

SKULK

This smooth-skinned, hairless humanoid has penetrating eyes and skin that shifts and changes to mimic his surroundings.

SKULK

CR 1



XP 400

CE Medium humanoid (skulk)

Init +6; Senses low-light vision; Perception +5

DEFENSE

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

hp 16 (3d8+3)

Fort +2, Ref +5, Will +3

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6/19–20)

Ranged dagger +4 (1d4/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 11, Dex 14, Con 13, Int 10, Wis 14, Cha 7

Base Atk +2; CMB +2; CMD 14

Feats Improved Initiative, Skill Focus (Stealth)

Skills Perception +5, Stealth +16; Racial

Modifiers +8 Stealth

Languages Common, Undercommon

SQ camouflaged step, chameleon skin

ECOLOGY

Environment any land or underground

Organization solitary, pair, band (3–8), or tribe (9–16)

Treasure standard (short sword, 2 daggers, other treasure)

SPECIAL ABILITIES

Camouflaged Step (Ex) Skulks can pass through forest and subterranean settings almost without a trace. Add +10 to the DC to track a skulk in these environments.

Chameleon Skin (Ex) A skulk's racial bonus to Stealth comes from his ability to change the color of his skin to match his surroundings, even complex or regular patterns like bricks and mortar. A skulk loses this conditional bonus if he is wearing armor, or if he wears any clothing that covers more than one-quarter of his body, as skulks can only change their own flesh, not things they carry. A skulk

normally conceals small items behind his body; by putting his back to a wall and changing his front half, he can hide the item because observers don't have line of sight to the item.

Skulks are a race of cowardly and lazy humanoids that live on the fringes of society, stealing what they need and doing what they must—even committing casual murder—to survive. Their unabashed cowardice is perhaps their most widely known trait, but skulks don't see themselves as particularly craven. Instead, they view their dishonorable behaviors as the most expedient method of survival. They hate most other humanoids, viewing them as lazy and foolish, and think nothing of sneaking into a home, killing all the residents, and burglarizing what they can carry off without getting caught.

Skulks travel in small groups, rarely forming tribes of more than 16, for in larger groups bickering quickly leads to violent infighting. Murder between skulks is not uncommon, but they understand safety in numbers, and most frown upon treason within a group that is already relatively small, punishing traitors with a quick death. When possible, they set up camps in discreet spots near other settlements, commonly inhabiting

sewers, caves, or forests—though their unsavory, murderous tactics often force them to relocate before local law enforcement, quickly alerted to their presence once the remains of a family of victims are discovered, finds them.

Skulks are roughly the same size as a human, averaging 6 feet tall, though they are significantly more gangly and nimble, and commonly weigh only 140 pounds. Skinny arms and legs help them sneak around obstacles and squeeze into narrow spaces. Skulks

can live up to 50 years, though most die from violence long before that. Although skulks have racial Hit Dice, they generally advance in power by taking class levels. Rogue is a favorite choice among skulks, for their natural abilities at stealth and sneak attacks fit well with this choice, but they also excel in the roles of clerics, fighters and rangers who specialize in ranged weapons, and rarely as wizards (particularly illusionists).

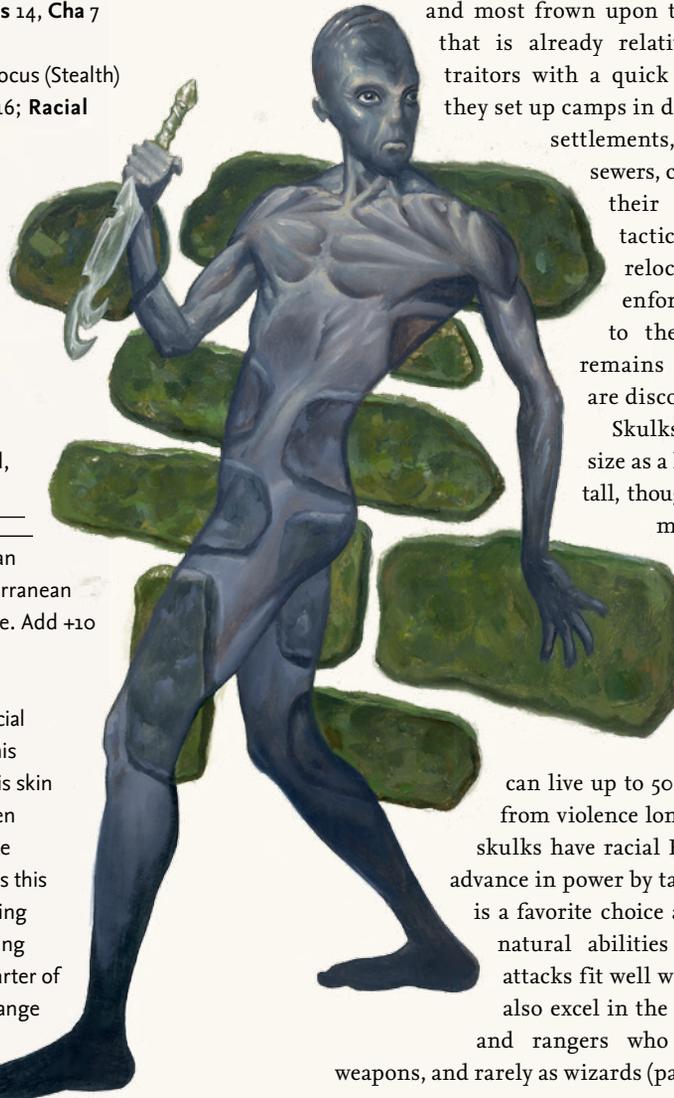


Illustration by Jim Papelec

SLIME MOLD

What at first seemed to be a carpet of fungi and mushrooms suddenly stirs to life, surging forward with a reek of decay.

SLIME MOLD	CR 2	  
XP 600		
N Large ooze		
Init -1; Senses Perception -5		
DEFENSE		
AC 8, touch 8, flat-footed 8 (-1 Dex, -1 size)		
hp 28 (3d8+15)		
Fort +6, Ref +0, Will -4		
Immune ooze traits; Resist fire 10		
OFFENSE		
Speed 20 ft.		
Melee slam +4 (1d6+4 plus disease)		
Space 10 ft.; Reach 10 ft.		
Special Attacks engulf (DC 14, 1d6+4 bludgeoning plus disease)		
STATISTICS		
Str 16, Dex 8, Con 21, Int —, Wis 1, Cha 1		
Base Atk +2; CMB +6; CMD 15 (can't be tripped)		
SQ freeze		
ECOLOGY		
Environment temperate forests		
Organization single or infestation (2–5)		
Treasure none		
SPECIAL ABILITIES		
Disease (Ex) <i>Fungal rot</i> : Slam—contact; <i>save</i> Fortitude DC 16; <i>onset</i> 1 day; <i>frequency</i> 1/day; <i>effect</i> 1d2 Str damage and 1 Con damage and fatigue; <i>cure</i> 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease. The save DC is Constitution-based.		

Slime molds are revolting oozes that wallow in rot and decay. A perfect example of symbiosis, each slime mold is covered in a thick garden of fungi, mildew, and toadstools, which helps it blend in with the surroundings. As ambush hunters, they can lie silently in wait for days at a time, surging into frenzied movement as soon as prey comes within reach. Most commonly encountered in deep forests, variations have adapted to life in caverns and sewers as well. They lack any ability to digest



Illustration by Adam Vehige

food, and rely entirely on their symbiotic fungal gardens to break down any organic matter they find into easily absorbed compost and decay. The molds and mushrooms that coat the ooze in turn receive ample food supplies, and over countless generations, many have developed into deadly variations of the forest or cave fungi from which they evolved. This fungal breakdown is in many ways akin to a disease—known as fungal rot, it can kill if allowed to progress for long. Those who succumb to fungal rot become tired and listless. Eventually, paralysis sets in and the victim's flesh begins to blacken and decay, running from the body in liquid streams that the slime mold can easily absorb. In a somewhat nauseating turnabout, certain creatures find the unusual fungus that grows upon a slime mold to be quite tasty, and these creatures actively hunt slime molds to devour their gardens—although they take care to avoid actual contact with the mold itself unless they happen to be immune to disease.

Slime molds are ovoid in shape, growing up to 12 feet in length and weighing more than 600 pounds. Their substance is normally a sickly greenish-brown, with the coloration varying depending on their environment and how recently they've fed. They instinctually keep their coating of fungus and other vegetable detritus exposed above them, granting the slime mold a distinctive, undulating gait rather than the fluid movement of most oozes.

To reproduce, slime molds split off small patches of their bodies whenever they encounter thick beds of fungi or mold. Over several months, these tiny blobs acclimate to the rot and absorb each another, until a single slime mold (with the young creature simple template) sprouts its own garden and begins hunting live prey.

SLITHERING TRACKER

A long, moist streak along the dark stone suddenly undulates like a serpent and then rises up to attack.

SLITHERING TRACKER

CR 4



XP 1,200

N Small ooze

Init +4; **Senses** blindsense 60 ft.; Perception +7

DEFENSE

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

hp 42 (4d8+24)

Fort +7, **Ref** +5, **Will** +1

Immune mind-affecting effects, ooze traits

OFFENSE

Speed 10 ft., climb 10 ft.

Melee 2 slams +7 (1d6+3 plus grab and paralysis)

Special Attacks blood drain (1d2 Constitution), grab (Colossal)

STATISTICS

Str 16, **Dex** 18, **Con** 23, **Int** 11, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 19 (can't be tripped)

Feats Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +11, Perception +7, Stealth +20; **Racial Modifiers** +8 Stealth

Languages Undercommon (cannot speak)

SQ transparent

ECOLOGY

Environment any ruins or underground

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Paralysis (Ex) Any creature that is hit by a slithering tracker's slam attack comes into contact with the anesthetizing slime it secretes. The opponent must succeed on a DC 18 Fortitude save or be paralyzed—at the end of each round thereafter, the paralyzed victim can attempt a new Fortitude save to recover from this paralysis. When a victim recovers from a slithering tracker's paralysis, the victim is staggered for 1d6 rounds. This DC is Constitution-based.

Transparent (Ex) Because of its lack of coloration, a slithering tracker is difficult to discern from its surroundings in most environments. The slithering tracker gains a +8 racial bonus on Stealth checks as a result, and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering tracker and walks into it automatically takes

damage as if struck by the slithering tracker's slam attack and is immediately subject to a grab attempt and paralysis by the ooze.

An alien inhabitant of the dark underworld, the slithering tracker is a glistening creature of transparent ooze, typically about 3 inches thick and at least 3 feet in diameter. When still, it looks like a wet patch of stone or a patch of condensation on a wall. Comparatively slow moving, the slithering tracker relies on its transparency and knack for ambushing to surprise prey.

Once a slithering tracker has paralyzed a living creature, it flows over an exposed patch of flesh, grabbing on and draining blood from the victim. A slithering tracker can drain a human-sized creature of its blood with shocking swiftness, leaving only a desiccated carcass behind. A slithering tracker can go some time between meals, but never turns down easy prey. The larger a slithering tracker grows, the more voracious its appetite becomes, until, after a particularly large feeding, the creature splits into two smaller slithering trackers that eventually go their separate ways in search of feeding territory.

Slithering trackers are not harmed by bright light, but still prefer to avoid areas of intense illumination or natural sunlight, and so only venture aboveground at night. They prefer the cool, damp environment of their native caves and tunnels.

Although intelligent and cunning, slithering trackers are entirely alien creatures. They do not possess any language of their own, although they can usually understand the dominant language of the region they dwell in—usually Undercommon. Some underworld inhabitants do manage to forge alliances with slithering trackers, or at least exist with them in symbiosis by providing the creatures with easy and regular prey, but as one can never truly know a slithering tracker's desires or motivations, such alliances are dangerous to rely upon.



Illustration by Dean Spencer

SLURK

This disgusting beast looks like a slime-covered toad, but with two walrus-like tusks jutting from its upper jaw.

SLURK	CR 2	  
XP 600		
N Medium magical beast		
Init +6; Senses darkvision 60 ft.; Perception +0		
DEFENSE		
AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)		
hp 17 (2d10+6)		
Fort +6, Ref +5, Will +0		
OFFENSE		
Speed 30 ft., climb 30 ft.		
Melee bite +4 (2d6+3)		
Ranged slime squirt +4 ranged touch		
Special Attacks belly grease, slime		
STATISTICS		
Str 15, Dex 14, Con 17, Int 3, Wis 10, Cha 10		
Base Atk +2; CMB +4; CMD 16 (20 vs. bull rush, grapple, overrun, and trip)		
Feats Improved Bull Rush ^B , Improved Initiative, Improved Overrun ^B		
Skills Acrobatics +16, Climb +14, Escape Artist +6; Racial Modifiers +10 Acrobatics, +4 Escape Artist		
Languages Boggard (can't speak)		
SQ hunker		
ECOLOGY		
Environment temperate swamps or underground		
Organization solitary, pair, or pack (3–8)		
Treasure none		
SPECIAL ABILITIES		

Belly Grease (Ex) The slurk exudes a slippery grease from its belly that grants it a +4 bonus on Escape Artist skill checks and to its CMD versus grapples. Once per minute, a slurk may wallow on a solid surface as a full-round action to coat the floor in a 5-foot radius with this grease. The smear created turns that area of floor into difficult terrain for 10 minutes, after which the grease dries to a nasty crust.

Hunker (Ex) The slurk gains a +4 bonus to its CMD to avoid bull rush or overrun attempts.

Slime (Ex) A slurk's back is crusted with thick, dry slime and dozens of nodules. As a standard action at will, a slurk can squirt a jet of this slime from

one of these nodules as a ranged touch attack against any target within 30 feet. The slime quickly hardens to the texture of cold tar, entangling the foe. Anyone the slurk successfully bull rushes or overruns is automatically squirted with back slime. The hardened slime can be removed as a full-round action with a DC 15 Strength check. The slurk's back slime grants a creature riding it a +8 bonus on Ride checks made to stay in the saddle, but a –8 penalty on Ride checks to dismount.

Slurks are frog-like creatures, the descendants of the failed result of a dwarven attempt to domesticate and breed subterranean frogs as food and labor animals. Though the dwarves failed to create suitable livestock, the sticky frog-beasts are often befriended by other underground races.

Slurks are carnivores and have a formidable bite, thanks to their massive tusks. Their true strength, however, lies in their foul-smelling and unnatural secretions. The mucus exuded from the slurk's back is incredibly sticky and quickly hardens into a powerful resin, a quality the creature turns to its advantage by squirting it at intruders and then waiting for it to harden before closing for the kill. At the same time, the liquid excreted by glands on a slurk's stomach is incredible slippery, allowing the slurk to keep from being immobilized by its own back slime and also making it extremely hard to grapple or maneuver without its consent. Combined with slurks' natural ability to climb walls and hang from ceilings with ease, these abilities make the foul-smelling creatures extremely desirable to kobolds, who domesticate and train the frog-beasts as powerful mounts and guardians.



Illustration by Eric Dehamps



Snake, Emperor Cobra

This massive green cobra rears its head upward aggressively, its brightly colored, scaly hood flaring in an unmistakable warning.

EMPEROR COBRA

CR 5



XP 1,600

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 51 (6d8+24)

Fort +9, **Ref** +7, **Will** +5

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +10 (2d6+9 plus poison)

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

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +11; **CMD** 23 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +10, Climb +14, Perception +13, Stealth +11, Swim +14; **Racial Modifiers** Acrobatics+8, +4 Perception, +4 Stealth

ECOLOGY

Environment temperate or warm swamps

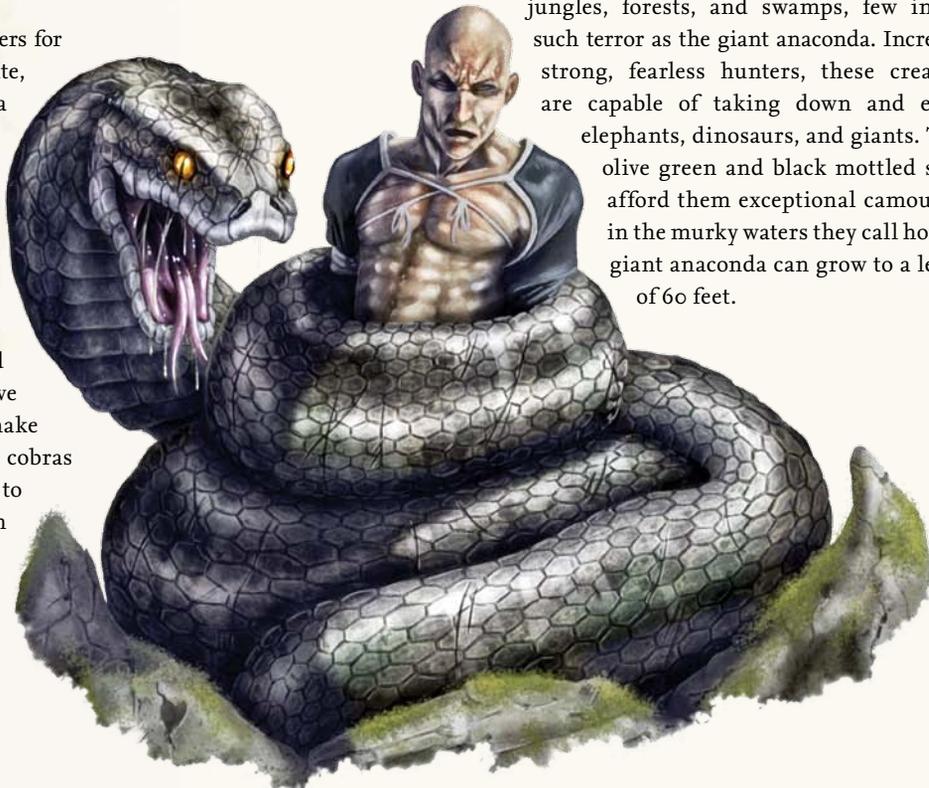
Organization solitary, pair, or nest (3-8)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Infamous among travelers for its deadly poisonous bite, the emperor cobra is a foul-tempered snake typically encountered in bogs. The snake's scales are generally a dark green, with a pale green or even ivory underbelly. Its eyes are bright red and lack the distinctive serpentine slit most snake eyes possess. Emperor cobras are often trained to serve as guardians in temples. They are 16 feet long and weigh 200 pounds.



Snake, Giant Anaconda

An enormous coil of muscle and scales, this giant snake flicks its arm-length tongue in the air as it scans the area for prey.

GIANT ANACONDA

CR 10



XP 9,600

N Gargantuan animal

Init +6; **Senses** low-light vision, scent; Perception +22

DEFENSE

AC 25, touch 9, flat-footed 22 (+2 Dex, +1 dodge, +16 natural, -4 size)

hp 126 (12d8+72)

Fort +14, **Ref** +10, **Will** +5

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +19 (4d6+19/19-20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks constrict (4d6+19)

STATISTICS

Str 36, **Dex** 14, **Con** 23, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +9; **CMB** +26 (+30 grapple); **CMD** 39 (can't be tripped)

Feats Dodge, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Climb +21, Perception +22, Swim +21

ECOLOGY

Environment warm swamps

Organization solitary or pair

Treasure none

Of the multitude of slithering predators that infest jungles, forests, and swamps, few inspire such terror as the giant anaconda. Incredibly strong, fearless hunters, these creatures are capable of taking down and eating elephants, dinosaurs, and giants. Their olive green and black mottled scales afford them exceptional camouflage in the murky waters they call home. A giant anaconda can grow to a length of 60 feet.

SOLIFUGID, GIANT

This tan-colored creature looks like a ten-legged spider. Oversized jaws grind together slowly beneath beady eyes.

GIANT SOLIFUGID CR 1   

XP 400
 N Small vermin
Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)
hp 13 (2d8+4)
Fort +5, **Ref** +2, **Will** +0
Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 30 ft.
Melee bite +3 (1d6+1), 2 claws +3 (1d3+1)
Special Attacks rend (2 claws, 1d3+1)

STATISTICS

Str 12, **Dex** 15, **Con** 15, **Int** —, **Wis** 11, **Cha** 2
Base Atk +1; **CMB** +1; **CMD** 13 (25 vs. trip)
Skills Climb +9, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +4 Stealth

ECOLOGY

Environment warm deserts
Organization solitary, pair, or colony (3–6)
Treasure none

Solifugids are sometimes called “camel spiders,” “wind scorpions,” or “sun spiders,” despite the fact that they are neither spiders nor scorpions but rather their own unique species. They have large pedipalps near their heads, used to grab and hold prey while they feed with their twin sets of vertically aligned mandibles. When hunting in groups, they prefer to attack targets already grappled by other solifugids. The various species of enormous solifugids generally have eight legs, although the front two appendages are large enough that they can easily be mistaken for an additional pair of legs. Some species, like the albino cave solifugid, have fewer legs, but all solifugids are aggressive vermin.

The following table lists the most common variants beyond the two presented above. Many of these species have additional unique abilities, such as the razormouth’s ability to cause hideous, bleeding wounds in those it attacks.

Species	CR	Size	HD
Dog-eating solifugid	1/2	Tiny	1
Yellow terror solifugid	8	Large	10
Razormouth solifugid	11	Huge	13
Banshee solifugid	15	Gargantuan	16
Duneshaker solifugid	18	Colossal	20

SOLIFUGID, ALBINO CAVE

This spider-like creature’s front legs end in immense, grasping claws. Its mouth sports a pair of huge vertical mandibles.

ALBINO CAVE SOLIFUGID CR 4   

XP 1,200
 N Medium vermin
Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 45 (6d8+18)
Fort +8, **Ref** +3, **Will** +2
Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 30 ft.
Melee bite +7 (1d8+3), 2 claws +7 (1d4+3)
Special Attacks pounce, rend (2 claws, 1d6+4)

STATISTICS

Str 16, **Dex** 13, **Con** 17, **Int** —, **Wis** 11, **Cha** 2
Base Atk +4; **CMB** +7; **CMD** 18 (26 vs. trip)
Skills Climb +11, Perception +4, Stealth +5; **Racial Modifiers** +4 Perception, +4 Stealth

ECOLOGY

Environment any underground
Organization solitary, pair, or colony (3–6)
Treasure none

The six-legged albino cave solifugid is well known for its aggressive hunting patterns. It has a legspan of 5 feet, and weighs 100 pounds.



SOUL EATER

Two elongated and deathly pallid arms protrude from this creature's smoky body as it slithers silently through the air.

SOUL EATER

CR 7



XP 3,200

NE Medium outsider (evil, extraplanar)

Init +10; Senses darkvision 60 ft., all-around vision; Perception +14

DEFENSE

AC 21, touch 17, flat-footed 14 (+6 Dex, +1 dodge, +4 natural)

hp 82 (11d10+22)

Fort +5, Ref +13, Will +7

DR 10/magic; Immune critical hits, paralysis, poison, sleep, stunning

OFFENSE

Speed 30 ft., fly 100 ft. (perfect)

Melee 2 claws +18

(1d6+1/19–20 plus 1d6 Wisdom damage)

Special Attacks

find target, soul drain

STATISTICS

Str 13, Dex 22,

Con 14, Int 12,

Wis 11, Cha 11

Base Atk +11;

CMB +12; CMD 29

(can't be tripped)

Feats Dodge, Flyby Attack,

Improved Critical (claw), Improved Initiative, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +20 (+8 jump), Escape Artist +20,

Fly +28, Intimidate +14, Knowledge (planes) +15,

Perception +14, Stealth +20 (+28 darkness or smoke)

Languages Abyssal, Infernal

SQ caster link

ECOLOGY

Environment any Outer Plane (Abaddon)

Organization solitary

Treasure none

SPECIAL ABILITIES

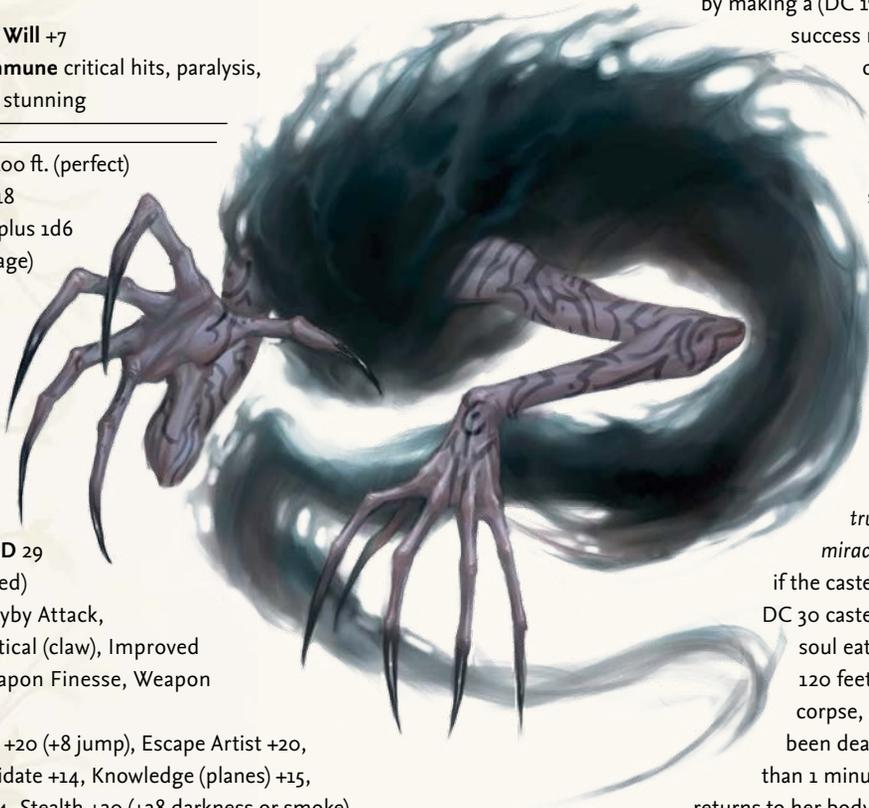
Caster Link (Ex) When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see find target ability) dies before the soul eater can drain its soul, or if the soul eater is defeated by its target (but not slain), it returns to its conjurer at full speed and attacks her. While the soul eater and the conjurer are on the same plane (regardless of plane-traveling interruptions), it can use its find target ability to locate its conjurer.

Find Target (Su) When a soul eater's conjurer orders it to find a creature, it can do so unerringly, as though guided by a locate creature spell that has no maximum range and is not blocked by running water. The conjurer must have seen the desired target and must speak the target's name.

Soul Drain (Su) If the Wisdom damage from a soul eater's claw attacks equals or exceeds an opponent's actual Wisdom score, rendering the victim helpless, the soul eater can devour that creature's soul as a standard action that provokes an attack of opportunity. This attack kills the victim. The dead victim can resist having her soul eaten by making a (DC 17) Fortitude save; success means she is still dead, but can be restored to life normally. If she fails this save, her soul is consumed by the soul eater. A victim slain in this manner cannot be returned to life with *clone*, *raise dead*, or *reincarnation*. She can be restored to life via *resurrection*, *true resurrection*, *miracle*, or *wish*, but only if the caster can succeed on a DC 30 caster level check. If the soul eater is killed within 120 feet of its victim's corpse, and the victim has been dead for no longer than 1 minute, the victim's soul returns to her body and restores her to life, leaving her unconscious and at –1 hit point. This is a death effect. The save DC is Constitution-based.

Wisdom Damage (Su) A creature hit by a soul eater's claw must succeed on a DC 17 Fortitude save or take 1d6 points of Wisdom damage. The save DC is Constitution-based.

Summoned forth from the inky swamps of Abaddon, a soul eater is an extraplanar entity devoid of emotion or reason and possessing a hunger that may only be sated by devouring the souls of the living. The very nature of a soul eater makes it an ideal and terrifyingly efficient tool of death, and it is for this reason they are often conjured by vile spellcasters pursuing morbid agendas. Even when not seeing to the heinous commands of a sinister magic user, the soul eater prowls and hunts, constantly seeking living souls upon which to gorge itself.



SOULBOUND DOLL

This doll's glass eyes glisten with unmistakable curiosity as it comes to life with a fluid grace.

SOULBOUND DOLL

CR 2



XP 600

N (but see below) Tiny construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

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

hp 19 (3d10+3)

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

DR 2/magic; **Immune** construct traits

Weaknesses susceptible to mind-affecting effects

OFFENSE

Speed 20 ft.

Melee dagger +3 (1d2–2/19–20)

Space 2–1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 3rd, concentration +2)

3/day—*light*, *mage hand*, *open/close*, *prestidigitation*

1/day—*levitate*, one additional ability dependent on alignment

STATISTICS

Str 7, **Dex** 14, **Con** —, **Int** 11, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +3; **CMD** 11

Feats Improved Initiative, Toughness

Skills Perception +3, Stealth +13

Languages Common

SQ alignment variation, soul focus

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Alignment Variation (Ex) Soulbound dolls are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful. They have an alignment-dependent spell-like ability usable once per day as listed below.

- *Chaotic Neutral*: *rage*
- *Lawful Neutral*: *suggestion* (DC 12)
- *Neutral*: *deep slumber* (DC 12)
- *Neutral Evil*: *inflict serious wounds* (DC 12)
- *Neutral Good*: *heroism*

Susceptible to Mind-Affecting Effects (Ex) The weakened conviction of a soulbound doll's soul makes it susceptible to mind-affecting effects, despite the fact that it is a construct.

Soul Focus (Su) The soul bound to the doll lives within a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

These small, sentient dolls contain a fragment of another creature's soul. The binding process strips most of the individuality from the soul, making a new soulbound doll an almost blank slate. Despite this process, fragments of the original creature's personality remain.

Soulbound dolls can serve as companions, surrogate children, servants, guards, and sentries, as desired by their creators. Creators of soulbound dolls typically take care to take soul fragments from people whose personality traits the crafters wish to see in their dolls.

CONSTRUCTION

A soulbound doll's body is made from wood, stone, or porcelain, with one exquisite item worth at least 300 gp to serve as the soul focus. Creation requires a soul fragment from a deceased creature that must die at some point during the creation of the doll—as a result, most soulbound dolls are created by evil spellcasters. Other spellcasters can create soulbound dolls, but if the donor soul is unwilling, they may have alignment repercussions. An unwilling soul can resist the procedure with a DC 20 Will save. Stripping a soul fragment from the dead does not prevent the rest of the soul from continuing on to the afterlife, nor does it prevent the body from later being resurrected or raised from the dead.

SOULBOUND DOLL

CL 7th; **Price** 4,300 gp

CONSTRUCTION

Requirements Craft Construct, *false life*, *lesser geas*, *magic jar*, *minor creation*, soul of a living creature who dies or is slain during the creation process; Skill Craft (sculptures);

Cost 2,300 gp.



SPIDER, GIANT BLACK WIDOW

This long-legged spider has a huge, glossy black abdomen, marked on the underside with the shape of a crimson hourglass.

GIANT BLACK WIDOW SPIDER CR 3



XP 800

N Large vermin

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

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +3, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d8+6 plus poison)

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

Special Attacks web (+4 ranged, DC 19, 5 hp)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Skills Climb +20, Perception +4; **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 webs)

SQ strong webs

ECOLOGY

Environment any land

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

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and staggered; *cure* 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex)

A black widow's webs gain a +4 bonus to the DC to break or escape.

Females of this species are larger than males. Males are identical to the typical giant spider (*Pathfinder RPG Bestiary* 258).

SPIDER, GIANT TARANTULA

A massive tarantula covered in bristly hairs strides forward with deliberate steps, its eight eyes scanning for prey.

GIANT TARANTULA CR 8

CR 8



XP 4,800

N Gargantuan vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

hp 115 (10d8+70)

Fort +14, **Ref** +4, **Will** +3

Defensive Abilities barbed hairs; **Immune** mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +15 (3d6+18 plus poison)

Ranged barbed hairs +4 touch (nausea)

Space 20 ft.; **Reach** 20 ft.

STATISTICS

Str 35, **Dex** 13, **Con** 24, **Int** —, **Wis** 10, **Cha** 2

Base Atk +7; **CMB** +23; **CMD** 34 (46 vs. trip)

Skills Climb +28, Perception +4, Stealth -7 (-3 in webs); **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 in webs)

ECOLOGY

Environment any forests

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

Treasure incidental

SPECIAL ABILITIES

Barbed Hairs (Ex) A tarantula can throw barbed hairs from its back at a creature as a ranged touch attack (range increment 20 feet).

A creature struck by these hairs must make a DC 22 Fort save or be nauseated for 1d6 rounds. A creature that attacks a giant tarantula with a non-reach melee weapon must make a DC 22 Reflex save to avoid being struck by these hairs. The save DC is Con-based.

Poison (Ex) Bite—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

Save DC is Con-based with a +2 racial bonus.



SPRIGGAN

Flecks of saliva drip from the corners of this filthy and ill-smelling humanoid, and his large pointed ears twitch at every sound.

SPRIGGAN CR 3 

XP 800

CE Small humanoid (gnome)

Init +4; **Senses** low-light vision; **Perception** +7

DEFENSE

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

hp 22 (4d8+4)

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

OFFENSE

Speed 20 ft.

Melee mwk morningstar +5 (1d6–1)

Ranged light crossbow +8 (1d6/19–20)

Special Attacks sneak attack +2d6

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

At will—*flare* (DC 10), *scare* (DC 12), *shatter* (DC 12)

STATISTICS

Str 9, **Dex** 19, **Con** 12, **Int** 10,

Wis 10, **Cha** 9

Base Atk +3; **CMB** +1; **CMD** 15

Feats Combat Reflexes,

Weapon Focus (morningstar)

Skills Climb +1, Disable Device

+11, Perception +7, Sleight of

Hand +11, Stealth +15; **Racial**

Modifiers +2 Climb, +2 Disable

Device, +2 Perception, +2

Sleight of Hand, +2 Stealth

Languages Aklo, Gnome

SQ size alteration, spriggan magic,

spriggan skills

ECOLOGY

Environment any hills or forests

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

Treasure NPC Gear (leather armor,

masterwork morningstar, light crossbow

with 10 bolts, other treasure)

SPECIAL ABILITIES

Size Alteration (Su) At will as a standard

action, a spriggan can change his size

between Small and Large. Weapons,

armor, and other objects on the

spriggan's person grow proportionally

when he changes size (objects revert to

normal size 1 round after a spriggan

releases them). When a spriggan

becomes Large, his speed increases

to 30 feet, he gains +12 Strength,

–2 Dexterity, and +6 Constitution,

and he takes a –2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or his racial spell-like abilities (although if he possesses either from class levels or templates, he retains their use in both sizes).

Spriggan Magic (Ex) A spriggan gains a +1 racial bonus on concentration checks and to save DCs for all of its racial spell-like abilities.

Spriggan Skills (Ex) Climb, Disable Device, Perception, Sleight of Hand, and Stealth are class skills for spriggans.

SPRIGGAN (LARGE SIZE) CR 3 

XP 800

CE Large humanoid (gnome)

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

DEFENSE

AC 14, touch 12, flat-footed 11 (+2 armor, +3 Dex, –1 size)

hp 34 (4d8+16)

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

OFFENSE

Speed 30 ft.

Melee mwk morningstar +9 (2d6 +5)

Ranged light crossbow +5 (2d6/19–20)

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

STATISTICS

Str 21, **Dex** 17, **Con** 18, **Int** 10, **Wis** 10,

Cha 9

Base Atk +3; **CMB** +9; **CMD** 22

Skills Climb +7, Disable Device +10,

Perception +7, Sleight of Hand +10,

Stealth +6



When the gnomes first traveled to the mortal realm from the distant land of the fey, some found the Material Plane so strange and terrifying that they lost their sense of joy. Seeing only the threats of the new world but none of its wonders, they grimly resolved to survive no matter the cost. Their innate magic responded to this twisted goal by reshaping them in mind and body over the course of many generations, transforming them into the creatures known as spriggans. Love, happiness, and beauty have no meaning for these poor souls, so they lead lives of violence and malice. The best they can manage in place of positive emotions is a muted satisfaction when they make another suffer.

Spriggans resemble ugly gnomes with an alien, feral appearance. Many are gaunt and haggard. When magically enlarged, they look the same except much more hale and muscular.

Illustration by Tyler Walpole



SYLPH

This pale, waifish woman, her hair waving in a nonexistent breeze, looks as if she might fade away into mist entirely at any minute.

SYLPH

CR 1/2



XP 200

Sylph rogue 1

N Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)

hp 9 (1d8+1)

Fort +0, **Ref** +5, **Will** +2

Resist electricity 5

OFFENSE

Speed 30 ft.

Melee dagger -1 (1d4-1/19-20)

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

Special Attacks sneak attack +1d6

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

1/day—*feather fall*

STATISTICS

Str 8, **Dex** 17, **Con** 10, **Int** 15, **Wis** 14, **Cha** 10

Base Atk +0; **CMB** -1; **CMD** 13

Feats Dodge

Skills Acrobatics +7, Appraise +6, Bluff +4, Climb +3,

Diplomacy +4, Knowledge (local) +6,

Perception +6, Sleight of Hand +7,

Stealth +7, Use Magic Device +4

Languages Auran, Common,

Elven, Halfling

SQ air affinity, trapfinding +1

ECOLOGY

Environment any land

Organization solitary, pair,

or gang (3-6)

Treasure NPC gear

(leather armor, two

daggers, other

treasure)

SPECIAL ABILITIES

Air Affinity (Ex) Sylph sorcerers with the elemental (air) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Sylph clerics with the Air domain cast their domain powers and spells at +1 caster level.

Sylphs are humans whose family trees include elemental beings of air, such as djinn. They tend to be pale and thin to the point of appearing delicate, though their skinny bodies are more resilient than they look. While many can pass unnoticed through crowds of humans, sylphs

display their heritage in subtle ways, and those who study them carefully sometimes notice that breezes seem to follow a sylph wherever she goes, even inside rooms with no windows. When consumed by fits of anger or passion, these tendencies become more apparent, as winds surround the sylph and tousle her hair or knock small items from shelves. Many sylphs have complex markings on their pale flesh that resemble tiny swirling designs like blue and gray tattoos, and the most exotic of their kind have hair that twists and coils almost as if it were made of living mist.

As people, sylphs tend to be shy and reclusive, blending into crowds or skillfully avoiding those they don't desire to meet. Yet while they often prefer to manipulate situations and avoid conflict themselves, most sylphs remain intensely curious about other people, and often

go to great lengths to

spy or eavesdrop on

those who spark

their interest (a

hobby frequently

referred to as

"listening to the wind").

This combined love of

subterfuge and ability

to slip away from any

compromising situation makes

sylphs perfectly suited to lives as rogues, thieves,

and spies, and beneath the average sylph's veneer

of shy waifishness lies a mind that's capable

and calculating, constantly sizing up the

competition and analyzing the most effective

exits from any given room.

SYLPH CHARACTERS

Sylphs are defined by class levels—they

do not possess racial Hit Dice. Sylphs

have the following racial traits.

+2 Dexterity, +2 Intelligence, -2 Constitution:

Sylphs are quick and insightful, but slight

and delicate.

Darkvision: Sylphs can see in the dark

up to 60 feet.

Sylph Magic: *Feather fall* 1/day (caster level

equals the sylph's Hit Dice).

Energy Resistance: Sylphs have electricity resistance 5.

Air Affinity: See above.

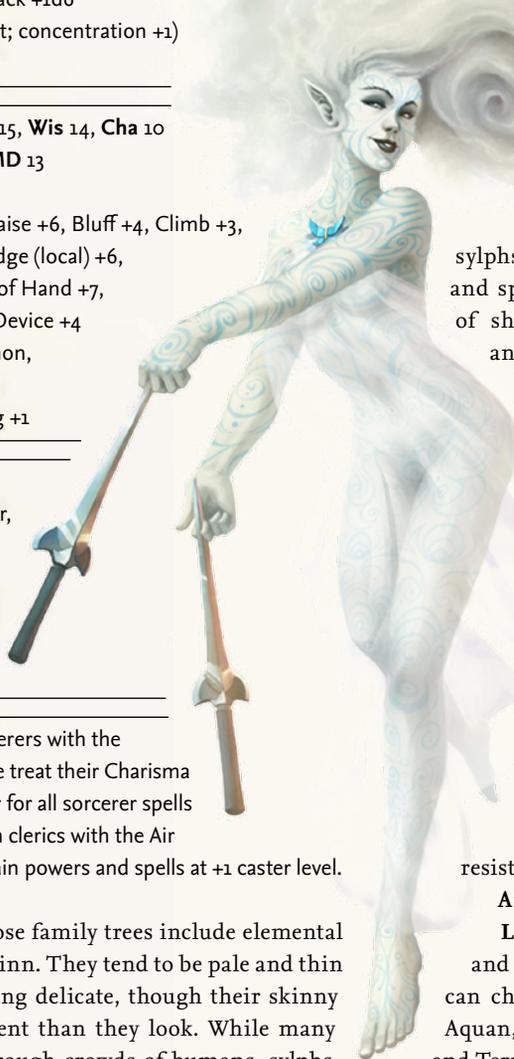
Languages: Sylphs begin play speaking Common

and Auran. Sylphs with high Intelligence scores

can choose any of the following bonus languages:

Aquan, Dwarven, Elven, Gnome, Halfling, Ignan,

and Terran.



TENDRICULOS

This plant's thick trunk is capped by a crown of wide leaves, whipping vines, mushrooms, and a ravenous purple maw.

TENDRICULOS

CR 6



XP 2,400

N Huge plant

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

DEFENSE

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)

hp 76 (9d8+36); regeneration 10 (bludgeoning or fire)

Fort +10, Ref +4, Will +4

Immune acid, plant traits

OFFENSE

Speed 20 ft.

Melee bite +11 (2d6+7 plus grab), 2 tentacles +6 (1d6+3 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks paralysis (3d6 rounds, DC 18), swallow whole (2d6 acid damage plus paralysis, AC 15, 7 hp)

STATISTICS

Str 24, Dex 9, Con 18, Int 3, Wis 8, Cha 3

Base Atk +6; CMB +15 (+19 grapple); CMD 24 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth)

Skills Perception +7, Stealth +1 (+9 in undergrowth); Racial

Modifiers +8 Stealth in undergrowth

Languages Sylvan (cannot speak)

ECOLOGY

Environment temperate or warm forests

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

Treasure standard

A tendriculos is a creature brought into being through a corruption of nature, often where foul magic has seeped into the environs for many years, or where the boundaries between the Material Plane and the mysterious realm of the fey have worn thin. Tales and myths speak of arcane manipulation from other planes, while others speak of a tendriculos as being the manifestation of an angered spirit of nature.

A voracious carnivore, the tendriculos is an active hunter when it needs to be but it prefers to rely on ambush tactics, choosing well-traveled areas in the forest where it can lie in wait in the undergrowth. The creature is quick to swallow any prey it happens to catch in its vines, relying upon the acid-filled reservoir in its trunk to finish off prey that may still have a bit of fight left in it. This acid not only consumes organic

material with shocking ease, but also contains a powerful paralytic enzyme that further reduces a creature's chance of escape once it's been gulped down by the plant.

Although incapable of speech itself, the tendriculos generally understands a handful of words in a single language (usually Sylvan). While they tend to see all smaller creatures as nothing more than food, tales exist of certain creatures, particularly fey or druids, having secured a sort of alliance with local tendriculoses. In such cases, the tendriculos is more than willing to serve its ally as a guardian, so long as the ally is diligent at providing the plant with a regular supply of food.

The fact that a tendriculos displays a curious mix of plant, fungal, and even animal traits (in the form of its almost fleshy, toothed maw) has long intrigued sages. That the creature is a plant is firmly established, yet it lays egg-like spheres when the need to reproduce strikes. These "eggs" are in fact massive, puffball-like fungi filled with spores—when jostled, the cloud of spores that is released can carry for miles, ensuring that a single tendriculos can seed a huge territory.

A tendriculos is 20 feet tall and weighs 3,500 pounds.



Illustration by Eric Belisle



TENEBOUS WORM

This pallid beast clatters upon dozens of small legs. Writhing bristles twitch on its back, and its shadow seems strangely mobile.

TENEBOUS WORM

CR 8



XP 4,800

N Medium outsider (extraplanar)

Init +7; Senses darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 105 (10d10+50)

Fort +14, Ref +6, Will +8

Defensive Abilities bristles; Immune acid

OFFENSE

Speed 20 ft.

Melee bite +14 (2d6+4 plus 6d6 acid)

Special Attacks poison

STATISTICS

Str 17, Dex 16, Con 20, Int 2, Wis 13, Cha 7

Base Atk +10; CMB +13; CMD 26 (can't be tripped)

Feats Critical Focus, Great Fortitude, Improved Initiative, Iron Will, Weapon Focus (bite)

Skills Perception +14 Stealth +16

ECOLOGY

Environment any land (Plane of Shadow)

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

Treasure none

SPECIAL ABILITIES

Acid (Su) The acid of a tenebrous worm's bite affects only organic matter—as it dissolves creatures, it converts their flesh to shadow that swiftly fades away, leaving raw, jagged wounds behind. In dim light, acid damage dealt by a tenebrous worm's bite increases to 8d6 points of damage, while in darkness or bright light, the acid damage is reduced to 4d6.

Bristles (Su) Long bristles of shadowstuff extend from between the tenebrous worm's armor plates. These bristles react swiftly to attacks, stabbing at any creature that attempts to harm the worm. Each time a creature attacks a tenebrous worm, it must make a DC 18 Reflex save to avoid being punctured by several bristles. Each time a creature is punctured by these bristles, it takes 1d4 points of piercing damage and is exposed to the tenebrous worm's poison. A creature that grapples a tenebrous worm is automatically hurt by these bristles. The save DC to avoid the bristles is Dexterity-based.

Poison (Su) Bristles—*injury*; save Fort DC 20, *frequency* 1/round for 6 rounds, *effect* paralysis for 1d4 rounds plus 1d2 Con (the duration of the paralysis is cumulative with each failed save), *cure* 2 consecutive saves. The save DC is Constitution-based.

The caterpillar-like tenebrous worm is a voracious predator that hungers for mortal flesh. The tenebrous worm is the larval stage of the gloomwing (see page 133)—but in a strange reversal, these younger creatures are more dangerous than the adults they grow into. A native of the Plane of Shadow, a tenebrous worm hatches from the body of an unfortunate creature that has been implanted with an egg by a gloomwing. The tenebrous worm is fully grown upon hatching, and immediately begins to scour its environs for flesh to consume.

Although the tenebrous worm tends to be relatively pale-colored, its internal organs seethe and roil with shadowy energies and dark fluids. As the creature feeds, these shadowy innards begin to grow out of its body, forming strange bristle-like filaments of semisolid shadowstuff not only capable of piercing the flesh of those who would attack the worm, but also possessing a deadly paralytic poison. Additional shadowy fluids constantly seep from the worm's mandibles—when it bites prey, these fluids melt flesh into shadows that the creature can then consume. When a tenebrous worm feeds on enough of this shadowy flesh, the creature seeks out a secluded, shady area (typically just within a cave entrance or in a ruined building) and spins a shadowy cocoon around itself. A tenebrous worm's cocoon exudes the effects of a *darkness* spell (CL 8th), muting the surrounding light. After a period of several days, the cocoon tears open and a fully grown gloomwing emerges, ready to seek a host for its eggs.

Illustration by Peter Lazarski



TENTAMORT

This dark blue creature has a conical body covered in angry red eyes and numerous tentacles, two of which are longer than the rest.

TENTAMORT

CR 4



XP 1,200

N Medium aberration

Init +5; **Senses** all-around vision, blindsense 30 ft., darkvision 60 ft.; **Perception** +11

DEFENSE

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

hp 39 (6d8+12)

Fort +4,
Ref +5,
Will +7

OFFENSE

Speed 20 ft., climb 20 ft.

Melee sting +6 (1d6+2
plus poison), tentacle +2
(1d6+1 plus grab)

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

Special Attacks constrict (1d6+1)

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 1, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 17
(can't be tripped)

Feats Improved Initiative, Lightning Reflexes,
Weapon Focus (tentacle)

Skills Climb +10, Perception +11

ECOLOGY

Environment any marshes or underground

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

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 15; *frequency* 2 rounds; *effect* 1d4 Con plus nausea; *cure* 1 save.

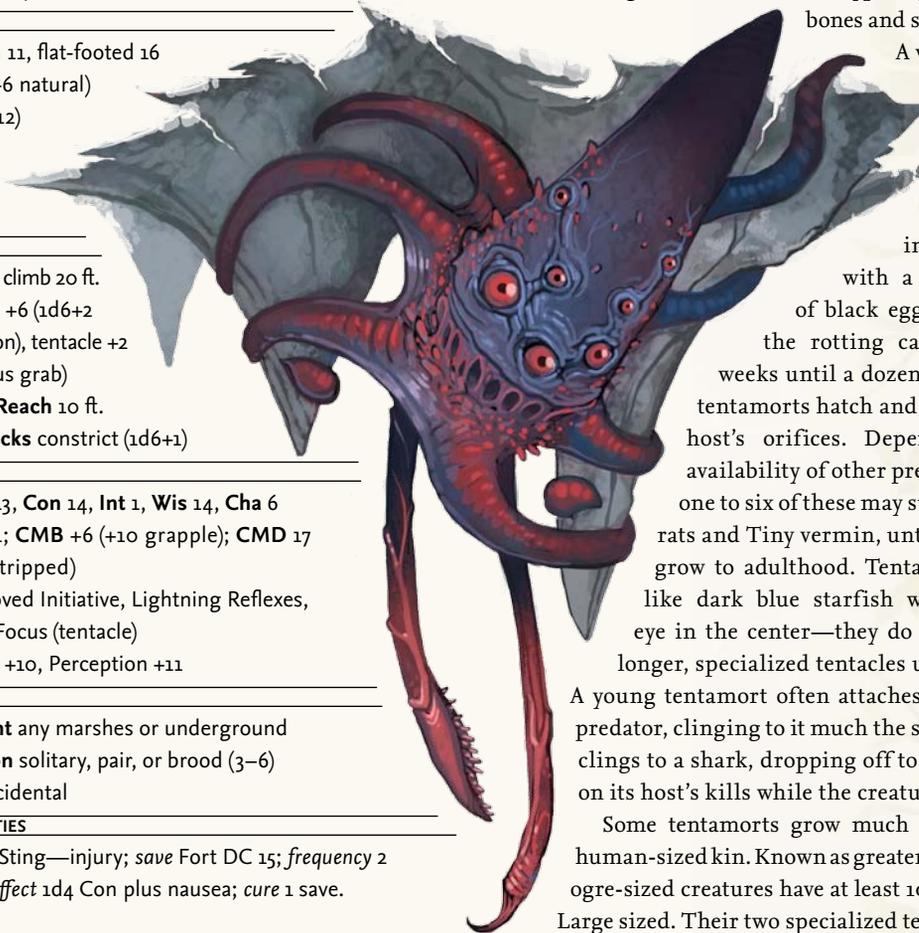
Tentamorts are eerie ambush predators, preferring to let prey come to them rather than seeking food out, and relying on their excellent senses to warn them of approaching meals. A tentamort possesses several tentacles, most of which are used for locomotion but two of which have evolved for singular purposes in securing food. One of these longer tentacles is covered with tiny, sticky nodules and is capable of constricting prey, while the other ends in a long, thin stinger. The tentamort's method of attack is to grab its prey with its constricting tentacle and sting the grappled target with the other. Tentamort poison is particularly horrific, as it swiftly liquefies the creature's internal organs into a rancid slurry the monster can then drink with the same stinger, siphoning out the

fluid with foul sucking sounds. Larger creatures often require multiple stings (and multiple failed saving throws against the venom) before they can be fully absorbed by a tentamort. Tentamorts are almost mindless, possessing just enough intellect to make crude animal judgments about peril and food. Once a tentamort has grabbed prey, it tends to focus entirely on that creature, ignoring attacks upon it from other sources as long as its current victim remains a source of nutrition. After a tentamort finishes consuming a creature, all that typically remains are the bones and skin.

A well-fed tentamort uses the hollow corpse of its meal as a sort of incubator for its eggs, injecting the body with a caviar-like mass of black eggs that mature in the rotting carcass for several weeks until a dozen or so hand-sized tentamorts hatch and crawl out of their host's orifices. Depending upon the availability of other prey, anywhere from one to six of these may survive, feeding on rats and Tiny vermin, until they eventually grow to adulthood. Tentamort young look like dark blue starfish with a single red eye in the center—they do not possess their longer, specialized tentacles until they mature.

A young tentamort often attaches itself to a larger predator, clinging to it much the same way a remora clings to a shark, dropping off to feed innocuously on its host's kills while the creature sleeps.

Some tentamorts grow much larger than their human-sized kin. Known as greater tentamorts, these ogre-sized creatures have at least 10 Hit Dice and are Large sized. Their two specialized tentacles grow to 20 feet long, providing the creature with greater reach than a Large monster normally possesses. Greater tentamorts are never found in groups, for these creatures can only achieve such monstrous size through cannibalism, as if there were some key nutrient in another tentamort's body that allows them to exceed their typical physical limitations. Some of these creatures have mutations giving them two tentacles and two stingers. Yet the most disturbing quality possessed by these monsters is their unexpected intellect—greater tentamorts are often as intelligent as humans, or more so. They cannot speak, but possess an eerie form of telepathy that works only upon creatures they are in physical contact with—a feature they often use to “chat” with their food as they eat.



THOQQUA

This creature's thick, serpentine body is protected by dense, horny plates. A visible haze of heat rises from its red-hot scales.

THOQQUA

CR 2



XP 600

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

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +10

Aura molten body

DEFENSE

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

hp 22 (3d10+6)

Fort +5, Ref +4, Will +2

Immune fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee slam +4 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 13)

STATISTICS

Str 13, Dex 13, Con 15, Int 6, Wis 12, Cha 10

Base Atk +3; CMB +4; CMD 15 (can't be tripped)

Feats Nimble Moves, Skill Focus (Perception)

Skills Acrobatics +7, Perception +10, Stealth +7, Survival +7

Languages Ignan (cannot speak)

ECOLOGY

Environment any land (Plane of Fire)

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Molten Body (Su) A

thoqqua's body is hot

enough to melt stone. Anyone striking a thoqqua with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a thoqqua or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a thoqqua with a manufactured weapon can attempt a DC 13 Reflex save to pull the weapon away from the creature's molten body quickly enough to avoid having the weapon take 1d6 points of fire damage—damage caused to a weapon in this manner is not halved as is normal for damage caused to items, and ignores the first 5 points of hardness possessed by the item. As a result, most metal weapons can generally safely strike a thoqqua without taking much damage, but wooden weapons have a significant chance of burning away if used against one of these creatures. The save DC is Constitution-based.

Thoqqas are cantankerous creatures of fire and slag. Their bodies generate incredible heat that allows them to burrow or melt through most surfaces, even solid rock. Thoqqas are native to the vast ash deserts and lava fields where the Plane of Fire abuts the Plane of Earth. There they consume ore and minerals, which their furnace-like bodies then smelt into armor plates that grant the creatures their natural armor—as outsiders, these creatures have no need to eat to survive, but a “starving” thoqqua generally has a lower natural armor bonus than a healthy one.

A thoqqua's frontmost body segment tapers into a straight, horn-like beak that glows with a blistering heat. Steam and smoke constantly hiss from its joints, and from a distance a thoqqua can be mistaken for a strange metallic construct. Adult thoqqas are 5 feet long and weigh 200 pounds.

Their fiery tempers make thoqqas dangerous to approach—they attack without thinking when startled or frustrated. If a thoqqua does not immediately chase away humanoids within its territory, then it gradually comes to view that settlement as property, and even guards it.

Mephits seem to understand the thoqqua thought process, and occasionally broker deals with the simple-minded worms. The mephits say that the mountain-sized ancestors of modern thoqqas were servants of the elemental lords, and dug the first volcanoes in the young worlds of the Material Plane. These progenitor worms then retired to the worlds' cores, where their heat warms the planets even today. Thoqqas on the Material Plane do indeed congregate around volcanoes—though whether this is to protect a mineral-rich food site or a sacred place is unknown.



Illustration by Jim Papelec

THRASFYR

Neither quite bear nor bull nor serpent, this immense, six-legged creature is bound in chains and covered with scintillating red scales.

THRASFYR CR 17 

XP 102,400

CE Huge magical beast (fire)

Init +5; **Senses** darkvision 120 ft., low-light vision, *see invisibility*; Perception +28

DEFENSE

AC 32, touch 9, flat-footed 31 (+1 Dex, +23 natural, -2 size)

hp 279 (18d10+180); regeneration 15 (acid or cold)

Fort +21, **Ref** +14, **Will** +15

DR 15/cold iron and slashing; **Immune** fire, sonic; **Resist** electricity 30; **SR** 28

Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft., climb 50 ft.

Melee 2 bites +26 (2d6+10), 4 claws +26 (1d8+10), gore +26 (2d6+10)

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

Special Attacks breath weapon (80-foot cone, 20d8 fire damage, Reflex DC 29 half, usable once every 1d4 rounds), entangling chains, powerful charge (gore, 4d8+24)

Spell-Like Abilities (CL 18th; concentration +23)

Constant—*air walk*, *see invisibility*

1/day—*greater teleport* (self plus 50 lbs. of objects only, and only to a master's side)

STATISTICS

Str 30, **Dex** 13, **Con** 31, **Int** 5, **Wis** 24, **Cha** 20

Base Atk +18; **CMB** +30; **CMD** 41 (49 vs. trip)

Feats Critical Focus, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike

Skills Climb +18, Perception +28

Languages Aklo, Sylvan

SQ master's bond, planar acclimation

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Entangling Chains (Su) A thrasfyr can control the six chains that hang from its body as if they were its own limbs. As a standard action, it can cause these chains to snake outward to a radius of 30 feet. All creatures in this area take 10d6 points of slashing damage and become entangled—a DC 20 Reflex save halves the damage and negates the entangled condition. An entangled creature can escape with a DC 20 Reflex save or a DC 30 Escape Artist check made as a full-

round action. The chains can also be sundered (hardness 10, hp 20, Break DC 28). The thrasfyr creates these chains from its own body—destroyed chains regrow in 24 hours. The save DC is Dexterity-based.

Master's Bond (Su) A thrasfyr can form a bond with a willing creature by touching that creature. This allows the thrasfyr to communicate telepathically with the bonded creature with no range restriction (provided the thrasfyr and its master are on the same plane). Both thrasfyr and master can sense the other's condition as if both were under the effect of a *status* spell. A thrasfyr can maintain a bond with only one master at a time.

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

The legendary thrasfyr is one of the Tane—a group of powerful monsters created by godlike beings from the primal world of the fey. A thrasfyr without a master prefers to dwell in rugged hilly regions, where it spends most of its time slumbering and dreaming—it is said that all thrasfyrs dream of themselves as graceful and beautiful fey, for legends say that the first thrasfyrs were created from such creatures as a form of punishment.



Illustration by Kieran Yanner