

RAY, MANTA

Gliding gracefully through the water on wing-like fins, this large ray scoops up tiny morsels in its wide mouth.

MANTA RAY	CR 1			
XP 400				
N Large animal (aquatic)				
Init +1; Senses blindsense 30 ft., low-light vision; Perception +6				
DEFENSE				
AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, –1 size)				
hp 19 (3d8+6)				
Fort +5, Ref +4, Will +2				
OFFENSE				
Speed swim 60 ft.				
Melee tail slap +4 (1d6+4)				
Space 10 ft.; Reach 10 ft.				
STATISTICS				
Str 16, Dex 13, Con 15, Int 1, Wis 13, Cha 2				
Base Atk +2; CMB +6; CMD 17				
Feats Improved Bull Rush, Power Attack				
Skills Perception +6, Swim +15				
ECOLOGY				
Environment warm oceans				
Organization solitary, pair, or flight (3–12)				
Treasure none				

MANTA RAY COMPANION

Starting Statistics: **Size** Medium; **Speed** swim 60 ft.; **AC** +1 natural; **Attack** tail slap (1d4); **Ability Scores** Str 8, Dex 15, Con 11, Int 1, Wis 13, Cha 2; **Special Qualities** low-light vision.

4th-Level Advancement: **Size:** Large; **AC** +2 natural armor; **Attack** tail slap (1d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** blindsense 30 ft.

RAY, STINGRAY

A long tail fitted with a barbed stinger trails from this flat, triangular fish's body.

STINGRAY	CR 1/2			
XP 200				
N Medium animal (aquatic)				
Init +1; Senses blindsense 30 ft., low-light vision; Perception +8				
DEFENSE				
AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)				
hp 13 (2d8+4)				
Fort +5, Ref +4, Will +1				
OFFENSE				
Speed swim 40 ft.				
Melee sting +1 (1d4 plus poison)				
STATISTICS				
Str 10, Dex 13, Con 15, Int 1, Wis 13, Cha 2				
Base Atk +1; CMB +1; CMD 12				
Feats Skill Focus (Perception)				
Skills Perception +8, Stealth +5 (+13 in sand or mud), Swim +8;				
Racial Modifier +8 Stealth in sand or mud				
ECOLOGY				
Environment warm oceans				
Organization solitary, pair, or flight (3–12)				
Treasure none				
SPECIAL ABILITIES				

Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Dex and 1 Con; *cure* 1 save. The save DC is Constitution-based.

Often found buried in mud, sand, or sea grass, this normally passive creature raises its tail above its body like a scorpion when cornered or injured. Its stinger is a barbed spine with two grooves allowing the toxin to enter the wound. While often found in bays and estuaries, some breeds of stingray can make their home in rivers far upstream from salt water. Stingrays, like their larger manta ray cousins, use a form of electrolocation to find prey in the silt-laden waters.

The stingray presented here is a relatively large member of the species; for smaller stingrays, apply the young creature template.

STINGRAY COMPANION

Starting Statistics: **Size** Small; **Speed** swim 40 ft.; **Attack** sting (1d3 plus poison); **Ability Scores** Str 6, Dex 15, Con 13, Int 1, Wis 13, Cha 2; **Special Qualities** low-light vision.

4th-Level Advancement: **Size** Medium; **AC** +1 natural armor; **Attack** sting (1d4 plus poison); **Ability Scores** Str +4, Dex –2, Con +2; **Special Qualities** blindsense 30 ft.

REDCAP

Like some miniscule, wicked old man, this snarling little humanoid wears metal boots and a blood-red pointed cap.

REDCAP

CR 6



XP 2,400

NE Small fey

Init +8; **Senses** low-light vision; Perception +12

DEFENSE

AC 20, touch 15, flat-footed 16 (+2 armor, +4 Dex, +3 natural, +1 size)

hp 60 (8d6+32); fast healing 3

Fort +6, **Ref** +10, **Will** +7

DR 10/cold iron

Weaknesses irreligious

OFFENSE

Speed 60 ft.

Melee Medium scythe +10 (2d4+10/x4), kick +4 (1d4+6)

STATISTICS

Str 18, **Dex** 19, **Con** 18, **Int** 16, **Wis** 13, **Cha** 15

Base Atk +4; **CMB** +7; **CMD** 21

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (scythe)

Skills Acrobatics +15 (+27 jump), Bluff +13, Climb +15, Escape Artist +15, Intimidate +10, Knowledge (nature) +14, Perception +12, Sense Motive +12, Stealth +19

Languages Aklo, Common, Giant, Sylvan

SQ boot stomp, heavy weapons, red cap

ECOLOGY

Environment temperate forests, mountains, or underground

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

Treasure NPC gear (leather armor, Medium scythe, other treasure)

SPECIAL ABILITIES

Boot Stomp (Ex) A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the Spring Attack feat.

Heavy Weapons (Ex) A redcap can wield weapons sized for Medium creatures without penalty.

Irreligious (Ex) Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any redcap who can see the creature must make a DC 15 Will save or become frightened for 1 minute and attempt to flee. A redcap who successfully saves is shaken for 1 minute.

Red Cap (Su) A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls (included in the above totals) and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

Redcaps embody both capriciousness and sadism. These stumpy, misanthropic fey freaks exist seemingly to indulge in blissful bloodletting and self-indulgent slaughter. Like prune-faced, angry old men, they mollicoddle their own inefficiencies and miseries in gore. Redcaps are most widely recognized for their long woolen caps, which they drench in the blood of their victims. Rumors and fairy stories abound concerning rituals and the cultural significance of their blood-soaked caps, though the practice likely evolved as an easy way for the brutish runts to create both fear and spectacle. Redcaps typically stand only 3 feet tall, with twisted frames, pointed ears, and long white beards. They dress in soiled leather armor and wear oversized, iron-shod boots that make a distinctive clanging when they run.



Illustration by Christopher Burdett



REEFCLAW

Blood-red spines run the length of this frightening creature, which resembles a lobster in the front and an eel in the back.

REEFCLAW

CR 1



XP 400

CN Small aberration (aquatic)

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

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 13 (2d8+4)

Fort +2, **Ref** +1, **Will** +4

Defensive Abilities ferocity; **Resist** cold 5

OFFENSE

Speed 5 ft., swim 40 ft.

Melee 2 claws +2 (1d4 plus grab and poison)

Special Attacks death frenzy, constrict (1d4)

STATISTICS

Str 10, **Dex** 13, **Con** 14, **Int** 5, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +0 (+8 grapple); **CMD** 11 (can't be tripped)

Feats Improved Initiative

Skills Perception +6, Swim +8

Languages Common (can't speak)

SQ amphibious

ECOLOGY

Environment any water (coastal)

Organization solitary, school (2–5), or harem (6–11)

Treasure none

SPECIAL ABILITIES

Death Frenzy (Su) When a reefclaw is killed, its body spasms horrifically. Immediately upon dying, the reefclaw makes a full attack against a creature it threatens. If more than one creature is within reach, roll randomly for each attack to determine the target (which may be another reefclaw).

Grab (Ex) A reefclaw can use its grab ability on a target of any size. Reefclaws have a +8 racial bonus on grapple checks; this bonus replaces the normal +4 bonus a creature with grab receives.

Poison (Ex) Claw—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

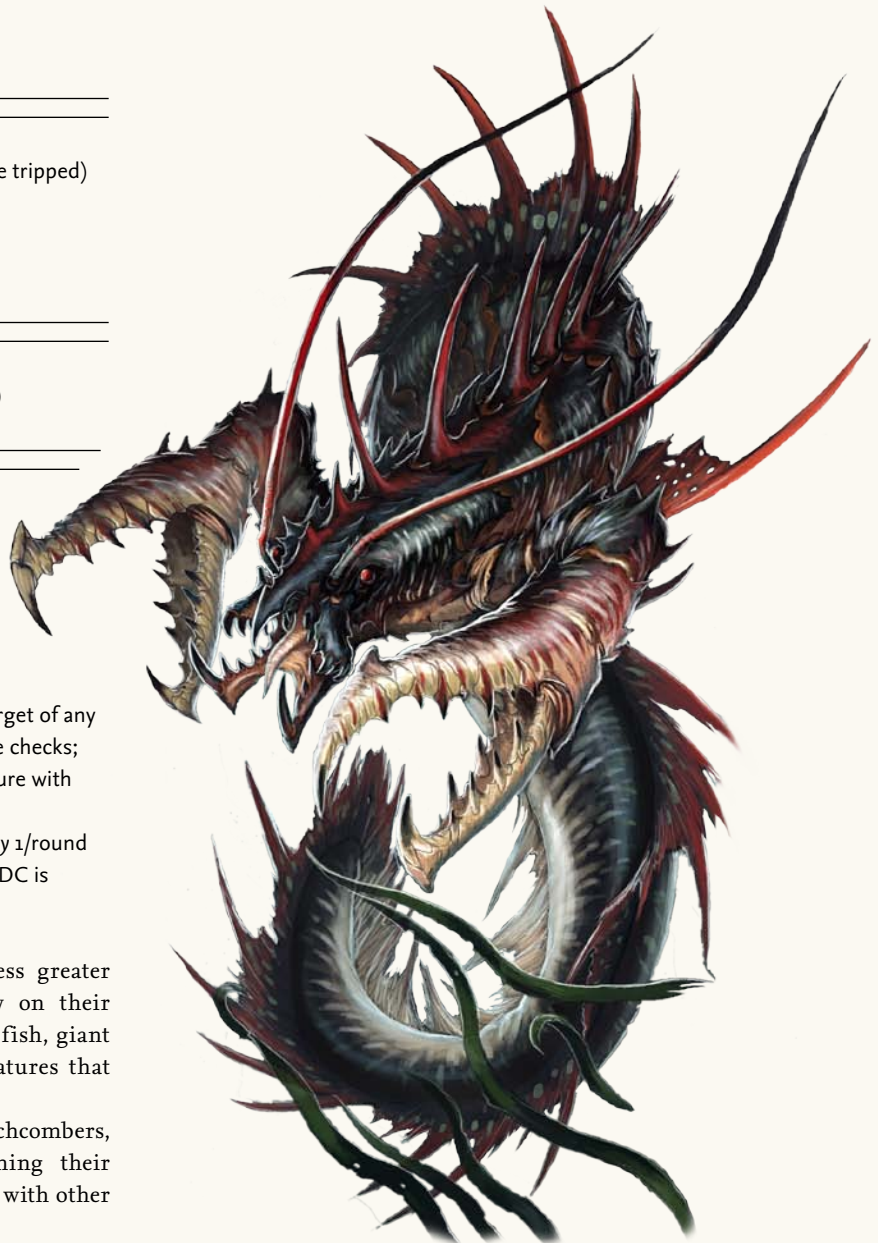
Reefclaws are vicious predators. They possess greater intelligence than animals, but rely mainly on their strength and instincts to survive. They hunt fish, giant crabs, dolphins, and even land-dwelling creatures that come within a hundred paces of the water.

In populated areas, reefclaws prey on beachcombers, divers, and fishermen, sometimes abandoning their usual solitary nature and coordinating attacks with other

reefclaws. The creatures must be wary, however, because in some regions, these abominations find their way to the dinner plate. Brave fishermen troll bays and coastlines infested with reefclaws, baiting the creatures with fresh meat and then harvesting their powerful claws with axes.

Reefclaws cannot speak, but the creatures understand the languages used by humanoids near their hunting grounds. They use this knowledge in order to avoid fishermen and coordinate attacks. Reefclaws keep no treasure, instead savoring the taste of flesh and crunch of bone and shell as much as a miser covets his gold.

A typical reefclaw reaches approximately 3-1/2 feet long at adulthood and weighs 70 pounds. Females gather to breed once every 2 to 3 years, engaging in a predatory hunt for a male and leaving him shredded to pieces.



REVENANT

This shambling corpse is twisted and mutilated. Fingers of sharpened bone reach out with malevolent intent.

REVENANT

CR 6



XP 2,400

LE Medium undead

Init +7; **Senses** darkvision 60 ft., sense murderer; Perception +13

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 76 (9d8+36)

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

DR 5/slashing; **Immune** cold, undead traits; **SR** 17

Weaknesses self-loathing

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d8+7 plus grab)

Special Attacks baleful shriek, constrict (1d6+7)

STATISTICS

Str 24, **Dex** 17, **Con** —, **Int** 7, **Wis** 12, **Cha** 19

Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 26

Feats Cleave, Improved Initiative, Power Attack, Step Up, Weapon Focus (claw)

Skills Intimidate +16, Perception +13

Languages Common

SQ reason to hate

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Baleful Shriek (Su) Once every 1d4 rounds, a revenant can shriek as a standard action. All creatures within a 60-foot spread must make a DC 18 Will save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Reason to Hate (Su) A revenant's existence is fueled by its hatred for its murderer. As long as the murderer exists, the revenant exists. If the murderer dies, the revenant is immediately slain. A murderer who becomes undead does not trigger a revenant's destruction. When a revenant encounters its murderer, it gains the benefits of a *haste* spell (CL 20th) that lasts as long as its murderer remains in sight. Against its murderer, the revenant also gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws.

Self-Loathing (Ex) When confronted with its reflection or any object that was important to it in life, a revenant must make a DC 20 Will save to avoid becoming overwhelmed with self-pity. This condition renders the revenant helpless, and lasts until the revenant is attacked or sees its murderer. If a revenant resists becoming

overwhelmed, the revenant becomes obsessed with the source that triggered the saving throw and does everything it can to destroy it, reacting to the trigger as if the trigger were its murderer and gaining bonuses from its reason to hate ability.

Sense Murderer (Su) A revenant knows the direction but not the distance to its murderer—this sense can be blocked by any effect that blocks scrying. Against its murderer, a revenant has *true seeing* and *discern lies* in effect at all times (CL 20th); these abilities cannot be dispelled.

Fueled by hatred and a need for vengeance, a revenant rises from the grave to hunt and kill its murderer. Devoid of any compassion, emotion, or logic, a revenant has but one purpose, and cannot rest until it has found vengeance.



Illustration by John Gravoito

SANDMAN

A whirling cloud of fine desert sand piles up upon itself, forming into the shape of a humanoid figure.

SANDMAN

CR 3



XP 800

NE Medium outsider (earth, elemental, extraplanar)

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

Aura sleep (20 ft., DC 14)

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 30 (4d10+8)

Fort +6, Ref +5, Will +3

Defensive Abilities amorphous; DR 10/bludgeoning;

Immune elemental traits

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee slam +6 (1d6+3 plus sleep)

STATISTICS

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

Base Atk +4; CMB +6; CMD 17

Feats Improved Initiative, Iron Will

Skills Acrobatics +8, Climb +9, Knowledge

(planes) +7, Perception +7, Sense

Motive +7, Stealth +8 (+12 in sand);

Racial Modifiers +4 Stealth in sand

Languages Terran

SQ compression, sand form

ECOLOGY

Environment any land

(Plane of Earth)

Organization solitary, gang

(2–4), or shoal (5–10)

Treasure none

SPECIAL ABILITIES

Sand Form (Su) As a standard action, a sandman can cause its humanoid form to collapse into a pile of animated sand. In this form, treat the sandman as if it were a Small earth elemental made out of sand. The sandman retains its compression and sleep aura abilities when in sand form, but loses its sleep attack and its damage reduction, as its sandy body in this form is much more compact and easier to scatter with solid weapon blows.

Sleep (Su) A creature struck by a sandman's slam attack must succeed on a DC 14 Will save or immediately fall asleep, as if affected by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. The save DC is Constitution-based.

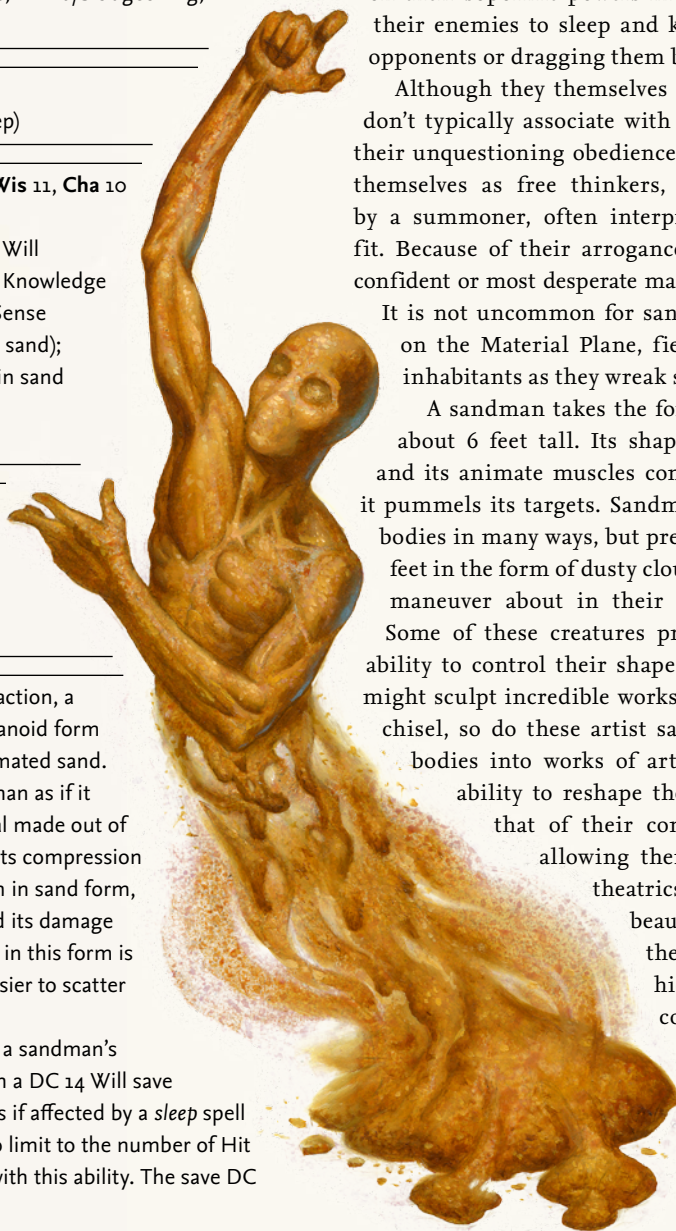
Sleep Aura (Su) A sandman radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed on a DC 14 Will save or fall asleep, as if affected by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. A creature that successfully saves is immune to that sandman's sleep aura for 24 hours. The save DC is Constitution-based.

Stealthy and unpredictable, the sandman is a terror to all travelers in the desert, whether they be traders, messengers, or adventurers. When at rest, sandmen resemble ordinary piles of sand, blending in perfectly with barren surroundings or ancient tombs. They rely on their soporific powers in most situations, putting their enemies to sleep and killing their unconscious opponents or dragging them back to their summoner.

Although they themselves are elementals, sandmen don't typically associate with other elementals, seeing their unquestioning obedience as weak. Sandmen pride themselves as free thinkers, and when given a task by a summoner, often interpret the task as they see fit. Because of their arrogance, usually only the most confident or most desperate mages bother with sandmen.

It is not uncommon for sandmen to voluntarily stay on the Material Plane, fiendishly playing with its inhabitants as they wreak silent havoc.

A sandman takes the form of a rough humanoid about 6 feet tall. Its shape is never quite certain, and its animate muscles constantly shift and flex as it pummels its targets. Sandmen can manipulate their bodies in many ways, but prefer to keep their legs and feet in the form of dusty clouds of sand, so as to easily maneuver about in their preferred environments. Some of these creatures pride themselves on their ability to control their shapes. Just as a mortal artist might sculpt incredible works of art from stone with a chisel, so do these artist sandmen sculpt their own bodies into works of art. Some enjoy using this ability to reshape their appearance to mimic that of their conjurer or their enemies, allowing them an additional level of theatrics by either assuming a beautiful form or by allowing their form to melt away in a hideous manner. Given the combination of their quick imaginations and their natural penchant for cruelty, most sandmen tend to opt for the latter method of tormenting their foes.



SARD

This wriggling and leafless tree moves on spidery legs. Flickering motes of blood-red lightning dance in the cracks of its bark.

SARD

CR 19



XP 204,800

CE Colossal plant

Init +8; **Senses** blindsight 30 ft., darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +32

DEFENSE

AC 34, touch 10, flat-footed 26 (+8 Dex, +24 natural, -8 size)

hp 333 (23d8+230); fast healing 10

Fort +23, **Ref** +17, **Will** +13

Defensive Abilities death throes, electrical jolt; **DR** 15/cold iron and slashing; **Immune** electricity, plant traits; **Resist** cold 30, fire 30; **SR** 30

Weaknesses vulnerable to sonic

OFFENSE

Speed 50 ft., climb 30 ft.

Melee 2 slams +25 (4d10+16/19-20 plus 4d6 electricity)

Ranged 4 thorns +17 (2d8+16 plus poison)

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

Spell-Like Abilities (CL 20th; concentration +27)

- At will—*control weather*, *lightning bolt* (DC 20), *tree shape* (Colossal tree), *transport via plants*
- 3/day—*chain lightning* (DC 23),
quicken *lightning bolt* (DC 20)
- 1/day—*storm of vengeance* (DC 26),
whirlwind (DC 25)

STATISTICS

Str 42, **Dex** 27, **Con** 30, **Int** 9, **Wis** 22, **Cha** 25

Base Atk +17; **CMB** +41; **CMD** 59 (67 vs. trip)

Feats Awesome Blow,

- Improved Bull Rush,
- Improved Critical (slam),
- Improved Lightning Reflexes,
- Improved Precise Shot,
- Improved Sunder,
- Lightning Reflexes, Point-Blank Shot, Power Attack, Precise Shot, Quicken Spell-Like Ability (*lightning bolt*), Vital Strike

Skills Climb +24, Perception +32

Languages Aklo, Sylvan

SQ planar acclimation

ECOLOGY

Environment any forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Death Throes (Su) When a sard dies, its remains explode with a blast of lightning into razor-sharp splinters of wood. All creatures within 30 feet of a sard when it explodes in this manner take 12d6 points of electricity damage and 12d6 points of piercing damage. A DC 31 Reflex save halves this damage. The save DC is Constitution-based.

Electrical Jolt (Su) Every time a creature strikes a sard with a metal melee weapon, arcs of electricity deal 1d10 points of damage to the attacker.

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

Poison (Ex) Thorn—injury; *save* Fort DC 31; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex and 4d6 electricity; *cure* 2 consecutive saves.

Thorns (Ex) A sard's thorns have a range of 180 ft. with no range increment.

The sard is an ancient elm, oak, or pine tree that has been infused with lightning and raw life by one of the strange gods of the fey realm. One of the legendary beasts known as the Tane, a sard has “sap” that consists of red lightning—all of the sard's electrical attacks manifest with this same eerie-colored energy.

A sard can pass for an old dead tree—especially when the creature uses its *tree shape* spell-like ability. Yet despite its enormous size and ungainly shape, the sard is in fact a swift and agile monster. It can move with unsettling grace and speed, crawling across the ground on long spidery roots like an immense insect. It attacks either with a single slam of its immense trunk or by launching volleys of foot-long thorns that inject the creature's poisonous, electrified sap.

Sards are nearly as intelligent as most humans, but few actually use this intelligence for productive purposes—the first sards were created as a form of living siege engine, and they quite enjoy this destructive role, often seeking out fortresses or even towns to systematically destroy.

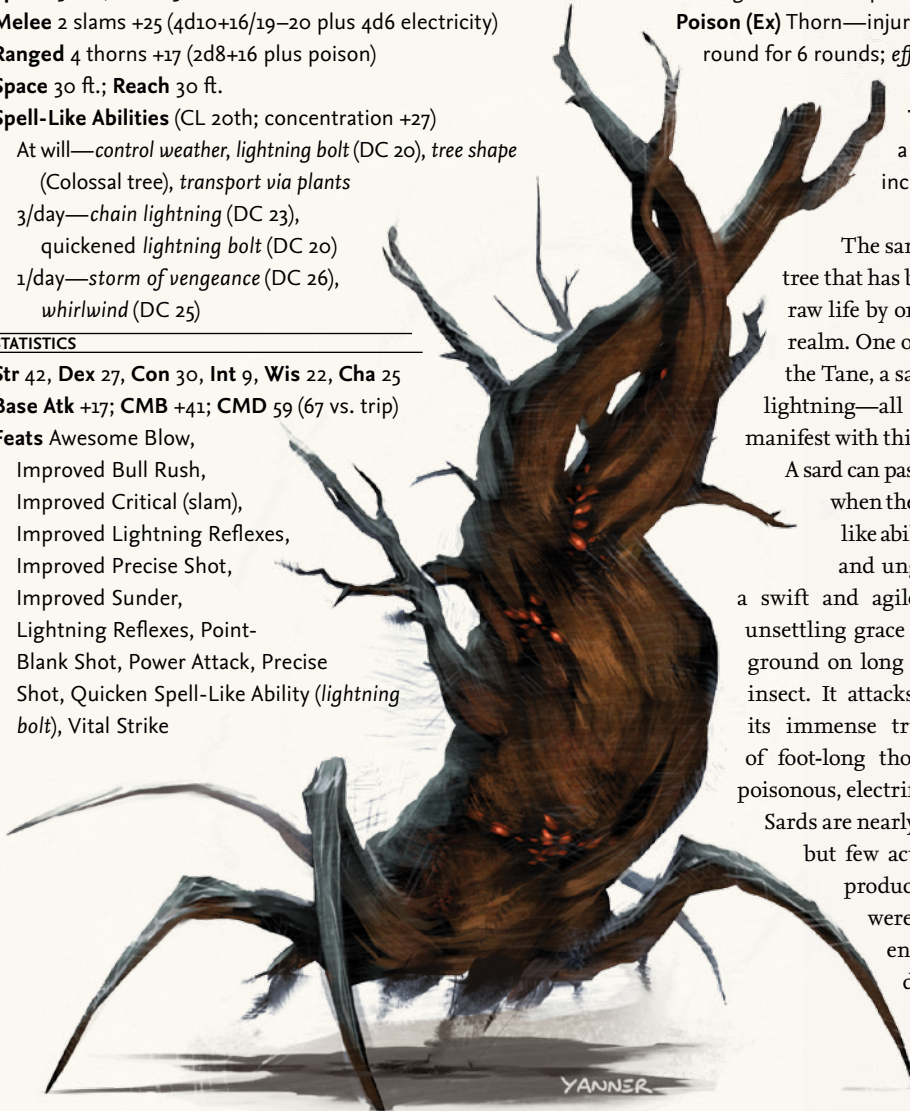


Illustration by Kieran Yanner

SCARECROW

It suddenly becomes clear that this is no ordinary pumpkin-headed scarecrow when its eyes glow and it comes to jerky life.

SCARECROW

CR 4



XP 1,200

N Medium construct

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

DEFENSE

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

hp 47 (5d10+20)

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

Immune cold, construct traits

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee 2 slams +8 (1d8+3 plus fear)

Special Attacks fascinating gaze

STATISTICS

Str 16, **Dex** 10, **Con** —, **Int** —,

Wis 11, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 18

SQ freeze

ECOLOGY

Environment any land

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

Treasure none

SPECIAL ABILITIES

Fascinating Gaze (Su) Target is fascinated, 30 feet, Will DC 14 negates. Fascination lasts as long as the scarecrow remains within 300 feet of the fascinated creature. The approach or animation of the scarecrow does not count as an obvious threat to the victim of this particular fascination effect (although the scarecrow's attack does count as an obvious threat and ends the fascination immediately). This is a mind-affecting effect. The save DC is Charisma-based.

Fear (Su) A scarecrow's touch infuses its target with overwhelming waves of fear. If the victim fails a DC 14 Will save, she cowers and can take no actions other than attempting a new DC 14 Will save at the end of the following round

(and each round thereafter) to end this fear. A successful first save leaves the victim shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Animated scarecrows look just like mundane scarecrows until they come to life, at which point their eyes and mouths glow with fiery light. Scarecrows are usually created as guardians to warn away trespassers. Each scarecrow is unique, but most stand 5 to 6 feet tall and are made of wood, cloth, and rope. Their stuffing of dried grass or straw makes them vulnerable to fire.

A scarecrow cannot speak, and the only sound it makes is the creaking of its wooden frame and the rustling of its straw stuffing when it moves.

In combat, a scarecrow uses its fascinating gaze, then chooses the largest foe to pummel with its slams. Although unintelligent, the scarecrow does not ignore other enemies, using its fear touch to cow them until the scarecrow kills its first target. A scarecrow usually does not pursue fleeing foes unless specifically commanded to do so by its creator.

CONSTRUCTION

Scarecrows are constructed of a variety of materials, but usually include a frame of wood bound by rope or twine, covered in cloth or ragged garments, then stuffed with grass or straw. Some have simple heads made from bags stuffed with straw, with two holes cut for eyes, while others have more elaborate pumpkin or gourd heads carved with grotesque faces. Once the

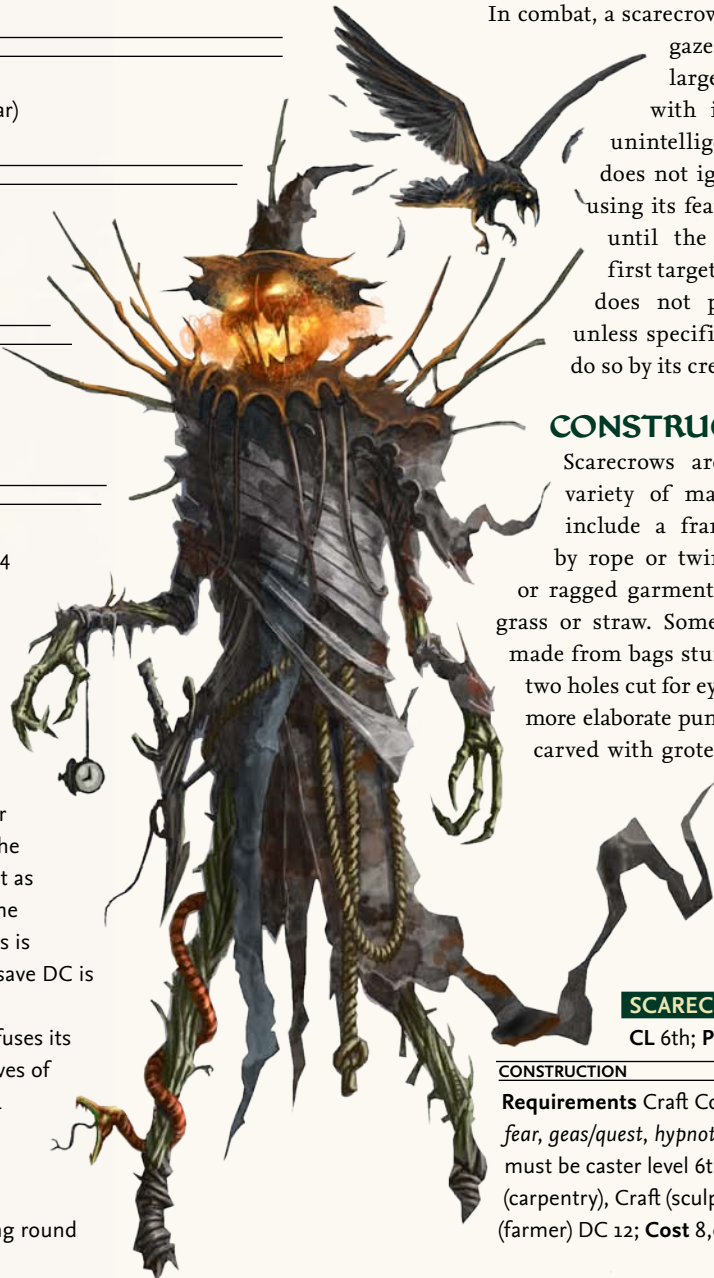
basic body has been constructed, unguents and special powders worth 500 gp are also required.

SCARECROW

CL 6th; Price 15,500 gp

CONSTRUCTION

Requirements Craft Construct, *command*, *fear*, *geas/quest*, *hypnotic pattern*, creator must be caster level 6th; **Skill** Craft (carpentry), Craft (sculptures), or Profession (farmer) DC 12; **Cost** 8,000 gp



SCeADUINAR

This gargoyle-like creature has long spiky legs and a bat-like head—its body seems to be made of living, dark purple crystal.

SCeADUINAR

CR 7



XP 3,200

NE Medium outsider (extraplanar)

Init +5; **Senses** darkvision 120 ft., lifesense, low-light vision; Perception +17

DEFENSE

AC 20, touch 16, flat-footed 14
(+5 Dex, +1 dodge, +4 natural)

hp 85 (9d10+36)

Fort +10, **Ref** +11, **Will** +5

Defensive Abilities entropic flesh, negative energy affinity, void child; **DR** 10/adamantine or good; **Immune** cold, death effects, disease, energy drain, poison; **Resist** acid 10, electricity 10, sonic 10; **SR** 18

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee bite +14 (1d6+3 plus 1d6 negative energy and energy drain), 2 wings +9 (1d6+1 plus 1d6 negative energy)

Special Attacks energy drain (1 level, DC 17), entropic touch

Spell-Like Abilities (CL 9th; concentration +12)

Constant—*entropic shield*, *hide from undead* (DC 14)

At will—*bleed* (DC 13), *dimension door* (self only), *dispel magic*

3/day—*death knell* (DC 15), *deeper darkness*, *enervation*, *inflict serious wounds* (DC 16), *silence*

1/day—*antilife shell*, *greater teleport* (self plus 50 lbs. of objects only), *harm* (DC 19), *slay living* (DC 18)

STATISTICS

Str 17, **Dex** 20, **Con** 18, **Int** 13, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +12; **CMD** 28

Feats Dodge, Mobility, Skill Focus (Perception), Step Up, Weapon Finesse

Skills Escape Artist +17, Fly +9, Intimidate +15, Knowledge (nature) +13, Knowledge (planes) +17, Perception +17, Sense Motive +14, Stealth +25; **Racial Modifiers** +4 Knowledge (planes), +8 Stealth

Languages Aklo, Common

ECOLOGY

Environment any (Negative Energy Plane)

Organization solitary or death squad (2–11)

Treasure standard



SPECIAL ABILITIES

Entropic Flesh (Ex) Any creature that hits a sceduinar with a melee attack takes 1d6 points of negative energy damage. Attacking with a weapon that provides reach allows a creature to avoid taking this damage.

Entropic Touch (Ex) A sceduinar's natural attacks can strike incorporeal creatures as if they were *ghost touch* weapons. All of a sceduinar's natural attacks deal +1d6 points of negative energy damage to the target. This energy does not heal creatures healed by *inflict* spells.

Void Child (Ex) Sceduinars are immune to effects that target souls (such as *trap the soul*) or require knowledge of a creature's identity (such as *scrying*). When one is slain, it cannot be restored to life by magic save by a *miracle* or *wish*, or by divine intervention.

Sceduinars are strange creatures born of pure entropy, the antithesis of creation and life. In the cold heart of the Negative Energy Plane, the un-substance of that realm coalesces into snowflake-like crystals, and it is from these strange formations that sceduinars arise, breaking free from their jagged “eggs” fully grown. They hate the living and the undead with equal passion, perhaps out of jealousy for those who have a spark of life (even if that spark is provided by a corruption of life in the form of undead), though they usually ignore creatures from the Outer Sphere. They believe their positive energy counterparts, the jyoti, long ago stole their ability to create, breaking the parallel between the two energy planes and forcing these void-dwellers into an unwanted role of pure destruction.

In a way, their hatred parallels that of another native of the Negative Energy Plane—the nightshade. Yet despite their similar goals, the sceduinars see nightshades as just another corruption of life worthy of destruction—even though very few sceduinars are powerful enough to directly oppose one of these deadly undead. Sceduinars are quite intelligent, yet they have no real society to speak of. When they gather together, it is always to form a larger band to strike against a particularly dangerous foe.

Illustration by Kieran Yanner



SCORPION, BLACK

This towering scorpion's carapace is as black as coal, and its claws are each as long as a man's body.

BLACK SCORPION

CR 15



XP 51,200

N Colossal vermin

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

DEFENSE

AC 30, touch 2, flat-footed 30 (+28 natural, -8 size)

hp 228 (24d8+120)

Fort +19, **Ref** +8, **Will** +8

Immune mind-affecting effects

OFFENSE

Speed 60 ft.

Melee 2 claws +23 (2d8+13 plus grab), sting +23 (2d6+13 plus poison)

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

Special Attacks constrict (2d8+19), poison, rapid stinging

STATISTICS

Str 36, **Dex** 10, **Con** 20, **Int** —, **Wis** 10, **Cha** 2

Base Atk +18; **CMB** +39 (+43 grapple); **CMD** 49 (61 vs. trip)

Skills Climb +17, Perception +4, Stealth -12; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment warm deserts

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d4 Str, 1d4 Dex, and 1d4 Con; *cure* 3 saves.

Rapid Stinging (Ex)

A black scorpion's stinger strikes with astounding speed; it can make one additional attack in a round with its sting as a swift action.

The immense black scorpion is one of the largest desert predators. Capable of stinging with blinding speed, this creature is constantly on the hunt.

SCORPION, CAVE

This man-sized, bulky scorpion has thick, unyielding armor that makes it almost seem to be made of stone.

CAVE SCORPION

CR 1



XP 400

N Medium vermin

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

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 16 (3d8+3)

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

Immune mind-affecting effects

OFFENSE

Speed 60 ft., climb 40 ft.

Melee 2 claws +2 (1d4), sting +2 (1d4 plus poison)

Special Attacks rend (2 claws, 2d4)

STATISTICS

Str 11, **Dex** 10, **Con** 13, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2 (+43 grapple); **CMD** 12 (24 vs. trip)

Skills Climb +8, Perception +4, Stealth +0 (+12 in caves); **Racial**

Modifiers +4 Perception, +12 Stealth in caves

ECOLOGY

Environment any underground

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

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 27; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

The squat cave scorpion is quite well suited for life in caves. With its bulky armor, a cave scorpion at rest looks like a pile of stones. The cave scorpion's favorite food is dwarven meat, and when a cave scorpion finds a working dwarven mine, it can quickly become a major inconvenience. Dwarven societies often post hefty bounties on cave scorpion stingers.



SCYLLA

This horrifying creature has the upper body of a beautiful woman, but a lower body of snapping wolf heads and writhing tentacles.

SCYLLA

CR 16



XP 76,800

CE Huge aberration (aquatic)

Init +11; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft., low-light vision, *see invisibility*; Perception +29

Aura frightful presence (30 ft., DC 26),

DEFENSE

AC 30, touch 20, flat-footed 18 (+11 Dex, +1 dodge, +10 natural, –2 size)

hp 250 (20d8+160); fast healing 10

Fort +14, **Ref** +17, **Will** +18

Defensive Abilities *freedom of movement*, improved evasion;

DR 10/cold iron and lawful; **Immune** cold, charm effects, confusion and insanity effects; **Resist** acid 20, fire 20; **SR** 27

OFFENSE

Speed 30 ft., swim 50 ft.

Melee 4 bites +25 (1d8+8/19–20 plus bleed), 4 tentacles +23 (1d6+4 plus grab)

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

Special Attacks bleed (1d6), constrict (1d6+8)

Spell-Like Abilities (CL 16th; concentration +22)

Constant—*freedom of movement*, *nondetection*, *see invisibility*

At will—*acid arrow*, *control water*, *fog cloud*, *greater dispel magic*, *major image* (DC 19)

3/day—*black tentacles*, *charm monster* (DC 20), *insanity* (DC 23), *mirage arcana* (DC 21), *solid fog*

1/day—*control weather*, *power word stun*, *project image* (DC 23), *summon* (level 8, 1 charybdis)

STATISTICS

Str 27, **Dex** 32, **Con** 27, **Int** 20, **Wis** 23, **Cha** 22

Base Atk +15; **CMB** +25 (+29 grapple); **CMD** 47 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Critical (bite), Mobility, Multiattack, Power Attack, Vital Strike, Weapon Finesse, Weapon Focus (bite), Weapon Focus (tentacles)

Skills Acrobatics +34, Bluff +26, Intimidate +29, Knowledge (nature) +25, Perception +29, Sense Motive +26, Stealth +26, Swim +39, Use Magic Device +26

Languages Abyssal, Aquan, Common

SQ amphibious, change shape (1 humanoid form, *alter self*), undersized weapons

ECOLOGY

Environment any water

Organization solitary

Treasure triple

The scylla is one of the more nightmarish aberrations to blight the mortal world. Conflicting tales of her origins abound, from demonic flesh-crafting and arcane experiments to a divine curse handed down by a vengeful deity. The most popular stories cast the first scylla as the monstrous spawn of a union between a mortal and a god. Whatever the case, scyllas are fortunately quite rare, enough so that many consider them nothing more than tall tales told by sailors deep in their cups.

Scyllas dwell along major shipping lanes, often near coastlines, where they use their spell-like abilities to lure entire ships to their doom. The hideous monsters are intelligent creatures, though half-mad with hunger and self-loathing. They normally do not use weapons, but when they do, they prefer to fight with light weapons wielded by their human-sized upper arms. However, they much prefer to keep their hands free to utilize magic items like wands, staves, and other powerful devices.



Illustration by Tyler Wahpole

SERPENTFOLK

This serpentine humanoid has bright scaly skin, a long sinuous tail, and a fanged serpent's head.

SERPENTFOLK

CR 4



XP 1,200

NE Medium monstrous humanoid

Init +9; Senses darkvision 60 ft., scent; Perception +10

DEFENSE

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 42 (5d10+15)

Fort +6, Ref +9, Will +6

Immune mind-affecting effects, paralysis, poison; SR 15

OFFENSE

Speed 30 ft.

Melee mwk dagger +11 (1d4–1/19–20), bite +5 (1d6–1 plus poison)

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

At will—*disguise self* (humanoid form only, DC 14), *ventriloquism*

1/day—*blur*, *mirror image*, *suggestion* (DC 16)

STATISTICS

Str 8, Dex 21, Con 17, Int 18, Wis 15, Cha 16

Base Atk +5; CMB +4; CMD 19

Feats Great Fortitude, Improved Initiative, Weapon Finesse

Skills Acrobatics +10, Disguise +8, Escape Artist +18, Knowledge (arcana) +9, Perception +10, Sense Motive +7, Spellcraft +9, Use Magic Device +12;

Racial Modifiers +4

Use Magic Device, +8 Escape Artist

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

ECOLOGY

Environment any land (usually jungles or underground)

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

Treasure NPC gear (masterwork dagger, other treasure)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based.

To the serpentfolk, the pursuit of knowledge and magic is the highest goal. Their legends speak of how humanity rose to power only through the theft of serpent magic, a legend that may form the basis of the hatred toward humanity most serpentfolk harbor. They view themselves as the undisputed masters of magic, be it arcane or divine. Yet despite this, the majority of serpentfolk today are degenerates who have devolved to the point of primeval savagery and have lost much of their magical legacy—more civilized serpentfolk generally regard these degenerates with shame and disdain.

Serpentfolk are 6 feet tall and weigh 120 pounds. Degenerates are only 5 feet tall but weigh 200 pounds. All serpentfolk are quite long-lived, and generally live to the age of 500.

ADVANCED SERPENTFOLK

When a serpentfolk gains class levels, several of its abilities increase as well, as detailed below.

- Spell Resistance equals total Hit Dice + 10.
- Poison bite save DC equals 10 + Con modifier + 1/2 total Hit Dice.
- When it is 4th level in any class combination, it gains two spell-like abilities usable once per day each: *dominate person* and *major image*. When it reaches 9th level in any combination, it gains two more usable once per day each: *mass suggestion* and *teleport*.
- A serpentfolk's racial ability score modifiers are as follows: Str –2, Dex +10, Con +6, Int +8, Wis +4, Cha +6.

DEGENERATE SERPENTFOLK

Degenerate serpentfolk possess the same statistics as normal serpentfolk, save for the following adjustments.

- They have no spell-like abilities.
- They lose the +4 racial bonus on Use Magic Device checks, but gain a +4 racial bonus on Perception checks.
- Their natural armor bonus increases from +3 to +7.
- They have the following ability score modifiers: Str +10, Dex +2, Con +8, Int –6 (minimum 3), Wis +2, Cha –4. A typical degenerate serpentfolk's ability scores are Str 20, Dex 13, Con 19, Int 4, Wis 13, Cha 6.



SEUGATHI

This worm-like monster has a hideous face of eyes and hooked jaws. It wields a wand and a sword in its twin tentacle tails.

SEUGATHI

CR 6



XP 2,400

CE Large aberration

Init +9; **Senses** darkvision 120 ft., *detect thoughts*, tremorsense 30 ft.; Perception +15

Aura madness (30 ft.)

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 armor, +5 Dex, +1 natural, -1 size)

hp 67 (9d8+27); fast healing 5

Fort +6, **Ref** +8, **Will** +9

DR 10/slashing or piercing; **Immune** mind-affecting effects, poison; **SR** 17

OFFENSE

Speed 30 ft.

Melee mwk short sword +11/+6 (1d8+3/19-20), bite +5 (1d8+1 plus poison)

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

Special Attacks confusion command

Spell-Like Abilities (CL 6th; concentration +10)

Constant—*mage armor*

At will—*detect thoughts* (DC 16), *levitate*

3/day—*confusion* (DC 18), *dispel magic*, *suggestion* (DC 17)

1/day—*mind fog* (DC 19), *phantasmal killer* (DC 18)

STATISTICS

Str 16, **Dex** 20, **Con** 17, **Int** 14, **Wis** 17, **Cha** 19

Base Atk +6; **CMB** +10; **CMD** 25 (can't be tripped)

Feats Ability Focus (aura of madness), Combat

Casting, Combat Reflexes, Improved Initiative, Weapon Finesse

Skills Escape Artist +17, Knowledge (religion)

+14, Perception +15, Sense Motive +12,

Stealth +13, Use Magic Device +16

Languages Aklo, Undercommon; telepathy 100 ft.

SQ item use

ECOLOGY

Environment any underground

Organization single, pair, or expedition (3-8)

Treasure double (masterwork short sword, *wand of magic missile* [CL 5th, 1d20+30 charges])

SPECIAL ABILITIES

Aura of Madness (Su) Any sane being within 30 feet of a conscious seugathi must make a DC 20 Will save each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the *insanity* spell. A seugathi can suppress or activate this aura as a free action. This is a mind-affecting effect. The save DC is Charisma-based.

Confusion Command (Su) As an immediate action, a seugathi can issue a telepathic command to a confused creature within 30 feet. This allows the seugathi to pick a result from the confusion behavior table, rather than the confused creature rolling randomly for its actions that round.

Item Use (Ex) A seugathi can utilize spell trigger devices as if it were a spellcaster of the appropriate class. As a free action by touch, it can identify all spell trigger properties an item has. Use Magic Device is a class skill for seugathis.

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis and deafness; *cure* 2 consecutive saves. Deafness persists as long as the ability damage caused by the poison lasts. The save DC is Constitution-based.

Seugathi are spawned by the hundreds by a single neothelid that has performed rituals to impregnate itself. As part of the strange process of being spawned in such rituals, the seugathi assimilates an extensive list of missions from its parent—once the seugathi completes these missions, it perishes. No single seugathi knows the purpose of these commands, but they trust that their neothelid masters have a reason for sending them on these diverse and usually cruel missions. A seugathi is 14 feet long and weighs 650 pounds.



Illustration by Peter Lazarski

SHANTAK

Larger than an elephant, this scaly, bird-like creature has a vaguely horse-like head and vast, slime-encrusted wings.

SHANTAK

CR 8



XP 4,800

CE Huge magical beast

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

DEFENSE

AC 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, -2 size)

hp 104 (11d10+44)

Fort +11, **Ref** +10, **Will** +6

Defensive Abilities slippery; **Immune** cold, disease

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee bite +17 (2d6+8), 2 talons +17 (1d8+8 plus grab)

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

STATISTICS

Str 26, **Dex** 17, **Con** 19, **Int** 8, **Wis** 17, **Cha** 10

Base Atk +11; **CMB** +21 (+25 grapple); **CMD** 34 (42 vs. grapple)

Feats Awesome Blow, Flyby Attack, Hover, Improved Bull

Rush, Power Attack, Wingover

Skills Escape Artist +11, Fly +13; **Racial Modifiers** +8 Escape Artist

Languages Aklo

SQ no breath, share defenses, starflight

ECOLOGY

Environment cold mountains

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

Treasure none

SPECIAL ABILITIES

Share Defenses (Su) As a free action, a shantak can extend its no breath ability and cold immunity to a single creature touching it. It can withdraw this protection as a free action.

Slippery (Ex) A shantak's scales seep slippery slime. This grants the creature a +8 bonus on all Escape Artist checks and to its CMD against grapples, and imparts a -5 penalty on all Ride checks made by creatures attempting to ride a shantak.

Starflight (Su) A shantak can survive in

the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the shantak knows the way to its destination.

Shantaks speak in a shrill voice that sounds like glass grinding against stone. They are intelligent creatures and cannot be trained as mounts—a would-be shantak rider must use diplomacy or magic to secure a shantak's cooperation as a mount, and even then, shantaks have a tendency to deliberately strand riders in dangerous areas.

Many shantaks have a strange and irrational fear of certain creatures, such as the faceless nightgaunts said to dwell in certain remote mountains, or specific types of harpies or gargoyles in more civilized regions. A shantak avoids confrontations with these types of creatures if possible.

A shantak's ability to travel the gulfs of space ensures that these scaly, bird-like creatures can be found on numerous worlds. Yet despite this unique ability, shantaks are generally quite reluctant to seek out new worlds unless faced with no other option, for a shantak knows well that an attempt to fly to an unknown world could easily result in being lost forever in the gulfs of space.



SHINING CHILD

Surrounded by a nimbus of near-blinding light, this strange creature looks something like an emaciated child with clawed hands.

SHINING CHILD

CR 12



XP 19,200

CE Medium outsider (evil, extraplanar)

Init +7; Senses darkvision 120 ft.; Perception +25

Aura blinding light (60 feet)

DEFENSE

AC 28, touch 21, flat-footed 24 (+7 deflection, +3 Dex, +1 dodge, +7 natural)

hp 152 (16d10+64)

Fort +14, Ref +10, Will +10

Immune blindness, fire, poison; Resist cold 10, sonic 10

OFFENSE

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

Melee 2 touches +19 (4d10 fire plus burning touch)

Ranged searing ray +19 touch (10d6 fire)

Spell-Like Abilities (CL 12th;

concentration +19)

At will—*greater teleport* (self plus 50 lbs. of objects only), *light*, *major image* (DC 20)

3/day—*greater dispel magic*, *mirage arcana* (DC 20), *rainbow pattern* (DC 22), *spell turning*, *sunbeam*, *wall of force*

1/day—*scintillating pattern* (DC 25), *screen* (DC 25), *symbol of insanity* (DC 25)

STATISTICS

Str 10, Dex 17, Con 18,

Int 15, Wis 11, Cha 24

Base Atk +16; CMB +16;

CMD 37

Feats Ability Focus (blinding

light), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack, Weapon Finesse

Skills Bluff +26, Diplomacy +23, Fly +11,

Intimidate +26, Knowledge (arcana) +21,

Knowledge (planes) +21, Perception +25,

Spellcraft +21, Use Magic Device +26

Languages telepathy 120 ft.

SQ radiant armor

ECOLOGY

Environment any land (extraplanar)

Organization solitary, visitation (2–9), or incursion (11–20)

Treasure none

SPECIAL ABILITIES

Blinding Light (Ex) A shining child can radiate a 60-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed on a DC 25 Fortitude save or be permanently blinded. A creature that successfully saves cannot be affected again by the same shining child's aura for 24 hours. The save is Constitution-based.

Burning Touch (Su) A shining child corrupts the positive energy within a living creature into an unnatural burning light. For the next 5 rounds after a successful touch attack by a shining child, the target takes 2d6 points of fire damage. The burning light can be “extinguished” by casting *darkness* or *deeper darkness* on the target, or by entering an area of natural darkness (not counting the light from the burning target).

Radiant Armor (Su) The light that surrounds a shining child grants a deflection bonus to its AC equal to its Charisma bonus. The bonus is negated as long as the shining child is in the area of effect of a spell with the darkness descriptor that is at least 3rd level.

Searing Ray (Su) A shining child's primary attack is a ray of searing light. This attack has a range of 120 feet. The ray deals double damage to undead creatures.

Creatures of burning light and strange geometry, shining children are a terror to behold. Beyond the flares of energy that constantly burst from their forms (particularly in beam-like gout from their eyes and mouths), the creatures are vaguely humanoid, with strange hands that each bear four fingers. Occasionally summoned by powerful wizards in search of rare arcane knowledge, the shining children (who disdain individual names) communicate via telepathy, a psychic roar like metal tearing that sometimes resolves into strained and raspy words.

Though they harbor many secrets, their greatest secret may be their own origin. Numerous theories abound—that the shining children are beings from another dimension, avatars of a dying star grown sentient, or creatures of light battling living darkness at the edge of reality. A shining child stands just over 4-1/2 feet tall and weighs 85 pounds.



Illustration by Eric Belisle

SINSPAWN

This hairless humanoid lurches on back-bent, dog-like legs, its hideous mouth flanked by tiny arms with three-fingered hands.

SINSPAWN

CR 2



XP 600

NE Medium aberration

Init +5; **Senses** darkvision 60 ft., sin-scent; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+1 Dex, +1 dodge, +2 natural)

hp 19 (3d8+6)

Fort +3, **Ref** +2, **Will** +4

Immune mind-affecting effects; **SR** 13

OFFENSE

Speed 40 ft.

Melee ranseur +3 (2d4+1/x3), bite –2 (1d6 plus sinful bite) or bite +3 (1d6+1 plus sinful bite), 2 claws +3 (1d4+1)

STATISTICS

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

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

Feats Dodge, Improved Initiative

Skills Intimidate +7, Perception +7, Stealth +7, Survival +7

Languages Aklo

SQ martial proficiency

ECOLOGY

Environment any ruins

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

Treasure standard (ranseur, other treasure)

SPECIAL ABILITIES

Martial Proficiency (Ex) Sinspawn are proficient in all simple and martial weapons, armor, and shields (except tower shields).

Sin-Scent (Su) Sinspawn have scent against creatures whose nature reflects the sinspawn's sin. For example, wrathful sinspawn can scent creatures using rage effects. The GM should adjudicate what creatures a particular sinspawn can scent.

Sinful Bite (Su) A creature bitten by a sinspawn is overwhelmed with sinful thoughts (DC 12 Will save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An affected target that is bitten a second time is staggered for 1 round if it fails its saving throw. *Calm emotions, remove curse, or break enchantment* negates the effects of sinful bite. The save DC is Charisma-based. This is a mind-affecting effect

Sinspawn are corrupted products of magic used by spellcasters in a past era as shock troops for their armies. Literally the embodiment of a sin made flesh, they are sentient abominations of distilled ectoplasm imprinted with the soul-image of slain creatures that possessed an abundance of a particular sin.

SEVEN TYPES OF SINSPAWN

The above stats represent a wrathspawn, the most common type of this creature. Each type possesses unique ability modifiers, which are listed after their name.

Envyspawn (+2 Str, –2 Cha): Short and thin, envyspawn often become rangers.

Gluttonspawn (+2 Con, –2 Dex): Obese yet hardy and strong, gluttonspawn often become fighters.

Greedspawn (+2 Dex, –2 Wis): Towering over 7 feet in height, greedspawn have gold-tinged veins and often become rogues.

Lustspawn (+4 Cha, –2 Con, –2 Wis): With perfectly formed bodies sitting in grotesque counterpoint to their monstrous faces and claws, lustspawn often become sorcerers.

Pridespawn (+4 Int, –2 Wis, –2 Cha): Unique among sinspawn for their long manes of hair, pridespawn are near-skeletal in their gauntness. They often become wizards.

Slothspawn (+2 Wis, –2 Dex): Thick rolls of excess skin drape a slothspawn's hunched frame. They often become clerics.

Wrathspawn: These sinspawn use the statistics given above. They often become barbarians.



Illustrations by Andrew Hou

SIREN

This creature has the body of a hawk and the head of a beautiful woman with long, shining hair.

SIREN

CR 5



XP 1,600

CN Medium magical beast

Init +3; Senses darkvision 60 ft., low-light vision; Perception +15

DEFENSE

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

hp 52 (8d10+8)

Fort +7, Ref +11, Will +6

Immune mind-affecting effects

OFFENSE

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

Melee 2 talons +11 (1d6)

Special Attacks bardic performance, siren's song, sneak attack +2d6

Spell-Like Abilities (CL 7th; concentration +12)

3/day—cause fear (DC 16), charm person (DC 16), deep slumber (DC 18), shout (DC 19)

STATISTICS

Str 10, Dex 17, Con 12, Int 14, Wis 19, Cha 21

Base Atk +8; CMB +8; CMD 22

Feats Dodge, Flyby Attack, Lightning Reflexes, Weapon Finesse

Skills Fly +7, Knowledge (history) +10, Perception +15, Perform (sing) +13, Stealth +14

Languages Auran, Common

ECOLOGY

Environment temperate or warm hills

Organization solitary or flight (2–7)

Treasure standard

SPECIAL ABILITIES

Bardic Performance (Su) A siren may use bardic performance as a 4th-level bard (9 rounds/day), and can use countersong, distraction, fascinate, inspire competence, and inspire courage. Levels in the bard class stack with this ability.

Siren Song (Su) When a siren sings, all non-sirens within a 300-foot spread must succeed on a DC 19 Will save or become enthralled (see below). The effect depends on the type of song the siren chooses, and continues for as long as the siren sings and for 1 round thereafter. A creature that successfully saves cannot be affected again by any of that siren's songs for 1 hour. These are sonic, mind-affecting effects. The save DC is Charisma-based. Enthralled creatures behave in one of the following four ways, which the siren chooses when she begins singing.

- **Captivation:** This functions exactly like a harpy's captivating song (*Pathfinder RPG Bestiary* 172).
- **Fascination:** Affected creatures are fascinated.
- **Obsession:** An obsessed victim becomes defensive of the siren and does all he can to prevent harm from coming



to her, going so far as attacking his allies in her defense.

The victim is not controlled by the siren, but views her as a cherished ally. This is a charm effect.

- **Slumber:** The victim immediately falls asleep, rendering the creature helpless. While the siren is singing, no noise will wake the sleeping creature, though slapping or wounding him does. The creature continues sleeping for 1d4 minutes after the siren stops singing, but can be awakened by loud noises or any other normal method.

These bizarre beings have the bodies of hawks, owls, or eagles, but the heads of beautiful human women. Their faces typically reflect the human ethnicity dominant in the area in which they lair, and they almost always bear a vibrant and youthful countenance.

All sirens are female and long-lived. The oldest known sirens haunt their territories for nearly a millennium, although most only live for a few hundred years. Sirens require male humanoids to mate, and several times per decade either capture or rescue bold or comely sailors who enter their territories. Stories abound of sirens dying—either through heartache or suicide—when sailors they attempted to lure overcame their compelling powers and escaped their grasps. Sirens always live near the sea, where their powerful voices can carry over the waves and attract the attention of unwary sailors who trespass near their isles.

A typical siren has a wing span of 8 feet, and weighs 120 pounds.