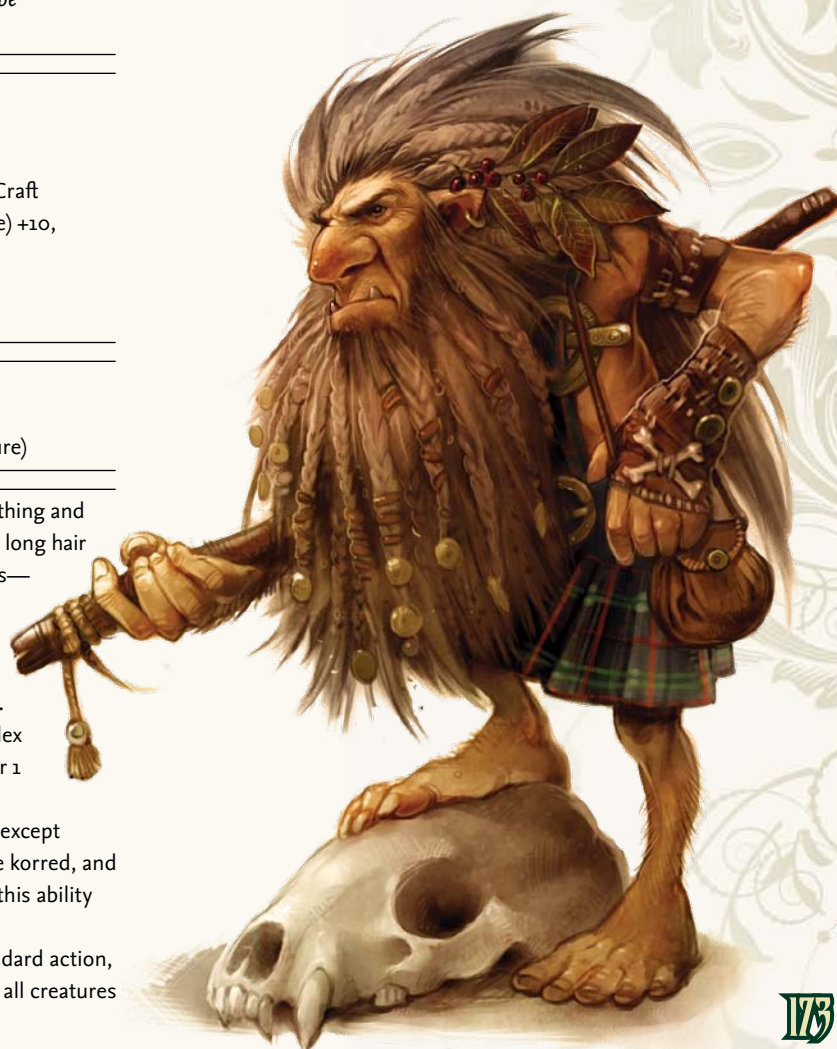


Illustration by Eva Widemann

KRENSHAR

This earless, panther-like beast snarls as the skin of its face twitches, then peels back to reveal the bone and flesh beneath.

KRENSHAR

CR 1



XP 400

N Medium magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

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

hp 13 (2d10+2)

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

OFFENSE

Speed 40 ft.

Melee bite +2 (1d6), 2 claws +2 (1d4)

Special Attacks skullface

STATISTICS

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

Base Atk +2; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative

Skills Intimidate +1 (+5 to demoralize), Perception +5, Stealth +10;

Racial Modifiers +4 Intimidate to demoralize, +4 Stealth

Languages Sylvan (can't speak)

ECOLOGY

Environment temperate forests or plains

Organization solitary, pair, or pride (6–10)

Treasure none

SPECIAL ABILITIES

Skullface (Su) As a standard action, a krenshar can pull the skin back from its face, revealing the musculature and bony structures of its skull. This counts as using Intimidate to demoralize an opponent, and is an extraordinary ability. The krenshar can emit a loud screech while peeling back its skin, causing potent fear in a single creature within 100 feet that can see the krenshar. The targeted creature must make a DC 12 Will save or become frightened (if the target has 6 or fewer Hit Dice) or shaken (if the target has more than 6 Hit Dice) for 1d4 rounds. A creature that successfully saves cannot be affected again by the same krenshar's skullface ability for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

The krenshar is a strange creature that resembles a large but earless hunting cat, save that it can retract the fur and skin on its face to reveal the glistening skull and musculature underneath. Combined with its strange, keening wail, this horrifying display is enough to paralyze prey and send formidable opponents running.

Krenshar's retractable skin allows it to dine on carrion with a lower risk of picking up disease-carrying vermin, much like a vulture's bare head and neck. When the creature finishes eating, restoring the facial skin to its normal position scrapes off gore and clinging bugs. The ability to retract their skin is demonstrated in other contexts as well—male krenshars bare their skulls at rivals as a challenge over mates, females use this ability to ward off undesired suitors, and hunting adults use it to scare prey into ambushes.

Though krenshars generally prefer to stalk herd animals like deer or cattle, they have no qualms about taking on humanoids when food is scarce. They average 4 to 5 feet in length and weigh approximately 175 pounds.

Scholars have long debated the confusing nature of krenshar intelligence. While clearly more intelligent than mere animals, the creatures seem to lack all but the most rudimentary language of snarls and yowls, and aside from the scare tactics that make them notorious, tend to behave much like mundane cats or wolves, even going so far as to occasionally be befriended by rangers or druids. Those who deny krenshars' intelligence, however, need only look into their strange violet eyes or observe the ease with which they manipulate and outmaneuver their prey to realize their folly—an error few make twice.

Illustration by Peter Lazarski



LAMIA MATRIARCH

This creature looks like a beautiful human woman from the waist up, but below is the body and tail of an immense snake.

LAMIA MATRIARCH

CR 8



XP 4,800

CE Large monstrous humanoid (shapechanger)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

DEFENSE

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, -1 size)

hp 102 (12d10+36)

Fort +7, **Ref** +12, **Will** +11

Immune mind-affecting effects; **SR** 19

OFFENSE

Speed 40 ft., climb 40 ft., swim 40 ft.

Melee +1 scimitars +14/+14/+9/+9/+4 (1d6+6/15-20 plus 1 Wisdom drain on first hit each round) or touch +16 (1d4 Wisdom drain)

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

Special Attacks Wisdom drain

Spell-Like Abilities (CL 12th; concentration +17)

At will—*charm monster* (DC 19), *ventriloquism* (DC 16)

3/day—*deep slumber* (DC 18), *dream*, *major image* (DC 18),

mirror image, *suggestion* (DC 18)

Spells Known (CL 6th; concentration +11)

3rd (4/day)—*haste*

2nd (6/day)—*death knell* (DC 17), *invisibility*

1st (8/day)—*cure light wounds*, *divine favor*, *mage armor*, *magic missile*

o (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *mage hand*, *mending*, *prestidigitation*

STATISTICS

Str 20, **Dex** 19, **Con** 17,

Int 16, **Wis** 16, **Cha** 21

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

CMD 32 (can't be tripped)

Feats Double

Slice, Extend

Spell, Improved

Critical (scimitar), Improved Two-Weapon

Fighting, Two-Weapon Fighting,

Weapon Focus (scimitar)

Skills Acrobatics +8 (+12 jump),

Bluff +21, Climb +13, Diplomacy +11,

Disguise +11, Intimidate +20,

Knowledge (any one) +15,

Knowledge (arcana) +15,

Spellcraft +15, Swim +13,

Use Magic Device +21;

Racial Modifiers +4 Bluff, +4

Use Magic Device

Languages Abyssal, Common, Draconic

SQ change shape (fixed Medium humanoid form, *alter self*), undersized weapons

ECOLOGY

Environment any land

Organization solitary, pair, or cult (3-6)

Treasure double (two +1 scimitars, other treasure)

SPECIAL ABILITIES

Spells A lamia matriarch casts spells as a 6th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a lamia matriarch.

Wisdom Drain (Su) A lamia matriarch drains 1d4 points of Wisdom each time she hits with her melee touch attack.

The first time each round that she strikes a foe with a melee weapon, she also drains 1 point of Wisdom. A DC 21 Will save negates the Wisdom drain. Unlike with other kinds of ability drain attacks, a lamia matriarch does not heal damage when she uses her Wisdom drain. The save DC is Charisma-based.

The queens of a race consumed by bitterness and predatory instinct, lamia matriarchs mastermind all manner of foul plots in hopes of breaking the bestial curse that afflicts their race. They move with shocking ease from silken-tongued temptresses to dervishes, striking with all the deadly precision of vipers. Quick to covet, enslave, and overindulge, lamia matriarchs luxuriate in gory feasts, violent trysts, and bloody entertainments, reveling until their playthings are broken or until they tire and move on.



Illustration by John Gravat

LENG SPIDER

This immense purple spider has a legspan of nearly forty feet and a hideously bloated body, yet still moves with fluid grace.

LENG SPIDER

CR 14



XP 38,400

CE Huge magical beast (extraplanar)

Init +13; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +21

DEFENSE

AC 29, touch 17, flat-footed 20 (+9 Dex, +12 natural, -2 size)

hp 202 (15d10+120); fast healing 10

Fort +17, **Ref** +18, **Will** +10

Immune cold, confusion and insanity effects, poison, sonic; **SR** 25

OFFENSE

Speed 40 ft., climb 40 ft.

Melee mwk flail +22/+17/+12 (3d6+8), bite +16 (2d6+4 plus poison)

Ranged mwk bolas +23 (1d8+8)

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

Special Attacks web (+24 ranged, DC 15, 5 hp), web weaponry

Spell-Like Abilities (CL 15th; concentration +21)

Constant—*arcane sight*, *freedom of movement*, *tongues*

At will—*dispel magic*, *fabricate* (webs only)

3/day—*air walk*, *invisibility*, *major image* (DC 19)

1/day—*charm monster* (DC 20), *insanity* (DC 23), *mirage*

arcana (DC 21), *veil* (DC 22)

STATISTICS

Str 26, **Dex** 29, **Con** 26, **Int** 21, **Wis** 17, **Cha** 22

Base Atk +15; **CMB** +25; **CMD** 44 (54 vs. trip)

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Improved Trip, Iron Will, Point-Blank Shot, Precise Shot, Vital Strike

Skills Acrobatics +27 (+31 jump), Climb +34, Craft (traps) +20, Knowledge (any one) +20, Perception +21, Spellcraft +20, Use Magic Device +21

Languages Aklo; *tongues*

ECOLOGY

Environment any

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

Treasure double

SPECIAL ABILITIES

Poison (Su) Bite—injury; *save* Fort DC 25;

frequency 1/round for 6 rounds; *effect*

1d4 Con plus confusion for 1 round;

cure 2 consecutive saves. A Leng spider's

venom causes flesh to blister and rot

away and the mind to experience vivid and

horrific hallucinations—these visions cause the

poisoned creature to react in an unpredictable

manner, as if confused. The hallucination

element of this poison is mind-affecting. The

save DC is Constitution-based.

Web Weaponry (Ex) A Leng spider is talented at using its webs to construct masterwork weapons. This technique of weapon creation allows the spider to effectively create a flail or bolas by attaching a heavy object such as a rock or chunk of metal to a cord of webbing. The spider attaches one end of this webbing to a leg and can then wield the weighted cord as a masterwork flail or a masterwork bolas. It can only wield one such weapon at a time—it must use its other legs to walk. If a Leng spider drops or loses a web weapon, it can create a new one as a full-round action, provided it has access to heavy-weight objects of the correct size (such as loose rocks or skulls).

The spiders of Leng have long warred with that realm's more humanoid denizens, yet this does not make the spiders allies of sane life. These spiders see themselves as deserving of true positions of power, and the only creatures they suffer to live apart from their kin are their magically controlled slaves. Fortunately, the spiders have no intrinsic way to travel to the Material Plane, and must use portals or other methods to visit this world. Artistic trap builders, Leng spiders construct lairs of dangerous and haunting beauty made of webs and other materials found nearby.

A Leng spider's body is 18 feet long and weighs 6,000 pounds. Most leng spiders possess only 7 legs, but some possess 9, 11, or only 5—they never possess an even number.



LEPRECHAUN

This small humanoid has pointed ears, green eyes, and a wicked grin. He carries a bottle in one hand and a club in the other.

LEPRECHAUN

CR 2



XP 600

CN Small fey

Init +7; **Senses** low-light vision; Perception +17

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 18 (4d6+4)

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

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

OFFENSE

Speed 40 ft.

Melee +1 club +7 (1d8–1)

Spell-Like Abilities (CL 4th; concentration +7)

Constant—*shillelagh*

At will—*dancing lights*, *ghost sound* (DC 13), *invisibility* (self only), *mage hand*, *major image* (visual and auditory elements only, DC 16), *prestidigitation*, *ventriloquism* (DC 14)

3/day—*color spray* (DC 14), *fabricate* (1 cubic foot of material only)

1/day—*major creation*

STATISTICS

Str 7, **Dex** 16, **Con** 13, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +2; **CMB** –1; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Bluff +10, Escape Artist +10, Knowledge (nature) +9,

Perception +17, Perform (comedy) +8, Perform

(dance) +8, Sense Motive +9, Sleight of

Hand +14, Stealth +14; **Racial Modifiers** +8

Perception, +4 Sleight of Hand

Languages Common, Elven, Halfling, Sylvan

SQ leprechaun magic

ECOLOGY

Environment temperate forests

Organization solitary, pair, band (3–6), or family (7–10)

Treasure standard (club, other treasure)

SPECIAL ABILITIES

Leprechaun Magic (Sp) When a leprechaun uses any of its spell-like abilities to deceive, trick, or humiliate a creature (at the GM's discretion), the spell-like ability resolves at caster level 8th rather than 4th. If a leprechaun uses its spell-like abilities in this manner, it has a bonus of +11 on concentration checks.

Leprechauns are small, fun-loving tricksters. They are most commonly found in forests and share the close connection with nature that is possessed by most fey creatures. Leprechauns love playing tricks on unknowing passersby—almost as much as they love a fine bottle of

wine and a plateful of hot food in their bellies. They often steal something of worth from adventurers just to provoke a chase. Using their ability to disappear at will to its full potential, they wait until their victims appear to be about to give up the chase before reappearing once more to let the chase resume. They are not greedy creatures, and eventually drop what they've stolen, slipping away while their angry pursuers claim the lost property. The exception is gold—leprechauns love gold and often hoard it in secret, hidden places. It is rumored that a person who finds a gold coin in the forest and returns it to the leprechaun that dropped it will be granted a *wish* as a reward. Unfortunately, these rumors are false—likely perpetuated by the leprechauns themselves in order to trick others into bringing them gold.

Leprechauns prefer not to kill other creatures unless the ones attacking them are malicious or known enemies of the forest or fey. They often use their powers to befuddle and annoy evil folk, tricking creatures such as goblins and orcs into thinking a forest is haunted.



Illustration by Eva Widemann



LEUCROTTA

This freakish beast has the head of a badger, the hooves of a stag, and a wide mouth with sharp ridges of bone instead of teeth.

LEUCROTTA

CR 5



XP 1,600

CE Large magical beast

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

DEFENSE

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

hp 57 (6d10+24)

Fort +9, **Ref** +6, **Will** +4

Immune disease, poison

OFFENSE

Speed 60 ft., climb 30 ft.

Melee bite +10 (2d6+7/19-20), 2 hooves +5 (1d6+2)

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

Special Attacks lure, powerful bite

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 11, **Wis** 14, **Cha** 17

Base Atk +6; **CMB** +12; **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Skill Focus (Bluff), Skill Focus (Stealth)

Skills Bluff +12, Climb +13, Stealth +9

Languages Common

SQ sound mimicry (voices)

ECOLOGY

Environment temperate or tropical

forests or hills

Organization solitary, pair, or pack (3-12)

Treasure standard

SPECIAL ABILITIES

Lure (Su) At any point that a leucrotta's targets are unaware of it (for example, if the leucrotta is hiding or concealed in darkness), the leucrotta can call out to the targets, who must be in line of sight and within 60 feet. When the leucrotta calls out, the targets must make a DC 16 Will save or fall under

the effects of a *suggestion* to approach the sound of the leucrotta's voice. This effect functions identically to a *mass suggestion* spell with a caster level equal to the leucrotta's Hit Dice. A creature that saves cannot be affected again by the same leucrotta's lure for 24 hours. The lure is a language-dependant effect, and if the leucrotta uses the victim's name during the lure, the victim takes a -4 penalty on its saving throw. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Powerful Bite (Ex) A leucrotta's bite attack always applies 1-1/2 times its Strength modifier on damage rolls and threatens a critical hit on a roll of 19-20. When a leucrotta bites an object, its bite treats the object as having a hardness of 5 less than the object's actual hardness rating.

Reputed to be descended from hyenas and a demon lord, these creatures are intelligent and cruel, using their astounding vocal mimicry to lure foolish and unsuspecting creatures to where the pack can torment them at its leisure before finally devouring them.

Five feet tall at the shoulder, its tawny fur often coated with dried and clotted filth, the leucrotta is a powerful beast weighing over 800 pounds. The sharp bone ridges that line its oversized jaws instead of teeth are incredibly durable and, combined with massive jaw muscles, allow its bite to shear through bone and even steel. Leucrottas consume their prey gear and all; they vomit up what they cannot digest and pick through the debris in search of valuable items that might help them lure in prey.

Leucrottas sometimes lead packs of gnolls, or even of their bestial cousins the crocottas (see below). They refuse to let themselves be used as beasts of burden, but sometimes allow favored gnoll companions to ride them into battle as steeds. The leucrotta in a gnoll pack generally thinks of itself as the leader of that group, and treats any established gnoll chieftain poorly in an attempt to goad that gnoll into attacking it. Those leucrottas that succeed in slaying a gnoll leader typically find it much easier to assume the role of tribal leader.

CROCOTTA

These degenerate offshoots of leucrottas have animal-level intelligence, but sense a kinship with leucrottas and obey them instinctively. Treat a crocotta as an advanced dire hyena with Improved Critical (bite) as a bonus feat.

A crocotta looks similar to a leucrotta, save that it has shorter back legs, giving it a hunched, more hyena-like appearance. Leucrottas view crocottas with disdain and even shame, but it's not unusual to find these large hyena-like beasts in close proximity to a leucrotta pack. Crottas are popular attractions in traveling carnivals, where unscrupulous con artists bill them as cursed humanoids or animals.

Illustration by Ben Wootten

LOCATHAH

This lean humanoid bears crested fins on its head and back, and has the wide-eyed and wide-lipped face of a fish.

LOCATHAH

CR 1/2



XP 200

N Medium humanoid (aquatic)

Init +1; Senses low-light vision; Perception +3

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 9 (2d8)

Fort +3, Ref +1, Will +1

OFFENSE

Speed 10 ft., swim 60 ft.

Melee longspear +2 (1d8/x3)

Ranged light crossbow +2 (1d8/19–20)

STATISTICS

Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11

Base Atk +1; CMB +1; CMD 12

Feats Weapon Focus (longspear)

Skills Craft (any one) +6, Perception +3, Survival +6, Swim +8

Languages Aquan

SQ amphibious

ECOLOGY

Environment temperate or warm aquatic

Organization solitary, band (2–10), or tribe (11–30 plus 2 fighter sergeants of 1st–3rd level and 1 cleric leader of 3rd–6th level)

Treasure standard (longspear, light crossbow and 10 bolts, other treasure)

Simple aquatic creatures shunned by landwalkers and undersea folk alike, locathahs live in tight-knit communities scattered throughout the world's seas, lakes, and waterways. Locathahs possess scaly ochre skin tinged with green and yellow. Ridged, rust-colored skin covers their chests and stomachs, and a mottled wash of green, brown, and orange colors their fins like aging kelp. Locathahs exude a strong fishy odor when above water that, in addition to their already unnerving appearance, repulses most land-dwellers. Despite this animosity, locathahs go to great lengths to befriend surface folk, offering safe passage through the waters, pointing out dangerous reefs, and hinting at sunken treasures in return for durable

ceramics and metal tools and weapons, as well as tubers, which they view as a delicacy.

These creatures dislike combat and flee when disarmed or outnumbered. Locathahs hold community in the highest regard, never leaving a friend behind and often going to great lengths to retrieve a fallen companion. Among their own kind and races friendly toward them, locathahs are social creatures who live a very human-like, albeit simple, lifestyle. Locathahs work in stone, coral, and bone to produce the crude implements they use. Some take coral work to obsessive levels, with certain clans taking generations to grow their preferred medium in its desired form before carving it. They feed on crustaceans, undersea plants, and shellfish, and rarely on large fish that are caught during ritualized hunts.

Locathah matriarchs serve their undersea tribes not only as chieftains, but also as the primary egg layers of the community. Each adult member of the tribe is responsible for raising a single young locathah as his or her own. Locathahs tame moray eels, keeping them near their lairs as humans keep dogs. Some locathah soldiers and hunting groups use giant moray eels as mounts, chasing down their quarry and attacking with narrow-tipped spears. More powerful aquatic races use locathahs as slaves, abducting breeding matriarchs to produce a constant wave of new workers.

Locathah stand roughly as tall as humans, yet their fins jut out, giving them an imposing stature. Lean and strong, locathahs weigh roughly 160 pounds.

Illustration by Eva Widemann



LURKER IN LIGHT

This large-eyed humanoid looks like a glowing, emaciated elven child save for its small, transparent wings.

LURKER IN LIGHT CR 5

XP 1,600

NE Small fey (extraplanar)

Init +8; **Senses** low-light vision; Perception +16

DEFENSE

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

hp 44 (8d6+16)

Fort +4, **Ref** +10, **Will** +9

Defensive Abilities blend with light;

Immune blindness DR 5/cold iron

OFFENSE

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

Melee 2 claws +9 (1d3+1) or dagger +9 (1d3+1/19–20 plus poison)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 8th; concentration +11)

At will—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 14), *light*, *mage hand*

3/day—*daylight*, *blindness/deafness* (DC 16)

STATISTICS

Str 13, **Dex** 18, **Con** 15, **Int** 14, **Wis** 16, **Cha** 17

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

Feats Alertness, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +15, Escape Artist +15, Fly +17, Knowledge (arcana) +10, Knowledge (planes) +10, Perception +16, Stealth +19, Survival +11

Languages Aklo, Common, Sylvan

SQ daylight door, poison use, ritual gate

ECOLOGY

Environment any land (extraplanar)


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

Treasure standard (dagger, other treasure)

SPECIAL ABILITIES

Blend With Light (Su) In areas of bright light, lurkers are invisible. As with *greater invisibility*, they may attack and still remain invisible. In shadowy illumination, a lurker loses this invisibility, though like all creatures in shadows, they have concealment unless the viewer has darkvision. If the lurker is flying, its fluttering wings partially negate this effect, giving it only partial concealment (20%) rather than total concealment.

Daylight Door (Sp) Once per day, a lurker can use *dimension door*, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.



Poison (Ex) Lurkers typically coat their daggers with shadow essence poison.

Shadow essence poison: Injury; save Fortitude DC 17;

frequency 1/round for 6 rounds; initial effect 1 Str drain; secondary effect 1d3 Str damage; cure 1 save.

Ritual Gate (Su) By sacrificing

one or more humanoid victims, a lurker or group of lurkers can create a gate to the Material Plane, one of the Elemental Planes, or the realm of the fey, either to return home or to conjure

allies. Creating a gate for travel requires the sacrifice of five victims—the gate created remains open for 1 minute. Creating a gate to bring allies to the Material Plane requires one

sacrifice for every HD of the creature intended to pass through the gate (so five sacrifices can bring a

lurker or a Medium air elemental,

eight can bring a Large earth elemental, and so on). The sacrifices do not need

to be simultaneous; as long all sacrifices occur at some point during the hour-long ritual, the magic continues to build until it reaches the required total.

Malicious and alien fey, lurkers in light venture to the Material Plane to perpetrate strangely targeted mischief, stealing and killing according to a logic or system of justice only they understand. Gnomes in particular seem to incur these unexplained attacks, leading some to believe that lurkers may be agents of ancient and vengeful forces. Creatures of the light, lurkers are visible only in dim illumination, with anything brighter than a flickering torch making them completely invisible, even as they savage their enemies—a prospect terrifying to those civilized races that equate light with safety.

A lurker in light turns conventional wisdom on its head, for they detest darkness and the creatures that dwell in it, yet they themselves are sadistic and evil. They particularly hate darkmantles, dwarves, and creatures from the Plane of Shadow, and given the time, they enjoy torturing such creatures to death if they can capture them alive.

If killed, a lurker in light disintegrates over the course of several minutes into 2d6 pounds of dust that radiates faint evocation magic and glows for 1d6 days with a cold light equal to that provided by a candle. This dust damages shadows as if it were holy water, with a pound of dust equal to one flask of holy water.

A lurker in light is 3 feet tall, but weighs only 20 pounds.

LURKER IN LIGHT-LYCANTHROPE, WEREBEAR

LYCANTHROPE, WEREBEAR

This humanoid is covered in shaggy fur and carries a heavy axe in one of his clawed hands.

WEREBEAR (HUMAN FORM) CR 4



XP 1,200

Human natural werebear ranger 4

CG Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 34 (4d10+8)

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

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +9 (1d8+4/x3)

Ranged mwk throwing axe +7 (1d6+3)

Special Attacks favored enemy (orcs +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*detect poison*

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 12, **Wis** 12, **Cha** 8

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

Feats Endurance, Point-Blank Shot, Power Attack, Run, Weapon Focus (battleaxe)

Skills Climb +8, Handle Animal +6, Heal +8, Knowledge (nature) +8, Perception +8, Stealth +7, Survival +8, Swim +8

Languages Common

SQ change shape (human, hybrid, and bear; *polymorph*), favored terrain (forest +2), hunter's bond (companions), lycanthropic empathy (bears and dire bears), track +2

ECOLOGY

Environment any forests

Treasure NPC gear (chain shirt, masterwork battleaxe, 2 masterwork throwing axes, other treasure)

WEREBEAR (HYBRID FORM)

XP 1,200

Human natural werebear ranger 4

LG Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)

hp 38 (4d10+12)

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

DR 10/silver

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +10 (1d8+4/x3), bite +3 (1d6+2 plus curse of lycanthropy), claw +3 (1d6+4 plus grab)

Ranged mwk throwing axe +7 (1d6+4)

Special Attacks favored enemy (orcs +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*detect poison*

STATISTICS

Str 18, **Dex** 14, **Con** 15, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +8 (+12 grapple); **CMD** 20

Feats Endurance, Point-Blank Shot, Power Attack, Run, Weapon Focus (battleaxe)

Skills Climb +9, Handle Animal +6, Heal +8, Knowledge (nature) +8, Perception +8, Stealth +7, Survival +8, Swim +9

Languages Common

SQ change shape (human, hybrid, and bear; *polymorph*), favored terrain (forest +2), hunter's bond (companions), lycanthropic empathy (bears and dire bears), track +2



In their humanoid forms, werebears tend to be muscular and broad-shouldered, with stark facial features and dark eyes. Their hair is usually red, brown, or black, and they look like they are used to a lifetime of hard work. Though by far the most benign of common lycanthropes, werebears are shunned by most normal folk, who fear and mistrust their animal transformations. Most live as recluses in forested areas or in small family units among their own kind. They avoid confrontations with strangers but do not hesitate to drive evil humanoids out of their territory.

Some werebears are angry and violent, because of either temperament or a lifetime of harassment from others, and these mean ones aren't afraid to put an axe in a trespasser's face or eat someone who pushes them too far. Cool-headed werebears don't like to speak of these individuals with strangers.

Illustration by Concept Art House

LYCANTHROPE, WEREBOAR

This potbellied creature has the body of a man and the head of a crazed boar. Large tusks jut from his upper jaw.

WEREBOAR (HUMAN FORM) CR 2



XP 600

Human natural wereboar barbarian 2

CN Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 12, touch 9, flat-footed 11 (+3 armor, +1 Dex, -2 rage)

hp 31 (2d12+13)

Fort +7, **Ref** +1, **Will** +4

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee dagger +6 (1d4+4/19-20), bite +1 (1d4+4)

Ranged dagger +4 (1d4+4/19-20)

Special Attacks rage (8 rounds/day), rage powers (animal fury)

STATISTICS

Str 19, **Dex** 13, **Con** 18,

Int 10, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +6;

CMD 17

Feats Power Attack, Toughness

Skills Handle Animal +4, Intimidate +4, Knowledge (nature) +5, Perception +7, Profession (farmer) +4

Languages Common

SQ change shape (human, hybrid, and boar; *polymorph*), fast movement, lycanthropic empathy (boars and dire boars)

ECOLOGY

Environment any forests or plains

Organization solitary, pair, brood (3-8), or troupe (3-8 plus 1-4 boars)

Treasure NPC gear (studded leather armor, 2 daggers, other treasure)

WEREBOAR (HYBRID FORM)

XP 600

Human natural wereboar barbarian 2

CN Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 14, touch 9, flat-footed 13 (+3 armor, +1 Dex, +2 natural, -2 rage)

hp 30 (2d12+17)

Fort +8, **Ref** +1, **Will** +4

Defensive Abilities ferocity; uncanny dodge, **DR** 10/silver

OFFENSE

Speed 40 ft.

Melee dagger +8 (1d4+6/19-20), bite +3 (1d4+6/curse of lycanthropy), gore +3 (1d8+6)

Ranged dagger +3 (1d4+6/19-20)

Special Attacks rage (8 rounds/day), rage powers (animal fury)

STATISTICS

Str 23, **Dex** 13, **Con** 23, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +8; **CMD** 19

Feats Power Attack, Toughness

Skills Handle Animal +4, Intimidate +4, Knowledge (nature) +5, Perception +7, Profession (farmer) +4

Languages Common

SQ lycanthropic empathy (boars and dire boars), fast movement, change shape (human, hybrid, and boar; *polymorph*)

In their humanoid forms, wereboars tend to be stout with upturned noses, bristly hair, and a noticeable overbite. They usually have red, brown, or black hair, though a few are golden blond, pale blond, or even bald.

Chin whiskers are common, but males often can't grow full beards. Because they can be stubborn and aggressive when riled up, wereboars usually live in their own communities rather than mixing with non-lycanthropes; a wereboar's farm or ranch doesn't look out of the ordinary. Wereboars tend to have large families with many children.

Many wereboars are known to have especially bad tempers, rivaling those of murderous werewolves, and even other lycanthropes tend to avoid them. This suits the wereboars fine, especially as some weretigers and werewolves have been known hunt young wereboars.

Note that the statistics presented here for wereboars assume that the creatures are in their barbarian rage—if the creatures are encountered at another time, simply adjust their statistics accordingly.



Illustration by Scott Purdy

LYCANTHROPE, WERETIGER

This humanoid tiger has striped fur and a muscular, lanky frame. Its feline face has sharp fangs and slitted eyes.

WERETIGER (HUMAN FORM) CR 4



XP 1,200

Human natural weretiger rogue 4

NE Medium humanoid (human, shapechanger)

Init +7; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 29 (4d8+8)

Fort +2, **Ref** +7, **Will** +4

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk short sword +5 (1d6+1/19–20)

Ranged mwk dagger +6 (1d4+1/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 17

Feats Improved Initiative, Power Attack, Skill Focus (Stealth)

Skills Acrobatics +9, Climb +7, Handle Animal +3,

Intimidate +6, Perception +10, Sense Motive +10,

Stealth +12, Survival +7, Swim +7

Languages Common

SQ change shape (human, hybrid, and tiger; polymorph), lycanthropic empathy (tigers and dire tigers), rogue talents (bleeding attack +2, fast stealth), trapfinding +2

ECOLOGY

Environment any plains or swamps

Organization solitary or pair

Treasure NPC gear (studded leather, masterwork short sword, 2 masterwork daggers, other treasure)

WERETIGER (HYBRID FORM)

XP 1,200

Human natural weretiger rogue 4

NE Medium humanoid (human, shapechanger)

Init +7; **Senses** low-light vision, scent;

Perception +10

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 armor, +3 Dex, +2 natural)

hp 38 (4d8+20)

Fort +5, **Ref** +7, **Will** +4

Defensive Abilities evasion, trap sense +1, uncanny dodge

DR 10/silver

OFFENSE

Speed 30 ft.

Melee bite +10 (2d6+7), 2 claws +10 (1d8+7)

Ranged mwk dagger +7 (1d4+7/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Str 25, **Dex** 16, **Con** 19, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +3; **CMB** +10; **CMD** 23

Feats Improved Initiative, Power Attack, Skill Focus (Stealth)

Skills Acrobatics +9, Climb +13, Handle Animal +3, Intimidate

+6, Perception +10, Sense Motive +10, Stealth +12, Survival

+7, Swim +13

Languages Common

SQ change shape (human, hybrid, and tiger; polymorph), lycanthropic empathy (tigers and dire tigers), rogue talents (bleeding attack +2, fast stealth), trapfinding +2

Weretigers in humanoid form have large eyes, long noses, and sharp cheekbones. Most have brown or red hair, though a few have white, black, or even blue-gray. Their movements appear careful yet casual, and a person observing one could easily assume he's watching a skilled pickpocket, graceful dancer, or sultry courtesan.

Weretigers tend to be solitary creatures, only spending time with others of their kind when they feel the urge to breed. Evil weretigers enjoy the thrill of hunting intelligent prey.



Illustration by Mariusz Ganczel