

MAGMA OOZE

This seething mass of bubbling molten rock churns and moves of its own hungry accord.

MAGMA OOZE

CR 7



XP 3,200

N Large ooze (fire)

Init –5; **Senses** blindsight 60 ft.; **Perception** –5

DEFENSE

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

hp 85 (9d8+45)

Fort +8, **Ref** –2, **Will** –2

Defensive Abilities split (cold and slashing, 8 hp); **Immune** fire, ooze traits

Weaknesses vulnerability to cold, vulnerability to water

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +14 (2d6+13 plus burn and grab)

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

Special Attacks burn (2d6, DC 19), constrict (2d6+13 plus burn)

STATISTICS

Str 28, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1

Base Atk +6; **CMB** +16 (+20 grapple); **CMD** 21 (can't be tripped)

Skills Climb +17

SQ lava body

ECOLOGY

Environment any volcano or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Lava Body (Ex) The magma ooze is formed of molten rock.

Whenever a creature strikes a magma ooze with a weapon, that weapon takes 4d6 points of fire damage unless the attacker makes a DC 19 Fortitude save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt. The save DC is Constitution-based.

Vulnerability to Water (Ex) A significant amount of water, such as that created by a *create water* spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Fortitude save to avoid being staggered for 2d4 rounds.

A magma ooze that is immersed in water must make a DC 20 Fortitude save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.

Magma oozes are living pools of molten rock. They roam the borders of the Plane of Earth and Plane of Fire, and on the Material Plane they sometimes arise spontaneously from strange magic, usually in the vicinity of volcanoes. Magma oozes avoid water, and if forced into enough of it, they become encased in a cooled stony shell, unharmed but immobilized, waiting indefinitely until the water retreats.

A typical magma ooze grows to 10 feet across and is about 6 inches thick.

VARIANT MAGMA OOZES

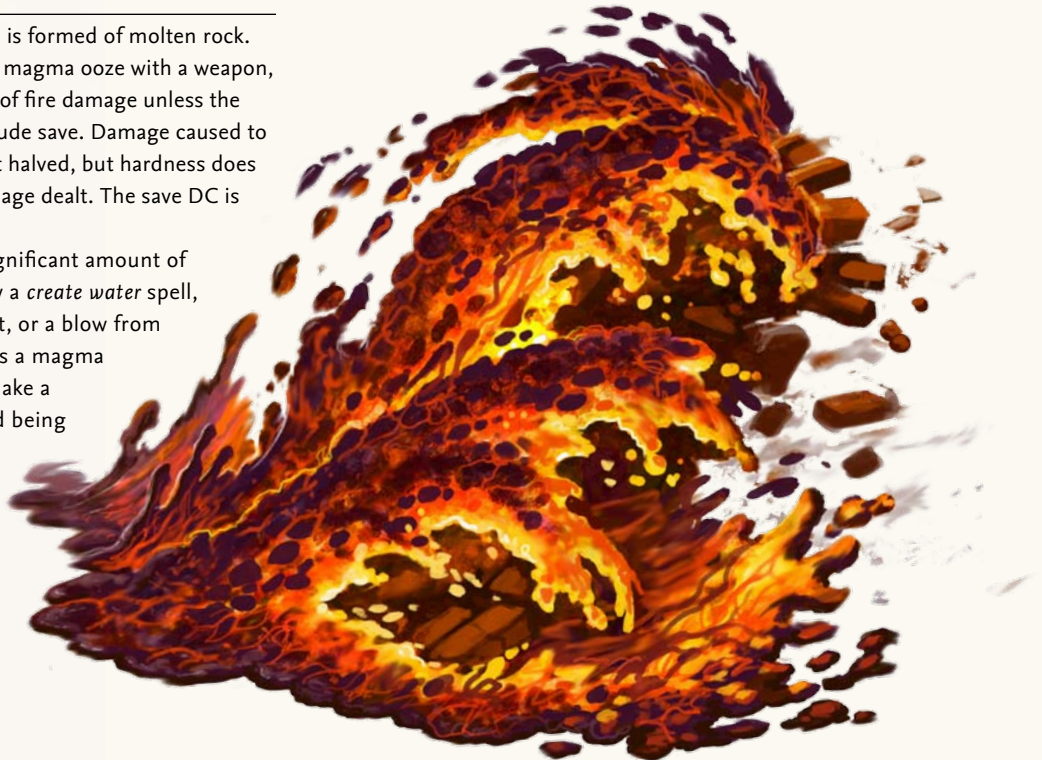
Differing types of molten stone and the nature of the magic that created them can influence what types of magma ooze form.

Brimstone: Influenced by fiendish energy, brimstone magma oozes stink of evil, and the patterns of cooled stone and hot lava on their surfaces resemble tortured or demonic faces. They have the fiendish creature simple template.

Crystalline: Formed from rock densely laced with rare minerals, crystalline magma oozes have hot gases trapped within their bodies. Striking a crystalline magma ooze with a non-reach melee weapon causes this gas to erupt, dealing 1d6 points of fire damage to the attacking creature.

Poisonous: Whether from toxic metals or magical contamination, these oozes are deadly poison in addition to mobile burning death. A poisonous ooze is +1 CR.

Magma Ooze Poison: Slam—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.



MANDRAGORA

This filthy creature resembles a small, wide-mouthed fat child made from leaves, vines, tree bark, dirt, and pallid tubers.

MANDRAGORA

CR 4



XP 1,200

CE Small plant

Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)

hp 37 (5d8+15)

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

Immune plant traits; **Resist** acid 5, cold 5, electricity 10

Weaknesses vulnerable to supernatural darkness

OFFENSE

Speed 40 ft., burrow 10 ft., climb 40 ft.

Melee bite +8 (1d6+2 plus grab), 2 slam +8 (1d4+2 plus poison)

Space 5 ft.; **Reach** 5 ft. (10 ft. with slam)

Special Attacks blood drain (1d2 Constitution), shriek

STATISTICS

Str 15, **Dex** 18, **Con** 17, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 18

Feats Lightning Reflexes, Skill Focus (Perception),

Weapon Finesse

Skills Climb +10, Perception +9, Stealth +14 (+22 in vegetation);

Racial Modifiers +8 Stealth in vegetation

Languages Abyssal, Common

ECOLOGY

Environment cold or temperate forests

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

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Slam—injury; *save* Fort DC 15;

frequency 1/round for 4 rounds; *effect* confusion and fatigue; *cure* no saves but “act normally” result on the confusion behavior table ends the effect.

Shriek (Su) Once per day as a standard action, a mandragora can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking mandragora must make a DC 15 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based.

Vulnerable to Supernatural Darkness (Ex) In areas of supernatural darkness (such as those created by deeper darkness, but not by darkness), a mandragora is slowed, as the *slow* spell.

A mandragora rises spontaneously from a mandrake root that has drawn nutrition from the corpse or ichor of a demon.

A typical mandragora stands at just over 3 feet tall and only weighs 30 pounds. However, its size hides the creature’s fantastic strength and brutality. When a mandragora attacks, its fingers grow into whipping, thorny vines nearly 10 feet long, with which it makes its slam attacks.

A mandragora rarely strays far from its lair amid tangled roots or vines, but when it encounters any other creature, it attacks regardless of the odds. However, a mandragora can usually recognize druids and does not attack them or their animal companions unless they attack it first. It has no qualms about attacking a druid’s allies.

When mandragora poison is mixed with its thick, gooey, sap-like blood and 1,000 gp worth of alchemical reagents, the resulting fluid can be used as a focus for the *screying* spell. The fluid only lasts for the duration of the spell’s casting time and resulting effects but the subject of the spell takes a –4 penalty on the save to resist it.




A mandrake root that is growing on or near a demon’s corpse or ichor has a 2% chance of awakening as a mandragora within a day of first absorbing the tainted material. A creature that wants to create a mandragora can do so with alchemy; the process requires a day of work, a mandrake root, several pints of ichor or the body of a demon of CR 6 or above, and a successful DC 25 Craft (alchemy) check. The newly created mandragora is hostile, even to its creator.



Illustration by Ben Wootton

MEGAFAUNA, ARSINOITHERIUM

This creature is much like a rhino, some six feet tall and ten feet long, with a pair of massive, knife-like horns curving up from its nose.

ARSINOITHERIUM	CR 7
  	
XP 3,200	
N Large animal	
Init +0; Senses low-light vision, scent; Perception +13	
DEFENSE	
AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)	
hp 85 (9d8+45)	
Fort +13, Ref +6, Will +4	
OFFENSE	
Speed 30 ft.	
Melee gore +14 (4d8+13)	
Space 10 ft.; Reach 5 ft.	
Special Attacks powerful charge (4d8+13), trample (2d8+13, DC 23)	
STATISTICS	
Str 28, Dex 10, Con 21, Int 2, Wis 13, Cha 3	
Base Atk +6; CMB +16; CMD 26 (30 vs. trip)	
Feats Diehard, Endurance, Great Fortitude, Improved Overrun, Power Attack	
Skills Perception +13	
ECOLOGY	
Environment temperate plains	
Organization solitary, pair, or herd (3–12)	
Treasure none	

The arsinotherium is a herbivore, but it displays a fierce and threatening behavior when it perceives danger: bellowing, stamping, and tossing its head. Threats that do not recede from such warnings are met with a fierce bellow and a charge.




ARSINOITHERIUM COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +4 natural; **Attack** gore (1d8); **Ability Scores** Str 14, Dex 12, Con 15, Int 2, Wis 13, Cha 3; **Special Qualities** low-light vision, scent.

7th-Level Adv.: **Size** Large; **AC** +2 natural; **Attack** gore (2d8); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** powerful charge (2d8), trample.

MEGAFAUNA, GLYPTODON

This armored creature has a bony, turtle-like shell from which protrude short limbs, a blunt head, and a short spiky tail.

GLYPTODON	CR 6
  	
XP 2,400	
N Large animal	
Init +0; Senses low-light vision, scent; Perception +16	
DEFENSE	
AC 21, touch 9, flat-footed 21 (+12 natural, –1 size)	
hp 67 (9d8+27)	
Fort +11, Ref +6, Will +4	
OFFENSE	
Speed 20 ft.	
Melee 2 claws +12 (1d10+7)	
Space 10 ft.; Reach 5 ft.	
STATISTICS	
Str 25, Dex 10, Con 17, Int 2, Wis 13, Cha 6	
Base Atk +6; CMB +14; CMD 24 (28 vs. trip)	
Feats Endurance, Great Fortitude, Improved Bull Rush, Power Attack, Skill Focus (Perception)	
Skills Perception +16	
ECOLOGY	
Environment temperate plains	
Organization solitary or pair	
Treasure none	

The glyptodon is often hunted for the value of its outer armor, made up of bony plates in turn composed of many smaller, knobby “scales.” The creature is quite capable of defending itself with swipes from its deadly claws, as its ill-tempered nature often urges it to do.

GLYPTODON COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 20 ft.; **AC** +5 natural armor, **Attack** 2 claws (1d8); **Ability Scores** Str 13, Dex 12, Con 13, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** 2 claws (1d10); **Ability Scores** Str +8, Dex –2, Con +4.



MEGAFAUNA, ARSINOITHERIUM-MEGAFAUNA, MEGATHERIUM

MEGAFAUNA, MEGALOCEROS

The massive and majestic elk stands fully the height of a human at its shoulder, and its antlers stretch over ten feet across.

MEGALOCEROS	CR 4
XP 1,200	
N Large animal	
Init +2; Senses low-light vision, scent; Perception +9	
DEFENSE	
AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)	
hp 34 (4d8+16)	
Fort +8, Ref +8, Will +3	
OFFENSE	
Speed 50 ft.	
Melee gore +7 (2d6+5), 2 hooves +2 (1d4+2)	
Space 10 ft.; Reach 5 ft.	
Special Attacks powerful charge (4d6+7)	
STATISTICS	
Str 20, Dex 15, Con 18, Int 2, Wis 15, Cha 5	
Base Atk +3; CMB +9; CMD 21 (25 vs. trip)	
Feats Endurance, Lightning Reflexes, Run ^B	
Skills Perception +9	
ECOLOGY	
Environment cold or temperate forest and plains	
Organization solitary, pair, or herd (3-50)	
Treasure none	

The megaloceros is a powerful and enormous elk, also known as a "great elk" or "king stag." It stands about 6 feet tall at the shoulder and has antlers spanning up to 12 feet. It weighs 1,400 pounds.

MEGALOCEROS COMPANIONS

Starting Statistics: Size Medium; Speed 50 ft.; AC +3 natural armor, Attack gore (1d8); Ability Scores Str 12, Dex 17, Con 14, Int 2, Wis 15, Cha 5; Special Abilities low-light vision, scent.

7th-Level Adv.: Size Large; AC +2 natural armor; Attack gore (2d6), 2 hooves (1d4); Ability Scores Str +8, Dex -2, Con +4; Special Qualities powerful charge (2d6).

MEGAFAUNA, MEGATHERIUM

The great sloth, standing on its hind legs, can reach the treetops with its agile tongue to grab at foliage.

MEGATHERIUM	CR 5
XP 1,600	
N Huge animal	
Init +0; Senses low-light vision, scent; Perception +14	
DEFENSE	
AC 18, touch 8, flat-footed 18 (+10 natural, -2 size)	
hp 59 (7d8+28)	
Fort +9, Ref +5, Will +3	
OFFENSE	
Speed 30 ft., climb 10 ft.	
Melee 2 claws +10 (1d8+7 plus trip)	
Space 15 ft.; Reach 10 ft.	
Special Attacks rend (2 claws, 1d8+10)	
STATISTICS	
Str 25, Dex 10, Con 19, Int 2, Wis 13, Cha 6	
Base Atk +5; CMB +14; CMD 24 (28 vs. trip)	
Feats Awesome Blow, Improved Bull Rush, Power Attack, Skill Focus (Perception)	
Skills Climb +15, Perception +14	
ECOLOGY	
Environment temperate or warm forest	
Organization solitary or pair	
Treasure none	

The megatherium is a massive sloth weighing 10,000 pounds. It can balance on its hind legs and tail, allowing it to reach up to 20 feet high.

MEGATHERIUM COMPANIONS

Starting Statistics: Size Medium; Speed 40 ft., climb 10 ft.; AC +5 natural armor, Attack 2 claws (1d4); Ability Scores Str 9, Dex 14, Con 11, Int 2, Wis 13, Cha 6;

Special Qualities low-light vision, scent.

7th-Level Adv.:

Size Large; AC +2 natural armor;

Attack 2 claws (1d6), Ability

Scores Str +8, Dex -2, Con

+4; Special Qualities rend (2 claws, 1d8).



MERCANE

The tall, blue-skinned humanoid is clad in loose, flowing robes. Its alien face has too many eyes and its hands have too few fingers.

MERCANE

CR 5



XP 1,600

LN Large outsider (extraplanar)

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

DEFENSE

AC 16, touch 12, flat-footed 13 (+2 Dex, +1 dodge, +4 natural, -1 size)

hp 51 (6d10+18)

Fort +8, Ref +4, Will +8

SR 20

OFFENSE

Speed 30 ft.

Melee mwk Large

falchion +8/+3

(2d6+3/18-20)

Space 10 ft.; Reach

10 ft.

Spell-Like

Abilities (CL 9th;

concentration +11)

3/day—*dimension door*,

invisibility (self only)

1/day—*plane shift* (DC 17)

STATISTICS

Str 15, Dex 14, Con 16, Int 20,

Wis 17, Cha 15

Base Atk +6; CMB +9; CMD 22

Feats Combat Casting, Combat Expertise, Dodge

Skills Appraise +14, Bluff +11, Diplomacy

+8, Intimidate +8, Knowledge (arcana)

+14, Knowledge (planes) +14, Perception

+12, Profession (merchant) +9, Sense

Motive +12, Sleight of Hand +11,

Spellcraft +14

Languages Abyssal, Celestial, Common,

Draconic, Infernal; telepathy 100 ft.

SQ *secret chest*

ECOLOGY

Environment any land or underground

Organization solitary or company (1-4 and 3-12 bodyguards of various races)

Treasure double (masterwork Large falchion, other treasure)

SPECIAL ABILITIES

Secret Chest (Sp) A mercane can retrieve or hide an extradimensional storage chest, as the *secret chest* spell

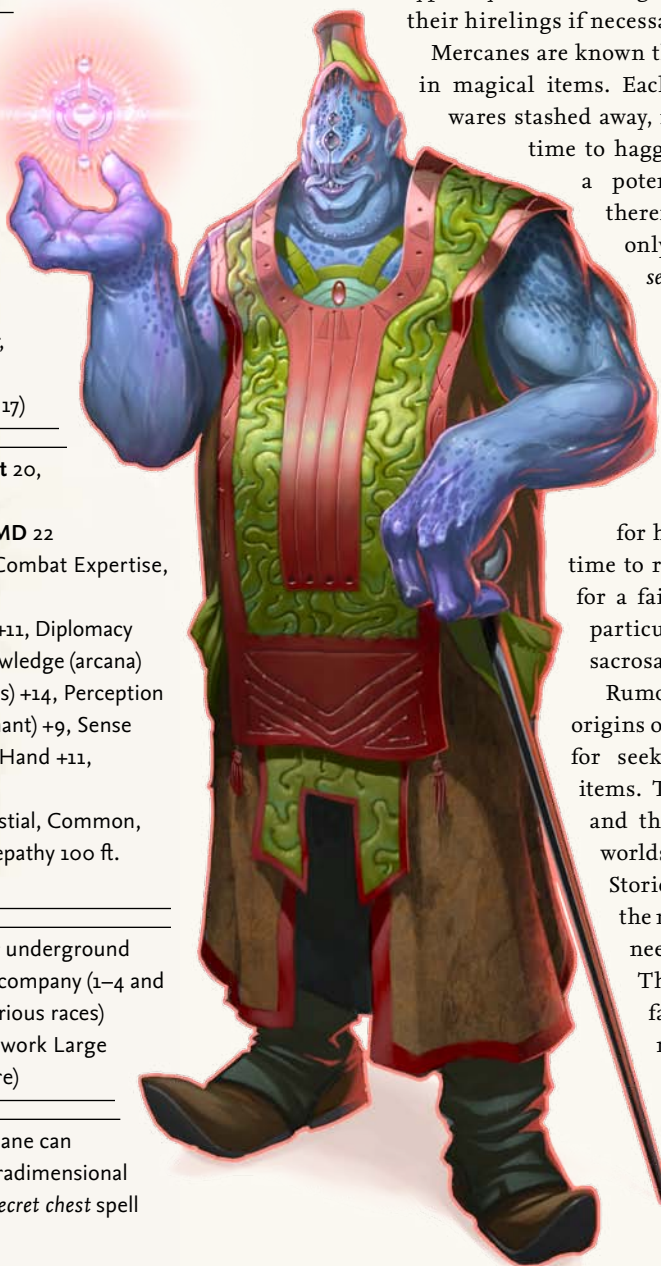
(caster level 5th). The mercane does not need an expensive replica chest to use this ability; any chest will do. It can only use this ability on one chest at a time.

Mysterious merchants of all things magical, mercanes are relatively weak and noncombative for creatures of their size. They prefer to bargain and haggle rather than to fight, but because they wander the planes seeking and trading magical goods, they typically travel with an entourage of hired bodyguards. Mercanes are capable of defending themselves, and often carry masterwork Large falchions. Yet these weapons are primarily for show, as mercanes prefer to let their bodyguards deal with violent opponents. If a situation turns ugly, mercanes typically use their magical abilities to flee, abandoning their hirelings if necessary.

Mercanes are known throughout the planes as traders in magical items. Each has a *secret chest* filled with wares stashed away, ready to be pulled out when it's time to haggle and close a deal (or to bribe a potential obstacle). Mercanes are therefore not easily robbed, and they only surrender the contents of a *secret chest* when they have no other choice. Mercanes have no interest in mundane goods, no matter how fine or rare. Only magical objects earn their attention and their coin. They're known for driving hard, but fair, bargains, and for hiring adventurers from time to time to recover certain goods of interest for a fair price. Although they are not particularly brave, they hold contracts sacrosanct and keep their agreements.

Rumors and legends abound as to the origins of the mercanes and their reasons for seeking out and buying magical items. Their home plane is unknown, and they have wandered between the worlds for as long as any can recall. Stories claim the mercanes feed on the magic items they acquire, or even need them in order to reproduce. There are also tales of a war in a far corner of the planes, with the mercanes serving the roles of arms merchants, aggressors, or defenders, depending on who tells the story.

Mercanes are 10 feet tall and weigh 500 pounds.



MERROW

This giant has pale green, scaled skin and large, webbed hands and feet. On either side of its neck are slotted gills.

MERROW, FRESHWATER CR 3



XP 800

NE Large humanoid (aquatic, giant)

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

DEFENSE

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

hp 30 (4d8+12)

Fort +7, **Ref** +5, **Will** +3

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 claws +6 (1d6+4 plus grab)

Ranged javelin +6 (1d8+4)

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

STATISTICS

Str 19, **Dex** 18, **Con** 17, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +8 (+12 grapple);

CMD 22

Feats Iron Will, Power Attack

Skills Perception +5, Stealth +2 (+6 in water), Swim +12; **Racial**

Modifiers +4 Stealth in water

Languages Giant

SQ amphibious

ECOLOGY

Environment temperate lakes or rivers

Organization solitary, pair, gang (3–4), or family (5–16)

Treasure standard (2 javelins, other treasure)

MERROW, SALTWATER CR 6

XP 2,400

NE Huge humanoid (aquatic, giant)

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 16 (+3 Dex, +8 natural, -2 size)

hp 80 (7d8+49)

Fort +11, **Ref** +5, **Will** +4

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 claws +11 (1d8+7 plus grab)

Ranged javelin +6 (2d6+7)

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

STATISTICS

Str 25, **Dex** 16, **Con** 23, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +5; **CMB** +14 (+18 grapple); **CMD** 27

Feats Iron Will, Power Attack, Vital Strike, Weapon Focus (claw)

Skills Perception +7, Stealth -2 (+2 in water), Swim +15; **Racial**

Modifiers +4 Stealth in water

Languages Giant

SQ amphibious

ECOLOGY

Environment temperate oceans

Organization solitary, pair, gang (3–4), or family (5–16)

Treasure standard (2 javelins, other treasure)

Merrows are best described as the aquatic cousins of ogres. Although their green, scaled skin and webbed hands and feet make them appear different, merrows are just as cruel, savage, and wicked as their ogre relatives.

The saltwater variety grows much larger than the freshwater variety, but the behavior and society of the two types are otherwise similar.

Merrows are known for pillaging small fishing villages and towns under cover of night. Similar to ogres, merrows have a strong sense of family and typically hunt in gangs, preferring to grab a couple of villagers and head back into the water rather than sticking around and dealing with armed resistance.

Merrows have a stronger sense of unity than ogres do, and rarely will the leader of a tribe be challenged. When they have chosen a village or town to plunder, they attack as a gang and share the spoils.

A freshwater merrow is 12 feet tall and weighs 500 pounds. Saltwater merrows easily reach 20 feet tall and 4,000 pounds, and have been known to hunt whales. The two species do not often come in contact, but when they do, feuding and conflict are swift to develop.



MIHSTU

A miasmal form roils as barbed tentacles emerge from the central mass, coalescing into razor-sharp talons and claws.

MIHSTU

CR 8

XP 4,800

NE Medium outsider (air, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural)

hp 92 (8d10+48)

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

Defensive Abilities wind

defense; **DR** 10/magic;

Immune electricity, elemental traits; **SR** 19

Weaknesses susceptible to cold

OFFENSE

Speed 20 ft., fly 20 ft. (good)

Melee 4 tentacles +14 (1d4+1 plus grab)

Special Attacks deadly embrace

STATISTICS

Str 12, **Dex** 23, **Con** 23, **Int** 14,

Wis 14, **Cha** 13

Base Atk +8; **CMB** +9 (+13 grapple);

CMD 26 (can't be tripped)

Feats Dodge, Improved Initiative,

Mobility, Weapon Finesse

Skills Acrobatics +17, Bluff +12, Escape

Artist +17, Fly +21, Knowledge (planes) +13,

Perception +13, Sense Motive +13, Stealth +17

Languages Auran

SQ gaseous

ECOLOGY

Environment any (Plane of Air)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Gaseous (Ex) A mihstu can pass through small holes, even cracks, without reducing its speed.

Deadly Embrace (Ex) A mihstu that pins an opponent completely surrounds that creature and deals 1d2 Constitution damage every round as it siphons away blood, tears, and other vital fluids. Maintaining a pin is a free action for a mihstu and it does not gain the grappled condition (allowing it to attack other creatures with its tentacles).

Susceptible to Cold (Ex) Magical cold stuns a mihstu rather than damaging it. If the creature fails its save against a magical cold effect, it is stunned for 1 round and then staggered for an additional 1d4 rounds.

Wind Defense (Ex) The churning winds of a mihstu's body automatically deflect nonmagical projectiles (such as arrows, bolts, and sling stones). All other ranged weapons (including magical projectiles and thrown weapons) have a 20% miss chance. Weapons of significant size, such as giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected by this ability.

The deadly mihstus hail from the Plane of Air. When they come to the Material Plane, they prefer to inhabit dank dungeon corridors, abandoned ruins, and the forgotten corridors of lost civilizations. Scholars dispute what drives the ambitions of these creatures, or even what they seek on the Material Plane, but all agree that they are deadly combatants and merciless hunters. Their semi-solid bodies appear to be composed of a strange, white smoke, and they can shape their vaporous bodies at will to seep through small cracks and openings in pursuit of prey. When attacking, they coalesce the tips of their misty tentacles into wickedly barbed talons, slashing at opponents with these razor-sharp appendages.

Mihstus rely on their insubstantial nature to close with opponents quickly, engulfing the nearest threat while continuing to attack any who seek to deprive them of their chosen victim. When a mihstu manages to embrace a foe with its body, it drains away the creature's vital fluids at an alarming rate. These fluids churn in the creature's body for a few rounds before spattering against nearby walls or on the floor—the mihstu seems to gain no nourishment from these fluids, so this attack may be nothing more than a favorite method of cruelty.

Mihstus are immortal unless slain by violence, and if properly bargained with, these deadly outsiders can actually be intriguing sources of information. Mihstus are normally interested in little more than stalking and consuming prey, and as a result only tend to provide reliable information or cooperate when supplied with intriguing victims to pursue and destroy. Nefarious creatures such as rakshasas and evil cloud giants often utilize mihstus as trackers and assassins, or sometimes employ them as guards in the forgotten corridors of their lairs.



MONGRELMAN

Ivory tusks, insect chitin, matted fur, scaly flesh, and more combine to form a hideous humanoid shape.

MONGRELMAN

CR 1



XP 400

LN Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

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

hp 15 (2d10+4)

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

OFFENSE

Speed 30 ft.

Melee club +4 (1d6+3) or
slam +4 (1d4+3)

STATISTICS

Str 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +4; **CMD** 15

Feats Skill Focus (Stealth)

Skills Climb +6, Perception +6, Sleight of Hand +7,
Stealth +13, Survival +5; **Racial Modifiers** +4 Sleight
of Hand, +4 Stealth

Languages Common, Undercommon

SQ sound mimicry (voices)

ECOLOGY

Environment any ruins or underground

Organization solitary, pair, gang (3–6),
band (7–12), or tribe (21–30 plus
30% noncombatants, 2–4 rogues
of 1st–3rd level, 1–2 oracles
or witches of 2nd–4th level, 1
fighter or ranger chieftain of
3rd–6th level, 4–6 dire bats, and 3–20 dire rats)

Treasure standard (club, other treasure)

Despite their monstrous appearances, mongrelmen are generally hardworking and peaceful creatures. A mongrelman can produce offspring with any humanoid, mixing bloodlines in strange ways to create hardier crossbreeds. No two mongrelmen look the same. One may have a face that is half hobgoblin, half lizardfolk, with one human-like foot and one cloven hoof, while his sister may have elven ears, a dwarven beard, orc tusks, and clawed hands. Each mongrelman usually has characteristics from at least a half-dozen different races. This strange mixture enforces mongrelmen's place in the edges of the world, for they are shunned by all who fear their twisted appearance. Mistaken as enemies by all, mongrelmen prefer to be left alone.

Most mongrelmen live deep below the surface of the world in hidden caves far from civilization.

These creatures pride themselves on their survival skills, for the bowels of the earth are no place for weaklings. Other foul and intelligent races who claim dominion in the underworld take mongrelmen as slaves (particularly morlocks), finding this deformed race's docile nature and hardworking attitude makes them extremely useful as tools of labor. In this role, mongrelmen still fall back on their pride of survival, slow to rebel and patiently waiting for the overthrow of their masters.

Mongrelmen dwelling on the surface sometimes live amid the hustle and bustle of cities, sequestering themselves in ghettos and sewers to avoid notice. Urban mongrelmen may rely on begging and pickpocketing to get by, but most form rural communities near trading routes.

Despite their varied physical forms, most mongrelmen average 5–6 feet tall and weigh between 150 and 250 pounds on average. A tragically short lifespan limits the creatures' population growth—mongrelmen rarely live past 35 years.



MOONFLOWER

A twisted trunk clustered with bulbous blossoms holds up a gaping mouth ready to swallow a victim whole.

MOONFLOWER

CR 8



XP 4,800

N Huge plant

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

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

hp 104 (11d8+55); fast healing 5

Fort +12, **Ref** +3, **Will** +4

DR 10/slashing; **Immune** electricity, plant traits; **Resist** cold 10

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee bite +15 (2d6+9 plus grab), 2 tentacles +13 (1d8+4)

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

Special Attacks light pulse, pod prison

STATISTICS

Str 28, **Dex** 10, **Con** 21, **Int** 5, **Wis** 12, **Cha** 17

Base Atk +8; **CMB** +19 (+23 grapple);

CMD 29 (can't be tripped)

Feats Blind-Fight, Improved

Initiative, Improved Sunder,

Multiattack, Power Attack, Skill

Focus (Stealth)

Skills Perception +9,

Stealth +4 (+20

in thick vegetation);

Racial Modifiers +16

Stealth in thick vegetation

Languages telepathy (1 mile,

other moonflowers only)

SQ pod spawn

ECOLOGY

Environment any land

Organization solitary or cluster

(2-8)

Treasure standard

SPECIAL ABILITIES

Light Pulse (Su) As

a standard action, a

moonflower can release a

pulse of bright light. All

creatures within a 50-

foot burst that can see the

moonflower must make a DC 20

Fortitude save or be blinded for 1d4

rounds. Moonflowers are immune

to this ability. The save DC is

Constitution-based.

Pod Prison (Ex) This works like the swallow whole ability, except the moonflower can only use it once every 1d4 rounds, and the swallowed creature is immediately wrapped in a tight digestive cocoon and expelled into an adjacent square, where it takes damage every round (2d6 bludgeoning and 2d6 acid, AC 15, 25 hp). The cocooned target cannot use Escape Artist to get out of the cocoon. Other creatures can aid the target by attacking the cocoon with piercing or slashing weapons, but the creature within takes half the damage from any attack against the cocoon. Once the cocoon is destroyed, it deflates and decays. Each creature swallowed by a moonflower is encased in its own cocoon.

Pod Spawn (Ex) Should a moonflower's pod prison kill and digest a Small or larger creature, the pod transforms into an adult moonflower with full hit points after 1d4 hours. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature's equipment remains inside the new moonflower and can be retrieved by killing it.




A fully grown moonflower easily stands 20 feet tall, its massive trunk frequently 4 feet or more in diameter. The roots extend away from the base and into the soil, making the plant seem well anchored, but the roots themselves possess an agility that belies the great size of the plant and allows the moonflower to uproot itself and move with surprising speed. The tendrils of the plant are independently prehensile and writhe around the large flytrap-like "head" that crowns the stem.

Moonflowers have never been known to communicate with other creatures, even with druids and others who regularly converse with plants. The plants do possess some manner of strange telepathy, though, and are in constant communication with their nearby brethren. Those who manage to intrude upon the creatures' alien thoughts face an assault of horrible visions of terrifying jungles filled with ancient, sentient, and malign plants.



MOSQUITO, GIANT

A bloated, red belly dangles beneath the furiously beating wings of this massive mosquito.

GIANT MOSQUITO	CR 6	  
XP 2,400		
N Medium vermin		
Init +7; Senses darkvision 60 ft., scent; Perception +9		
DEFENSE		
AC 19, touch 17, flat-footed 12 (+7 Dex, +2 natural)		
hp 60 (8d8+24)		
Fort +9, Ref +9, Will +3		
Immune mind-affecting effects		
OFFENSE		
Speed 20 ft., fly 60 ft. (good)		
Melee bite +10 (1d8+6 plus bleed, disease, and grab)		
Special Attacks bleed (2d4), blood drain (1d2 Constitution)		
STATISTICS		
Str 18, Dex 25, Con 17, Int —, Wis 13, Cha 6		
Base Atk +6; CMB +10 (+14 grapple); CMD 27 (35 vs. trip)		
Skills Fly +11, Perception +9; Racial Modifiers Perception+8		
ECOLOGY		
Environment temperate or tropical swamps		
Organization solitary, pair, or swarm (3–12)		
Treasure none		
SPECIAL ABILITIES		
Disease (Ex) Malaria: Bite—injury; save Fortitude DC 17; onset 1d3 days; frequency 1 day; effect 1d3 Con damage and 1d3 Wis Damage; cure 2 consecutive saves. The save DC is Constitution-based.		

Horrifically enlarged versions of the common mosquito, giant mosquitoes bring death on swift wings. A single specimen can drain the blood from a human adult with shocking speed, while swarms of fist-sized mosquitoes can lay waste to herds of livestock or entire villages. In the wild, giant mosquitoes prey upon megafauna like dinosaurs and other huge creatures.

Giant mosquitoes grow to 6 feet in length, and weigh up to 150 pounds. Variant species of giant mosquitoes exist, although not in the great diversity seen in many other giant vermin. The most common variant is the smaller goblin mosquito (a giant mosquito with the young creature template), but stories of Large jungle mosquitoes (giant mosquitoes with the advanced and giant simple templates) are not unheard of.

MOSQUITO SWARM

The droning and spastic movements of this cloud of hungry mosquitoes promise a painful ordeal.




MOSQUITO SWARM	CR 3	  
XP 800		
N Diminutive vermin (swarm)		
Init +1; Senses darkvision 60 ft.; Perception +9		
DEFENSE		
AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)		
hp 31 (7d8)		
Fort +5, Ref +3, Will +3		
Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage		
OFFENSE		
Speed 5 ft., fly 40 ft. (good)		
Melee swarm (2d6 plus disease and bleed)		
Space 10 ft.; Reach 5 ft.		
Special Attacks bleed (1d6), disease (malaria, DC 13), distraction (DC 13)		
STATISTICS		
Str 1, Dex 13, Con 10, Int —, Wis 12, Cha 9		
Base Atk +5; CMB —; CMD —		
Skills Fly +11, Perception +9; Racial Modifiers Perception +8		
ECOLOGY		
Environment tropical swamps		
Organization solitary, pair, fury (3–6 swarms), or scourge (7–12 swarms)		
Treasure none		



Illustration by Eric Belisle

MOTHMAN

A shroud of dark wings cloaks this thin, humanoid shape. Two monstrous red eyes glare malevolently from its narrow face.

MOTHMAN

CR 6



XP 2,400

CN Medium monstrous humanoid

Init +8; Senses darkvision 60 ft.; Perception +16

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 76 (9d10+27)

Fort +6, Ref +10, Will +10

SR 17

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 claw +13 (1d6+1)

Special Attacks mind-warping gaze

Spell-Like Abilities (CL 12th;

concentration +16)

Constant—*blur*

At will—*detect thoughts* (DC

16), *ghost sound* (DC 14),

misdirection (DC 16)

3/day—*greater invisibility*, *major*

image (DC 17), *modify memory*

(DC 18), *nightmare* (DC 19),

phantasmal killer (DC 18), *shadow*

walk (DC 20), *suggestion* (DC 17)

1/day—*agent of fate*, *false vision*, *mind*

fog (DC 19), *mislead* (DC 20), *project*

image (DC 21)

STATISTICS

Str 12, Dex 19, Con 16, Int 17, Wis 19, Cha 18

Base Atk +9; CMB +13; CMD 24

Feats Agile Maneuvers, Blind-Fight, Flyby Attack,

Improved Initiative, Weapon Finesse

Skills Fly +20, Knowledge (any two) +12,

Perception +16, Sense Motive +13,

Spellcraft +12, Stealth +16

Languages Common, Sylvan, Undercommon

(can't speak); telepathy 100 ft.

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Agent of Fate (Sp) A mothman may recreate the effects of any spell of 5th level or lower once per day as a spell-like ability, but only if doing so steers the flow of fate in its proper course. What the proper flow of fate entails is determined by the GM. Typical uses of this ability include

casting *major image* to coax someone to a portentous location, casting *raise dead* to return someone with an important fate to life, or using *rusting grasp* to weaken a structure and cause some necessary calamity.

Mind-Warping Gaze (Su) Fear, 30 feet, Will DC 18 negates. A creature that fails a save against this attack becomes shaken for 1d6 rounds. A creature currently suffering from a fear effect that fails this save instead takes 1d4 points of Wisdom damage. This is a mind-affecting fear effect. The save DC is Charisma-based.

Little is known of these strange creatures, save that when they appear, calamity follows. Mothmen see themselves as agents of fate, exhibiting extraordinary powers to guide the hands of destiny. More often than not, citizens encounter a mothman and never recall the meeting, yet fall right into the creature's obscure plans.

Mothmen stand almost 7 feet tall and weigh 100 pounds.



MU SPORE

Tentacles and eyes cover this floating, fungoid monster, and its vast mouth opens like a toothy cavern.

MU SPORE

CR 21



XP 409,600

CN Colossal plant

Init +3; **Senses** blindsight 240 ft., low-light vision; Perception +43

DEFENSE

AC 37, touch 1, flat-footed 37 (–1 Dex, +36 natural, –8 size)

hp 418 (31d8+279); fast healing 10

Fort +26, **Ref** +11, **Will** +19

Defensive Abilities grasping tendrils; **DR** 10/epic; **Immune** plant traits; **Resist** acid 30

OFFENSE

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

Melee bite +32 (6d6+16/19–20 plus grab), 4 tentacles +27 (3d8+8/19–20 plus grab)

Space 30 ft.; **Reach** 30 ft. (60 ft. with tentacle)

Special Attacks spore cough, constrict (3d8+16), swallow whole (20d8 acid, AC 28, 41 hp)

STATISTICS

Str 42, **Dex** 9, **Con** 29, **Int** 18, **Wis** 28, **Cha** 29

Base Atk +23; **CMB** +47 (+51 grapple); **CMD** 56 (can't be tripped)

Feats Awesome Blow, Critical Focus, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite), Improved Critical (tentacles), Improved Initiative, Improved Lightning Reflexes, Improved Vital Strike, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike, Weapon Focus (bite), Weapon Focus (tentacles)

Skills Fly +33, Knowledge (dungeoneering, geography, nature) +35, Perception +43, Sense Motive +40

Languages Aklo, Common, Terran, Undercommon

ECOLOGY

Environment any

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Grasping Tendrils

(Ex) Sticky, arm-length tendrils cover a mu spore. A mu spore can use these tendrils to attempt a grab as an immediate action when an adjacent creature hits

it with a melee attack. As it is only using the tendrils (instead of conducting the grapple normally), it takes a –20 penalty to its CMB to make and maintain the grapple (+31 CMB with tendrils). The mu spore does not gain the grappled condition while grappling a creature with its tendrils.

Spore Cough (Su) Once every 1d4 rounds as a standard action, a mu spore can release a cloud of burrowing spores in a 100-foot cone. The burrowing spores deal 20d8 points of damage to all creatures and wooden structures in the area, or half damage to any creatures that make a DC 34 Reflex save. Plants and plant creatures are immune to this damage. The save DC is Constitution-based.

A mu spore is a thankfully rare plant of vast power and strange intellect. The smallest of mu spores (such as the one presented here) are never less than a hundred feet long from tentacle tip to tentacle tip, and weigh a minimum of 200,000 pounds. Yet despite their vast bulk, mu spores are capable of flying with an uncommon grace, venting jets of foul-smelling spores to guide their flight through the air.

Mu spores dwell in vast caverns, but sometimes drift up to the surface through immense pits or tunnels—they have no fear of sunlight, but prefer nocturnal habits. Mu spores are more than just ravenous eaters of nations—they possess uncommon intellects, and if peaceful contact can be made, their knowledge can be quite valuable. Even more valuable, to many debased alchemists, are the strange secretions and spores they emit, for these rare materials can be brewed into the strangest of drugs and elixirs.



Illustration by Mike Corriero



NECROPHIDIUS

The soft scrape of bone reveals the long, sinuous skeleton of a large snake, its head a humanoid skull with a snake's jaws.

NECROPHIDIUS

CR 3



XP 800

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 36 (3d10+20)

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

DR 5/bludgeoning; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee bite +6 (1d8+4 plus paralysis)

Special Attacks dance of death

STATISTICS

Str 16, **Dex** 17, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +6; **CMD** 19 (can't be tripped)

Skills Stealth +15; **Racial Modifiers** +12 Stealth

ECOLOGY

Environment any

Organization solitary or coil (2–6)

Treasure none

SPECIAL ABILITIES

Dance of Death (Ex) A necrophidius can entrance opponents by swaying back and forth as a full-round action. All creatures within 30 feet who can see the necrophidius when it uses its dance of death must succeed on a DC 15 Will save or be dazed for 2d4 rounds. This is a mind-affecting effect. The save DC is Constitution-based and includes a +4 racial bonus.

Paralysis (Su) Any living creature that is bitten by a necrophidius must succeed on a DC 13 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Constitution-based and includes a +2 racial bonus.

Despite its sinister appearance, the snake-like necrophidius is not an undead creature. Rather, it is a magical construct built from

the skeleton of a giant snake and then mounted with the skull of a humanoid creature. Fangs are cemented into the jaws of the skull, after which the entire creation can be brought to life by a series of obscure and expensive rituals—these rituals are traditionally well guarded by those who discover them.

As a mindless construct that requires neither food nor sleep, a necrophidius makes an excellent guardian, and its innate stealth allows it to slip up on the unwary undetected. In certain areas, the necrophidius is commonly employed as an assassin, able to disable its quarries with its dance of death or paralyzing bite before disposing of them in a gruesome manner—as long as the assassination doesn't require any particular intelligence to carry out. Particularly macabre creators might even construct the creature from the skull of a friend or loved

one of the intended victim in order to magnify the horror of the assassination, leaving much of the flesh on the skull so the victim can recognize its source. This flesh rots eventually—only freshly crafted necrophidiuses have this grisly feature (although regular applications of *gentle repose* spells can keep such a morbid decoration fresh for a much longer period of time).

Although a necrophidius is mindless, it can follow the simple commands of its creator. These can include commands to lie dormant until some specific condition is met or to follow and kill an indicated target to the exclusion of all other activities.

A typical necrophidius is 10 feet long and weighs 200 pounds.

CONSTRUCTION

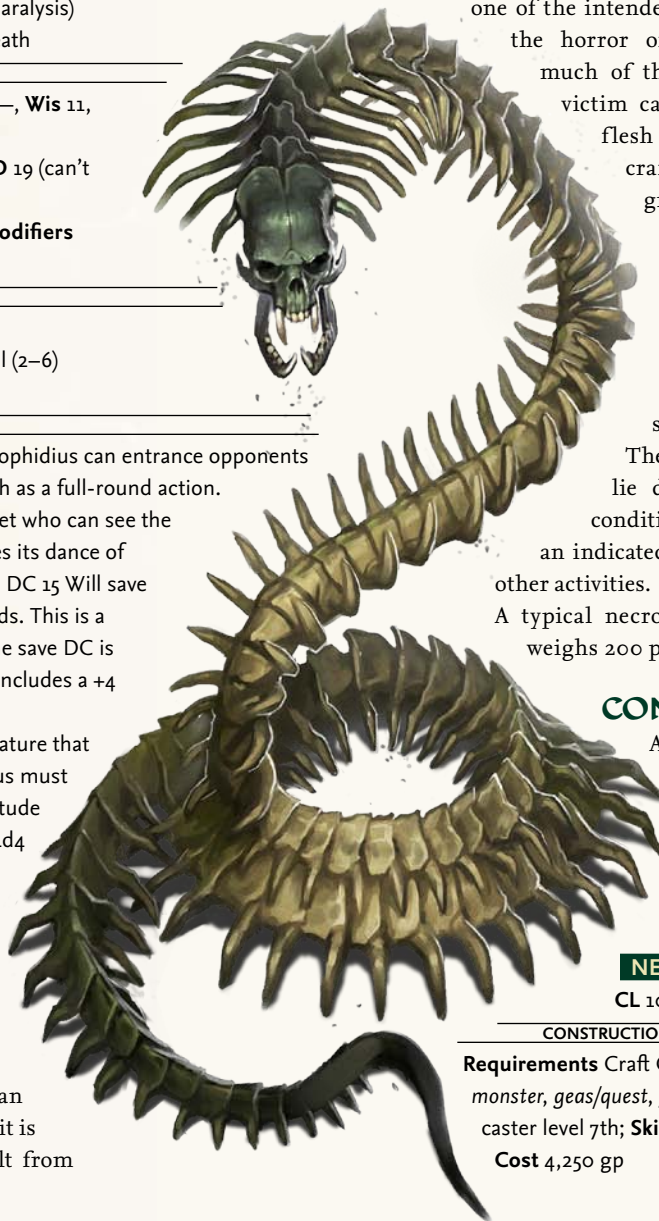
A necrophidius's body consists of a human skull and the skeletal remains of a constrictor snake, all treated with rare oils and powders worth 1,000 gp.

NECROPHIDIUS

CL 10th; Price 7,500 gp

CONSTRUCTION

Requirements Craft Construct, *cat's grace*, *daze monster*, *geas/quest*, *ghoul touch*, creator must be caster level 7th; **Skill** Craft (sculpture) or Heal DC 15; **Cost** 4,250 gp



NEH-THALGGU

This crab-like nightmare has a lamprey mouth, twitching eyes on its legs, and several blisters along its back that hold human brains.

NEH-THALGGU

CR 8



XP 4,800

CE Large aberration

Init +7; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 21, touch 19, flat-footed 18 (+3 Dex, +2 natural, +7 insight, -1 size)

hp 105 (10d8+60)

Fort +9, **Ref** +6, **Will** +11

DR 10/magic; **Immune** confusion effects; **SR** 19

OFFENSE

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

Melee bite +13 (1d8+7 plus poison), 2 claws +13 (1d6+7)

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

Special Attacks rend (2 claws, 2d6+7)

Sorcerer Spells Known (CL 7th; concentration +17)

3rd (5/day)—*lightning bolt* (DC16), *hold person* (DC 16)

2nd (7/day)—*acid arrow*, *alter self*, *invisibility*

1st (7/day)—*grease* (DC 14), *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *unseen servant*

o (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 24, **Dex** 16, **Con** 23, **Int** 19, **Wis** 18, **Cha** 17

Base Atk +7; **CMB** +15; **CMD** 35 (can't be tripped)

Feats Arcane Strike, Extend Spell, Combat Reflexes, Eschew Materials^B, Improved Initiative, Power Attack

Skills Fly +15, Knowledge (arcana, dungeoneering, and planes) +23, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +12, Use Magic Device +16

Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy (100 feet)

SQ brain collection, strange knowledge

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Brain Collection (Ex) A neh-thalggu can store up to seven humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalggu a cumulative +1 insight bonus to AC, concentration checks, and Knowledge checks. A neh-thalggu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1

minute. A neh-thalggu that has fewer than seven brains gains one negative level for each missing brain. These negative levels can never become permanent, but they can only be removed by replacing one of its collected brains. The stats presented here assume a monster with a full collection.

Poison (Ex) Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage and staggered for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spells A neh-thalggu casts spells as a 7th-level sorcerer. For each negative level it takes from missing brains, its caster level is reduced by 1. A neh-thalggu with no collected brains cannot cast any of its spells.

Strange Knowledge (Ex) All knowledge skill are class skills for neh-thalggus.

Known also as brain collectors, the alien neh-thalggus hail from distant worlds, traveling the gulfs of space on immense living ships that swiftly decay when they land upon a new world, leaving behind a deadly cargo of hungry monsters. Neh-thalggus are carnivores, but they do not digest humanoid brains they eat—rather, these brains lodge in one of several bulbous blisters on the creature's back and help to increase its intellect.

Some speculate that neh-thalggus encountered in this reality may merely be juveniles of their kind, perhaps exiled from their home worlds by greater kin until they can prove their worth on other worlds. Their brain collections may be a morbid form of currency in their home realm, or the thoughts in these brains may merely be fuel for a dark apotheosis into an even more sinister mature form.



Illustration by Jim Pavelec

NEREID

This beautiful woman has pearlescent skin and long, dark hair. Her nudity is barely hidden by a diaphanous, wet shawl.

NEREID

CR 10



XP 9,600

CN Medium fey (water)

Init +9; **Senses** low-light vision; Perception +21

Aura beguiling aura (30 ft., DC 23)

DEFENSE

AC 25, touch 25, flat-footed 15 (+5 deflection, +9 Dex, +1 dodge)

hp 126 (12d6+84)

Fort +11, **Ref** +17, **Will** +14

Defensive Abilities transparency; **DR** 10/cold iron; **Immune**

cold, poison; **SR** 21

Weaknesses shawl

OFFENSE

Speed 30 ft., swim 60 ft.

Melee touch +10 (poison)

Ranged spray +15 touch (poison)

Special Attacks drowning kiss

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

At will—*control water*, *suggestion* (DC 18; only against creatures that are currently fascinated by her beguiling aura)

1/day—*summon monster VI* (water elementals only)

STATISTICS

Str 11, **Dex** 29, **Con** 24, **Int** 14, **Wis** 22, **Cha** 21

Base Atk +6; **CMB** +15; **CMD** 37

Feats Ability Focus (beguiling aura), Agile Maneuvers, Defensive

Combat Training, Dodge, Mobility, Weapon Finesse

Skills Bluff +20, Escape Artist +24, Knowledge (nature)

+17, Perception +21, Perform (sing) +20, Sense

Motive +21, Stealth +24, Swim +23

Languages Aquan, Common, Sylvan

SQ change shape (Medium water

elemental, *elemental body II*),

unearthly grace

ECOLOGY

Environment any aquatic

Organization solitary or

troupe (1 nereid plus 1

giant squid, 1 giant

octopus, 1

giant moray

eel, or

an orca)

Treasure standard

SPECIAL ABILITIES

Beguiling Aura (Su) Any creature sexually attracted to women runs the risk of being beguiled by a nereid if it looks upon her beauty from a distance of 30 feet or less. If the creature fails a DC 23 Will save, it is immediately fascinated. A nereid may use her *suggestion* spell-like ability at will against creatures that are fascinated by her beguiling aura. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Drowning Kiss (Su) A nereid can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a DC 23 Fortitude save to cough up this water; otherwise it falls unconscious at 0 hp. On the next round, the target must save again or drop to –1 hit points and be dying; on the third round it must save again or die (see page 445 of the *Pathfinder RPG Core Rulebook*). The save DC is Constitution-based.

Poison (Ex) Touch or spray (range 30 ft.)—contact; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d2 Con plus blindness; *cure* 2 consecutive saves.

Shawl (Ex) A nereid's shawl (hardness 2, hp 6) contains a portion of her life force. If the shawl is ever destroyed, the nereid takes 1d6 points of Constitution drain per hour until she dies. A nereid can craft a new shawl from water by making a DC 25 Will save, but each attempt takes 1d4 hours to complete.

Attempts to destroy or steal a nereid's shawl require the sunder or disarm attempts.

Transparency (Su) When

underwater, a nereid's body

becomes transparent,

effectively rendering her

invisible. She can become

visible or transparent at

will as a free action.

Unearthly Grace (Su) A

nereid adds her Charisma bonus as

a deflection bonus to her Armor Class

and CMD if she wears no armor.

Nereids are capricious and often dangerous aquatic fey that appear as strikingly beautiful women, often seen bathing unclothed in the water. Many sailors have met their doom following a nereid, for though a nereid's beauty is otherworldly, her watery kiss is death. Others seek out nereids, for if one can secure control over the creature's shawl, the cloth can be used to force the nereid's compliance. A nereid forced to obey in this manner immediately attempts to slay her master as soon as she can secure her shawl's safety.



Illustration by Mariusz Gandal

NIGHTSHADE

The malevolent nightshades are a mysterious form of necrotic abominations composed of equal parts darkness and ineffable evil. They are living wells of hatred and death, their mere presence sapping the light, heat, and life from all around them, leaving nothing but the heavy, hanging pallor of an open grave in their passing. To nightshades, life is a corruption and a blight. Creation must be purged of this disruption, so that all existence can be welcomed into the sweet embrace of darkness and death. To this end, nightshades seek nothing less than the annihilation of all that is, that was, and that will be.

Nightshades call to themselves legions of undead and shadow-spirits—those who hate the burning sun and the sweet spark of life as much as they themselves do. They rarely ally with living beings who share their vision of extinguishing the sun and exterminating all who stand before them, though such alliances do, at times, occur. Adapting the forms of their kind to pursue the cause of death in every environment and situation, upon the land, in the sky and the sea, and even in the deep places of the world beneath, nightshades marshal their unliving armies. Yet for all their singleness of purpose, they are no mindless beasts. They are clever and patient planners, willing to grant favors to allies or minions as long as they prove themselves useful, and equally willing to turn on them and destroy them the moment their usefulness has been exhausted, rendering their tortured and murdered spirits into deathless slaves.

Nightshades originate in the deepest voids at the planar juncture of the Plane of Shadow and the Negative Energy Plane, where reality itself ends. Here lies a vast adumbral gulf where the weight of infinite existence compresses the null-stuff of unlife and the tenebrous webs of shadow-reality into matte, crystalline plates and shards of condensed entropy. Many fiends seeking the power of ultimate destruction have sought this place, hoping to harness its power for their own ends, but the majority discover the power of distilled entropy is far greater than they bargained for. Their petty designs are washed away as they become one with the nothing, with first their minds and then their bodies being remade, forged no longer of living flesh but of the lifeless, deathless matter of pure darkness incarnate. Recast into one of a handful of perfected entropic forms (some whisper, forged by a dark being long imprisoned at the uttermost end of reality), these immortal fiendish spirits still burn with the freezing fire of insensate evil, but are now distilled and refined through the turning of ages to serve entropy alone. To say that nightshades form from the necrotic flesh and transformed souls of powerful fiends is technically correct, but the transformation

that these foolish paragons of evil undergo is even more hideous than such words might suggest.

While the majority of nightshades are the product of such fiendish arrogance, this is by no means the only source for these powerful undead creatures. Many nightshades commit themselves to the harvesting of immortal souls of every race and loyalty, casting their broken and shattered bodies into the negative voidspace, where the residue of their divine essence slowly precipitates and congeals in the nighted gulf. Whatever their origin, in this heart of darkness all souls embrace destruction. When a critical mass of immortal soul energy is reached, a new nightshade is spawned. The souls of mortals lost to the negative plane are drawn up and reborn as undead long before becoming co-opted within the gulf; mortal spirits are the servants of the nightshades, but only the essence of immortality can provide the spiritual fuel to ignite the fire of their unlife.

The most common nightshades are the nightwalkers, long-striding giant fiends often found at the head of undead armies. They are the generals of the nightshade army, the commanders of legions and the organizers of the deaths of worlds.

Yet in places the nightwalkers cannot easily reach, the vast gulfs of the sea and the soaring heights of the clouds above, other nightshades rule. Above flop the immense bat-like nightwings, deadly in their own right yet content to serve at the behest of their stronger cousins. When these monstrosities come to the Material Plane, they swoop down in the dawn to take shelter in abandoned necropolises or vast crypts, emerging at dusk to prey upon nations.

As above, so do the realms below quake from the passage of nightshades. Here, immense nightcrawlers slither and creep. These umbral worms do not often venture forth from the deep, forgotten caverns they dwell in, but when they do, entire kingdoms die as their nighted coils writhe and work their inevitable way through the population.

But for all of the nightmare potential posed by these undead paragons, they all pale in comparison to the mightiest nightshades of all—the shark-like nightwave. This monstrosity prowls the lightless depths of ocean trenches, gathering the souls of the countless drowned dead or preying upon deep aquatic races. Yet those who cleave to the shallows or ply the surface of the seas are not safe from the ravenous nightwaves either, for in the darkest night, these undead monsters rise up to harvest souls from ships and shore as well.

Yet even the dreaded nightwaves are not enough to fill the nightmares of great heroes. Rumors of more powerful nightshades are whispered fearfully in certain circles—creatures of such immense power that their mere existence can drain entire planets of life in a matter of weeks. If such monstrosities truly exist, then all life may be but a fleeting spark in the dark folds of a forever-doomed future.