

# LAMPAD

Tears stream from this beautiful but sullen creature's eyes, forming a puddle beneath her delicate feet.

## LAMPAD

CR 5



XP 1,600

CN Medium fey

**Init** +5; **Senses** darkvision 90 ft., low-light vision; Perception +15

**Aura** insane beauty (30 ft.)

### DEFENSE

**AC** 20, touch 20, flat-footed 15 (+5 deflection, +5 Dex)

**hp** 52 (7d6+28)

**Fort** +6, **Ref** +10, **Will** +8

**DR** 5/cold iron

### OFFENSE

**Speed** 30 ft.

**Melee** mwk dagger +9 (1d4/19–20)

**Ranged** mwk sling +9 (1d4)

**Special Attacks** weep

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

At will—*meld into stone*, *stone tell*

**Druid Spells Prepared** (CL 5th; concentration +8)

3rd—*stone shape*

2nd—*spider climb*, *stone call*<sup>APG</sup>

1st—*cure light wounds*, *faerie fire*, *magic stone*

0—*detect magic*, *detect poison*, *light*, *mending*

### STATISTICS

**Str** 10, **Dex** 21, **Con** 18, **Int** 14, **Wis** 17, **Cha** 21

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

**Feats** Alertness, Combat Casting, Point-Blank Shot, Weapon Finesse

**Skills** Diplomacy +13, Knowledge (dungeoneering) +9, Knowledge (nature) +12, Linguistics +3, Perception +15, Perform (sing) +9, Sense Motive +15, Spellcraft +9, Stealth +15, Use Magic Device +15

**Languages** Aklo, Common, Undercommon

**SQ** guarded

### ECOLOGY

**Environment** any underground

**Organization** solitary

**Treasure** standard (masterwork dagger, masterwork sling, other treasure)

### SPECIAL ABILITIES

**Guarded (Su)** A lampad adds her Charisma modifier as a deflection bonus to her Armor Class.

**Insane Beauty (Su)** This ability affects all humanoid within 30 feet who are viewing a lampad in conditions brighter than dim light. Those who look directly upon the lampad must succeed at a DC 18 Will save or gain the confused condition for 1d6 rounds. A creature that succeeds at the save is immune to the same lampad's insane beauty for 24 hours. A lampad can suppress or resume this ability as a free action. The save DC is Charisma-based.

**Spells** A lampad casts spells as a 5th-level druid, but can't swap out prepared spells to cast summon spells.

**Weep (Su)** As a standard action, a lampad can unsettle those near her when she cries. Any creature within 30 feet who can hear a lampad weeping becomes shaken unless it succeeds at a DC 18 Will saving throw. This ability can't cause a creature to become frightened or panicked. This is a mind-affecting fear effect that relies on audible components. The save DC is Charisma-based.

Dark and moody cousins to nymphs, lampads sulk along natural caverns and dank tunnels, their weeping cries echoing through the darkness. These creatures are often found carrying light in caverns and dungeons, drawing creatures to them like moths to flame. Though they prefer the darkness, they know that exposing their forms under bright conditions gives them an edge over creatures viewing them.

Just as nymphs guard nature's purest places and dryads protect their sacred trees, lampads watch over the dark places of the world. They speak to the stone that forms their murky world, and their forlorn cries ring out through the belly of the earth.

Illustration by Damien Mammoliti



# LEAF RAY

This creature looks like a broad leaf with whiskers like a catfish and a dangerous stinger trailing behind it.

LEAF RAY	CR 1
<b>XP 400</b>	
N Small plant	
<b>Init</b> +3; <b>Senses</b> low-light vision; Perception +5	
DEFENSE	
<b>AC</b> 14, touch 14, flat-footed 11 (+3 Dex, +1 size)	
<b>hp</b> 15 (2d8+6)	
<b>Fort</b> +6, <b>Ref</b> +3, <b>Will</b> +1	
<b>Immune</b> plant traits	
OFFENSE	
<b>Speed</b> 5 ft., fly 40 ft. (average)	
<b>Melee</b> stinger +3 (1d4+1 plus poison)	
<b>Special Attacks</b> poison, seed	
STATISTICS	
<b>Str</b> 12, <b>Dex</b> 16, <b>Con</b> 17, <b>Int</b> 1, <b>Wis</b> 13, <b>Cha</b> 4	
<b>Base Atk</b> +1; <b>CMB</b> +1; <b>CMD</b> 14 (can't be tripped)	
<b>Feats</b> Flyby Attack	
<b>Skills</b> Fly +9, Perception +5	
ECOLOGY	
<b>Environment</b> temperate or warm forests	
<b>Organization</b> solitary or rustle (2–20)	
<b>Treasure</b> none	
SPECIAL ABILITIES	
<b>Poison (Ex)</b> Sting—injury; <i>save</i> Fort DC 14; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d2 Dex; <i>cure</i> 1 save.	
<b>Seed (Ex)</b> Once per day, a leaf ray can implant a seed into a helpless target with its stinger. As a full-round action, the leaf ray stings its victim, depositing a seed into the victim's flesh. This process deals 1 hit point of damage to the victim, but the implanted creature isn't subject to the leaf ray's poison in this process. The seed germinates inside the victim, making it sickened while it harbors the leaf ray seed, and dealing 1d2 points of Constitution damage to the victim each day the seed grows within. This damage is negated with a successful DC 14 Fortitude save. The seed feeds off the victim's body and only grows into a new leaf ray tree when the victim dies from Constitution damage. Removing an implanted seed requires a successful DC 20 Heal check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against a leaf ray seed's implantation, <i>remove disease</i> , <i>heal</i> , or similar effects automatically destroy any implanted seeds.	

Growing in the upper canopies of massive trees, leaf rays fly through the air in search of food. Barely sentient, leaf

rays have just enough intelligence to find nourishment and pick out creatures suitable for harboring their seeds. These creatures are hardly picky in their quest for either, merely requiring a warm-blooded living creature, preferably mammalian, for each purpose.

Leaf rays begin their lives as buds in the tops of deciduous trees, and form a symbiotic relationship with these trees, often leaving the husks of their victims under their host trees to decay and fertilize the soil. During its budding stage, a leaf ray spends its time flexing its body in reaction to blowing winds in order to prepare itself for flight. Once a leaf ray has matured, it can separate its stingerlike stem from the parent tree and soar through the air. A leaf ray measures 3 feet across and weighs only 2 pounds.

## VARIANT LEAF RAYS

Leaf rays change color in depending on the season, but they do not die off during winter. The stats above represent a leaf ray in the spring and summer. The following variations follow the changing seasons.

**Fall:** A leaf ray turns shades of yellow and red in the fall, and its poison's purpose shifts to deal Strength damage instead of Dexterity damage.

**Winter:** A leaf ray in the winter turns a dull range of browns and grays, and its poison deals Constitution damage instead of Dexterity damage. Because of this, few leaf rays are successful in implanting their seeds during this season.



Illustration by David Melvin



## LEANAN SIDHE

*This serene woman has pointed ears and flowing crimson hair, and wears an elegant dress and a crown of twigs.*

### LEANAN SIDHE

CR 9/MR 3



XP 6,400

CN Medium fey (mythic)

**Init** +7<sup>M</sup>; **Senses** low-light vision; Perception +19

#### DEFENSE

**AC** 25, touch 19, flat-footed 21 (+5 deflection, +3 Dex, +1 dodge, +6 natural)

**hp** 100 (11d6+62)

**Fort** +12, **Ref** +15, **Will** +13

**DR** 10/cold iron and epic

#### OFFENSE

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

**Melee** dagger +5 (1d4/19–20) or touch +5 (1d4 Cha damage)

**Special Attacks** life drain, mythic power (3/day, surge +1d6)

**Spell-Like Abilities** (CL 10th; concentration +12)

At will—*calm emotions* (DC 18), *crushing despair* (DC 20), *dimension door* (self plus 50 lbs. of objects only)

3/day—*animal trance* (DC 18), quickened *charm person* (DC 17)

#### STATISTICS

**Str** 10, **Dex** 17, **Con** 18, **Int** 13, **Wis** 12, **Cha** 21

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

**Feats** Alertness, Combat Casting, Dodge, Improved Initiative<sup>M</sup>, Persuasive<sup>M</sup>, Quickened Spell-Like Ability (*charm person*), Spell Focus (enchantment)

**Skills** Bluff +19, Diplomacy +25, Fly +7, Intimidate +22, Knowledge (arcana) +12, Knowledge (nobility) +7, Perception +19, Sense Motive +19, Spellcraft +6

**Languages** Sylvan; *tongues*

**SQ** change shape (any female humanoid), skill blessing, spell blessing, unearthly grace

#### ECOLOGY

**Environment** any land

**Organization** solitary or retinue (1 plus 3–7 guards and sycophants of 1st–3rd level)

**Treasure** double (dagger, other treasure)

#### SPECIAL ABILITIES

**Life Drain (Ex)** A leanan sidhe immediately knows if a creature uses her skill blessing or spell blessing. As a standard action at any range, she can expend one use of mythic power to drain 1 point of Constitution from that creature. The leanan sidhe heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to her full normal hit points) each time she uses this ability.

**Skill Blessing (Su)** As a standard action, a leanan sidhe can create a special token that takes the form of a masterwork artisan's tool for one Craft or Perform skill. The intended recipient of this tool gains a +4 bonus on skill checks made

with the token. Like with a cursed item, the recipient prefers to use the token, refuses to get rid of it, and finds that it returns if stolen or discarded. The leanan sidhe can destroy the token as a standard action at any range. She can have a number of tokens in existence equal to her mythic rank.

**Spell Blessing (Su)** A leanan sidhe may enhance the magic of a willing humanoid spellcaster by touching him for 1 full round. The blessing allows the target to recall a number of spell levels each day equal to twice the leanan sidhe's mythic rank. This recalling works like a *pearl of power*, except it works for spellcasters of any class (spontaneous casters recover spent spell slots). The leanan sidhe can end this blessing as a standard action at any range. The number of blessed creatures she can have at the same time is equal to her mythic rank.

**Unearthly Grace (Su)** A leanan sidhe adds her Charisma modifier as a racial bonus on all her saving throws and as a deflection bonus to her AC.

Leanan sidhe are regal fey who pride themselves as patrons of the arts. By establishing a magical link with a talented mortal performer or artist, the leanan sidhe enhances her target's skill, but slowly feeds on his life energy. Many tragic stories of talented artists who have a creative burst and then fall into obscurity or suddenly die can be attributed to the influence of these creatures. A leanan sidhe prefers to avoid direct combat and relies on her minions and devotees to protect her—all of whom hope to become her next special project, despite the cost of this arrangement.



## LIVING TOPIARY

*This lumbering topiary has the rough shape of an elephant, complete with brambly limbs and tusks.*

### LIVING TOPIARY

CR 4



XP 1,200

N Medium plant

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

#### DEFENSE

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

**hp** 42 (5d8+20)

**Fort** +10, **Ref** +3, **Will** +1

**DR** 5/slashing; **Immune** plant traits

**Weaknesses** vulnerable to fire

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +6 (1d6+4)

**Spell-Like Abilities** (CL 5th; concentration +4)

Constant—*pass without trace*

3/day—*hedge stride*

#### STATISTICS

**Str** 17, **Dex** 14, **Con** 19, **Int** 6, **Wis** 10, **Cha** 9

**Base Atk** +3; **CMB** +6; **CMD** 18 (22 vs. trip)

**Feats** Great Fortitude, Improved Initiative, Power Attack

**Skills** Escape Artist +10, Perception +6, Stealth +9 (+15 in undergrowth); **Racial Modifiers** +8 Escape Artist, +2 Stealth (+8 in undergrowth)

**Languages** Common, Sylvan (can't speak any language)

**SQ** assimilate, move through hedges, sculpt shape

#### ECOLOGY

**Environment** any land

**Organization** solitary, garden (2–4), or bosque (5–7)

**Treasure** none

#### SPECIAL ABILITIES

**Assimilate (Ex)** As a full-round action, a living topiary

can consume undergrowth or bushy plant matter it's currently touching and incorporate that material into its form. It can do this at a rate of 5 cubic feet per round, healing 1d8 points of damage each time. If the topiary is at maximum hit points, this ability has no effect.

**Hedge Stride (Sp)** This ability functions

as *tree stride*, but rather than allowing for teleportation from tree to tree, it permits the living topiary to teleport from one area of brush or hedges to another area of similar vegetation within 1,500 feet.

**Move through Hedges (Ex)** A living topiary may move through

any mass of brambles or other dense plant growth without penalty. It must begin and end its turn outside of the mass.

**Sculpt Shape (Ex)** As a standard action, a living topiary can alter itself to take on the basic form of any creature. The change is purely cosmetic, and does not change its size, grant it any special powers, or alter its abilities.

Part plant and part beast, living topiaries are moving flora that look like decorative lawn ornaments used to adorn gardens and groves, though their bestial nature and aloof demeanor prove they are far from mere decorations.

Some theorize that the living topiaries originally came from the primal land of fey, where odd phenomena such as animal-shaped flora are not unheard of. Living topiaries wander the lands to fulfill their single purpose: searching for more plants to consume, which enables them to grow ever larger.

Though somewhat delicate, living topiaries can thrive for decades by constantly refreshing their bodies with new plant matter. Though living topiaries will not willingly go to such places on their own, sometimes one accidentally finds itself in an area void of adequate additional shrubbery or water, like a vast plain or desert. In such situations, an individual deprived of nutrients quickly dries out and shrivels over the course of several days.

Living topiaries range in height from shrubs only a couple feet off the ground to towering hedges. The average specimen is about 4 feet tall and weighs 200 pounds.



Illustration by Alexandur Alexandrov



# LIVING WALL

*This gruesome wall is made stacked corpses mortared together into an unyielding mass of grasping limbs, topped with a dragon skull.*

## LIVING WALL

CR 4



XP 1,200

N Large construct

**Init** -4; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

**AC** 12, touch 5, flat-footed 12 (-4 Dex, +7 natural, -1 size)

**hp** 46 (3d10+30); fast healing 1

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

**DR** 5/slashing; **Immune** construct traits; **Resist** acid 5, cold 5, fire 5

### OFFENSE

**Speed** 10 ft.

**Melee** 2 slams +6 (1d8+4 plus grab)

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

**Special Attacks** crushing push, push (slam, 5 ft.)

### STATISTICS

**Str** 18, **Dex** 3, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +3; **CMB** +8 (+10 bull rush, +12 grapple); **CMD** 14 (16 vs. bull rush)

**Feats** Improved Bull Rush<sup>®</sup>

**SQ** fleshy link

### ECOLOGY

**Environment** any ruins or underground

**Organization** solitary or pack (2-8)

**Treasure** incidental

### SPECIAL ABILITIES

**Crushing Push (Ex)** A living wall adjacent to a creature that is also adjacent to a barrier (such as a dungeon wall, gate, or another living wall) can spend a standard action to crush that creature against the barrier, dealing 1d8+6 points of damage. If the living wall is grappling the target, as part of this attack it can attempt a free combat maneuver check to pin the target.

**Fleshy Link (Ex)** A living wall that is adjacent to another living wall automatically links with it, forming an impassible solid barrier. Linked living walls coordinate their attacks and move as one creature. Any linked wall can unlink itself as a

free action. Any damage to one linked living wall is divided evenly among all linked living walls (for example, if three walls are linked and one takes 15 points of damage, each wall instead takes 5 points of damage). Two or three linked living walls count as a Huge creature for the purpose of effects affected or limited by size (such as bull rush), four or five count as Gargantuan, and six or more count as Colossal.

A living wall is a construct built out of the bodies of many creatures and mortared together with liquefied flesh. Like a gelatinous cube, it fills an entire 10-foot square, allowing it to completely block a hallway. Several living walls placed next to one another can obstruct an entire room. Its normal method of attack is to creep into range to make slam attacks, then push opponents against other walls and crush them to death. Living walls follow basic orders and are normally used to block access to certain parts of their creator's lair—to get through a living wall, it must be killed and hacked apart to create a space other creatures can pass through. Living walls can be ordered to stack themselves on top of each other to reach higher ceilings, but this requires a ramp to allow one to climb onto the other.

A living wall rises 8 to 10 feet high and weighs 4,000 pounds. The appearance of each one varies wildly depending on the creatures used to make up its constituent parts.

## CONSTRUCTION

The pieces of a living wall must come from normal humanoid corpses that have not decayed significantly. The wall must also include at least one skull of a Large or larger creature (not necessarily a humanoid).

Assembly requires at least 20 different full bodies. Special flesh-dissolving acids worth 500 gp are also required to cement the pieces together.

Note that creating a living wall requires casting a spell with the evil descriptor.

### LIVING WALL

**CL** 12th; **Price** 18,500 gp

### CONSTRUCTION

**Requirements** Craft Construct, animate dead, geas/quest,

limited wish, creator must be caster

level 8th; **Skill** Craft (leather) or Heal DC 13;

**Cost** 9,500 gp



# LOCUST, GIANT

The mandibles of this enormous grasshopper churn and grind as it quests for food.

## GIANT LOCUST

CR 3



XP 800

N Medium vermin

**Init** +2; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

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

**hp** 22 (4d8+4)

**Fort** +5, **Ref** +3, **Will** +1

**Immune** mind-affecting effects; **Resist** acid 5

### OFFENSE

**Speed** 20 ft., climb 20 ft., fly 60 ft. (average)

**Melee** bite +6 (1d8+4)

**Ranged** spit +5 touch (1d3 acid)

**Special Attacks** voracious

### STATISTICS

**Str** 16, **Dex** 15, **Con** 13, **Int** —, **Wis** 10, **Cha** 7

**Base Atk** +3; **CMB** +6; **CMD** 18 (26 vs. trip)

**Skills** Acrobatics +2 (+20 jumping), Climb +11; **Racial Modifiers** +18 Acrobatics while jumping

**SQ** leap

### ECOLOGY

**Environment** temperate or warm deserts or plains

**Organization** solitary, pair, gang (3–8), or colony (5–20)

**Treasure** none

### SPECIAL ABILITIES

**Leap (Ex)** A giant locust can take 10 on Acrobatics checks to jump even if distracted or in danger.

**Spit (Ex)** A giant locust can spit a brown jet of acid and partially digested food up to 30 feet with no range increment.

**Voracious (Ex)** A giant locust's bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.

Giant locusts have a hunger akin to their smaller cousins, but only rarely do they gather in the endless numbers of their tiny kin.

A mature giant locust measures just over 4 feet long and weighs 50 pounds.

# LOCUST SWARM

Thousands upon thousands of locusts dance and drone in a dark and ravenous cloud.

## LOCUST SWARM

CR 2



XP 600

N Fine vermin (swarm)

**Init** +2; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

**AC** 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

**hp** 18 (4d8)

**Fort** +4, **Ref** +3, **Will** +1

**Defensive Abilities** swarm traits; **Immune** mind-affecting effects

### OFFENSE

**Speed** 10 ft., climb 10 ft., fly 30 ft. (average)

**Melee** swarm (1d6)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** devour, distraction (DC 12), voracious (see giant locust)

### STATISTICS

**Str** 1, **Dex** 15, **Con** 10, **Int** —, **Wis** 11, **Cha** 2

**Base Atk** +3; **CMB** —; **CMD** —

**Skills** Climb +3, Fly +10

### ECOLOGY

**Environment** temperate or warm deserts or plains

**Organization** solitary, pair, cloud (3–20), or plague (21–100 or more)

**Treasure** none

### SPECIAL ABILITIES

**Devour (Ex)** A locust swarm causes damage to unattended objects in its space each round as though they were creatures. It even damages inedible objects.

Under crowded conditions, these normally inoffensive relatives of the grasshopper change color, breed uncontrollably, ravenously consume any available vegetation, and wreak vast destruction to farms and settlements.

The largest swarms, known as plagues, can include billions of locusts and cover hundreds of square miles. Locusts in these swarms are larger and more aggressive than common ones, making the swarm a true danger to everything edible in their path and even to inedible objects as well.

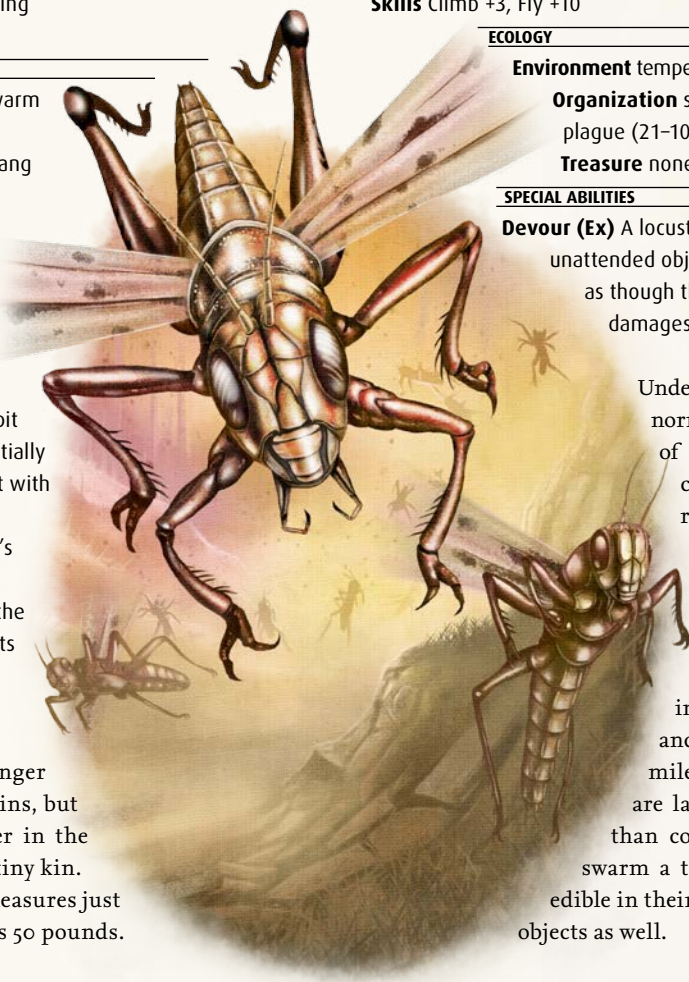


Illustration by Dean Spencer



# LORELEI

*This strange creature appears to be a gigantic human head carved from stone, with thick tentacles sprouting from its scalp.*

## LORELEI

CR 12



XP 19,200

NE Large aberration (aquatic)

**Init** +5; **Senses** darkvision 60 ft.; Perception +24

### DEFENSE

**AC** 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

**hp** 162 (12d8+108)

**Fort** +13, **Ref** +5, **Will** +13

**Immune** sonic; **Resist** cold 10

### OFFENSE

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

**Melee** 4 tentacles +18 (1d8+9 plus poison)

**Space** 10 ft.; **Reach** 15 ft.

**Special Attacks** murmur, poison, vortex

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

At will—*ghost sound* (DC 15), *speak with dead* (DC 18),  
*ventriloquism* (DC 16), *whispering wind*

3/day—*command undead* (DC 17), *control water*, *fog cloud*

### STATISTICS

**Str** 28, **Dex** 13, **Con** 29, **Int** 11, **Wis** 16, **Cha** 20

**Base Atk** +9; **CMB** +19; **CMD** 30 (can't be tripped)

**Feats** Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (tentacle)

**Skills** Bluff +15, Climb +21, Perception +24, Sense Motive +15, Stealth +18 (+26 in rocky areas), Swim +21; **Racial**

**Modifiers** +8 Stealth in rocky areas

**Languages** Aquan, Common

**SQ** freeze, water dependency

### ECOLOGY

**Environment** any

coastlines

**Organization**

solitary

**Treasure** none

### SPECIAL ABILITIES

**Murmur (Su)** A

lorelei's murmur has the power to infect the minds of those that hear it. This effect even influences undead creatures despite their usual immunity to mind-affecting effects. When a lorelei murmurs, all creatures aside from other lorelei within a

300-foot spread must succeed on a DC 20 Will saving throw or become captivated. A creature that successfully saves is not subject to the same lorelei's song for 24 hours. A victim under the effects of the murmur moves toward the lorelei using the most direct means available. If the path leads them 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. Affected creatures can take no actions other than to defend themselves. A victim within 5 feet of the lorelei simply stands and offers no resistance to its attacks. This effect continues for as long as the lorelei murmurs and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

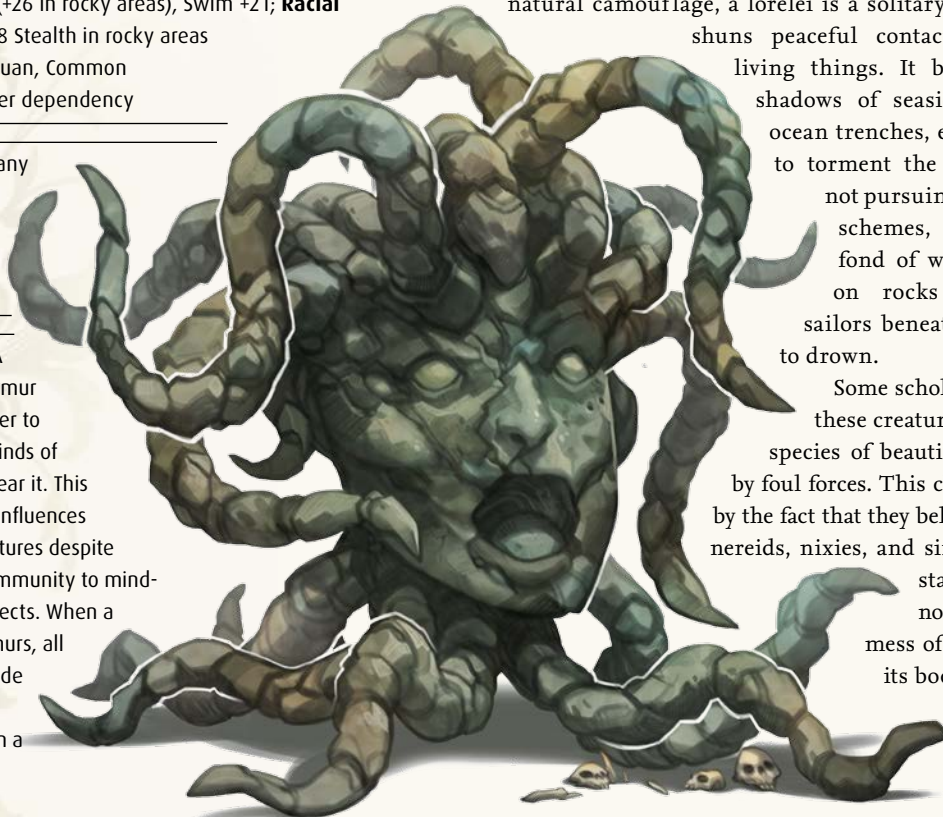
**Poison (Ex)** Tentacle—injury; *save* Fort DC 25; *frequency* 1/round for 4 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves.

**Vortex (Su)** A lorelei can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (*Pathfinder RPG Bestiary* 306), but can form only underwater and cannot leave the water. A creature must succeed at a DC 25 Reflex save or be snared by the churning waters. The vortex is 20 feet across and 80 feet deep, and deals 2d8+9 points of damage. The save DC is Constitution-based.

A lorelei resembles an enormous, stony sea anemone with a humanlike face covering much of its body. Noted for their magical murmurs that entrance sailors, the creatures lurk near rocky shoals barely concealed by crashing waves or rushing rivers, eager to lure humanoids to their deaths.

Also known as a “murmur stone” for its rocklike natural camouflage, a lorelei is a solitary creature that shuns peaceful contact with other living things. It broods in the shadows of seaside cliffs and ocean trenches, emerging only to torment the living. When not pursuing complicated schemes, a lorelei is fond of wrecking ships on rocks and luring sailors beneath the surface to drown.

Some scholars claim that these creatures were once a species of beautiful fey cursed by foul forces. This claim is backed by the fact that they behave much like nereids, nixies, and sirens. A lorelei stands 9 feet tall, not counting the mess of tentacles atop its body, and weighs around 2,000 pounds.



# LUNARMA

*This monstrous crablike creature hovers in midair, its three clawed tentacles snapping aggressively.*

LUNARMA		CR 6	  
<b>XP 2,400</b>			
N Medium aberration			
<b>Init</b> +5; <b>Senses</b> all-around vision, darkvision 60 ft.; Perception +10			
DEFENSE			
<b>AC</b> 17, touch 11, flat-footed 16 (+1 <b>Dex</b> , +6 natural)			
<b>hp</b> 76 (9d8+36)			
<b>Fort</b> +9, <b>Ref</b> +4, <b>Will</b> +9			
<b>Defensive Abilities</b> barbed carapace; <b>Immune</b> cold, poison;			
<b>Resist</b> electricity 5, fire 5			
OFFENSE			
<b>Speed</b> 0 ft., fly 60 ft. (good)			
<b>Melee</b> 3 claws +9 (1d8+3 plus grab), bite +10 (1d6+3)			
<b>Space</b> 5 ft.; <b>Reach</b> 5 ft. (10 ft. with claws)			
<b>Special Attacks</b> breath weapon (30-ft. line, 2d6 acid damage plus recurring damage, Reflex DC 18 half, usable every 1d4 rounds), constrict (1d8+3), implant eggs			
STATISTICS			
<b>Str</b> 16, <b>Dex</b> 12, <b>Con</b> 19, <b>Int</b> 5, <b>Wis</b> 12, <b>Cha</b> 10			
<b>Base Atk</b> +6; <b>CMB</b> +9 (+13 grapple); <b>CMD</b> 20			
<b>Feats</b> Great Fortitude, Hover, Improved Initiative, Iron Will, Weapon Focus (bite)			
<b>Skills</b> Fly +5, Perception +10, Stealth +7			
<b>Languages</b> Common (can't speak); telepathy 120 ft. (other lunarma only)			
<b>SQ</b> no breath			
ECOLOGY			
<b>Environment</b> any underground			
<b>Organization</b> solitary, pair, or hive (3–16)			
<b>Treasure</b> none			
SPECIAL ABILITIES			
<b>Barbed Carapace (Ex)</b> A lunarma's carapace is covered in jagged barbs. Any creature that grapples a lunarma or attacks it with unarmed strikes or natural weapons takes 1d4 points of damage from the vicious barbs. Using a reach weapon does not endanger the attacker this way.			
<b>Breath Weapon (Su)</b> The acid from a lunarma's breath weapon lasts for 1d4 additional rounds,			



dealing 2d6 points of acid damage on its turn to any creature that took damage from the breath weapon. Washing off the acid with water or other liquid is a full-round action that ends the continuing damage.

**Implant Eggs (Ex)** As a full-round action, a lunarma can lay 2d6 eggs in a helpless creature. The eggs hatch after 24 hours and each deals 1 point of Con damage per hour as they feed on the host. After 1d2 days of eating, the larvae crawl out and find a safe place to mature into adults. A *remove disease* spell rids a creature of all implanted eggs or larvae, or they can be removed one at a time by using the Heal skill to treat deadly wounds.

Lunarmas are mysterious crablike creatures that come from space. They move by floating through the air and can eat flesh, wood, bone, and certain kinds of sand and dust. Highly aggressive, they attack by dropping on prey from above and grabbing it with their limbs, using their breath weapon to injure multiple creatures for easier capture, feeding, and implantation.

Efficient in its digestion and reproduction, a single lunarma can depopulate a village in a few days, spawning dozens of offspring that scatter in search of more prey. Fortunately, an adult lunarma lives no longer than a year. During this time, it seeks to eat and find living prey in which to lay its eggs.

A newly spawned lunarma forms a cocoon in which it metamorphoses into a preadult, emerging when it senses food. It can remain dormant in its cocoon for centuries, and clusters of eggs have been found in sealed caverns beneath icy surfaces, as well as on cold moons and drifting asteroids—as if placed there by an intelligent creature.

Though lunarmas are able to communicate among themselves telepathically, they're only barely intelligent, and their thoughts are primitive. They have no known culture, and their desires are limited to feeding and procreation. The only instinct they seem to have beyond that is a violent aversion to flumphs, which they attack on sight.

An adult lunarma is nearly 5 feet across and weighs 400 pounds.

Illustration by Tyler Walpole



## LURKING RAY

Lurking rays are a whole family of creatures that infest the dark corners of the world, feeding on the weak and unwary. The infant form, known as the executioner's hood, is an unnerving but relatively mild threat for experienced adventurers, while its parents, the male lurker above and female trapper, are far more dangerous. All three types of lurking rays are ambush hunters with similar tactics, wrapping themselves thoroughly around their victims and choking the life from their prey before feeding.

Though somewhat similar in appearance to stingrays or manta rays, lurking rays in fact represent their own unique branch of subterranean evolution—or arcane experimentation. Executioner's hoods are roughly a foot long and weigh 5 pounds, whereas adult lurkers above and trappers can grow to be 15 feet wide, with males weighing 500 pounds and females up to four times that.

### EXECUTIONER'S HOOD

CR 2



XP 600

N Tiny aberration

**Init** +1; **Senses** blindsense 10 ft., darkvision 60 ft., scent; Perception +8

#### DEFENSE

**AC** 16, touch 13, flat-footed 15 (+1 Dex, +3 natural, +2 size)

**hp** 11 (2d8+2)

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

**Defensive Abilities** amorphous; **Immune** sleep effects

**Weaknesses** light sensitivity, susceptible to alcohol

#### OFFENSE

**Speed** 10 ft., climb 5 ft.

**Melee** slam +3 (1d4 plus grab)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** constrict (1d4), engulfing drop, strangle

#### STATISTICS

**Str** 10, **Dex** 12, **Con** 12, **Int** 3, **Wis** 13, **Cha** 9

**Base Atk** +1; **CMB** +0 (+4 grapple); **CMD** 10 (can't be tripped)

**Feats** Skill Focus (Perception)

**Skills** Climb +8, Perception +8, Stealth +13

#### ECOLOGY

**Environment** any underground

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

**Engulfing Drop (Ex)** Though it is a Tiny monster, the hood can drop onto the head of a Medium or smaller creature and make a slam attack as a standard action. If the hood's attack succeeds, it can immediately attempt a grapple check against the target, and if successful, the executioner's hood can constrict.



**Strangle (Ex)** A grappling executioner's hood entirely covers its opponent's head with an airtight grip. A creature that is grappled by the hood cannot speak or cast spells with verbal components and must hold its breath (see Suffocation, *Pathfinder RPG Core Rulebook* 445), unless it doesn't speak or breathe through its head. Any attacks against the hood deal half damage to the hood and the other half to the creature that it's strangling.

**Susceptible to Alcohol (Ex)** Strong alcohol harms the hood. Every quart poured on it deals 1 point of damage. Four quarts of alcohol incapacitates it and forces it to release a grappled target.

These young rays are shaped roughly like hoods (hence their name), and drag themselves awkwardly about with their thin tentacles. Once an executioner's hood finds a suitable hunting ground, usually a cavern or dungeon room, it hauls itself up to a high perch and hangs there, disguising itself as an irregular stone formation or a strange bit of masonry on a dungeon wall. When suitable prey walks beneath it, the young lurking ray drops, attempting to engulf the creature's head and suffocate it, after which the ray can slowly dissolve the meat at its leisure.

Executioner's hoods are hatched from eggs laid by trappers. They stay with the mother for a month, then leave to hunt for themselves.

**LURKER ABOVE**

CR 7



**XP 3,200**

N Huge aberration

**Init** +5; **Senses** blindsense 10 ft., darkvision 60 ft., scent; Perception +5

**DEFENSE**

**AC** 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)  
**hp** 85 (10d8+40)

**Fort** +7, **Ref** +4, **Will** +9

**Defensive Abilities** amorphous; **DR** 10/piercing or slashing;

**Resist** cold 10, fire 10

**Weaknesses** light sensitivity

**OFFENSE**

**Speed** 10 ft., climb 5 ft., fly 40 ft. (poor)

**Melee** slam +15 (3d6+15 plus grab)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** constrict (3d6+15), smother

**STATISTICS**

**Str** 30, **Dex** 12, **Con** 19, **Int** 2, **Wis** 15, **Cha** 9

**Base Atk** +7; **CMB** +19 (+23 grapple); **CMD** 30 (can't be tripped)

**Feats** Blind-Fight, Combat Reflexes, Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth)

**Skills** Climb +18, Fly +1, Perception +5, Stealth +8 (+16 in rocky areas); **Racial Modifiers** +4 Stealth (+12 in rocky areas)

**ECOLOGY**

**Environment** any underground

**Organization** solitary

**Treasure** standard

**SPECIAL ABILITIES**

**Smother (Ex)** When a lurker above grapples a target, it forms an airtight seal around its prey. A grappled target cannot speak or cast spells with verbal components, and must hold its breath (see Suffocation, *Pathfinder RPG Core Rulebook* 445).

Lurkers above are the nearly mindless males of the species, and follow much the same tactics as executioner's hoods, save that they gain the ability to stretch themselves wide, glide with both speed and silence, and can even fly by awkwardly flapping their flesh. They typically hide on cavern ceilings, shifting their coloration and texture to match the surrounding terrain.

Like all lurking rays, lurkers above are carnivorous, preferring the tang of living flesh—though they can subsist for a time on the minerals they absorb from rocky surfaces through their tentacles. Males are less able to subsist on minerals, however, and hence hunt more actively. While lurkers above are poor fliers, they're excellent gliders, able drop off a ceiling and silently float more than 100 feet horizontally over the course of a 5- or 6-foot drop.

Lurkers above can grow to be 15 feet from tip to tip, and weigh nearly 500 pounds when fully fed.

**TRAPPER**

CR 8



**XP 4,800**

N Huge aberration

**Init** +5; **Senses** blindsense 10 ft., darkvision 60 ft., scent; Perception +25

**DEFENSE**

**AC** 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)  
**hp** 123 (13d8+65)

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

**Defensive Abilities** amorphous; **DR** 10/piercing or slashing;

**Resist** cold 10, fire 10

**Weaknesses** light sensitivity

**OFFENSE**

**Speed** 10 ft., climb 5 ft.

**Melee** slam +17 (3d6+15 plus grab)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** constrict (3d6+15), smother (see lurker above)

**STATISTICS**

**Str** 30, **Dex** 12, **Con** 19, **Int** 14, **Wis** 17, **Cha** 13

**Base Atk** +9; **CMB** +21 (+25 grapple); **CMD** 32 (can't be tripped)

**Feats** Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Toughness

**Skills** Climb +18, Knowledge (dungeoneering) +15, Perception +25, Sense Motive +16, Sleight of Hand +14, Stealth +19 (+27 in rocky areas), Survival +15; **Racial Modifiers** +4 Stealth (+12 in rocky areas)

**Languages** Aklo, Common, Undercommon

**ECOLOGY**

**Environment** any underground

**Organization** solitary or batch (1 plus 20–30 executioner's hoods)

**Treasure** standard

Female lurking rays, known as trappers, are the masterminds of their race. Too large to fly (and often gravid with wriggling young), the intelligent trappers scrape themselves out depressions in the floor of regularly traveled chambers and then lie in them, changing their coloration and texture perfectly to blend with the rest of the floor, and sometimes even creating protrusions in the shape of items they know to be valuable to their prey creatures. When a lulled individual steps onto the trapper's surface, the ray twists itself up around it, smothering and beating its victim senseless before drawing it into its maw for slow digestion.

Though quite intelligent even by human standards, trappers devote almost all of their mental faculties to perfectly remembering every sensory detail about their surroundings in order to make their chameleon-like disguises all the more cunning and difficult for their prey to resist.

Trappers can grow to be 15 feet from tip to tip, and weigh nearly 2,000 pounds when fully fed.



# LYCANTHROPE, WEREBAT

This furred humanoid has protruding fangs and thin membranes of tissue connecting its arms to its sides.

## WEREBAT (HUMAN FORM)

CR 3



XP 800

Human natural werebat rogue 3

NE Medium humanoid (human, shapechanger)

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

### DEFENSE

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

**hp** 23 (3d8+6)

**Fort** +3, **Ref** +5 (+1 vs. traps), **Will** +3

**Defensive Abilities** evasion, trap sense +1

### OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +6 (1d6+2/19-20)

**Ranged** mwk shortbow +5 (1d6/x3)

**Special Attacks** sneak attack +2d6

### STATISTICS

**Str** 14, **Dex** 15, **Con** 15, **Int** 10, **Wis** 14, **Cha** 6

**Base Atk** +2; **CMB** +4; **CMD** 16

**Feats** Agile Maneuvers, Combat Reflexes, Weapon Focus (short sword)

**Skills** Acrobatics +8, Climb +8, Disable Device +8,

Disguise +4, Handle Animal +1, Intimidate +4, Perception +8, Sense Motive +8, Sleight of Hand +8, Stealth +8

**Languages** Common

**SQ** change shape (human, hybrid, and bat; *polymorph*), lycanthropic empathy (bats and dire bats), rogue talents (ledge walker), trapfinding +1

### ECOLOGY

**Environment** temperate forests or hills

**Organization** solitary, pair, or gang (3-5)

**Treasure** NPC gear (leather armor, mwk shortbow with 20 arrows, mwk short sword, other treasure)

## WEREBAT (HYBRID FORM)



NE Medium humanoid (human, shapechanger)

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

### DEFENSE

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

**hp** 26 (3d8+9)

**Fort** +4, **Ref** +5 (+1 vs. traps), **Will** +3

**Defensive Abilities** evasion, trap sense +1; **DR** 10/silver

### OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** bite +5 (1d6+3), 2 claws +5 (1d4+3)

**Special Attacks** curse of lycanthropy, sneak attack +2d6

### STATISTICS

**Str** 16, **Dex** 15, **Con** 17, **Int** 10, **Wis** 14, **Cha** 6

**Base Atk** +2; **CMB** +4; **CMD** 17

**Feats** Agile Maneuvers, Combat Reflexes, Weapon Focus (short sword)

**Skills** Acrobatics +8, Climb +9, Disable Device +8, Disguise +4, Handle Animal +1, Intimidate +4, Perception +8, Sense Motive +8, Sleight of Hand +8, Stealth +8

**Languages** Common

**SQ** change shape (human, hybrid, and bat; *polymorph*), lycanthropic empathy (bats and dire bats), rogue talents (ledge walker), trapfinding +1

WerEBats are hybrids of vampiric bats and humanoids, possessed of a ravenous bloodlust. As opposed to vampires, with which werEBats are often confused, these lycanthropes are often more savage and less calculating than the shapeshifting undead. As though to prove a point, some werEBats go out of their way to take down powerful vampire lords and commandeer the vampires' positions—though many also become slaves to such undead after underestimating their prowess.

Natural werEBats typically look like normal members of their humanoid parent race, though they often have dark hair, lithe frames, severe features, and slightly pointed ears. They typically stand taller than normal for their race, but weigh significantly less.

Illustration by Alexandur Alexandrov



# LYCANTHROPE, WEREBAT-LYCANTHROPE, WERECROCODILE

## LYCANTHROPE, WERECROCODILE

*Standing taller than a man, this humanoid figure wears filth-covered rags over its scaly form.*

### WERECROCODILE (HUMAN FORM) CR 3



**XP 800**

Human natural werecrocodile fighter 3

NE Medium humanoid (human, shapechanger)

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

#### DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 27 (3d10+6)

**Fort** +7, **Ref** +2, **Will** +2 (+1 vs. fear)

**Defensive Abilities** bravery +1

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk battleaxe +7 (1d8+3/×3)

#### STATISTICS

**Str** 17, **Dex** 13, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Cleave, Great Fortitude, Improved Initiative, Power Attack, Run

**Skills** Intimidate +4, Perception +4, Stealth +5, Survival +7, Swim +11

**Languages** Common

**SQ** armor training 1, change shape (human, hybrid, and crocodile; *polymorph*), lycanthropic empathy (crocodiles and dire crocodiles)

#### ECOLOGY

**Environment** warm rivers or marshes

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

**Treasure** NPC gear (mwk battleaxe, other treasure)

### WERECROCODILE (HYBRID FORM)



NE Medium humanoid (human, shapechanger)

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

#### DEFENSE

**AC** 23, touch 11, flat-footed 16

(+1 Dex, +6 natural)

**hp** 30 (3d10+9)

**Fort** +8, **Ref** +2, **Will** +2;  
+1 vs. fear

**Defensive Abilities** bravery

+1; **DR** 10/silver

#### OFFENSE

**Speed** 30 ft., swim 20 ft.; sprint

**Melee** bite +7 (1d8+4 plus grab and curse of lycanthropy), tail slap +2 (1d12+2)

**Special Attacks** curse of lycanthropy, death roll (1d8+4 plus trip), grab

#### STATISTICS

**Str** 19, **Dex** 13, **Con** 16, **Int** 12, **Wis** 12, **Cha** 6

**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 18

**Feats** Cleave, Great Fortitude, Improved Initiative, Power Attack, Run

**Skills** Intimidate +4, Perception +4, Stealth +5, Survival +7, Swim +19

**Languages** Common

**SQ** armor training 1, change shape (human, hybrid, and crocodile; *polymorph*), hold breath, lycanthropic empathy (crocodiles and dire crocodiles), sprint

#### SPECIAL ABILITIES

**Death Roll (Ex)** When grappling a foe of its size or smaller, a werecrocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, the werecrocodile deals its bite damage, knocks the creature prone, and maintains the grapple.

**Sprint (Ex)** Once per minute, a werecrocodile can increase its land speed to 60 feet for 1 round.

Werecrocodiles merge the ruthless determination of a crocodile with the intelligence and adaptability of a humanoid. This fusion creates a maliciously cunning creature with no doubt of its own martial superiority.



Illustration by Dave Alsop



# LYCANTHROPE, WERESHARK

*This muscular creature has a human body, but the head of a ravenous shark, complete with jet-black eyes and razorlike teeth.*

## WERESHARK (HUMAN FORM) CR 3

**XP 800**

Human natural wereshark fighter 3

CE Medium humanoid (human, shapechanger)

**Init** +1; **Senses** low-light vision, scent; **Perception** +2

### DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 33 (3d10+12)

**Fort** +5, **Ref** +2, **Will** +3 (+1 vs. fear)

**Defensive Abilities** bravery +1

### OFFENSE

**Speed** 30 ft.

**Melee** mwk trident +9 (1d8+3)

### STATISTICS

**Str** 17, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 8

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Cleave, Great Cleave, Power Attack, Toughness, Weapon Focus (trident)

**Skills** Survival +8, Swim +10

**Languages** Common

**SQ** armor training 1, change shape (human, hybrid, and shark; *polymorph*), lycanthropic empathy (sharks and dire sharks)

### ECOLOGY

**Environment** any oceans or coastlines

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

**Treasure** NPC gear (mwk trident, other treasure)

## WERESHARK (HYBRID FORM)

CE Medium humanoid (human, shapechanger)

**Init** +1; **Senses** blindsense 30 ft., low-light vision, keen scent; **Perception** +2

### DEFENSE

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

**hp** 36 (3d10+15)

**Fort** +6, **Ref** +2, **Will** +3 (+1 vs. fear)

**Defensive Abilities** bravery +1; **DR** 10/silver

### OFFENSE

**Speed** 30 ft.

**Melee** mwk trident +9 (1d8+4), bite +2 (1d8+2 plus curse of lycanthropy)

### STATISTICS

**Str** 19, **Dex** 12, **Con** 16, **Int** 8, **Wis** 15, **Cha** 8

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

**Feats** Cleave, Great Cleave, Power Attack, Toughness, Weapon Focus (trident)

**Skills** Survival +8, Swim +11

**Languages** Common

**SQ** armor training 1, change shape (human, hybrid, and shark; *polymorph*), lycanthropic empathy (sharks and dire sharks)

In either humanoid or hybrid form, a wereshark is generally burly, has a mouth full of unusually large teeth, and typically has a personality that is both crude and bullying. They're bloodthirsty and are very easy to anger. They will jump into fights they have no stake in just to snap bones and draw blood.

Weresharks prefer life at sea or in port settlements commonly frequented by seagoing merchants and pirates. They can be found leading pirate gangs or loitering at seaside taverns accompanied by crowds of toadies. Since they get into fights so often, they try to stick close to the sea so they can escape into the water if they bite off more than they can chew. The other members of a wereshark's crew learn quickly that the boss is bound to skip out without much notice once a bigger fish comes along.



# LYCANTHROPE, WERESHARK-MAENAD

## MAENAD

*This wild-looking woman is covered in spattered blood. Her wicked smile reveals sharp teeth and her eyes suggest insanity.*

### MAENAD

CR 8



XP 4,800

CE Medium monstrous humanoid

**Init** +8; **Senses** darkvision 60 ft.; Perception +15

### DEFENSE

**AC** 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)

**hp** 94 (9d10+45)

**Fort** +8, **Ref** +10, **Will** +9; +4 vs. mind-affecting effects

**Immune** calm emotions; **Resist** fire 10; **SR** 19

### OFFENSE

**Speed** 30 ft.

**Melee** bite +13 (1d6+4 plus poison), 2 claws +13 (1d4+4/19-20 plus poison)

**Special Attacks** infectious dance, poison

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

At will—*murderous command*<sup>UM</sup> (DC 16),

*polypurpose panacea*<sup>UM</sup>, *rage*

3/day—*bull's strength*, *charm monster* (DC 19),

*mad hallucination*<sup>UM</sup> (DC 17), *vampiric touch*

### STATISTICS

**Str** 19, **Dex** 18, **Con** 20, **Int** 13, **Wis** 16, **Cha** 21

**Base Atk** +9; **CMB** +13; **CMD** 28

**Feats** Dodge, Improved Critical (claw), Improved Initiative, Persuasive, Power Attack

**Skills** Bluff +14, Diplomacy +13, Disguise +11, Intimidate +19, Perception +15, Sense Motive +9

**Languages** Common, Sylvan

**SQ** mad feast

### ECOLOGY

**Environment** temperate forests or plains

**Organization** solitary, pair, or revel (3-12)

**Treasure** standard

### SPECIAL ABILITIES

**Infectious Dance (Su)** Any creature viewing a dancing maenad from within 60 feet of her must succeed at a DC 19 Will save or be affected as if by *confusion* for 1 hour. For every four creatures affected by this ability, the maenad gains 1d10 temporary hit points and her Charisma score increases by 1; these benefits end if the affected creatures break free of the dance.

**Mad Feast (Su)** As a full-round action, a maenad can conjure a supernatural feast. Creatures eating from this feast gain a +2 bonus to Strength and Constitution, 1d8 temporary hit points, and a +4 morale bonus on fear saves for 12 hours. Creatures affected also take a -4 penalty on Will saving throws (this penalty does not apply on saves against fear), and find it more compelling to engage in debauchery, excess, and violence.

**Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Creatures of unbridled violence and decadence, maenads roam the world inviting others to join in on their debased revels. Though they can otherwise pass for humans, maenads appear bestial when raging or engaging in a bloody revel. They consume massive amounts of wine and food, cause fights, and tear their foes limb from limb. They control people's minds, subconsciously inviting them to engage in their bloody festivities and fostering urges that lead to excesses of hunger, lust, anger, and violence.

Maenads can live for thousands of years. They insinuate themselves into normal society before attempting to influence the community. They travel their entire lives in search of creatures to influence into debauchery, cannibalism, and gluttony.



Illustration by Emiliano Petrozzi





# MANITOU

An invisible presence suggests the shape of a giant-sized person, surrounded by a rhythm of subtle noises from the natural world.

## MANITOU

CR 15



XP 51,200

NG Huge outsider (native)

**Init** +10; **Senses** darkvision 60 ft., *detect evil*, *true seeing*; Perception +34

**Aura** positive energy (10 ft.)

### DEFENSE

**AC** 29, touch 18, flat-footed 22 (+3 deflection, +6 Dex, +1 dodge, +11 natural, -2 size)

**hp** 237 (19d10+133); fast healing 5

**Fort** +18, **Ref** +12, **Will** +17

**Defensive Abilities** *freedom of movement*, *greater invisibility*; **DR** 10/cold iron and evil; **Immune** acid, cold;

**Resist** electricity 30, fire 30; **SR** 26

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +30 (4d10+12)

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

**Special Attacks** spirit stampede

**Spell-Like Abilities** (CL 19th; concentration +26)

Constant—*detect evil*, *freedom of movement*, *greater invisibility*, *pass without trace*, *speak with animals*, *true seeing*

3/day—heal, neutralize poison, restoration, summon

nature's ally VIII

1/day—earthquake

### STATISTICS

**Str** 34, **Dex** 23, **Con** 24, **Int** 19, **Wis** 22, **Cha** 25

**Base Atk** +19; **CMB** +33 (+35 bull rush);

**CMD** 53 (55 vs. bull rush)

**Feats** Awesome Blow, Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Improved Initiative, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (slam)

**Skills** Climb +22, Diplomacy +20, Heal +16, Intimidate +10, Knowledge (arcana, geography, history, religion) +14, Knowledge (local, planes) +17, Knowledge (nature) +26, Perception +34, Sense Motive +19, Spellcraft +14, Stealth +17, Survival +28, Swim +22

**Languages** Celestial, Common, Sylvan; *speak with animals*

**SQ** token of fortune

### ECOLOGY

**Environment** any plains or forests

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Positive Energy Aura (Su)** Living creatures within the manitou's aura heal 5 hit points on its turn each round. A manitou can exclude a number of creatures equal to its Charisma modifier (typically 7) from the aura's effect, and can cease or resume the aura as a free action.

**Spirit Stampede (Su)** Every 1d4 rounds, a manitou can call upon animal spirits to attack, affecting a 60-foot cone and dealing 10d6 points of force damage (Reflex DC 26 half). Using this ability temporarily weakens the manitou's connection with the natural world, halting its positive energy aura until the stampede is ready to be used again.

**Token of Fortune (Su)** A manitou can imbue a small object, such as a stone or necklace, with its blessing. The object's bearer and any allies within 10 feet gain a +2 luck bonus on saving throws. The manitou can use *screying* on the token at will. The manitou can teleport to it (without error) once per day as a swift action. These abilities are lost if the token leaves the manitou's territory. A manitou may only have one token active at a time.

A manitou is a powerful, benevolent spirit of nature that safeguards entire regions from danger, heals the sick and wounded, and preserves the balance among all creatures. When not invisible, a manitou looks like a powerfully built, long-haired humanoid with skin made of tree bark and rose quartz. A manitou stands 20 feet tall and weighs over 5,000 pounds.





# Mi-Go

*This unnaturally graceful creature has a bulbous fungoid lump for a head, spiny insectoid wings, and a tangle of spiky, clawed legs.*

## MI-GO

CR 6



XP 2,400

NE Medium plant

**Init** +5; **Senses** blindsight 30 ft., low-light vision; Perception +12

### DEFENSE

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

**hp** 66 (7d8+35)

**Fort** +10, **Ref** +7, **Will** +4

**DR** 5/slashing; **Immune** cold, plant traits; **Resist** electricity 10, fire 10

### OFFENSE

**Speed** 30 ft., fly 50 ft. (good)

**Melee** 4 claws +10 (1d4+3 plus grab)

**Special Attacks** evisceration, grab, sneak attack +2d6

### STATISTICS

**Str** 16, **Dex** 20, **Con** 21, **Int** 25, **Wis** 14, **Cha** 15

**Base Atk** +5; **CMB** +8 (+12 grapple); **CMD** 24 (32 vs. trip)

**Feats** Combat Reflexes, Deceitful, Dodge, Weapon Finesse

**Skills** Bluff +18, Disable Device +12, Disguise +18, Fly +9, Heal +9, Knowledge (arcana, geography) +14, Perception +12, Spellcraft +14, Stealth +15; **Racial Modifiers** +4 Bluff, +4 Disguise

**Languages** Aklo, Common, Mi-Go

**SQ** deceptive, item creation, no breath, starflight

### ECOLOGY

**Environment** any

**Organization** solitary, pair, scouting party (3–9), or invasion (9–16)

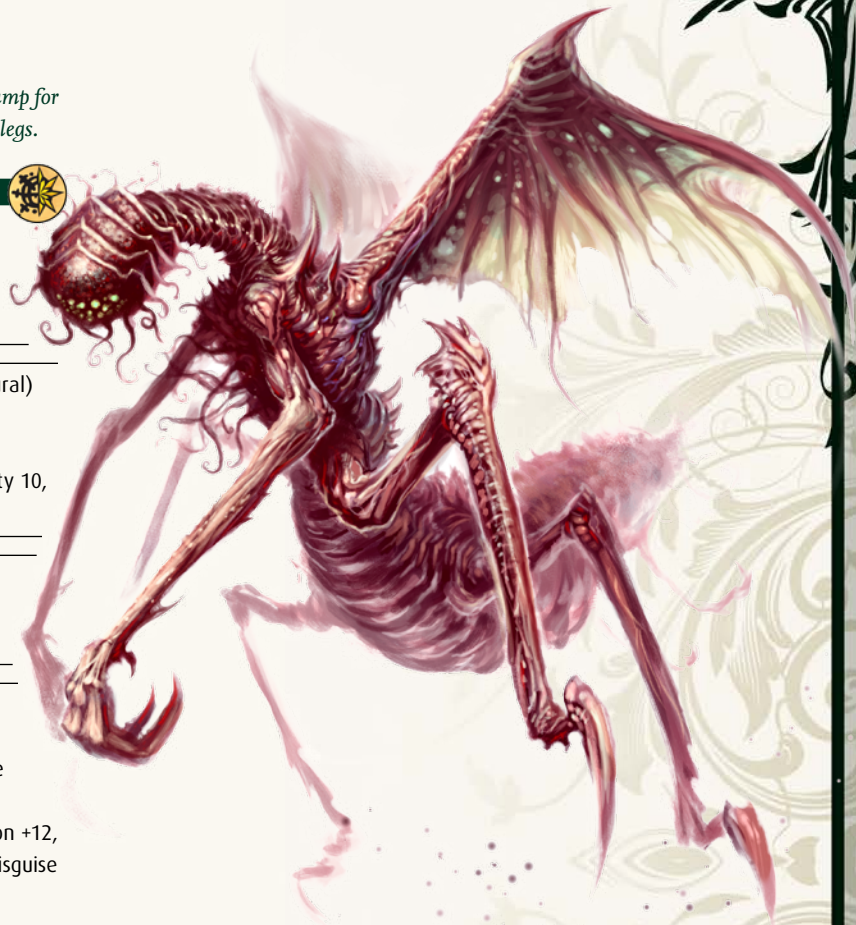
**Treasure** double

### SPECIAL ABILITIES

**Deceptive (Ex)** A mi-go is a master of deception. It gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.

**Evisceration (Ex)** A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go makes a successful grapple check, in addition to any other effects caused by a successful grapple, it deals sneak attack damage to the victim. A creature that takes this damage must succeed at a DC 18 Fortitude save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). The save DC is Dexterity-based.

**Item Creation (Ex)** A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go



can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.

**Starflight (Su)** A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.

Mi-go are both scientists and colonists—extraterrestrial travelers from deep space who view the universe as a canvas to be mastered and controlled. Their numbers on any particular planet can vary, but taken on a galactic scale, are mind-numbing in scope.

Although a mi-go's shape might suggest it is an arthropod, the creature is in fact a highly evolved form of extraterrestrial fungus. Mi-go communicate via a combination of clicking pincers and subtle shifts in the coloration of their bulbous heads.

A typical mi-go is roughly the size of a human, but weighs only 90 pounds.

Illustration by Scott Purdy





# MINDSLAVER MOLD

A thick sheet of filthy green fungus grows in twisting patterns across the shoulders and back of this feral-looking man.

## MINDSLAVER MOLD

CR 3



XP 800

NE Small plant

**Init** +7; **Senses** low-light vision; Perception +8

### DEFENSE

**AC** 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

**hp** 30 (4d8+12); fast healing 2

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

**Defensive Abilities** avoidance; **Immune** cold, plant traits;

**Resist** acid 10; **SR** 14

### OFFENSE

**Speed** 5 ft., climb 5 ft.

**Ranged** spore pod +7 touch (spores)

**Special Attacks** infestation, spores

**Spell-Like Abilities** (CL 8th;  
concentration +9)  
1/day—*dominate person*  
(DC 16)

### STATISTICS

**Str** 2, **Dex** 17, **Con** 17, **Int** 14,

**Wis** 12, **Cha** 13

**Base Atk** +3; **CMB** -2; **CMD** 12  
(can't be tripped)

**Feats** Dodge, Improved Initiative

**Skills** Climb +8, Escape Artist +7,  
Perception +8, Stealth +14

**Languages** Aklo, Common, Sylvan  
(can't speak any language); mold  
mindlink

### ECOLOGY

**Environment** any

**Organization** solitary or  
infestation (2–10)

**Treasure** incidental

### SPECIAL ABILITIES

**Avoidance (Ex)** When a mindslaver mold is infesting a living or undead creature and would be hit by an attack, it can make a Reflex save as an immediate action. If the mold succeeds, the attack doesn't harm it and instead harms the infested creature—the mold effectively slithers out of the way of the incoming attack so that the blow strikes the creature it controls. The mindslaver

mold must choose to attempt avoidance after the attack roll is resolved but before damage is rolled.

**Infestation (Su)** A mindslaver mold can climb onto and attach itself to a willing or helpless host as a standard action. As long as the mold infests its host, the mold shares the same 5-foot square with its host's space; this does not negatively impact the host or the mold. As long as a mindslaver mold infests a host, the host takes a -4 penalty on Will saves against the mindslaver mold's *dominate person* spell-like ability, and the duration of that spell-like ability on the host becomes permanent as long as the mold remains attached. Each day, an attached mindslaver mold deals 1d4 points of damage to its host as it feeds on the host's blood and other bodily fluids. A mindslaver mold can be torn free of a host with a successful DC 15 Strength check as a standard action—doing so deals 2d6 points of damage to the host as the mold's tendrils tear free. A dead mindslaver mold deals no damage in this way.

**Mold Mindlink (Su)** A mindslaver mold can communicate telepathically with any other mindslaver mold within 10 miles, and knows the condition of all other mindslaver molds in this area as if it had a *status* spell in effect on all other molds.

**Spore Pod (Ex)** A mindslaver mold's sole physical attack is to launch a spore pod the size of a sling bullet. This is a ranged touch attack that has a range increment of 20 feet.

**Spores (Su)** Whenever a mindslaver mold hits a creature with its spore pod, or whenever a creature touches a mindslaver mold (including when a creature hits the mold with a touch attack, unarmed strike, or natural attack), the creature must succeed at a DC 15 Fortitude save or take 1d4 points of Wisdom damage as the mold's spores swiftly drain away the victim's willpower and sense of self. The save DC is Constitution-based.

Mindslaver mold is an infestation from the primal world of fey that is particularly common in remote forests, islands, and mountain valleys where it is sometimes worshiped as a strange god by isolated, primitive tribes. The mold is joined together by a single consciousness, though individual patches retain their own goals. It seeks humanoid hosts, parasitizing them and forcing them to serve as its bodyguards and protectors.



## MUDLORD

*This fluid creature's roughly humanoid form is composed entirely of thick gobbets of soggy, brown mud.*

### MUDLORD

CR 6



XP 2,400

N Medium outsider (earth, elemental, water)

**Init** +7; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +13

#### DEFENSE

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

**hp** 67 (9d10+18)

**Fort** +8, **Ref** +9, **Will** +4

**Defensive Abilities** amorphous, **DR** 10/magic; **Immune** elemental traits; **SR** 17

**Weaknesses** vulnerable to magic

#### OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** 2 slams +13 (2d6+3 plus grab)

**Ranged** mudball +12 touch (blindness)

**Special Attacks** engulf (DC 17, 1d6+3 bludgeoning and smother), smother

#### STATISTICS

**Str** 17, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 7

**Base Atk** +9; **CMB** +12; **CMD** 25 (can't be tripped)

**Feats** Combat Reflexes, Improved

Initiative, Lunge, Skill Focus (Stealth),  
Weapon Focus (slam)

**Skills** Acrobatics +15, Climb +9, Escape

Artist +15, Intimidate +10, Knowledge (planes) +6,  
Perception +13, Stealth +18, Swim +17

**Languages** Terran

**SQ** compression, freeze (mud puddle)

#### ECOLOGY

**Environment** temperate or warm marshes  
or underground

**Organization** solitary, pair, or gang (3-12)

**Treasure** standard

#### SPECIAL ABILITIES

**Engulf (Su)** A mudlord can engulf no more than one Medium or two Small or smaller creatures at a time.

**Mudball (Ex)** A mudlord can throw a ball of sticky mud up to 30 feet at an opponent's face as a ranged touch attack. It if hits, the target is blinded. Each round on its turn, the target can attempt a DC 16 Reflex save as a free action; if successful, the target shakes off the mud.

The target or an adjacent creature can wipe off the mud as a standard action. The save DC is Constitution-based.

**Vulnerable to Magic (Ex)** A *transmute mud to rock* spell deals 1d6 points of damage per caster level to any mudlord in the area and automatically staggers it for 2d6 rounds.

Mudlords are agile creatures made of living mud. Some are natural elemental creatures, and others were created by long-term mixing of earth and magical water, such as by an enchanted fountain or pool leaking into the surrounding soil.

Regardless of their origin, mudlords are xenophobic and highly territorial. They avoid contact with humanoid creatures, and go to great lengths to ensure their mud-filled lairs are far from any humanoid settlements. If a group of humanoids settles too close to a mudlord enclave, the mudlords aggressively attempt to eradicate the humanoid infestation from their lands.

Because its natural form is a loose pile of mud and it can flatten itself even further, a common mudlord tactic is to blend in with a swamp, quicksand, or other depression in the earth (using its freeze ability to resemble a mud puddle) and wait for intruders to approach.

Among their own kind, mudlords are rambunctious and playful, engaging in wrestling matches, mud-throwing contests, and races. They have been known to ally with earth, mud, and water elementals, but consider themselves the superiors in these alliances because of their greater intelligence. Exceptional mudlords often become druids, oracles, or rangers, and are more tolerant of humanoids, often accepting tribute from tribes of boggards, goblins, or lizardfolk in exchange for truces. Some arise from contaminated sources (such as a demon imprisoned in water) and these might ally themselves with fiends, slimes, or other strange creatures.

A typical mudlord stands 7 feet tall and weighs 250 pounds.



Illustration by Tyler Walpole



# MUMMIFIED CREATURE

Wrapped in strips of linen, this creature with tattered wings looks like it used to have the hindquarters of a lion and a woman's face.

## MUMMIFIED GYNOSPHINX

CR 9



XP 6,400

NE Large undead (augmented magical beast)

**Init** +5; **Senses** darkvision 60 ft., *detect magic*, low-light vision, *see invisibility*; Perception +21

**Aura** frightful presence (30 ft., DC 20, 1d6 rounds)

### DEFENSE

**AC** 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

**hp** 114 (12d8+60)

**Fort** +12, **Ref** +9, **Will** +10

**DR** 5/—; **Immune** undead traits

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 30 ft., fly 50 ft. (clumsy)

**Melee** 2 claws +19 (3d6+8/19–20)

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

**Special Attacks** burst of vengeance, dust stroke, pounce, rake (2 claws +19, 3d6+8/19–20)

**Spell-Like Abilities** (CL 12th; concentration +16)

Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*

3/day—*clairaudience/clairvoyance*

1/day—*dispel magic*, *legend lore*, *locate object*, *remove curse*

1/week—any one of the following, with a maximum duration of 1 week: *symbol of fear* (DC 20), *symbol of pain* (DC 19), *symbol of persuasion* (DC 20), *symbol of sleep* (DC 19), *symbol of stunning* (DC 21)

### STATISTICS

**Str** 26, **Dex** 13, **Con** —, **Int** 16, **Wis** 19, **Cha** 19

**Base Atk** +12; **CMB** +21; **CMD** 32 (36 vs. trip)

**Feats** Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Improved Natural Attack<sup>8</sup> (claw), Iron Will, Toughness<sup>8</sup>

**Skills** Bluff +12, Diplomacy +12, Fly +2, Intimidate +12, Knowledge (history) +5, Knowledge (religion) +5, Perception +21, Sense Motive +18, Spellcraft +11, Stealth +12; **Racial Modifiers** +4 Stealth

**Languages** Common, Draconic, Sphinx; *comprehend languages*

### ECOLOGY

**Environment** warm ruins

**Organization** solitary

**Treasure** double

Many ancient cultures mummify their dead, preserving the bodies of the deceased through lengthy and complex funerary and embalming processes. While the vast majority of these corpses are mummified simply to preserve the bodies in the tombs where they are interred,

some are mummified with the help of magic to live on after death as mummified creatures. A mummified creature appears much as other mummies do—a dusty corpse, desiccated and withered, swathed in a funeral shroud of linen wrappings adorned with hieroglyphs—but a spark of malign intelligence gleams in its unliving eyes.

Mummified creatures differ from the standard mummy presented in the *Pathfinder RPG Bestiary* with regard to how and why they are created. Most standard mummies are created as simple tomb guardians; they gain abilities such as an aura of despair and mummy rot, but they usually lose their free will, much of their intelligence, and the abilities they possessed in life. A mummified creature, on the other hand, retains its intelligence, memories, and many of its other abilities. A mummified creature does not spread the curse of mummy rot, nor does the sight of it paralyze the living with fear, but its touch can reduce a living creature to dust and its very presence is frightening. Though slow and clumsy in undeath, a mummified creature is nonetheless capable of surprising bursts of speed and ferocity. Because of its creation process, however, a mummified creature is susceptible to energy damage, though determining an individual mummified creature's vulnerability is not always easy.

Many mummified creatures are created to guard the tombs of important figures, but some powerful beings—rulers, high priests, mighty wizards, or even wealthy aristocrats—arrange to be transformed into mummified creatures upon their deaths. Unwilling to give up their lives and knowledge to the whims of fate, these people bind their souls to the dried husks of their dead bodies, trading oblivion for endless centuries of unlife. The truly wealthy sometimes arrange for their most favored spouses, concubines, servants, or guards to be mummified with them, enabling them to hold court in dusty tombs in an undead mockery of their old lives centuries after they perished.

To create a mummified creature, a corpse must be prepared through embalming, with its internal organs replaced with dried herbs and flowers and its dead skin preserved through the application of sacred oils. Unlike with standard mummies, a mummified creature's brain is not removed from its skull after death. Injected with strange chemicals and tattooed with mystical hieroglyphs, a mummified creature's brain retains the base creature's mind and abilities, though the process does result in the loss of some mental faculties. Once this process is complete, the body is wrapped in special purified linens marked with hieroglyphs that grant the mummified creature its new abilities (as well as its weakness). Finally, the creator must cast a *create greater undead* spell to give the mummified creature its unlife.

## CREATING A MUMMIFIED CREATURE

“Mummified creature” is an acquired template that can be added to any living corporeal creature (hereafter referred to as the base creature). A mummified creature uses all of the base creature’s statistics except as noted here.

**CR:** Same as the base creature +1.

**Alignment:** Any evil.

**Type:** The creature’s type changes to undead (augmented). It retains any other subtypes as well, except for alignment subtypes and subtypes that indicate kind. Do not recalculate class HD, BAB, saves, or skill points.

**Senses:** A mummified creature gains darkvision 60 feet.

**Aura:** A mummified creature gains a frightful presence aura with a range of 30 feet and a duration of 1d6 rounds.

**Armor Class:** Natural armor improves by +4.

**Hit Dice:** Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As an undead, a mummified creature uses its Charisma modifier to determine bonus hit points (instead of Constitution).

**Defensive Abilities:** A mummified creature gains DR 5/— and the defensive abilities granted by the undead type.

**Weaknesses:** The mummification process leaves a mummified creature vulnerable to a single energy type. Choose or determine randomly from the following list.

d10	Energy
1	Electricity
2-3	Acid
4-7	Fire
8-9	Cold
10	Sonic

As a fail-safe in case of rebellion, a mummified creature is subtly marked during the ritual process with a hieroglyph someplace inconspicuous on its body or wrappings that identifies the particular energy type to which it is vulnerable. A successful DC 20 Perception check is needed to find the mark, but a successful DC 25 Linguistics check is still required to decipher the hieroglyph’s meaning.

**Speed:** Decrease all speeds by 10 feet (to a minimum of 5 feet). If the base creature has a flight speed, its maneuverability changes to clumsy.

**Attacks:** The mummification process hardens the mummified creature’s bones to a stone-like density, granting the mummified creature a powerful slam attack if the base creature has no other natural attacks. This slam attack deals damage based on the mummified creature’s size (*Bestiary* 302), treating the creature as if it were one size category larger.

**Special Attacks:** A mummified creature gains the following special attacks.

**Burst of Vengeance (Su):** Despite its slow, lumbering nature, a mummified creature is capable of lurching

forward to attack with a short but surprising explosion of speed. Twice per day as a swift action, a mummified creature may act as if affected by a *haste* spell for 1 round.

**Dust Stroke (Su):** A creature killed by a mummified creature’s natural attack or slam attack is disintegrated into a cloud of dust and ash, completely destroying the victim’s body (as *disintegrate*).

**Abilities:** Str +4, Int –2 (minimum 1). As an undead creature, a mummified creature has no Constitution score.

**Feats:** A mummified creature gains Toughness as a bonus feat, and Improved Natural Attack as a bonus feat for each of the base creature’s natural attacks.

**Skills:** A mummified creature gains a +4 racial bonus on Stealth checks.





# MYRMECOLEON

*This towering beetle-like horror has thick carapace segments and massive mandibles that leak sizzling acid.*

**MYRMECOLEON**

**CR 10/MR 3**



**XP 9,600**

N Huge magical beast (mythic)

**Init** -2; **Senses** darkvision 60 ft., low-light vision; Perception +9

## DEFENSE

**AC** 24, touch 6, flat-footed 24 (-2 Dex, +18 natural, -2 size)

**hp** 135 (10d10+80)

**Fort** +12, **Ref** +7, **Will** +4

**Defensive Abilities** ferocity; **DR** 5/epic; **Immune** acid

## OFFENSE

**Speed** 30 ft., burrow 20 ft., climb 20 ft.

**Melee** mandibles +14 (4d8+9/19-20 plus grab)

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

**Special Attacks** blood drain (1d2 Con), constrict (4d8+9), death throes, mythic power (3/day, surge +1d6), scalding spray, trample (2d8+9, DC 21)

## STATISTICS

**Str** 23, **Dex** 6, **Con** 20, **Int** 2, **Wis** 13, **Cha** 5

**Base Atk** +10; **CMB** +18 (+22 grapple); **CMD** 24 (28 vs. grapple, 32 vs. trip)

**Feats** Improved Critical (mandibles), Lightning Reflexes, Power Attack<sup>SM</sup>, Shatter Defenses, Weapon Focus<sup>SM</sup> (mandibles)

**Skills** Climb +22, Perception +9

## ECOLOGY

**Environment** temperate plains or hills

**Organization** solitary

**Treasure** none

## SPECIAL ABILITIES

**Death Throes (Ex)** When a myrmecoleon is slain, its body explodes, releasing the acids that churn within it. All creatures within a 20-foot-radius burst take 4d8 acid damage (Reflex DC 20 half). The save DC is Constitution-based.

**Scalding Spray (Ex)** Once every 1d4 rounds, a myrmecoleon can eject a 60-foot cone of acidic chemicals from its mouth. Creatures caught in the blast take 8d6 points of acid damage and are blinded

for 10 minutes (Reflex DC 20 half damage and negates blindness). Following the initial blast, the chemicals vaporize into a thick and noxious cloud 20 feet high with a 40-foot radius. Within the cloud, all sight is obscured beyond 5 feet. Furthermore, any living creature within the area of effect must succeed at a DC 20 Fortitude save or become nauseated for as long as it remains in the cloud and for 1d4+1 rounds after it leaves the cloud. Any creature that succeeds at its save but remains in the cloud must continue to save each round on the myrmecoleon's turn. This is a poison effect. The save DCs for this ability are Constitution-based.

This monstrous, insectlike beast resembles a huge beetle with gleaming black armored plates. Around its head and neck the chitin forms a great mane of jagged spikes. Its insides swirl with acidic juices.

Myrmecoleons live in remote areas where they claim large territories of wilderness as their hunting grounds. They're often drawn to far-flung ancient ruins and sites of mythic power, and sometimes act as guardians of such places. This has led some sages to theorize that some myrmecoleons aren't born but are spontaneously created by sites thrumming with mythic power.

These creatures only rarely interact with others of their kind—and these interactions usually end in brutal and destructive death matches. Myrmecoleons are cannibals and readily eat those they defeat. When fighting, these insects put on great displays to intimidate rivals or other threats.

Myrmecoleons are known to roll in the corpses of their prey, impaling the bodies upon their carapaces and leaving them there to rot. Why they perform this gruesome act remains unknown. Those who have studied the creature to understand its rudimentary intelligence hypothesize that it might be some sort of a display to showcase its strength to others of its kind, or even be one part of an elaborate mating ritual.





# NAGAJI

*This dark-scaled reptilian humanoid has lidless eyes, and a serpentine tongue that flickers from a fanged, lipless mouth.*

NAGAJI	CR 1/2			
<b>XP 200</b>				
Male nagaji fighter 1				
LN Medium humanoid (reptilian)				
<b>Init</b> +2; <b>Senses</b> low-light vision; Perception +4				
<b>DEFENSE</b>				
<b>AC</b> 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 natural)				
<b>hp</b> 10 (1d10)				
<b>Fort</b> +1, <b>Ref</b> +2, <b>Will</b> +1; +2 vs. mind-affecting effects and poison				
<b>OFFENSE</b>				
<b>Speed</b> 30 ft.				
<b>Melee</b> naginata <sup>uc</sup> +5 (1d8+4/×4) or claw +4 (1d4+4)				
<b>Ranged</b> longbow +3 (1d8/×3)				
<b>Space</b> 5 ft.; <b>Reach</b> 5 ft. (10 ft. with naginata)				
<b>STATISTICS</b>				
<b>Str</b> 17, <b>Dex</b> 14, <b>Con</b> 8, <b>Int</b> 10, <b>Wis</b> 13, <b>Cha</b> 12				
<b>Base Atk</b> +1; <b>CMB</b> +4; <b>CMD</b> 16				
<b>Feats</b> Power Attack, Weapon Focus (naginata)				
<b>Skills</b> Handle Animal +3, Perception +4, Survival +5; <b>Racial</b> <b>Modifiers</b> +2 Handle Animal, +2 Perception				
<b>Languages</b> Common, Draconic				
<b>ECOLOGY</b>				
<b>Environment</b> warm forests or hills				
<b>Organization</b> solitary, war band (2–12), or clan (12–24)				
<b>Treasure</b> NPC gear (leather armor, longbow with 20 arrows, naginata, other treasure)				

The nagaji are a race of ophidian humanoids created by true nagas to serve as slaves. Vaguely humanlike in appearance, with scaled skin that mimics the colors and patterns of various true nagas, nagaji have forked tongues and lidless eyes, giving them an unblinking gaze that most other races find unnerving. Nagaji venerate nagas as their creators, even going so far as to deify them. Despite the influence of their creators, nagaji maintain their own distinct cultures containing elements borrowed from those of both nagas and humans. They prefer warm to tropical regions and settle in wild, isolated regions such as steaming jungles, vast swamps, or volcanic mountains where they erect large temples in honor of their naga creators. These magnificent temples are surrounded by dozens of simple mud daub huts and clay brick structures, which serve as the nagaji's homes and public buildings.

Nagaji typically stand between 5-1/2 and 6 feet tall and weigh about 175 pounds.

## NAGAJI CHARACTERS

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

**+2 Strength, +2 Charisma, –2 Intelligence:** Nagaji have strong bodies and personalities, but disdain intellectualism.

**Medium:** Nagaji are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Nagaji have a base speed of 30 feet.

**Low-Light Vision:** Nagaji can see twice as far as humans in conditions of dim light.

**Armored Scales:** Nagaji have a +1 natural armor bonus due to their scaly flesh.

**Resistant (Ex):** Nagaji receive a +2 racial saving throw bonus against mind-affecting effects and poison.

**Serpent's Sense (Ex):** Nagaji receive a +2 racial bonus on Handle Animal checks against reptiles, and a +2 racial bonus on Perception checks.

**Languages:** Nagaji begin play speaking Common and Draconic. Nagaji with high Intelligence scores can choose from the following: any human language, Abyssal, Aklo, Celestial, Draconic, Giant, Infernal, and Sylvan.



Illustration by Eva Widemann



# NECROCRAFT

Thick muscle and jutting bone from multiple corpses fused together form a winged, humanlike predator.

## NECROCRAFT

CR 3



XP 800

NE Medium undead

**Init** +1; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

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

**hp** 26 (4d8+8)

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

**Immune** undead traits

### OFFENSE

**Speed** 30 ft., fly 30 ft. (clumsy)

**Melee** 2 claws +5 (1d4+2), bite +5 (1d6+2)

### STATISTICS

**Str** 15, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 13

**Base Atk** +3; **CMB** +5; **CMD** 16

**Feats** Toughness<sup>8</sup>

**SQ** Construction Points (additional movement [fly], extra attack [bite])

### ECOLOGY

**Environment** any land or underground

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

**Treasure** none

### SPECIAL ABILITIES

**Construction Points** Necrocrafts have a number of

Construction Points (CP) used to purchase abilities and defenses. A Medium necrocraft has 2 CP; differently sized necrocrafts have CP totals as detailed on the size chart on page 201. If a necrocraft is built with more CP than its size category would allow, its CR increases by 1 (minimum of +1) for every 2 additional CP spent. Unless otherwise stated, each of these abilities can be purchased only once. The stats presented here are for a Medium necrocraft (with 2 CP spent on additional movement [fly] and extra attack [bite]).

**Additional Movement (Ex, 1 CP):** The necrocraft gains a new mode of movement (burrow, climb, fly [clumsy], or swim) at a speed equal to its base speed.

**All-Around Vision (Ex, 2 CP):** The necrocraft has an additional head facing in the opposite direction from its main head, or has extra eyes grafted at various points around its body. The necrocraft gains all-around vision.

**Blade Fists (Ex, 1 CP):** Up to two of the necrocraft's claw attacks are replaced with sharpened bones or metal blades. These attacks deal 1d4 points of bleed damage. This ability can be selected multiple times, applying it to more claw attacks.

**Bone Armor (Ex, 1 CP):** Fortified with extra bone (perhaps including bones fused to its outer surface like armor), the necrocraft increases its natural armor bonus by 2. This ability can be selected up to three times.

**Cannibalize (Ex, 1 CP):** If the necrocraft is left near the corpse of a Medium or larger creature with discernible anatomy, it eats the corpse or tears off parts to repair its own substance. An undead creature consumed in this fashion heals the necrocraft 5 hit points plus 5 hit points per size category above Medium; any other type of creature restores only 1/5 this amount. Feeding takes 1 hour; any interruption (such as combat) requires it to start again.

**Constrict (Ex, 1 CP):** The necrocraft's claw attacks gain the constrict ability. It must have grab before this ability can be selected.

**Disease (Su, 1 CP):** One of the necrocraft's natural attacks is grafted with ghoul mouthparts, exposing a creature it hits to ghoul fever. **Ghoul Fever:** Bite, claw, or slam—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

**Extra Attack (Ex, 1 CP):** The necrocraft gains an additional bite attack or claw attack. This ability can be selected multiple times.

**Extra Legs (Ex, 1 CP):** The necrocraft gains two more legs, increasing its base speed by 5 feet and increasing its CMD against overrun and trip attempts by 4. This ability can be selected multiple times.

**Extra Strength (Ex, 1 CP):** The necrocraft's Strength increases by 2 but its Dexterity decreases by 2. This ability can be selected twice.

**Faster (Ex, 1 CP):** The necrocraft's base, burrow, climb, fly, or swim speed increases by 10 ft.

**Grab (Ex, 1 CP):** The necrocraft gains the grab ability with its natural attacks.

**Metal Armor (Ex, 2 CP):** Metal plates are bolted to or fused with the necrocraft, serving as armor and granting it a +4 armor bonus to AC.

**Mostly Skeletons (Ex, 1 CP):** Most of the necrocraft's parts come from undead skeletons. The necrocraft gains DR 5/bludgeoning and resist cold 5. This ability can't be added to a necrocraft with the mostly zombies ability.

**Mostly Zombies (Ex, 1 CP):** Most of the necrocraft's parts come from zombies. The necrocraft gains DR 5/slashing and 5 additional hit points. This ability can't be added to a necrocraft with the mostly skeletons ability.

**Paralysis (Su, 2 CP):** Up to three of necrocraft's natural attacks gain the paralysis ability (1d4+1 rounds, DC 13, elves are immune to this effect). This graft requires the body of at least 1 ghoul. For an additional Construction Point, the paralysis ability can affect elves.

**Reach Attacks (Ex, 1 CP):** Up to two of the necrocrafter's natural attacks increase their natural reach by 5 feet. This ability can be selected multiple times.

**Rending Claws (Ex, 2 CP):** The necrocrafter gains the rend ability, activating when both claws hit and dealing additional damage equal to the damage dice for one claw plus 1-1/2 times the necrocrafter's Strength bonus.

**Rotting Flesh (Ex, 2 CP):** Two of the necrocrafter's bite or claw attacks are poisonous. *Poison:* bite or claw—injury; save Fort DC 15; frequency 1/round for 2 rounds; effect 1d3 Constitution damage; cure 1 save.

**Stench (Ex, 2 CP):** The necrocrafter has the stench ability (10-foot radius, Fort DC 15 negates, sickened for 1d6+4 minutes). This graft requires the body of at least one ghoul.

**Trample (Ex, 2 CP):** The necrocrafter gains the trample universal monster ability as a special attack.

A necrocrafter is a medley of undead body parts and corpses grafted together with dark magic to create a single animated undead creature with abilities based on its component pieces and the surgical and necromantic talents of its creator. Necrocrafter are better suited for brute force than delicate manipulation, and most creators build larger hulks rather than smaller, more agile (and fragile) necrocrafter. Though necrocrafter can be of virtually any size and can be made up of undead bodies or parts of any size, a typical Medium specimen is 7 feet tall and weighs 250 pounds.

The details of the ritual to create a necrocrafter vary greatly, and depend on the particular undead parts used and the intended size of the resulting creature. The final anatomy of the creation largely depends on the master's artistry, creativity, and personal preferences—as well as any specific goals it has in mind for the creature. For example, a necrocrafter's "teeth" could actually be dozens of clawed ghoul talons, or its eyes and mouth might be located in its chest rather than in a distinct head.

## CREATING A NECROCRAFT

In order to create a necrocrafter, a spellcaster must use at least five undead creatures (or their corpses), all of which must be under the creator's control, helpless, or slain. A larger undead or corpse can be used in place of two that are one size smaller. The creator must stitch,

glue, or otherwise bind the parts together in the desired configuration, then cast *animate dead* and *make whole* to complete the construction (the material component cost of *animate dead* is 50 gp per Hit Die of the final necrocrafter). The creator can't create a necrocrafter with more Hit Dice than her caster level. As with *animate dead*, the necrocrafter is under the creator's control when created. Note that creating a necrocrafter requires casting a spell with the evil descriptor.

Size	HD	CP	CR	Number of Undead Required
Medium	4d8	2	3	5
Large	7d8	3	5	10
Huge	10d8	4	7	25
Gargantuan	14d8	5	9	50
Colossal	18d8	6	11	100



Illustration by Roberto Pitturru



# NEPENDIS

*Resembling a bestial ogre with great tusks and thick, bristly hair, this brute seems quite nimble despite its cloven hooves.*

## NEPENDIS

CR 9



XP 6,400

CE Large monstrous humanoid

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

### DEFENSE

**AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

**hp** 114 (12d10+48)

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

**Defensive Abilities** ferocity

### OFFENSE

**Speed** 40 ft., climb 30 ft.

**Melee** 2 claws +21 (1d6+10 plus grab), gore +21 (2d6+10)

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

**Special Attacks** abduct, roar

### STATISTICS

**Str** 31, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 6

**Base Atk** +12; **CMB** +23 (+27 grapple); **CMD** 35

**Feats** Great Fortitude, Improved Initiative, Iron Will, Lunge, Mobility<sup>B</sup>, Power Attack, Skill Focus (Stealth)

**Skills** Acrobatics +3 (+11 when jumping), Climb +18, Perception +15, Stealth +17, Survival +6; **Racial Modifiers** +8 Acrobatics (when jumping)

**Languages** Giant

### ECOLOGY

**Environment** temperate forests

**Organization** solitary, pair, or troop (3-6)

**Treasure** none

### SPECIAL ABILITIES

**Abduct (Ex)** When a nependis successfully grabs a Medium or smaller opponent, on that turn it can spend a swift action to move up to its speed. This movement provokes attacks of opportunity as normal. A nependis that succeeds at a second grapple check against the opponent can move up to its full speed as a swift action instead of up to half its speed.

**Roar (Su)** A nependis can let out a savage roar. Nependises within 60 feet gain a +2 morale bonus on attack rolls, saving throws, and weapon damage rolls for 1d4 rounds. All other creatures other within range of the roar become shaken for 1d4 rounds (Will DC 14 negates); this is a mind-affecting sonic fear effect. The save DC is Charisma-based.

Fiercely territorial, the brutish nependises drive away any other large predators from their hunting grounds, even others of their kind. Only mated pairs caring for a litter tolerate each other, and even they separate once the offspring are old enough to fend for themselves. Nependises favors intelligent prey, fey in particular, both



for the taste and the thrill of the hunt. They ambush opponents by jumping down from trees, grabbing the creatures, then retreating to find a safe place to eat. When challenged in its territory, a nependis drops from the trees, roars, then fights on foot. A nependis's sharp hooves allow it to climb trees as well as a great cat, leaving telltale scars in the bark.

While nependises appear as hybrids of apes and boars, they aren't related to either. Some ascribe the origins of these creatures to a clan of ogres cursed into monstrous forms, or guardians bred and raised by the fey who later turned upon their former masters.

A full-grown nependis stands 9 feet tall and weighs 600 pounds. A newborn nependis takes 4 years to reach maturity. Nependises rarely die from natural causes, and they live as long as 80 years.

# NIGHTGAUNT

*This lanky ebon humanoid has batlike wings, horns, and a long prehensile tail, but lacks a face.*

## NIGHTGAUNT

CR 4



XP 1,200

CN Medium monstrous humanoid (extraplanar)

**Init** +6; **Senses** all-around vision, blindsight 60 ft., darkvision 60 ft.; Perception +6

### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)  
**hp** 37 (5d10+10)

**Fort** +3, **Ref** +8, **Will** +6

**Defensive Abilities** faceless; **Immune** cold, gaze attacks, inhaled poison, scent-based attacks

### OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** 2 claws +9 (1d6+4 plus grab)

**Special Attacks** clutches, tickle

### STATISTICS

**Str** 18, **Dex** 15, **Con** 14, **Int** 5, **Wis** 14, **Cha** 11

**Base Atk** +5; **CMB** +9 (+17 grapple); **CMD** 22

**Feats** Dodge, Improved Initiative, Lightning Reflexes

**Skills** Fly +7, Perception +6, Stealth +11; **Racial Modifiers** +4 Stealth

**Languages** Aklo (can't speak)

**SQ** no breath

### ECOLOGY

**Environment** any mountains (Dimension of Dreams)

**Organization** single, pair, flight (3–12), or colony

**Treasure** none

### SPECIAL ABILITIES

**Clutches (Ex)** A nightgaunt has a +4 racial bonus on grapple combat maneuver checks. If a nightgaunt uses its fly speed to move itself and a grappled target, it can fly at full speed.

**Faceless (Ex)** A nightgaunt has no face, but can still see in all directions as if its entire body were an eye. It is immune to gaze attacks, but not to illusions that rely upon vision to function. It has no need to breathe, and is immune to all inhaled and scent-based effects.

**Tickle (Ex)** As a swift action, a nightgaunt can use its tail to tickle a grappled or helpless foe with horrible efficiency. The target must succeed at a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Dexterity-based.

Nightgaunts haunt the deepest and darkest chasms of dreams. They lurk in the shadows that loom at the edges of sane slumber, but are ready at any moment to snatch a blithe dreamer away, carrying it off into realms of endless nightmare and tickling it terribly all the way. They appear as stooped, emaciated humanoids, yet possess a remarkable strength in their sinewy limbs. With inky black skin, batlike wings, a long spiny tail, and demonic horns protruding from its skull, a nightgaunt is a fearsome foe—yet the lack of any facial features is what makes it truly nightmarish.

A typical nightgaunt would stand 7 feet tall if fully upright, and weighs 175 pounds.

Nightgaunts feed on emotions, preferring despair, horror, and nervous laughter. They enjoy carrying their prey high over the mountains, tickling their prey to create a mix of emotions, and finally dropping their victims in remote areas where other monsters can stalk and kill them. Some creatures pay nightgaunts to serve as guardians or carry them from place to place, though the nightgaunts are prone to turn on their employers at the smallest slight.

Most nightgaunts have little interest in anything other than sating their hunger on sleepers, and gather in colonies to entertain each other by sharing emotion-memories through strange caresses. They sometimes war with the other creatures found in their desolate realms.



Illustration by Scott Purdy



# NIGHTMARE CREATURE

*This strange humanoid looks like a gangly, distorted caricature of an ettercap, with spiderlike fingers and an enormous wicked grin.*

## NIGHTMARE ETTERCAP

CR 4



XP 1,200

NE Medium aberration

**Init** +9; **Senses** darkvision 120 ft., low-light vision; Perception +9

**Aura** fear (60 ft., DC 13), frightful presence (30 ft., DC 13)

### DEFENSE

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

**hp** 30 (4d8+12); regeneration 5 (good spells and weapons, silver)

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

**Defensive Abilities** illusion resistance, *protection from good*;

**DR** 5/good or silver

### OFFENSE

**Speed** 30 ft., climb 30 ft., fly 10 ft. (perfect)

**Melee** bite +5 (1d6+2 plus poison), 2 claws +5 (1d4+2)

**Special Attacks** night terrors (DC 13), poison, traps, web (+8 ranged, DC 15, 4 hp)

**Spell-Like Abilities** (CL 4th; concentration +5)

Constant—*protection from good*

3/day—*detect thoughts* (DC 13), *dream* (DC 16), *nightmare* (DC 16), *suggestion* (DC 14)

1/day—*shadow walk*

### STATISTICS

**Str** 14, **Dex** 21, **Con** 17, **Int** 8, **Wis** 15, **Cha** 12

**Base Atk** +3; **CMB** +5; **CMD** 20

**Feats** Great Fortitude, Improved Initiative

**Skills** Climb +14, Craft (trapmaking) +11, Fly +13, Intimidate +5, Perception +9, Stealth +15; **Racial Modifiers** +8 Craft (trapmaking), +4 Intimidate, +4 Stealth

**Languages** Common

**SQ** feign death (DC 13), spider empathy +7

### ECOLOGY

**Environment** temperate forests

**Organization** solitary, pair, or nests (3–6 plus 2–6 giant spiders)

**Treasure** standard

### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 10 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Spider Empathy (Ex)** This ability functions as a druid's wild empathy, except that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts to them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

**Traps (Ex)** An ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs.

An ettercap doesn't require gold to build its traps, merely time. Rules for crafting traps can be found in Chapter 13 of the *Pathfinder RPG Core Rulebook*. Ettercap traps can be found on page 129 of the *Pathfinder RPG Bestiary*.

Nightmare creatures have an unnatural link to the most terrifying parts of the Dimension of Dreams, allowing them to turn others' dreams into nightmares and sow fear even in the waking world. Corrupted by their power, they become evil and use their abilities to torment their enemies and abuse creatures weaker than themselves. Eventually this dream connection corrupts the creature's appearance into a bizarre caricature of its original form.

A nightmare creature uses its ability to control dreams to confuse and frighten its target with horrendous imagery—visions of failure or betrayal and horrific scenes of murder and death. A nightmare creature may even allow the target to think it is in control of the dream or has awakened from a nightmare, only to snatch away that hope and send its target into a downward spiral of misery and self-doubt. The most wicked nightmare creatures tend to become ghosts if slain, returning again and again to haunt their chosen victims.

## CREATING A NIGHTMARE CREATURE

"Nightmare creature" is an acquired or inherited template that can be added to any creature with Intelligence and Charisma scores of at least 6 (referred to hereafter as the base creature). Most nightmare creatures were once aberrations, fey, humanoids, or outsiders. A nightmare creature uses the base creature's statistics and abilities except as noted here. If the base creature has 10 or more Hit Dice, it instead becomes a nightmare lord (see below).

**CR:** Same as the base creature +1.

**Alignment:** Any evil.

**Type:** If the base creature is an outsider, it gains the evil subtype.

**Senses:** A nightmare creature gains darkvision 120 feet.

**Defensive Abilities:** A nightmare creature gains DR 5/good or silver and the following defensive abilities.

**Feign Death (Ex):** Whenever a nightmare creature is unconscious, it appears dead. A conscious nightmare creature can also make itself appear dead as an immediate action. Any creature that physically interacts with a nightmare creature feigning death must succeed at a Heal check or Will saving throw (DC 10 + 1/2 the nightmare creature's Hit Dice + the nightmare creature's Intelligence or Charisma modifier, whichever is higher) to recognize it is actually alive.

**Illusion Resistance (Ex):** A nightmare creature automatically disbelieves illusions (no saving throw required) and has a +4 bonus on saving throws to resist illusion effects.

**Regeneration 5 (Ex):** Good-aligned weapons, silver weapons, and spells with the good descriptor cause a

nightmare creature's regeneration to stop functioning for 1 round.

**Speed:** Same as the base creature. If the base creature does not have a fly speed, the nightmare creature gains a fly speed of 10 (perfect maneuverability) as a supernatural ability.

**Special Attacks:** A nightmare creature gains several special attacks. Save DCs are equal to 10 + 1/2 the nightmare creature's Hit Dice + its Charisma modifier unless otherwise noted. The nightmare creature's caster level is equal to its total Hit Dice (or the caster level of the base creature's spell-like abilities, whichever is higher).

**Fear Aura (Su):** All creatures within a 60-foot radius that see or hear a nightmare creature must succeed at a Will save or be shaken for as long as they are within the aura. Whether or not the save is successful, that creature cannot be affected again by the same nightmare creature's fear aura for 24 hours. This is a mind-affecting fear affect.

**Frightful Presence (Su):** This ability activates when the nightmare creature charges, attacks during a surprise round, or succeeds at a DC 15 Intimidate or Perform check. Its frightful presence has a range of 30 feet.

**Night Terrors (Su):** Once a nightmare creature enters a target's mind with its *dream* or *nightmare* spell-like ability, it can attempt to control the target's dream. If the target fails a Will saving throw, it remains asleep and trapped in the dream world with the nightmare creature. Thereafter, the nightmare creature controls all aspects of the dream. Each hour that passes, the target can attempt another saving throw to try to awaken (it automatically awakens after 8 hours or if the nightmare creature releases it). The target takes 1d4 points of Charisma damage each hour it is trapped in the dream; if it takes any Charisma damage, it is fatigued and unable to regain arcane spells for the next 24 hours. The target dies if this Charisma damage equals or exceeds its actual Charisma score.

**Spell-Like Abilities:** A nightmare creature gains the following spell-like abilities: Constant—*protection from good*; 3/day—*detect thoughts*, *dream*, *nightmare*, *suggestion*; 1/day—*shadow walk*.

**Ability Scores:** Dex +4, Int +2, Cha +4.

**Skills:** A nightmare creature gains a +4 racial bonus on Intimidate and Stealth checks.

## NIGHTMARE LORDS

Nightmare lords are especially powerful nightmare creatures who live in the Dimension of Dreams. They rule over lesser nightmare creatures in bizarre puppet courts staffed by the maddened and

soul-shriveled husks of kidnapped dreamers. They have all the abilities of nightmare creatures, plus the following.

**Special Attacks:** A nightmare lord gains several special attacks.

**Dream Slave (Su):** Instead of killing a target with its night terror ability, a nightmare lord may instead enslave it with a permanent *dominate monster* effect. The enslaved creature is healed of all Charisma damage taken from night terrors.

**Nightmare Magic (Su):** The nightmare lord gains a +4 bonus to the DCs of its spells and spell-like abilities of the phantasm and shadow subschools.

**Spell-Like Abilities:** A nightmare lord gains the following spell-like abilities: 3/day—*deep slumber*, *invisibility*, *plane shift* (from the Material Plane to the Dimension of Dreams or back again), *shadow walk*; 1/day—*feeblemind*, *modify memory*, *shadow conjuration*, *shadow evocation*.

**Ability Scores:** Dex +2, Int +2, Cha +2.



Illustration by Emiliano Petrozzi