

# THUNDERBIRD

*This enormous bird has feathers the color of a stormy sky, a resemblance enhanced by the lightning that dances over its body.*

## THUNDERBIRD

CR 11



XP 12,800

N Gargantuan magical beast

**Init** +7; **Senses** darkvision 60 ft., low-light vision, stormsight; Perception +20

**Aura** storm aura (100 ft.)

### DEFENSE

**AC** 25, touch 10, flat-footed 21 (+3 Dex, +1 dodge, +15 natural, -4 size)

**hp** 147 (14d10+70)

**Fort** +14, **Ref** +12, **Will** +9

**Immune** electricity, sonic

### OFFENSE

**Speed** 30 ft., fly 120 ft. (good)

**Melee** 2 claws +18

(2d6+8/19-20  
plus grab), bite +18  
(2d8+8/19-20)

**Ranged** thunderbolt +13

ranged touch (6d6  
electricity and 6d6 sonic)

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

**Spell-Like Abilities** (CL 11th;  
concentration +12)

At will—*control weather*

### STATISTICS

**Str** 26, **Dex** 17, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

**Base Atk** +14; **CMB** +26 (+30 grapple); **CMD** 40

**Feats** Critical Focus, Dodge, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Iron Will, Power Attack

**Skills** Acrobatics +13, Fly +11, Perception +20, Perform (sing) +8, Sense Motive +10

**Languages** Auran

### ECOLOGY

**Environment** any hills or mountains

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Thunderbolt (Su)** A thunderbird can fire a ray of thunder and lightning from its outspread wings as a standard action. This attack has a range of 200 feet with no range increment, and requires a ranged touch attack to hit. A creature critically hit by a thunderbolt is stunned and deafened for 1 round if it fails a DC 22 Fortitude save. The save DC is Constitution-based.

**Storm Aura (Su)** A thunderbird is surrounded by a 100-foot-radius spread of severe winds that blow out from the center, dissipating swiftly at the limit of the aura's range. In this area, ranged weapons (but not siege weapons) take a -4 penalty on attack rolls, Fly checks are made at a -4 penalty, and exposed flames are extinguished. Small creatures must make a DC 10 Strength check (if on the ground) or a DC 20 Fly check to move toward the thunderbird, while Tiny or smaller creatures can be knocked backward (1d4 × 10 feet if they are on the ground and fail a DC 15 Strength check, or 2d6 × 10 feet if they are flying and fail a DC 25 Fly check). Creatures on the ground that are pushed back take 1d4 points of nonlethal damage per 10 feet, and flying creatures that are pushed back take 2d6 points of nonlethal damage regardless of the distance they are pushed.

In addition, once every 1d4 rounds, a bolt of lightning strikes a random creature (other than the thunderbird) within the area of its storm aura. This bolt of lightning deals 12d6 points of electricity damage (DC 22 Reflex halves). The save DC for the lightning bolt is Constitution-based, while those for resisting the wind effects are fixed.

### Stormsight (Ex) A




thunderbird ignores all vision penalties and concealment from weather effects, including those created by *fog cloud*, *obscuring mist*, and similar spells.

Thunderbirds bring the storm on their wings. In times of drought, they are welcomed with joy and celebration. In other times, they are placated with gifts in hopes that they might leave quickly before flooding begins. When angered, thunderbirds can call down hurricanes and lay waste to entire villages, so in regions where these birds dwell, many villages maintain extensive rituals designed to appease and honor the local thunderbirds.

Thunderbirds nest near the base of waterfalls, where the constant thrum of crashing water prepares the hatchlings for a life at the heart of a storm. Once the chicks have hatched, their parents carry the offspring to nests at the top of mountains, where the young are struck by their first bolts of lightning and learn the mysteries of the storm.

## TICK, GIANT

This dog-sized tick has a grotesquely bulbous body and a thin head equipped with hooked mandibles.




GIANT TICK	CR 1	  
XP 400		
N Small vermin		
Init +0; <b>Senses</b> darkvision 60 ft., scent; Perception +0		
DEFENSE		
AC 16, touch 11, flat-footed 16 (+5 natural, +1 size)		
hp 13 (2d8+4)		
Fort +5, Ref +0, Will +0		
Immune mind-affecting effects		
OFFENSE		
Speed 20 ft., climb 20 ft.		
Melee bite +2 (1d4 plus grab, attach, and disease)		
Special Attacks blood drain (1 Constitution)		
STATISTICS		
Str 11, Dex 10, Con 15, Int —, Wis 11, Cha 2		
Base Atk +1; CMB +0 (+8 grapple); CMD 10 (22 vs. trip)		
Skills Climb +8, Stealth +8; Racial Modifiers +4 Stealth		
ECOLOGY		
Environment temperate forests		
Organization solitary, pair, cluster (3–6), or nest (7–12)		
Treasure none		
SPECIAL ABILITIES		
<b>Grab (Ex)</b> A giant tick can grab targets of any size, and has a +8 racial bonus on grapple checks rather than the normal +4 bonus most creatures with grab possess.		
<b>Disease (Ex)</b> <i>Red ache</i> : Bite—injury; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d6 Str damage; cure 2 consecutive saves. The DC is Constitution-based.		

In areas where large creatures like megafauna or dinosaurs dwell, the giant tick behaves much like its smaller kin—it lies in wait in the undergrowth, and when a suitable host passes by, it drops onto the body to feed. In other areas, these vermin are much more aggressive, and actively hunt smaller prey like dogs, livestock, or even humanoids. A giant tick drains blood quickly, but once it has caused 6 points of Constitution damage, it drops off, sated, to crawl away to digest. A giant tick is 3 feet long and weighs 50 pounds.



## TICK SWARM

The rasping legs of this hideous, shining carpet of fist-sized ticks rattle ominously as the swarm skitters forward.

TICK SWARM	CR 9	  
XP 6,400		
N Fine vermin (swarm)		
Init +2; <b>Senses</b> darkvision 60 ft., scent; Perception +0		
DEFENSE		
AC 23, touch 20, flat-footed 21 (+2 Dex, +3 natural, +8 size)		
hp 120 (16d8+48)		
Fort +13, Ref +7, Will +5		
Defensive Abilities swarm traits		
Immune mind-affecting effects, weapon damage		
OFFENSE		
Speed 30 ft., climb 30 ft.		
Melee swarm (4d6 plus disease, distraction, and blood drain)		
Special Attacks blood drain (1d4 Con), cling, distraction (DC 21)		
STATISTICS		
Str 1, Dex 14, Con 16, Int —, Wis 11, Cha 1		
Base Atk +12; CMB —; CMD —		
Skills Climb +10; Racial Modifiers uses Dex on Climb checks		
ECOLOGY		
Environment temperate forests		
Organization solitary, pair, or colony (3–6)		
Treasure none		
SPECIAL ABILITIES		
<b>Cling (Ex)</b> If a creature leaves a tick swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several ticks cling to the victim. A creature with ticks clinging to it takes swarm damage at the end of its turn each round. As a full round action, the creature can remove the ticks with a DC 20 Reflex save. At least 10 points of damage from any area effect destroys all clinging ticks. The save DC is Dexterity-based.		

**Disease (Ex)** *Bubonic Plague*: Bite—injury; save Fort DC 21; onset 1 day; frequency 1/day; effect 1d4 Con damage, 1 Cha damage, fatigue; cure 2 consecutive saves. The DC is Con-based.

Tick swarms are merciless blights, able to quickly reduce the larger animal life of a region they infest to blood-drained, diseased husks.

Illustration by Dean Spencer



# TITAN, ELYSIAN

*This titanic humanoid wears gilt-edged armor of ancient make and carries an immense hammer made of gleaming metal.*

## TITAN, ELYSIAN

CR 21



XP 409,600

CG Colossal outsider (chaotic, extraplanar, good)

**Init** +7; **Senses** darkvision 120 ft., *true seeing*; Perception +33

### DEFENSE

**AC** 37, touch 5, flat-footed 34 (+9 armor, +3 Dex, +23 natural, –8 size)

**hp** 409 (21d10+294); regeneration 15 (evil)

**Fort** +21, **Ref** +15, **Will** +21; +8 resistance vs. mind-affecting

**DR** 15/evil; **Immune** aging, death effects, disease; **SR** 32

### OFFENSE

**Speed** 60 ft. (40 ft. in armor)

**Melee** *maul of the titans* +33/+28/+23/+18 (6d8+28/17–20) or 2 slams +30 (2d8+17)

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

**Special Attacks** trample (2d8+25, DC 37)

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

Constant—*air walk*, *mind blank*, *true seeing*

At will—*bestow curse* (DC 21), *break enchantment*, *divination*, *greater dispel magic*, *sending*

3/day—*greater scrying* (DC 24), *heal*, *mass suggestion* (DC 23)

1/day—*freedom*, *greater planar ally*, *meteor swarm* (DC 26)

### STATISTICS

**Str** 45, **Dex** 16, **Con** 39, **Int** 21, **Wis** 28, **Cha** 24

**Base Atk** +21; **CMB** +46; **CMD** 59

**Feats** Awesome Blow, Critical Focus,

Greater Sunder, Greater

Vital Strike, Improved

Bull Rush, Improved

Initiative, Improved

Sunder, Improved Vital

Strike, Power Attack,

Staggering Critical,

Vital Strike

**Skills** Bluff +31, Craft

(any) +29, Diplomacy +31,

Intimidate +31, Knowledge

(engineering) +26, Knowledge

(planes) +29, Perception +33,

Perform (any) +28, Sense Motive +33,

Spellcraft +29, Use Magic Device +31

**Languages** Abyssal, Celestial, Common;

telepathy 300 ft.

**SQ** change shape (any humanoid; *alter self*)

### ECOLOGY

**Environment** any land (Elysium)

**Organization** solitary, pair, or crusade (3–6)

**Treasure** standard (+3 *breastplate*, *maul of the titans*, other treasure)

A race that was old when the world was young, titans are very near to the divine. This nearness inspired bitterness in the hearts of the mightiest titans, and when they grew jealous of the adulation the gods received from mortals, they began a crusade to destroy mortal life. As this war began, the Elysian titans turned against their kin and, by sacrificing some of their power to the gods, convinced the deities to banish their arrogant kin to the Abyss.

Lone Elysian titans often wander the planes, seeking enlightenment or exploring ancient places of power. Others still have the crusading impulse of the ancient war and can be found manipulating events from behind the scenes, training aspiring heroes, counseling kings, marshaling armies to overthrow tyranny, and inspiring mortals to become legends. A titan does not age—unless slain by violence, a titan is immortal.

One in every dozen Elysian titans is a prophet—a titan who manifests the goodwill of the gods and possesses the spellcasting power of a 20th-level cleric. These titans do not gain access to domains or any other cleric class abilities. They are CR 22 creatures.




Elysian titans are 70 feet tall and weigh 20 tons.





## TITAN, THANATOTIC

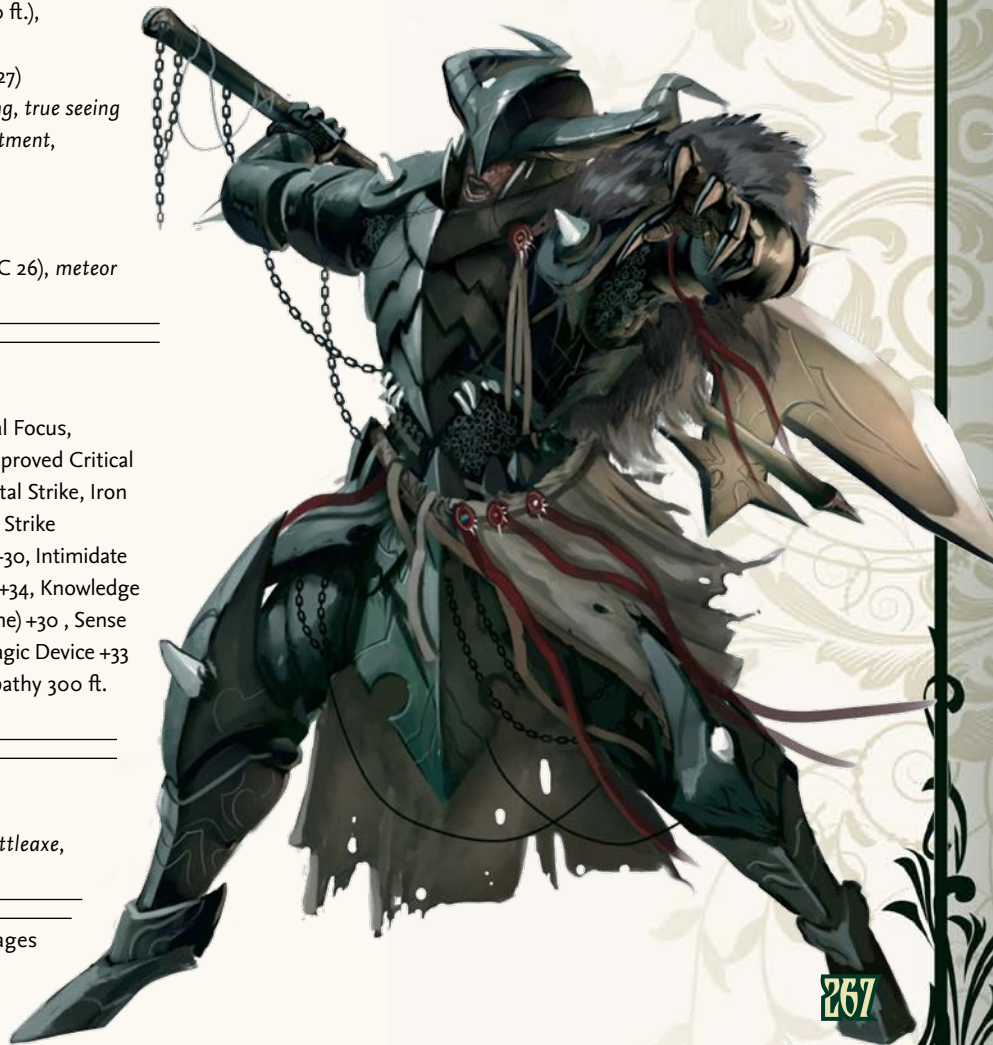
*This titanic, armored figure wields an immense axe. Its hands end in claws, and its voice thunders with ruinous power.*

TITAN, THANATOTIC	CR 22	  
<b>XP</b> 614,400		
CE Colossal outsider (chaotic, evil, extraplanar)		
<b>Init</b> +4; <b>Senses</b> darkvision 120 ft., <i>true seeing</i> ; Perception +31		
<b>DEFENSE</b>		
<b>AC</b> 38, touch 2, flat-footed 38 (+12 armor, +24 natural, –8 size)		
<b>hp</b> 471 (23d10+345)		
<b>Fort</b> +22, <b>Ref</b> +15, <b>Will</b> +20; +8 resistance vs. mind-affecting		
<b>DR</b> 15/lawful and epic; <b>Immune</b> aging, death effects, disease;		
<b>SR</b> 33		
<b>OFFENSE</b>		
<b>Speed</b> 60 ft. (40 ft. in armor)		
<b>Melee</b> +3 <i>unholy battleaxe</i> +37/+32/+27/+22 (6d6+22/19–20/x3),		
claw +29 (2d8+9) or		
2 claws +34 (2d8+19)		
<b>Ranged</b> rock +16/+11/+6/+1 (4d6+28)		
<b>Space</b> 30 ft.; <b>Reach</b> 30 ft.		
<b>Special Attacks</b> godslayer, rock-throwing (100 ft.),		
trample (2d8+28, DC 40)		
<b>Spell-Like Abilities</b> (CL 20th; concentration +27)		
Constant— <i>air walk</i> , <i>mind blank</i> , <i>spell turning</i> , <i>true seeing</i>		
At will— <i>bestow curse</i> (DC 21), <i>break enchantment</i> ,		
<i>divination</i> , <i>greater dispel magic</i> , <i>sending</i>		
3/day— <i>disintegrate</i> (DC 23), <i>greater scrying</i>		
(DC 24), <i>heal</i> , <i>mass suggestion</i> (DC 23)		
1/day— <i>greater planar ally</i> , <i>imprisonment</i> (DC 26), <i>meteor</i>		
<i>swarm</i> (DC 26), <i>true resurrection</i>		
<b>STATISTICS</b>		
<b>Str</b> 49, <b>Dex</b> 10, <b>Con</b> 41, <b>Int</b> 27, <b>Wis</b> 20, <b>Cha</b> 24		
<b>Base Atk</b> +23; <b>CMB</b> +50; <b>CMD</b> 60		
<b>Feats</b> Awesome Blow, Bleeding Critical, Critical Focus,		
Greater Vital Strike, Improved Bull Rush, Improved Critical		
(battleaxe), Improved Initiative, Improved Vital Strike, Iron		
Will, Lightning Reflexes, Power Attack, Vital Strike		
<b>Skills</b> Bluff +33, Craft (any one) +34, Diplomacy +30, Intimidate		
+30, Knowledge (arcana, history, and planes) +34, Knowledge		
(religion) +31, Perception +31, Perform (any one) +30, Sense		
Motive +31, Spellcraft +34, Stealth +5, Use Magic Device +33		
<b>Languages</b> Abyssal, Celestial, Common; telepathy 300 ft.		
<b>SQ</b> change shape (any humanoid, <i>alter self</i> )		
<b>ECOLOGY</b>		
<b>Environment</b> any (Abyss)		
<b>Organization</b> solitary, pair, or war band (3–6)		
<b>Treasure</b> standard (+3 <i>full plate</i> , +3 <i>unholy battleaxe</i> ,		
other treasure)		
<b>SPECIAL ABILITIES</b>		
<b>Godslayer (Su)</b> When a thanatotic titan damages		
a creature capable of casting divine spells,		

that creature must make a DC 28 Will save or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. A thanatotic titan's attacks are treated as epic and evil for the purposes of overcoming damage reduction. The save DC is Charisma-based.

Some believe that the titans were the first children of the gods—if this myth is true, then the fact that they waged war upon the gods becomes even more tragic. After they were betrayed to the gods by their own kin, the Thanatotic titans were banished into the Abyss. Today, they seethe with jealousy that their Elysian kin are allowed to wander the planes at will, while they can leave their Abyssal realm only by stealth. Now, these powerful outsiders spend much of their time brooding, fighting among themselves, and waging war for control of Abyssal realms against the legions of various demon lords.

Thanatotic titans see themselves as the true icons worthy of worship. Some work to found personal cults among mortals, while others simply wage unending crusades against the minions of the gods.



## TOAD, GIANT

Stubby warts dot the skin of this horse-sized brown toad. Its throat bulges and ripples as though about to croak.

### GIANT TOAD

CR 2



XP 600

N Large animal

**Init** +1; **Senses** low-light vision, scent; Perception +8

#### DEFENSE

**AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

**hp** 22 (3d8+9)

**Fort** +6, **Ref** +6, **Will** +0

**Defensive Abilities** poison skin

#### OFFENSE

**Speed** 30 ft., swim 15 ft.

**Melee** bite +5 (1d6+6 plus grab)

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

**Special Attacks** swallow whole (1d4 bludgeoning, AC 12, 2 hp)

#### STATISTICS

**Str** 19, **Dex** 13, **Con** 16, **Int** 1, **Wis** 8, **Cha** 6

**Base Atk** +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

**Feats** Lightning Reflexes, Skill Focus (Perception)

**Skills** Acrobatics +5 (+9 jump), Perception +8, Stealth +5, Swim +12;

**Racial Modifiers** +4 Acrobatics (+8 jump), +4 Stealth

#### ECOLOGY

**Environment** temperate forests, plains, or swamps

**Organization** solitary, pair, or knot (3–12)

**Treasure** none

#### SPECIAL ABILITIES

**Poison Skin (Ex)** A creature that strikes a giant toad with an unarmed strike or natural weapon exposes itself to the toad's poisonous skin.

Skin—contact; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Wisdom damage; *cure* 1 save.

Most giant toads live in dryer areas after maturing, returning to the water only to mate and give birth.

Giant toad companions are identical to giant frog companions (*Pathfinder RPG Bestiary* 135), save that they lack the frog's tongue and pull abilities. Instead, they gain the poison skin ability at 4th level.

## TOAD, GLACIER

This improbably large toad has pale blue flesh and a body covered with jagged, icy growths.

### GLACIER TOAD

CR 6



XP 2,400

N Large magical beast (cold)

**Init** +1; **Senses** low-light vision, scent; Perception +11

**Aura** bitter cold (20 ft.)

#### DEFENSE

**AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

**hp** 73 (7d10+35)

**Fort** +10, **Ref** +8, **Will** +3

**Immune** cold

**Weaknesses** vulnerable to fire

#### OFFENSE

**Speed** 30 ft., swim 15 ft.

**Melee** bite +13 (2d6+9 plus 1d6 cold and grab)

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

**Special Attacks** swallow whole (1d4 bludgeoning and 1d6 cold, AC 14, 7 hp)

#### STATISTICS

**Str** 23, **Dex** 13, **Con** 20, **Int** 5, **Wis** 12, **Cha** 6

**Base Atk** +7; **CMB** +14 (+18 grapple); **CMD** 25 (29 vs. trip)

**Feats** Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Acrobatics +9 (+13 jumping), Perception +11, Stealth +6 (+14 in snow), Swim +14; **Racial Modifiers** +4 Acrobatics, (+8 jumping), +4 Stealth (+12 in snow)

**Languages** Aklo

#### ECOLOGY

**Environment** cold hills or glaciers

**Organization** solitary, pair, or knot (3–12)

**Treasure** standard

#### SPECIAL ABILITIES

**Bitter Cold (Su)** All creatures within 20 feet of a glacier toad take 1d6 points of cold damage each round on the toad's turn.




Glacier toads are strange, magical cousins of the more common giant toads. None can say for certain whether they were bred, or evolved from exposure to elemental energies. Glacier toads have no practical use for most treasure, but have a fondness for shiny objects like gems and glowing items.





# TOTENMASKE

*This spindly, skeletal humanoid has moldy green flesh, long talons for hands, and a head that seems to be mostly mouth.*

TOTENMASKE	CR 7			
<b>XP 3,200</b>				
NE Medium undead (shapechanger)				
<b>Init</b> +10; <b>Senses</b> darkvision 60 ft.; Perception +15				
<b>DEFENSE</b>				
<b>AC</b> 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)				
<b>hp</b> 85 (10d8+40)				
<b>Fort</b> +7, <b>Ref</b> +9, <b>Will</b> +9				
<b>Immune</b> undead traits; <b>Resist</b> cold 20				
<b>OFFENSE</b>				
<b>Speed</b> 50 ft.				
<b>Melee</b> bite +13 (1d8+4 plus 1d4 Cha drain), 2 claws +13 (1d6+4)				
<b>Special Attacks</b> fleshdrink, shape flesh				
<b>STATISTICS</b>				
<b>Str</b> 18, <b>Dex</b> 23, <b>Con</b> —, <b>Int</b> 16, <b>Wis</b> 15, <b>Cha</b> 19				
<b>Base Atk</b> +7; <b>CMB</b> +11; <b>CMD</b> 27				
<b>Feats</b> Ability Focus (Charisma drain), Combat Expertise, Combat Reflexes, Improved Initiative, Weapon Finesse				
<b>Skills</b> Acrobatics +16 (+24 jump), Bluff +14, Diplomacy +14, Disguise +17, Perception +15, Sense Motive +15, Stealth +19				
<b>Languages</b> Abyssal, Celestial, Common, Infernal				
<b>SQ</b> change shape (the previous humanoid it successfully used its fleshdrink ability on; <i>alter self</i> )				
<b>ECOLOGY</b>				
<b>Environment</b> any land or underground				
<b>Organization</b> solitary or pair				
<b>Treasure</b> standard				
<b>SPECIAL ABILITIES</b>				
<b>Charisma Drain (Su)</b> A totenmaske can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim makes a DC 21 Will save. The save DC is Charisma-based.				
<b>Fleshdrink (Su)</b> If a totenmaske hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, dealing 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful DC 19 Fortitude save negates the Constitution damage and reduces the sickened condition duration to 1 round. The save DC is Charisma-based.				
<b>Shape Flesh (Su)</b> By spending 1 minute in contact with a helpless creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a DC 19 Fortitude save to resist. Changes are permanent, but can be reversed with <i>heal</i> , <i>restoration</i> , or <i>regeneration</i> , or by surgically opening the sealed flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A totenmaske can use this				

ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation). The save DC is Charisma-based.

Consumed by the same lusts and excesses that led them in life, the souls of some sinners rise as totenmaskes, drinking the flesh and memories of living creatures and even stepping into their lives to once more pursue their base desires. Incapable of resuming their sinful pursuits in their natural form, totenmaskes often keep their victims alive for as long as possible, renewing their stolen identities regularly in order to continue indulging in pleasures of the flesh.

A totenmaske can be created from the corpse of a sinful mortal by a cleric of at least 18th level using the *create greater undead* spell.

A totenmaske is 6 feet tall and weighs 140 pounds.



Illustration by John Gravatato

# TRITON

*This scaly, finned humanoid has an athletic build and blue-green coloration. Its legs end in wide flippers rather than feet.*

## TRITON

CR 2



XP 600

NG Medium outsider (native, water)

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

### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 natural)

**hp** 19 (3d10+3)

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

### OFFENSE

**Speed** 5 ft., swim 40 ft.

**Melee** mwk trident +5 (1d8+1)

**Ranged** heavy crossbow +3 (1d10/19–20)

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

1/day—*summon nature's ally II* (Small water elemental or 1d3 dolphins only)

### STATISTICS

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

**Base Atk** +3; **CMB** +4; **CMD** 14

**Feats** Mounted Combat, Ride-By Attack

**Skills** Craft (any one) +7, Diplomacy +6,

Perception +7, Ride +6, Sense Motive +7,

Stealth +6, Survival +7, Swim +9

**Languages** Aquan, Common

### ECOLOGY

**Environment** any oceans

**Organization** solitary, company (2–5), squad (6–11), or band (12–21 plus 2–16 dolphins)

**Treasure** standard (masterwork trident, heavy crossbow with 10 bolts, other treasure)

These aquatic outsiders resemble merfolk, except where a merman has a single fish tail, a triton has two scaly, finned legs. They are the watchers of the sea, often using dolphins or other aquatic creatures as mounts, and maintaining a vigil against the evil races below the waves. Originally hailing from the Plane of Water, long ago the triton race migrated to the oceans of the Material Plane, and they are now fully adapted to life there. Their split legs allow them to hobble about slowly on land, but they rarely do so, preferring their natural environment and the greater mobility their forms afford there.

Tritons make their homes on the sea floor, growing coral reefs and sculpting stones into gentle arcs to create living spaces that are beautiful and natural-looking. Many of these sites lie near great thermal vents, providing not only heat but also rich minerals and nutrients for the fish and other creatures tritons eat. Tritons can breathe air or water, but prefer water. While their cities are designed for water-breathers, they usually feature one or two airtight buildings set aside to hold air for landwalking visitors. Triton settlements can be found anywhere from arctic to tropical waters, but most are in temperate locations. They generally avoid the deepest reaches of the ocean, for it is here that creatures like aboleths and krakens rule—creatures that the tritons have long waged war against.

Tritons maintain relationships with other good undersea creatures, but mostly keep to themselves. They aid others in fights against their enemies (primarily krakens and aboleths, but also lesser evils like sahuagin or skum). They typically form strong squadrons of aquatic cavalry trained in coordinated attacks when they go to war.

Tritons tend to distrust outsiders, and usually avoid land-dwellers.

They sometimes provide aid to air-breathers, even though they often see them as trespassers under the sea; when they do help landwalkers, their price for this is high. Nevertheless, when they witness a landwalker do battle against and vanquish a great evil such as an aboleth, they are quick to cast aside their prejudices and accept the great hero into their societies with open and welcoming arms.

Tritons have silvery skin, hued in tones of aqua blue and kelp green. Older tritons often have barnacles, corals, and seashells crusting the back, chest, and shoulders, worn almost like jewelry as a mark of status among their kind. They have white, blue, or green hair. Tritons' eyes shine blue like sunlight upon a clear sea. A typical triton stands 6 feet in height and weighs 180 pounds. While most exceptional tritons advance by taking class levels (typically as druids, oracles, or rangers), a rare few tritons advance by increasing in size. These Large tritons are great heroes among their kind and have 8 racial Hit Dice or more.





# TROLL, ICE

*This large creature has light blue-green skin and cold, piercing eyes. Dressed in rough furs, its tusked jaw juts forth in a long underbite.*

## ICE TROLL

CR 4



XP 1,200

CE Large humanoid (cold, giant)

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

### DEFENSE

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

**hp** 45 (6d8+18); regeneration 5 (acid or fire)

**Fort** +8, **Ref** +8, **Will** +2

**Immune** cold

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 30 ft.

**Melee** battleaxe +7 (2d6+4), bite +2 (1d6+2), claw +2 (1d4+2) or bite +7 (1d6+4), 2 claws +7 (1d4+4)

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

**Special Attacks** rend (2 claws, 1d6+6)

### STATISTICS

**Str** 19, **Dex** 18, **Con** 16, **Int** 9, **Wis** 10, **Cha** 7

**Base Atk** +4; **CMB** +9; **CMD** 23

**Feats** Intimidating Prowess, Lightning Reflexes, Skill Focus (Perception)

**Skills** Intimidate +7, Perception +9, Survival +4

**Languages** Giant

### ECOLOGY

**Environment** cold mountains or underground

**Organization** solitary or band (3–6)

**Treasure** standard

Ice trolls are somewhat smaller than normal trolls, but they possess greater intelligence and cunning and are just as voraciously hungry. They display the typical hunched posture of trolls, combined with long arms tipped with sharp claws and the distinctive troll underbite. Like normal trolls, ice trolls possess amazing regenerative powers that enable them to recover from almost any wound. Unlike most trolls, ice trolls often use weapons in battle, but in the heat of combat, they often cast aside weapons in favor of their rending claws. An ice troll stands about 10 feet tall and weighs up to 900 pounds.

Because of their greater intellects, ice trolls sometimes

work as mercenaries, and often serve as soldiers in monstrous armies. They frequently ally with frost giants, and may even be found among northern barbarian tribes, as long as they are well fed and well paid.

Ice trolls enjoy the taste of human flesh, and those not working with humans frequently set traps near civilized areas to catch their favorite prey. They will also raid isolated settlements for food, often bringing captured humans back to their icy lairs, where the unfortunate victims are caged and fattened up before finally being devoured by the voracious trolls.

In combat, ice trolls are more cautious than normal trolls. They do not normally rush headlong into battle, instead focusing on weaker foes or those bearing fire. They do not hesitate to attack opponents armed with fire, but work together to defeat such enemies before they can bring their dangerous weapons to bear.

Ice troll society is more patriarchal than normal troll society, and while males may form gangs to hunt or raid, most ice trolls live in small family groups comprised of a male, a female, and their offspring.



Illustration by Florian Stitz



# TROLL, ROCK

*This bulky creature has beady eyes, and rocky skin studded with small crystals. Its jutting underbite holds large, crystalline teeth.*

## ROCK TROLL

CR 6



XP 2,400

CE Large humanoid (earth, giant)

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

### DEFENSE

**AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

**hp** 80 (7d8+49); regeneration 5 (acid or sonic)

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

**Weaknesses** sunlight petrification

### OFFENSE

**Speed** 30 ft.

**Melee** bite +11 (1d8+7), 2 claw +12 (1d6+7)

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

**Special Attacks** rend (2 claws, 1d6+9)

### STATISTICS

**Str** 25, **Dex** 12, **Con** 24, **Int** 5, **Wis** 9, **Cha** 6

**Base Atk** +5; **CMB** +13; **CMD** 24

**Feats** Intimidating Prowess, Iron Will, Power Attack, Weapon

Focus (claw)

**Skills** Climb +11, Intimidate +10, Perception +6

**Languages** Giant

### ECOLOGY

**Environment** any underground

**Organization** solitary or gang (2–5)

**Treasure** standard

### SPECIAL ABILITIES

**Sunlight Petrification (Ex)** A

rock troll that is exposed to natural sunlight is staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A *stone to flesh* spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Fortitude saves to avoid petrification. Spells like *sunray* or *sunburst* that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.

Rock trolls are relatives of normal trolls and ice trolls, but make their lairs far beneath the earth in underground caverns. They rarely venture forth from their subterranean lairs, for they have a weakness unknown in other

troll subspecies—the light of the sun turns them to solid stone. Rock trolls have stony skin studded with crystals, but otherwise display typical troll characteristics—hunched posture, long arms, a large underbite, and powerful regenerative abilities. Because of the crystalline nature of their skin, however, rock trolls prove more susceptible to sonic damage than other trolls, but they are able to regenerate even wounds dealt by fire. Rock trolls are larger and stronger than normal trolls, typically standing 15 to 16 feet tall in height, and weighing upward of 1,200 pounds.

Rock trolls are fond of humanoid flesh, but eat whatever food they can get their claws on. Most underground creatures go out of their way to avoid rock trolls, as the ravenous creatures will eat anything that passes through their territory, as long as it is at least marginally edible. Rock trolls also occasionally eat rocks and minerals, though such fare seems to do little to soothe their voracious hungers. Instead, these minerals supplement the trolls' diet, strengthening their skin, teeth, and claws. Deposits of certain crystals seem especially tasty to rock trolls, and a rock troll who finds such a collection will often gorge himself on the crystalline delicacies.



## TURTLE, SNAPPING

A thick shell encases this reptile's body, from which only its tail, its feet, and a head fitted with powerful jaws emerge.

SNAPPING TURTLE	CR 1/3			
XP 135				
N Tiny animal				
Init -1; Senses low-light vision, scent; Perception +5				
DEFENSE				
AC 12, touch 11, flat-footed 12 (-1 Dex, +1 natural, +2 size)				
hp 5 (1d8+1)				
Fort +3, Ref +1, Will +1				
OFFENSE				
Speed 10 ft., swim 20 ft.				
Melee bite +1 (1d3-3)				
Space 2-1/2 ft.; Reach 0 ft.				
STATISTICS				
Str 4, Dex 8, Con 13, Int 1, Wis 13, Cha 6				
Base Atk +0; CMB -3; CMD 4 (8 vs. trip)				
Feats Weapon Finesse				
Skills Perception +5, Swim +5				
SQ hold breath, shell				
ECOLOGY				
Environment temperate or warm water or shore				
Organization solitary or band (2-5)				
Treasure none				
SPECIAL ABILITIES				
Shell (Ex) As a move action, a snapping turtle can pull its extremities and head into its shell. It cannot move or attack as long as it remains in this state, but its armor bonus from natural armor increases by +4 as long as it does.				

Snapping turtles are water-dwelling reptiles known for their propensity to bite anyone they deem threatening. Adult snapping turtles are usually about 1-1/2 feet in diameter. A spellcaster who can acquire a familiar can choose a snapping turtle as a familiar. A snapping turtle familiar grants its master a +2 bonus on all Fortitude saves.

## GIANT SNAPPING TURTLE COMPANIONS

**Starting Statistics:** Size Medium; Speed 20 ft., swim 20 ft.; AC +10 natural; Attack bite (1d6); **Ability Scores** Str 8, Dex 10, Con 9, Int 1, Wis 13, Cha 6; **Special Qualities** low-light vision, hold breath, scent.

**7th-Level Advancement:** Size Large; AC +2 natural; Attack bite (1d8), **Ability Scores** Str +8, Dex -2, Con +4; **Special Attack** grab.

## TURTLE, GIANT SNAPPING

This lumbering turtle is the size of a house; its head features a powerful, razor-sharp beak.

GIANT SNAPPING TURTLE	CR 9			
XP 6,400				
N Gargantuan animal				
Init +2; Senses low-light vision, scent; Perception +21				
DEFENSE				
AC 23, touch 4, flat-footed 23 (-2 Dex, +19 natural, -4 size)				
hp 115 (11d8+66)				
Fort +12, Ref +5, Will +6				
OFFENSE				
Speed 20 ft., swim 20 ft.				
Melee bite +16 (4d6+16 plus grab)				
Space 20 ft.; Reach 15 ft.				
Special Attacks swallow whole (2d8+16 bludgeoning, AC 23, 22 hp)				
STATISTICS				
Str 32, Dex 6, Con 21, Int 1, Wis 13, Cha 6				
Base Atk +8; CMB +23 (+27 grapple); CMD 31 (35 vs. trip)				
Feats Improved Initiative, Iron Will, Lunge, Skill Focus (Perception), Toughness, Weapon Focus (bite)				
Skills Perception +21, Swim +19				
SQ armored stomach, hold breath, shell				
ECOLOGY				
Environment temperate or warm water or shore				
Organization solitary or band (2-5)				
Treasure none				
SPECIAL ABILITIES				
Armored Stomach (Ex) A giant snapping turtle's body is difficult to cut through—its stomach gains a +4 bonus to its AC and has double the normal hit points when determining the success of a creature attempting to cut its way free.				

Giant snapping turtles typically grow to diameters of about 35 feet and weigh 20,000 pounds.



Illustration by Dean Spencer



# TWIGJACK

*This tiny, vaguely humanoid creature seems to be made completely of bundles of sticks wound with thorny vines.*

## TWIGJACK

CR 3



XP 800

CE Tiny fey

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

### DEFENSE

**AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

**hp** 27 (5d6+10)

**Fort** +3, **Ref** +7, **Will** +6

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 30 ft.

**Melee** spear +3 (1d4–1/x3) or

2 claws +7 (1d4–1)

**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with spear)

**Special Attacks** sneak attack +2d6, splinterspray

### STATISTICS

**Str** 8, **Dex** 16, **Con** 15, **Int** 11, **Wis** 14, **Cha** 13

**Base Atk** +2; **CMB** +3; **CMD** 12

**Feats** Agile Maneuvers, Skill Focus (Stealth), Weapon Finesse

**Skills** Acrobatics +11, Climb +7, Disable Device +8, Knowledge (nature) +8, Perception +10, Stealth +22

**Languages** Common, Sylvan

**SQ** bramble jump, woodland stride

### ECOLOGY

**Environment** temperate forests

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

**Treasure** standard

### SPECIAL ABILITIES

**Bramble Jump (Su)** A twigjack can travel short distances between brambles, shrubs, or thickets as if via *dimension door* as part of a move action. The twigjack must begin and end this movement while in an area of at least light undergrowth. The twigjack can travel in this manner up to 60 feet per day. This movement must be used in 10-foot increments and does not provoke attacks of opportunity.

**Splinterspray (Ex)** A twigjack can eject a barrage of splinters and brambles from its body three times per day as a standard action. This effect creates a 15-foot conical burst of jagged splinters, dealing 4d6 points of piercing damage to all creatures in the area. A DC 14 Reflex saving throw halves this damage. The save DC is Constitution-based.

Deep in old-growth forests, twigjacks spend their time tormenting intruders and wreaking havoc on settlers. Maladjusted protectors

of the wood, these malicious fey constantly threaten any attempts to civilize the wild. Twigjacks delight in breaking wagon wheels from expansionists' caravans, snapping hunters' bows, and sabotaging isolated cabins and villages. Although they possess a keen intellect, few creatures, even other fey, can tolerate these twig-born creatures for long. Treants especially find twigjacks bothersome, and resent any suggestion that they are related. Equally, twigjacks resent being considered plants, and are proud of their fey heritage. Twigjacks sometimes go out of their way to impress dryads, an effort that is rebuffed almost every time. But some spriggans, quicklings, and other evil fey associate with twigjacks, and while goblins fear and distrust the creatures, bugbears often bully them into service.

Gnarled sticks bundled by vines and brambles form a twigjack's entire body. Atop its head, a mossy growth not unlike hair sprouts. The creature's eyes appear as vacant dark knotholes, and its mouth is just a canyon of splintered and broken sticks bisecting its face. Leaves and sprigs of new growth randomly sprout from the creature's body.



# UNDINE

*This blue-haired, blue-skinned man moves with a liquid grace. His ears are fin-like, and his hands and feet are webbed.*

## UNDINE

CR 1/2



XP 200

Undine cleric 1

N Medium outsider (native)

Init +2; Senses darkvision 60 ft.; Perception +3

### DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 8 (1d8)

Fort +1, Ref +2, Will +5

Resist cold 5

### OFFENSE

Speed 30 ft.; 20 ft. in armor, swim 30 ft.

Melee trident +0 (1d8)

Ranged sling +2 (1d4)

Special Attacks channel positive energy 7/day (DC 12, 1d6)

Spell-Like Abilities (CL 1st; concentration +3)

1/day—hydraulic push\*

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—dazing touch

6/day—icicle (1d6+1 cold damage)

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*bleed*, *charm person*<sup>D</sup>, *divine favor*

o (at will)—*create water*, *guidance*, *stabilize*

D Domain spell; Domains Charm, Water

### STATISTICS

Str 11, Dex 14, Con 8, Int 10, Wis 17, Cha 14

Base Atk +0; CMB +0; CMD 12

Feats Extra Channel

Skills Diplomacy +6, Knowledge (religion) +4, Swim +4

Languages Aquan, Common

SQ water affinity

### ECOLOGY

Environment any land

Organization solitary, pair, or gang (3–5)

Treasure NPC gear (scale mail, trident, other treasure)

### SPECIAL ABILITIES

**Water Affinity (Ex)** Undine sorcerers with the elemental (water)

bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Undine clerics with the Water domain cast their Water domain powers and spells at +1 caster level.

Undines are humans whose ancestry includes elemental beings of water, such as marids. This connection with the Plane of Water is most noticeably manifested in their coloration, which tends to mimic that of lakes or oceans—all undines have limpid, blue eyes, and their skin and hair can range from pale blue-white to the deep blue or green of the sea.

## UNDINE CHARACTERS

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

**+2 Dexterity, +2 Wisdom, –2 Strength:** Undines are both perceptive and agile, but tend to adapt rather than match force with force.

**Speed:** Undines have a swim speed of 30 feet.

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

**Spell-Like Abilities:** *Hydraulic push*\* 1/day. (Caster level equals the undine's total Hit Dice.)

**Energy Resistance:** Undines have cold resistance 5.

**Water Affinity:** See above.

**Languages:** Undines begin play speaking Common and Aquan. Undines with high Intelligence scores can choose any of the following bonus languages: Auran, Dwarven, Elven, Gnome, Halfling, Ignan, and Terran.

\* This spell is detailed in the *Pathfinder RPG Advanced Player's Guide*.





# URDEFHAN

*This fanged humanoid has hideously transparent skin, revealing the vivid colors of internal organs and ivory bones inside its body.*

## URDEFHAN

CR 3



XP 800

NE Medium outsider (native)

**Init** +1; **Senses** darkvision 120 ft.; Perception +7

### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 natural)

**hp** 25 (3d10+9)

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

**Defensive Abilities** negative energy affinity; **DR** 5/good or silver; **Immune** death effects (see below), disease, fear, level drain; **Resist** acid 10; **SR** 14

### OFFENSE

**Speed** 30 ft.

**Melee** rhoka sword +8 (1d8+6/18–20), bite +2 (1d4+2 plus 2 Str) or bite +7 (1d4+4 plus 2 Str)

**Ranged** composite longbow +4 (1d8+4/x3)

**Special Attacks** blood drain (1 Con)

**Spell-Like Abilities** (CL 3rd;

concentration +5)

At will—*feather fall*

3/day—*align weapon*,

*death knell* (DC 14),

*ray of enfeeblement*

(DC 13)

### STATISTICS

**Str** 19, **Dex** 12, **Con** 17, **Int** 14,

**Wis** 13, **Cha** 14

**Base Atk** +3; **CMB** +7; **CMD** 18

**Feats** Iron Will, Weapon Focus (rhoka sword)

**Skills** Intimidate +8, Knowledge

(dungeoneering) +5, Knowledge (planes,

religion) +8, Perception +7, Ride +4, Sense

Motive +7, Survival +7

**Languages** Aklo, Undercommon

**SQ** daemonic pact

### ECOLOGY

**Environment** any land (Abaddon)

**Organization** solitary, pair, gang (3–12), or cult (13–30 plus 2–6 fighters of 2nd–4th level, 1–4 necromancer wizards of 3rd–6th level, 1 cleric high priest of 5th–9th level, 8–12 skavelings, and 1–3 ceustodaemons)

**Treasure** NPC gear (studded leather, rhoka sword, composite longbow (+4 Str) with 20 arrows, other treasure)

### SPECIAL ABILITIES

**Daemonic Pact (Su)** Urdefhans are infused with daemonic energy; as an immediate action, an urdefhan can attempt to allow this energy to consume its soul (50% chance of success per attempt). If it succeeds, the urdefhan dies and releases a

5-foot-radius burst of negative energy that deals 2d6 points of damage (DC 14 Reflex half). The save DC is Con-based.

**Strength Damage (Su)** An urdefhan's bite drains vitality, turning the skin and muscle around the wound transparent and causing 2 points of Strength damage unless the target succeeds on a DC 14 Fortitude save. The flesh remains transparent until the Strength damage is healed, but this does not have any other effects. The save DC is Constitution-based.

Infused with fell energies from Abaddon, urdefhans are an unsightly race dedicated to war. They have developed many strange weapons, but none are more iconic than the two-bladed rhoka sword. Rhoka swords are exotic one-handed melee weapons—all urdefhans are proficient in their use. With such weapons, an urdefhan seeks to inflict as much death as possible upon the world before it perishes, so that its daemonic lords are pleased. Most male urdefhans are sterile—as a result, the women often turn to conjured daemons for mates. The products of such unions are usually typical urdefhans, but sometimes result in half-fiend urdefhans—these monsters usually rise to positions of great power in their violent society.



## VAMPIRIC MIST

*A cloud of crimson vapor reeking of fresh blood hangs in the air, reaching out with lashing claws.*

### VAMPIRIC MIST

CR 3



XP 800

NE Medium aberration (air, water)

**Init** +8; **Senses** darkvision 60 ft., sense blood; Perception +8

#### DEFENSE

**AC** 14, touch 14, flat-footed 10 (+4 Dex)

**hp** 30 (4d8+12)

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

**Defensive Abilities** amorphous; **DR** 5/magic

**Weaknesses** vulnerable to fire

#### OFFENSE

**Speed** fly 50 ft. (perfect)

**Melee** touch +7 (bleed and blood siphon)

**Special Attacks** bleed (1d6)

#### STATISTICS

**Str** —, **Dex** 19, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

**Base Atk** +3; **CMB** —; **CMD** —

**Feats** Improved Initiative, Weapon Finesse

**Skills** Fly +12, Perception +8, Stealth +11

**Languages** Aklo

**SQ** blood overdose, misty form

#### ECOLOGY

**Environment** temperate or warm swamps or underground

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

**Treasure** incidental

#### SPECIAL ABILITIES

**Blood Siphon (Ex)** A vampiric mist drains blood with each melee touch attack dealing 1d3 points of Constitution damage. Every time a vampiric mist damages a creature in this way, it heals 1d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum amount equal to its Constitution score. These temporary hit points last for 1 hour.

**Blood Overdose (Su)** When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2 bonus to its Armor Class and on Reflex saves, and can take one additional move action each round.

**Misty Form (Ex)** A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most vampiric mists) for the purposes of how wind affects it.

**Sense Blood (Ex)** A vampiric mist can immediately sense the presence of warm-blooded creatures in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

Often mistaken for a vampire in gaseous form or an unusual type of air elemental, the vampiric mist is in fact a strange form of aberrant life. With an amorphous body that consists as much of fluid as it does of air, this creature dwells in swamps or moist underground regions where its vulnerability to heat isn't as much of a concern.

Although somewhat intelligent, vampiric mists do not form societies. They sometimes form into small gangs, but even then they show little interest in working together. Much of a vampiric mist's time is spent seeking prey—a pursuit that the monster often shows great creativity in accomplishing. The creatures' propensity for taking on vague, skeletal forms of the creatures whose blood they drink only further adds to their mystique and fuels rumors that they have connections to the undead. Indeed, many vampiric mists enjoy using this common misconception to their advantage, causing foes to use foolish tactics—such as tricking spellcasters into using positive energy against them as if they were undead monsters.

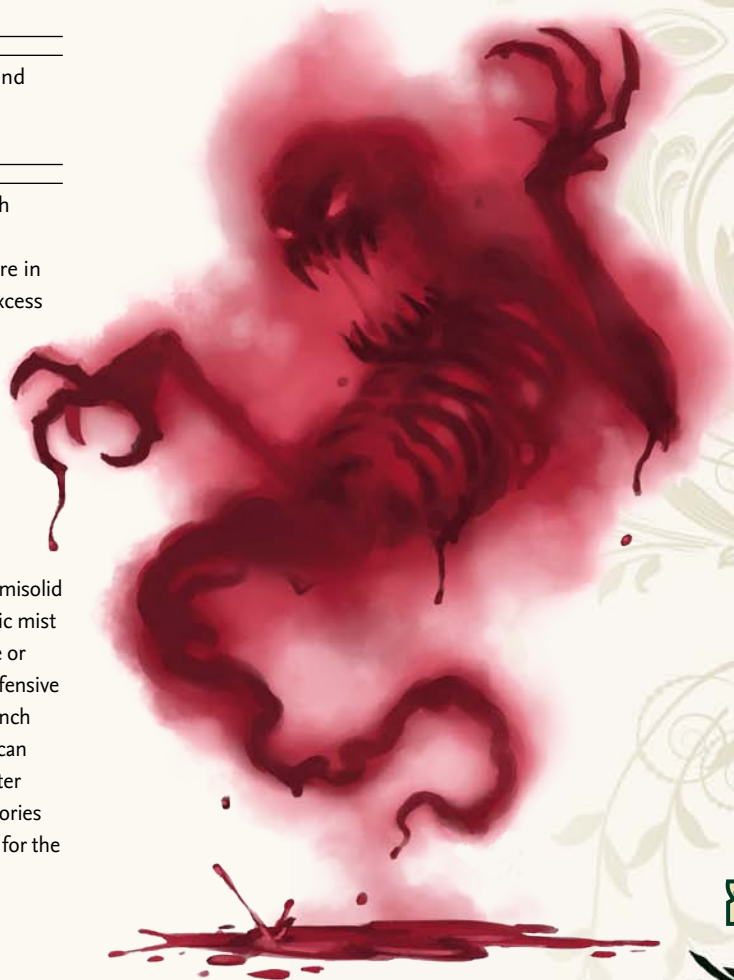


Illustration by Matt Dixon





# VEMERAK

*This huge monstrosity seems like some alien, clawed insect, with vaguely humanoid features and three tentacular tails.*

## VEMERAK

CR 14



XP 38,400

CE Huge aberration

**Init** +7; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +23

**Aura** spore cloud (30 ft.)

### DEFENSE

**AC** 29, touch 11, flat-footed 26 (+3 Dex, +18 natural, -2 size)

**hp** 195 (17d8+119)

**Fort** +13, **Ref** +8, **Will** +13

**DR** 5/—; **Immune** acid, electricity, disease, mind-affecting, poison; **Resist** sonic 20; **SR** 25

### OFFENSE

**Speed** 40 ft., burrow 20 ft., climb 40 ft.

**Melee** bite +22 (2d6+11), 2 claws +22 (1d8+11 plus grab), 3 tentacles +19 (1d6+5 plus grab)

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

**Special Attacks** breath weapon (90-foot line, 14d8 acid damage, DC 24 half, once every 1d4 rounds), constrict (tentacles 1d6+5 or claws 1d8+11), earthquake

### STATISTICS

**Str** 32, **Dex** 17, **Con** 23, **Int** 5, **Wis** 16, **Cha** 22

**Base Atk** +12; **CMB** +25 (+29 grapple); **CMD** 38 (50 vs. trip)

**Feats** Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack, Toughness, Weapon Focus (bite), Weapon Focus (claws)

**Skills** Climb +19, **Perception** +23

**Languages** Aklo

### ECOLOGY

**Environment** any underground

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

#### Breath Weapon (Su) A

vemerak's acidic breath weapon has no effect on inorganic or undead material. If the breath weapon deals damage to a living fleshy creature, the acid creates a transparent cloud of foul-smelling vapor that fills that creature's space and persists for 1 round. Any creature in or passing through the cloud must make a DC 24 Fortitude save or be nauseated for 1d4 rounds. This cloud is a poison effect. The save DCs are Constitution-based.

**Earthquake (Su)** As a full-round action, a vemerak can burrow its tentacles, legs, and mouth into the ground—this action does not provoke attacks of opportunity. At the start of the next round, it creates an effect identical to an *earthquake*

spell (CL 17th). A vemerak can maintain this zone of trembling earth indefinitely, as long as it continues to take full-round actions to maintain the effect.

**Spore Cloud (Su)** A unique form of magic-resistant mold grows upon the body of a vemerak. This mold is the source of the vemerak's spell resistance. When the vemerak moves, the mold exudes a cloud of spores in a 30-foot radius that acts as a targeted *greater dispel magic* (CL 17th) against the highest caster level magical effect the cloud touches as part of the vemerak's move that turn.

Huge and otherworldly, the vemerak is a monster known as much for its disturbing appearance as its violent and cruel disposition.

A vemerak is 10 feet tall and 20 feet long, its tentacle-like tails adding a further 15 feet to its length. It weighs just over 6 tons. Caverns that serve as lairs to these creatures invariably possess disturbing shrines where the creatures offer up portions of every meal to dark gods that dwell deep below the sane world—as a result, many believe that vemeraks exist as the physical manifestation of the will of a particularly violent and insane deity.





# VIPER VINE

Large tendrils ending in tiny claws unfurl from the central stalk of this plant, which rises like a serpent ready to strike.

## VIPER VINE

CR 13



XP 25,600

N Large plant

**Init** +8; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +13

## DEFENSE

**AC** 27, touch 14, flat-footed 22 (+4 Dex, +1 dodge, +13 natural, -1 size)

**hp** 190 (20d8+100)

**Fort** +16, **Ref** +12, **Will** +6

**Immune** acid, plant traits

**Weaknesses** cold lethargy

## OFFENSE

**Speed** 10 ft.

**Melee** bite +23 (2d6+8/19-20 plus 3d6 acid), 4 tentacles +21 (1d6+4 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tentacle)

**Special Attacks** captivating cloud, constrict (1d6+8)

## STATISTICS

**Str** 26, **Dex** 19, **Con** 19, **Int** 1, **Wis** 10, **Cha** 6

**Base Atk** +15; **CMB** +24 (+28 grapple); **CMD** 39 (can't be tripped)

**Feats** Combat Reflexes, Dodge, Improved

Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Toughness, Weapon Focus (bite), Weapon Focus (tentacle)

**Skills** Perception +13, Stealth +13

## ECOLOGY

**Environment** temperate or warm forests or swamps

**Organization** solitary

**Treasure** incidental

## SPECIAL ABILITIES

**Captivating Cloud (Su)** Once per day as a swift action, a viper vine can emit a transparent cloud of pollen in a 60-foot spread that has the power to lull the minds of those that smell it. Once activated, the cloud persists for 5 rounds unless dispersed by moderate or stronger wind. All creatures in the cloud must succeed on a DC 24 Will saving throw each round or become

captivated. Once a creature becomes captivated, it takes no actions save to approach the viper vine via the most direct route possible. If this path leads it into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. A victim that is attacked by the viper vine gets a new saving throw as a free action during each of the vine's attacks to overcome the effect. This is a mind-affecting effect. The save DC is Constitution-based.

**Cold Lethargy (Ex)** Exposure to any cold effect slows a viper vine (as a *slow* spell) for 1d4 rounds.

A voracious, flesh-eating carnivore, the viper vine has a single enormous bloom arising from a thick, leafy tangle of snake-like vines. When the plant senses the approach of suitable prey through its sensitive, shallowly buried root system, it rises up like an agitated snake and unfurls its brightly colored bloom, an act that releases a cloud of mind-numbing pollen. While stories speaking of the plant's ability to lure prey into its clutches by virtue of its swaying motion persist, this effect is in fact created by this invisible, odorless pollen cloud.

Since viper vines gain nourishment through the consumption of creatures rather than through moisture and soil, they have developed rudimentary locomotion and are able to drag themselves along the ground with their tentacle-like root system. They even possess a form of rudimentary sentience, allowing them to not only discern differences in prey and make limited tactical decisions, but also to avoid creatures that are particularly large or dangerous looking. The area around the hunting grounds of these predators is often strewn with the remains of victims, and it is not unusual to find the rotting corpses of wild animals, ill-fated adventurers, and even giants in their immediate vicinity, along with a scattering of incidental treasure left behind by the plant's victims.

