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Pathfinder® Roleplaying Game™ Bestiary

Credits

Lead Designer: Jason Bulmahn
Designers: Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan

Cover Artist: Wayne Reynolds

Interior Artists: Dave Allsop, Bento Box Studios, Peter Bergting, Matt Cavotta, Concept Art House, Matt Dixon, Jesper Ejsing, Jason Engle, Jon Hodgson, Andrew Hou, Imaginary Friends, Michael Jaecks, Eric Lofgren, Warren Mahy, Christian Pearce, Drew Pocza, Scott Purdy, Alex Shim, Dean Spencer, Francis Tsai, Adam Vehige, Ilker Serdar Yildiz, Eva Widermann, Tyler Walpole, Ben Wootten, Kevin Yan, and Kieran Yanner

Editor-in-Chief: James Jacobs
Editing and Development: Jason Bulmahn, Christopher Carey, Erik Mona, Sean K Reynolds, Lisa Stevens, F. Wesley Schneider, James L. Sutter, and Vic Wertz
Editorial Interns: David A. Eitelbach and Hank Woon
Art Director: Sarah E. Robinson
Senior Art Director: James Davis

Publisher: Erik Mona
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7120 185th Ave NE Ste 120
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Introduction

Welcome to the *Pathfinder Roleplaying Game Bestiary*! Within the pages of this tome you will encounter a wide range of monsters and creatures to pit against your players as they explore your world. The creatures featured herein have been drawn from a wide range of sources, from real-world legends and myths (where we get our dragons and demons, our basilisks and yetis), to the traditions of the RPG's rich history (such as the shambling mound and the rust monster), to the inventions of writers both old (such as H. G. Wells's morlocks or H. P. Lovecraft's ghasts and shoggoths) and new. In order to fully use the creatures in the *Pathfinder RPG Bestiary*, you'll need a copy of the *Pathfinder Roleplaying Game Core Rulebook*. These two books comprise the core rules for the Pathfinder RPG.

While each monster is a unique creature, many possess similar special attacks, defenses, and qualities. Unique abilities are described below the monster's stat block. Many abilities common to several monsters appear in the universal monster rules in Appendix 3. If a monster's listed special ability does not appear in its description, you'll find it there. Check pages 297–306 of this book for the complete universal monster rules.

This book's appendices also contain a wealth of other information—you'll find rules for altering a monster's stats (including making it more or less powerful by applying templates, adjusting size and Hit Dice, or even giving a monster class levels), guidelines for monstrous PCs, and more.

Each monster description on the following pages is presented in the same format, split into three specific areas: Introduction, Stat Block, and Description.

Monster Icons

Each monster in this book is presented with three visual cues to help you quickly identify the monster's role and niche in the game. The first of these icons indicates the monster's type. The second indicates the terrain where the creature can normally be encountered. The third shows what sort of climate the creature prefers. More precise notes on each monster's type (and subtypes), preferred terrain, and climate appear elsewhere in its stat block, but these three icons can help you recognize this basic information at a glance.

Creature Type

- Aberration
- Animal
- Construct
- Dragon
- Fey
- Humanoid
- Magical Beasts
- Monstrous Humanoid
- Ooze
- Outsider
- Plant
- Undead
- Vermin

Terrain

- Desert
- Forest/Jungle
- Hill
- Mountain
- Plain
- Ruins/Dungeon
- Sky
- Swamp
- Underground
- Urban
- Water

Climate

- Cold
- Extraplanar
- Temperate
- Tropical

Introduction

Each monster is presented alphabetically. In the case of a group of monsters sharing similar traits (such as outsider races and some animals or vermin), the monster's basic name is listed first.

Stat Block

This is where you'll find all of the information you need to run the monster in an encounter. A stat block is organized as follows. Note that in cases where a line in a stat block has no value, that line is omitted.

Name and CR: The monster's name is presented first, along with its challenge rating (CR) and three icons you can use to quickly identify the creature's role in the game. Challenge rating is a numerical indication of how dangerous a monster is—the higher the number, the deadlier the creature. Challenge rating is detailed on page 397 of the *Pathfinder RPG Core Rulebook*.

XP: Listed here are the total experience points that PCs earn for defeating the monster.

Race, Class, and Level: Some monsters do not possess racial Hit Dice and are instead defined by their class levels. For these monsters, their race, class, and level appear here. Unless otherwise noted, the first class listed is the class chosen by the monster as its favored class.

Alignment, Size, and Type: While a monster's size and type remain constant (unless changed by the application of templates or other unusual modifiers), alignment is far more fluid. The alignments listed for each monster in this book represent the norm for those monsters—they can vary as you require them to in order to serve the needs of your campaign. Only in the case of relatively unintelligent monsters (creatures with an Intelligence of 2 or lower are almost never anything other than neutral) and planar monsters (outsiders with alignments other than those listed are unusual and typically outcasts from their kind) is the listed alignment relatively unchangeable.

Init and Senses: The creature's initiative modifier followed by any special senses and its Perception check modifier.

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Aura: If the creature has a particular magical or exceptional aura, it is listed here along with its radius from the creature and, as applicable, a save DC to resist the aura's effects.

AC: The creature's Armor Class, touch Armor Class, and flat-footed Armor Class. The modifiers that generate its AC are listed parenthetically at the end of this entry.

hp: The creature's hit points, followed by its Hit Dice (including modifiers from Constitution, favored class levels, creature type modifiers, and the Toughness feat). Creatures with PC class levels receive maximum hit points for their first HD, but all other HD rolls are assumed to be average. Fast healing and regeneration values, if any, follow the creature's HD.

Saving Throws: The creature's Fortitude, Reflex, and Will saves, followed by situational modifiers to those rolls.

Defensive Abilities/DR/Immune/Resist/SR: All of the creature's unusual defensive abilities. Damage reduction, immunities, resistances, and spell resistance are called out separately as necessary.

Weaknesses: All of the creature's unusual weaknesses are listed here.

Speed: The creature's land speed, and additional speeds as necessary for the creature.

Melee: The creature's melee attacks are listed here, with its attack roll modifier listed after the attack's name followed by the damage in parentheses.

Ranged: As Melee above, but for ranged attacks.

Space/Reach: The creature's space and reach—if the creature's space and reach are standard (one 5-foot square and a reach of 5 feet), this line is omitted.

Special Attacks: The creature's special attacks. Full details for these attacks are given at the end of the stat block or in the universal monster rules section begining on page 297.

Spell-Like Abilities: After listing the caster level of the creature's spell-like abilities, this section lists all of the creature's spell-like abilities, organized by how many times per day it can use the abilities. Constant spell-like abilities function at all times but can be dispelled. A creature can reactivate a constant spell-like ability as a swift action.

Spells Known/Prepared: If the creature can actually cast spells, its caster level is indicated here followed by the spells it knows or typically has prepared. Unless otherwise indicated, a spellcasting creature does not receive any of a spellcasting class's other abilities, such as a cleric's ability to spontaneously convert prepared spells to cure or inflict spells.

Ability Scores: The creature's ability scores are listed here. Unless otherwise indicated, a creature's ability scores represent the baseline of its racial modifiers applied to scores of 10 or 11. Creatures with NPC class levels have stats in the standard array (13, 12, 11, 10, 9, 8), while creatures with character class levels have the elite array (15, 14, 13, 12, 10, 8); in both cases, the creature's ability score modifiers are listed at the end of its description.

Base Atk/CMB/CMD: These values give the creature's base attack, its Combat Maneuver Bonus, and its Combat Maneuver Defense score.

Feats: The creature's feats are listed here. A bonus feat is indicated with a superscript "B."

Skills: The creature's skills are listed here. Racial modifiers to skills are indicated at the end of this entry.

Languages: The languages most commonly spoken by the creature are listed here. For unusual creatures, you can swap out the languages known for other choices as needed. A creature with a higher-than-normal Intelligence score receives the appropriate number of bonus languages.

SQ: Any special qualities possessed by the creature.

Environment: The regions and climates in which the creature is typically encountered are listed here; these often present wider ranges than the icons at the top of the stat block indicate. In this case, the icon listed at the top of the stat block indicates the creature's preferred terrain.

Organization: This lists how the creature is organized, including number ranges as appropriate.

Treasure: The exact value of the creature's treasure depends on if you're running a slow, medium, or fast game, as summarized on Table 12–5 on page 399 of the *Pathfinder RPG Core Rulebook*. In cases where a creature has specific magical gear assigned to it, the assumption is a medium game—if you play a fast or slow game, you'll want to adjust the monster's gear as appropriate. "Standard" treasure indicates the total value of the creature's treasure is that of a CR equal to the average party level, as listed on Table 12–5 on page 399 in the *Pathfinder RPG Core Rulebook*. "Double" or "triple" treasure indicates the creature has double or triple this standard value. "Incidental" indicates the creature has half this standard value, and then only within the confines of its lair. "None" indicates that the creature normally has no treasure (as is typical for an unintelligent creature that has no real lair, although such creatures are often used to guard treasures of varying amounts). "NPC gear" indicates the monster has treasure as normal for an NPC of a level equal to the monster's CR (see page 454 of the *Pathfinder RPG Core Rulebook*).

Special Abilities: Finally, any of the creature's more unique special abilities are detailed in full here.

Description

Here you'll find information on how the monster fits into the world, notes on its ecology and society, and other bits of useful lore and flavor that will help you breathe life into the creature when your PCs encounter it. Some monsters have additional sections that cover variant creatures, notes on using the monsters as PCs, methods of constructing the creature, and so on.

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Aasimar

This supernaturally beautiful woman looks human, yet emanates a strange sense of calm and benevolence.

AASIMAR **CR 1/2**

XP 200

Aasimar cleric 1

NG Medium outsider (native)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 11 (1d8+3)

Fort +4, **Ref** +0, **Will** +5

Resist acid 5, cold 5, electricity 5

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee heavy mace –1 (1d8–1)

Ranged light crossbow +0 (1d8/19–20)

Special Attacks channel positive energy (5/day, 1d6, DC 12); rebuke death (1d4+1, 6/day); touch of good (6/day)

Spell-Like Abilities (CL 1st)

1/day—*daylight*

Spells Prepared (CL 1st)

1st—*bless*, *command* (DC 14), *protection from evil*[D]

0 (at will)—*detect magic*, *guidance*, *stabilize*

D domain spell; **Domains** Good, Healing

STATISTICS

Str 8, **Dex** 10, **Con** 14, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +0; **CMB** –1; **CMD** 9

Feats Turn Undead

Skills Diplomacy +8, Heal +7, Knowledge (religion) +5; **Racial Modifiers** +2 Diplomacy, +2 Perception

Languages Celestial, Common, Draconic

ECOLOGY

Environment any land

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

Treasure NPC gear (scale mail, heavy mace, light crossbow with 10 bolts, other treasure)

Aasimars are humans with a significant amount of celestial or other good outsider blood in their ancestry. Aasimars are not always good, but it is a natural tendency for them, and they gravitate to good faiths or organizations associated with celestials. Aasimar heritage can hide for generations, only to appear suddenly in the child of two apparently human parents. Most societies interpret aasimar births as good omens. Aasimars look mostly human except for some minor physical trait that reveals their unusual heritage. Typical aasimar features are hair that shines like metal, unusual eye or skin color, or even glowing golden halos.

Aasimar Characters

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

+2 Charisma, +2 Wisdom: Aasimars are insightful, confident, and personable.

Normal Speed: Aasimars have a base speed of 30 feet.

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

Skilled: Aasimars have a +2 racial bonus on Diplomacy and Perception checks.

Spell-Like Ability: Aasimars can use *daylight* once per day as a spell-like ability (caster level equals the aasimar's class level).

Celestial Resistance: Aasimars have acid resistance 5, cold resistance 5, and electricity resistance 5.

Languages: Aasimars begin play speaking Common and Celestial. Aasimars with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Elven, Gnome, Halfling, and Sylvan.

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Aboleth

Four long tentacles writhe from this three-eyed fish-like creature's flanks, and its green body glistens with thick, clear slime.

ABOLETH **CR 7**

XP 3,200

LE Huge aberration (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +14

Aura mucus cloud (5 feet)

DEFENSE

AC 20, touch 9, flat-footed 19; (+1 Dex, +11 natural, –2 size)

hp 84 (8d8+48)

Fort +8, **Ref** +5, **Will** +11

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +10 (1d6+5 plus slime)

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

Spell-Like Abilities (CL 16th)

At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19)

3/day—*dominate monster* (DC 22)

STATISTICS

Str 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 17

Base Atk +6; **CMB** +13; **CMD** 24 (can't be tripped)

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

Skills Bluff +11, Intimidate +14, Knowledge (any one) +13, Perception +14, Spellcraft +13, Swim +24

Languages Aboleth, Aklo, Aquan, Undercommon

ECOLOGY

Environment any aquatic

Organization solitary, pair, brood (3–6), or shoal (7–19)

Treasure double

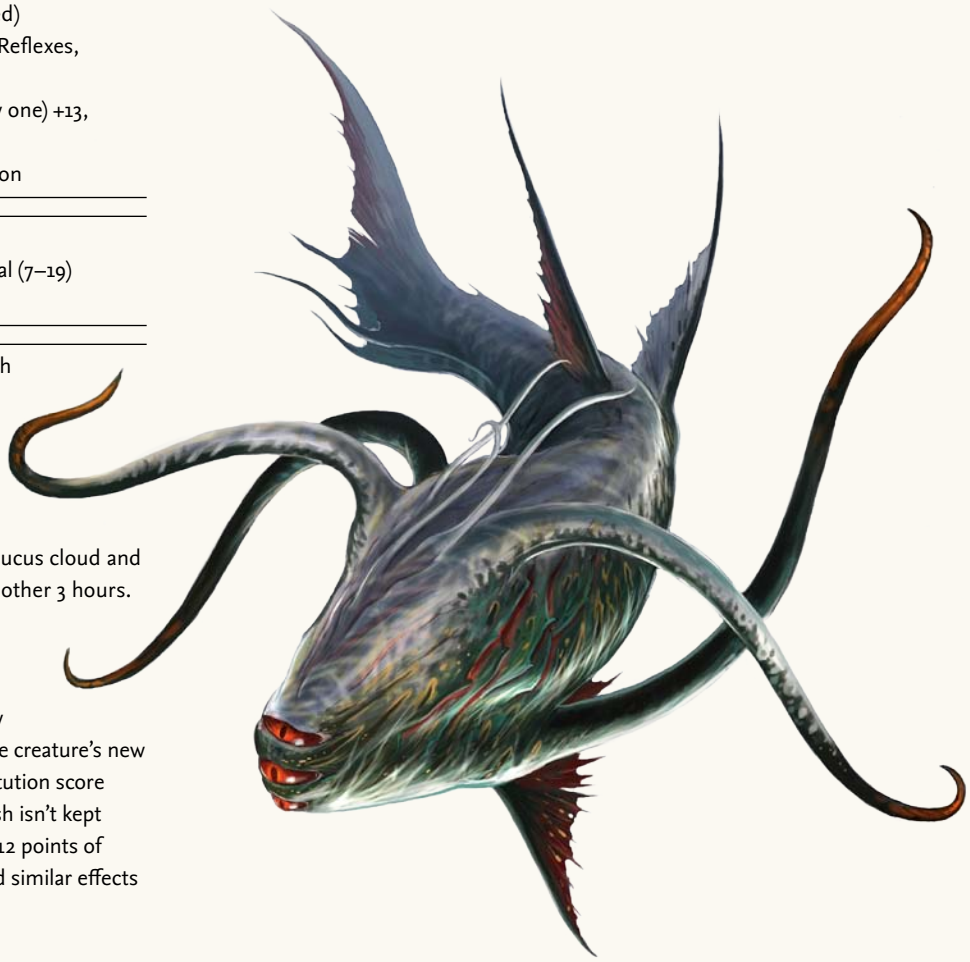
SPECIAL ABILITIES

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

Slime (Ex) A creature hit by an aboleth's tentacle must succeed on a DC 20 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

As befits their hideous primeval appearance, the hermaphroditic aboleths are among the world's oldest forms of life. Ancient even when the gods first turned their eyes to the Material Plane, the aboleths have always existed apart from other mortal life, alien and cold and endlessly plotting. They once ruled the world with vast empires, and today view most other forms of life as either food or slaves—and sometimes both. They disdain the gods and see themselves as the true masters of creation. An aboleth is 25 feet long and weighs 6,500 pounds.

In the darkest reaches of the sea, aboleths still dwell in grotesque cities built in nauseating and cyclopean styles. There they are served by countless slaves culled from every nation, air-breathing and aquatic alike, although the air-breathing slaves are doubly bound by magic and the need to constantly replenish their water-breathing ability via the excretions of their aboleth masters. Lone aboleths are often advance scouts for these hidden cities, seeking out new slaves.



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Angel

Angels are a race of celestials, beings who live on the good-aligned outer planes.

Angels can be of any good alignment. Lawful angels hail from Heaven, neutral angels from Nirvana, and chaotic angels from Elysium, though the majority serve one good deity or another and call their patron's realm their home. Most mortals assume that angels never lie, cheat, or steal, are impeccably honorable in all their dealings, and are the most trustworthy and diplomatic of all the celestials; while this is generally true, there are exceptions, especially as some angels serve good-aligned trickster gods and other chaotic entities.

The original and most powerful angels predate the mortal races. They were among the first creations of the gods of good, and those that survive to this day are among the more powerful non-divine beings in the multiverse. While new angels are still periodically created by the gods, most modern angels were once good mortals, their souls transforming into something greater upon reaching their destination in the planes. Often an angel's true form is reminiscent of its mortal self, only taller, brighter, and more powerful. The relationship between good mortal soul and angel is common knowledge, and many mortal religions assume that all members of the faith in good standing become angels of some type in the afterlife. Others confuse the issue by conflating famous mortals (such as saints and martyrs) with preexisting angels that have similar names, or suggesting that angels take human form to perform great deeds as mortals, returning to the heavens when their duties are over.

All angels are blessed with extraordinary beauty, though their actual appearances vary widely. Their natural shapechanging ability means they may appear to mortals as male or female, depending on their personal preference or the will of their deity. As they are spiritual creatures given a physical form rather than creatures of flesh born of other creatures, their gender is mutable; some angels always use a male form, some strictly a female one, and others use either or both, or prefer an androgynous or sexless shape.

Technically, the word "angel" refers to several types of humanoid angels—solars, planetars, and devas (of which the astral deva is the most common; other types exist as well)—though many mortals use the term loosely and apply it to any celestial, whether an angel, one of the guardian archons, fey-like azatas, beast-like agathions, or any other creature of the good planes. The angels do not take affront at this, as they have more important things to deal with than mortal nomenclature.

Angels speak Celestial, Draconic, and Infernal, though they can communicate with almost any creature because of their truespeech ability. All angels possess a number of similar traits, as detailed on page 310 of this book. Most angels also have additional powers beyond these traits, depending on the role their deity assigns them. For example, an angelic guardian of volcanoes might have the fire subtype, or the protector of a sunken city might be aquatic, amphibious, and able to use her wings to swim.

Fallen Angels

Many religions include stories of angels rebelling against a creator or becoming corrupt and evil. Sadly, this is indeed possible, though thankfully rare, and only the proudest or weakest-willed angels succumb to this fate. Fallen angels are exiles of the good realms, hunted by their former brethren and easy targets for fiends as well. The fallen lose some of the grace and light of their untainted kin, though many are said to still be tragically beautiful. Rarer still are those fallen angels strong and clever enough to join the legions of Hell, and who are often transformed into some type of devil, or those who become demons of the Abyss and carve out a niche in that horrible realm or come to serve a greater demon.

Angelic Choirs

Whereas there are evil and cruel counterparts for all the other good races, the legions of fiends do not possess a clear analogue for the race of angels. Many scholars have debated the reasons for this strange lack of symmetry among the good and evil outsiders, and while most have come to believe that this is simply an example of good's inherent willingness to rise above specific alignments for everyone's benefit, the exact reason may never be known.

Since angels can be of any good alignment, they represent the needs and desires of all three major good outsider races. While some angels devote their energies to all three, most have a particular favorite among the races in keeping with that angel's particular alignment. While their true forms never vary between alignments, angels will often use their change shape ability to appear more like an archon, agathion, or azata as the situation and the angel's personality demands.

Angels are further subdivided into their own specific hierarchy known as the Triad of Choirs. The bulk of the angel race consists of the devas—these are the most common angels, and numerous different specialties exist, with the astral deva presented here merely the best known. Devas of the third choir have two wings. The second choir consists solely of the four-winged planetars, while the rulers of the angelic race are the six-winged solars. These are the mightiest of all angels, and the most powerful of them can directly oppose even the will of a demigod if the situation calls for it.

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Angel, Astral Deva

This tall, human-like creature has long, feathery wings and a gentle inner radiance that makes it difficult to look directly at.

ASTRAL DEVA **CR 14**

XP 38,400

NG Medium outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +26

Aura protective aura

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural; +4 deflection vs. evil)

hp 172 (15d10+90)

Fort +16, **Ref** +13, **Will** +11; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities uncanny dodge; **DR** 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 25

OFFENSE

Speed 50 ft., fly 100 ft. (good)

Melee +2 *disrupting warhammer* +26/+21/+16 (1d8+14/×3 plus stun) or slam +23 (1d8+12)

Spell-Like Abilities (CL 13th)

At Will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 20), *dispel evil* (DC 21), *dispel magic*, *holy aura* (DC 24), *holy smite* (DC 20), *holy word* (DC 23), *invisibility* (self only), *plane shift* (DC 23), *remove curse*, *remove disease*, *remove fear*

7/day—*cure light wounds*, *see invisibility*

1/day—*blade barrier* (DC 22), *heal*

STATISTICS

Str 26, **Dex** 19, **Con** 21, **Int** 18, **Wis** 18, **Cha** 23

Base Atk +15; **CMB** +23; **CMD** 37

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (warhammer)

Skills Acrobatics +22, Craft (any one) +22, Diplomacy +24, Fly +26, Intimidate +24, Knowledge (planes) +22, Knowledge (religion) +19, Perception +26, Sense Motive +26, Stealth +22

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*alter self*)

ECOLOGY

Environment any good-aligned plane

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

Treasure double (+2 *disrupting warhammer*)

SPECIAL ABILITIES

Stun (Su) If an astral deva strikes an opponent twice in one round with its warhammer, that creature must succeed on a DC 25 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex) This ability functions identically to the rogue ability. If a deva gains uncanny dodge from a class level, he instead gains improved uncanny dodge.

Astral devas are messengers of the gods of good. They watch over planar travelers and sponsor powerful mortals, pushing them to take on good causes. A typical astral deva looks human except for its wings, though some look like other humanoid races and a rare few have even more unusual forms. An astral deva is 7-1/2 feet tall and weighs 250 pounds.

Astral devas are usually created by deities from the souls of good mortals, though some souls spontaneously transform into astral devas without the intervention of a deity. Their skills and abilities make them excellent scouts and elite agents for celestial armies. They often carry long, flowing scrolls upon which are writ messages and judgments from the gods. An astral deva's scrolls frequently contain hints of prophecies and major events yet to come, and as such the devas are fiercely protective of the contents of these scrolls and let none, not even other astral devas, peruse them.

Illustrations by Alex Shim

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Angel, Planetar

Muscular, bald, and tall, this humanoid creature has emerald skin and two pairs of shining, white-feathered wings.

PLANETAR **CR 16**

XP 76,800

NG Large outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., *detect evil*, *detect snares and pits*, low-light vision, *true seeing*; Perception +27

Aura protective aura

DEFENSE

AC 32, touch 13, flat-footed 28 (+4 Dex, +19 natural, –1 size; +4 deflection vs. evil)

hp 229 (17d10+136); regeneration 10 (evil weapons and effects)

Fort +19, **Ref** +11, **Will** +19; +4 vs. poison, +4 resistance vs. evil

DR 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 27

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee +3 *holy greatsword* +27/+22/+17 (3d6+15/19–20) or slam +24 (2d8+12)

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

Spell-Like Abilities (CL 16th)

Constant—*detect evil*, *detect snares and pits*, *discern lies* (DC 20), *true seeing*

At will—*continual flame*, *dispel magic*, *holy smite* (DC 21), *invisibility* (self only), *lesser restoration*, *remove curse*, *remove disease*, *remove fear* (DC 18), *speak with dead* (DC 20)

3/day—*blade barrier* (DC 21), *flame strike* (DC 22), *power word stun*, *raise dead*, *waves of fatigue*

1/day—*earthquake* (DC 25), *greater restoration*, *mass charm monster* (DC 25), *waves of exhaustion*

Spells Prepared (CL 16th)

8th—*earthquake* (DC 25), *fire storm* (DC 25)

7th—*holy word* (DC 24), *regenerate* (2)

6th—*banishment* (DC 23), *greater dispel magic*, *heal*, *mass cure moderate wounds* (DC 23)

5th—*break enchantment*, *dispel evil* (2, DC 22), *plane shift* (DC 22), *righteous might*

4th—*death ward*, *dismissal* (DC 21), *neutralize poison* (DC 21), *summon monster IV*

3rd—*cure serious wounds* (2), *daylight*, *invisibility purge*, *summon monster III*, *wind wall*

2nd—*align weapon* (2), *bear's endurance* (2), *cure moderate wounds* (2), *eagle's splendor*

1st—*bless* (2), *cure light wounds* (4), *shield of faith*

0 (at will)—*detect magic*, *purify food and drink*, *stabilize*, *virtue*

STATISTICS

Str 27, **Dex** 19, **Con** 24, **Int** 22, **Wis** 25, **Cha** 24

Base Atk +17; **CMB** +26; **CMD** 40

Feats Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +24, Craft (any one) +26, Diplomacy +27, Fly +26, Heal +24, Intimidate +27, Knowledge (history) +23, Knowledge (planes) +26, Knowledge (religion) +26, Perception +27, Sense Motive +27, Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*alter self*)

ECOLOGY

Environment any good-aligned plane

Organization solitary or pair

Treasure double (+3 *holy greatsword*)

SPECIAL ABILITIES

Spells Planetars cast divine spells as 16th-level clerics. They do not gain access to domains or other cleric abilities.

Planetars are the generals of celestial armies. A typical planetar stands 9 feet tall and weighs 500 pounds. They focus on combat and the destruction of evil; though they understand diplomacy, a planetar would rather lead the charge against an army of fiends than negotiate peace.

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Angel, Solar

This towering humanoid creature has shining topaz eyes, metallic skin, and three pairs of white wings.

SOLAR **CR 23**

XP 819,200

NG Large outsider (angel, extraplanar, good)

Init +9; **Senses** darkvision 60 ft., low-light vision, *detect evil, detect snares and pits, true seeing*; Perception +33

Aura protective aura

DEFENSE

AC 44, touch 11, flat-footed 42 (+14 armor, +1 Dex, +1 dodge, +19 natural, –1 size; +4 deflection vs. evil)

hp 363 (22d10+242); regeneration 15 (evil artifacts, effects, and spells)

Fort +25, **Ref** +14, **Will** +23; +4 vs. poison, +4 resistance vs. evil

DR 15/epic and evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 34

OFFENSE

Speed 50 ft., fly 150 ft. (good); 35 ft., fly 100 ft. (perfect) in armor

Melee *+5 dancing greatsword* +35/+30/+25/+20 (3d6+18) or slam +30 (2d8+13)

Ranged *+5 composite longbow* (+9 Str bonus) +31/+26/+21/+16 (2d6+14 plus *slaying* arrow)

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

Spell-Like Abilities (CL 20th)

Constant—*detect evil, detect snares and pits, discern lies* (DC 21), *true seeing*

At Will—*aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration, remove curse, remove disease, remove fear, resist energy, summon monster VII, speak with dead* (DC 20), *waves of fatigue*

3/day—*blade barrier* (DC 23), *earthquake* (DC 25), *heal, mass charm monster* (DC 25), *permanency, resurrection, waves of exhaustion*

1/day—*greater restoration, power word blind, power word kill, power word stun, prismatic spray* (DC 24), *wish*

Spells Prepared (CL 20th)

9th—*etherealness, mass heal, miracle, storm of vengeance* (DC 27)

8th—*fire storm* (DC 26), *holy aura* (2) (DC 26), *mass cure critical wounds* (2)

7th—*destruction* (DC 25), *dictum* (DC 25), *ethereal jaunt, holy word* (DC 25), *regenerate*

6th—*banishment* (DC 24), *heroes' feast, mass cure moderate wounds, undeath to death* (DC 24), *word of recall*

5th—*break enchantment, breath of life, dispel evil* (DC 23), *plane shift* (DC 23), *righteous might, symbol of sleep* (DC 23)

4th—*cure critical wounds* (3), *death ward, dismissal* (DC 22), *neutralize poison* (2) (DC 22)

3rd—*cure serious wounds, daylight, invisibility purge, magic circle against evil, prayer, protection from energy, wind wall*

2nd—*align weapon, bear's endurance, bull's strength, consecrate, cure moderate wounds* (2), *eagle's splendor*

1st—*bless, cure light wounds* (3), *divine favor, entropic shield, shield of faith*

0 (at will)—*detect magic, purify food and drink, stabilize, virtue*

STATISTICS

Str 28, **Dex** 20, **Con** 30, **Int** 23, **Wis** 27, **Cha** 25

Base Atk +22; **CMB** +32; **CMD** 47

Feats Cleave, Deadly Aim, Dodge, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Toughness

Skills Craft (any one) +31, Diplomacy +32, Fly +32, Knowledge (history) +31, Knowledge (nature) +31, Knowledge (planes) +31, Knowledge (religion) +31, Perception +33, Sense Motive +33, Spellcraft +31, Stealth +21, Survival +31

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*alter self*)

ECOLOGY

Environment any good-aligned plane

Organization solitary or pair

Treasure double (*+5 full plate, +5 dancing greatsword, +5 composite longbow* [+9 Str bonus])

SPECIAL ABILITIES

Spells Solars can cast divine spells as 20th-level clerics. They do not gain access to domains or other cleric abilities.

Slaying Arrow (Su) A solar's bow needs no ammunition, and automatically creates a *slaying arrow* of the solar's choice when drawn.

Solars are the greatest type of angel, usually serving at the right hand of a deity or championing a cause that benefits an entire world or plane. A typical solar looks roughly human, though some physically resemble other humanoid races and a rare few have even more unusual forms. A solar stands about 9 feet tall and weighs about 500 pounds, with a strong, commanding voice that is impossible to ignore. Most have silvery or golden skin.

Blessed with an array of magical powers and the spellcasting abilities of the most powerful clerics, solars are powerful opponents capable of single-handedly slaying mighty evils. They are the greatest trackers among the celestials, the most masterful of which are said to be able to track the days-old wake of a pit fiend flying through the Astral Plane. Some take on the mantle of monster-slayers and hunt powerful fiends and undead such as devourers, night hags, night shades, and pit fiends, even making forays into the evil planes and the Negative Energy Plane to destroy these creatures at their source before they can bring harm to mortals. A few very old solars have succeeded at this task and bear slayer-names of dread creatures that are now extinct by the solar's hand.

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Solars accept roles as guardians, usually of fundamental supernatural concepts, or objects or creatures of great importance. On one world, a group of solars patrols the energy conduits of the sun, alert for any attempts by evil races such as drow to snuff out the light and bring eternal darkness. On another, seven solars stand watch over seven mystical chains keeping evil gods bound within a prison demiplane. On yet another, a solar with a flaming sword stands watch over the original mortal paradise so that no creature may enter.

In worlds where the gods cannot take physical form, they send solars to be their prophets and gurus (often pretending to be mortals), laying the foundation for cults that grow to become great religions. Likewise, in worlds oppressed by evil, solars are the secret priests who bring hope to the downtrodden, or in some cases allow themselves to be martyred so that their holy essence can explode outward to land and grow in the hearts of great heroes-to-be.

Though they are not gods, the solars' power approaches that of demigods, and they often have an advisory role for younger or weaker deities. In some polytheistic faiths, mortals worship one or more solars as aspects or near-equal servants of the true deities—never without the deity's approval—or consider notable solars to be offspring, consorts, lovers, or spouses of true deities (which they may be, depending on the deity).

Unlike other angels, most solars are created from an amalgam of good souls and raw divine energy to directly serve the gods, but an increasing number of these powerful angels have been "promoted" to their existence as solars from lesser creatures like planetars or devas. A few rare and powerful good souls ascend directly to the status of solar. The oldest solars predate mortality and are among the gods' first creations. These strange solars are paragons of their kind and have little direct interaction with mortals, focusing on the protection or destruction of abstract concepts such as gravity, dark matter, entropy, and primordial evil.

Solars who spend a long time in the Material Plane, especially those in the guise of mortals, are sometimes the source of half-celestial or aasimar bloodlines in mortal families, due either to romantic dalliances or simply the mortals' proximity to celestial energy. Actual offspring are rare, and when they occur, it is always a mortal mother that bears the child—while solars can appear as either sex, the gods have not granted them the capacity for pregnancy or motherhood. Indeed, this fundamental truth is often what drives a solar to seek out a mortal lover. Since begetting a child upon a mortal is generally frowned upon by other solars, a solar father rarely interacts directly with the fate of his lover or child, so as to avoid bringing shame upon himself or his responsibilities. Yet such solars still watch over their progeny from afar, and in times of peril, they might even be moved to intercede to aid one of their endangered children, albiet in subtle and mysterious ways.

All angels respect the power and wisdom of solars, and though these mightiest of angels usually work alone, they sometimes command multiple armies led by planetars, acting as great field marshals for massive incursions against the legions of Hell or the hordes of the Abyss.

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Animated Object

The skeleton locked within rattles as this animated cage lurches forward on chain legs in search of new prisoners.

ANIMATED OBJECT **CR 3**

XP 800

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** –4

Defensive Abilities hardness 5 (or more); **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+3)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ construction points

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Construction Points Animated objects have a number of Construction Points (CP) used to purchase abilities and defenses in addition to those presented above. A medium animated object has 2 CP; differently sized objects have CP totals as detailed on the size chart on this page. If an animated object spends more CP than its size category would allow, its CR increases by 1 (minimum of +1) for every 2 additional CP spent.

Additional Attack (Ex, 1 CP): Gains an additional slam attack.

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

Constrict (Ex, 1 CP): Gains constrict with its slam attacks (the object must have grab before it can take this ability).

Faster (Ex, 1 CP): One of the object's movement modes increases by +10 ft.

Grab (Ex, 1 CP): Gains grab special attack with slam attacks.

Metal (Ex, 2 CP): The object is made of common metal. Its hardness increases to 10, and it gains a +2 increase to its natural armor bonus. Mithral objects cost 4 CP, and gain hardness 15 plus a +4 increase to natural armor. Adamantine objects cost 6 CP, gain hardness 20, and receive a +6 increase to natural armor.

Stone (Ex, 1 CP): The object is made of stone or crystal. Its hardness increases to 8 and it gains a +1 increase to its natural armor bonus.

Trample (Ex, 2 CP): The object gains the trample special attack (see page 305 for damage and save DC).

An animated object is not simply one monster, but a whole category. The stats presented here are for a Medium animated object (with 2 CP that have not been spent to gain additional abilities), but any object can become animated, most commonly via the spell *animate objects*. Permanent animated objects can be built using the Craft Construct feat (see page 314). Unless an animated object uses a Construction Point to be made of another material, all animated objects are made of wood or material of equivalent hardness. Creating an animated object of a different size than Medium can be done simply by adjusting the object's size (and thus adjusting its Strength, Dexterity, natural armor bonus, and size modifier to attack and AC as detailed on page 296) and Hit Dice.

Size	Sample Object	HD	CP	CR
Tiny	Candelabra	1d10	1	1/2
Small	Chair	2d10+10	1	2
Medium	Cage	3d10+20	2	3
Large	Statue	4d10+30	3	5
Huge	Wagon	7d10+40	4	7
Gargantuan	Catapult	10d10+60	5	9
Colossal	Ship	13d10+80	6	11

Illustration by Michael Jaecks

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Ankheg

This burrowing, bug-like monster scuttles about on six legs, drooling noxious green ichor from its clacking mandibles.

ANKHEG **CR 3**

XP 800

N Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +8

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 28 (3d10+12)

Fort +6, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +5 (2d6+4 plus 1d4 acid and grab)

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

Special Attacks spit acid

STATISTICS

Str 16, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17 (25 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +8, Perception +8

ECOLOGY

Environment temperate or warm plains

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

Treasure incidental

SPECIAL ABILITIES

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

Ankhegs are an all-too-common plague upon the rural areas of the world. These horse-sized burrowing monsters generally avoid heavily settled areas like cities, but their predilection for livestock and humanoid flesh ensures that they do not keep to the deep wilderness either. Their preferred habitat is rural farmlands, as the loose soil of such regions makes it easy for the creatures to burrow. Tales speak of larger ankhegs that dwell in remote deserts—such creatures likely feed primarily on giant scorpions and camels, and rarely come in contact with civilization due to their remote locations. (A desert ankheg is a Huge advanced ankheg.)

In combat, an ankheg prefers to attack with its bite. Against multiple foes, an ankheg often grabs one of the available targets and then attempts to retreat to safety, burrowing into the ground. A creature carried underground can still breathe with difficulty (the ankheg needs to breathe as well, so its tunnels are relatively porous), but is often eaten alive before its allies can rescue it.

Ankhegs burrow with their legs and mandibles, moving with unsettling speed through loose soil, sand, gravel, and the like—they cannot burrow through solid stone. Burrowing ankhegs can construct tunnels by pausing frequently to shore up the walls with a thicker, less caustic secretion from their mouths. If an ankheg chooses to make a permanent tunnel when burrowing, it moves at half speed. A typical ankheg tunnel is 10 feet tall and wide, roughly circular in cross-section, and from 60 to 150 feet long ([1d10 + 5] × 10). Clusters of ankhegs often share the same territory and create intricate winding networks of tunnels under farmlands, sometimes resulting in sinkholes where too many burrow at once.

Although ankhegs resemble immense vermin, they are in fact much more intelligent than the typical arachnid and, given time and a talented trainer, can even be trained to serve as mounts or beasts of burden. The fact that even "domesticated" ankhegs are prone to squirting acid when frightened or startled makes them unsafe at best in most heavily populated regions, but for more savage races like hobgoblins, troglodytes, and particularly orcs, ankhegs make popular guardians or even pets.

Illustration by Matt Cavotta

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Ant, Giant

A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering and its stinger dripping with venom.

GIANT ANT **CR 2**

XP 600

N Medium vermin

Init +0; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +0, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

Feats Toughness[B]

Skills Climb +10, Perception +5, Survival +5; **Racial Modifiers** +4 Perception, +4 Survival

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or hive (7–18 plus 10–100 workers, 2–8 drones, and 1 queen)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save

Giant ants are as industrious as their normal-sized kin. While their nests generally don't consist of thousands, their greatly increased size more than compensates.

The statistics given above are for soldier ants—the variety most commonly encountered. The following simple templates can be used to create variants of the standard soldier ant.

Worker (–1 CR) Worker ants do not have a poison sting attack or a grab special attack.

Drone (+1 CR) Drones have the advanced simple template and a fly speed of 30 feet (average).

Queen (+2 CR) The queen of a nest is an immense, bloated creature. She gains the advanced and the giant simple templates, but drops her speed to 10 feet and loses her climb speed entirely.

Army Ant Swarm

A writhing carpet of ants seethes over the ground, consuming everything in its path.

ARMY ANT SWARM **CR 5**

XP 1,600

N Fine vermin (swarm)

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

DEFENSE

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

hp 49 (11d8)

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

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (3d6)

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

Special Attacks cling, consume, distraction (DC 15)

STATISTICS

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

Base Atk +8; **CMB** —; **CMD** —

Skills Climb +10, Perception +4; **Racial Modifiers** +4 Perception

ECOLOGY

Environment any tropical

Organization solitary, pair, patrol (3–6 swarms), or legion (7–16 swarms)

Treasure none

SPECIAL ABILITIES

Cling (Ex) If a creature leaves an army ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to him takes 3d6 points of damage at the end of his turn each round. As a full-round action, he can remove the ants with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.

Consume (Ex) An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

The notoriety of the army ant swarm is well earned. Constantly on the march, a hive of army ants is capable of eating anything that gets in the way of its unabating swath of destruction and ruin.

Illustration by Andrew Hou

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Ape, Gorilla

Large, deep-set eyes peer from beneath this great ape's thick brow as it lumbers forward on its legs and knuckles.

GORILLA **CR 2**

XP 600

N Large animal

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

DEFENSE

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

hp 19 (3d8+6)

Fort +7, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +3 (1d6+2)

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

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +5; **CMD** 17

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +6, Climb +14, Perception +8

ECOLOGY

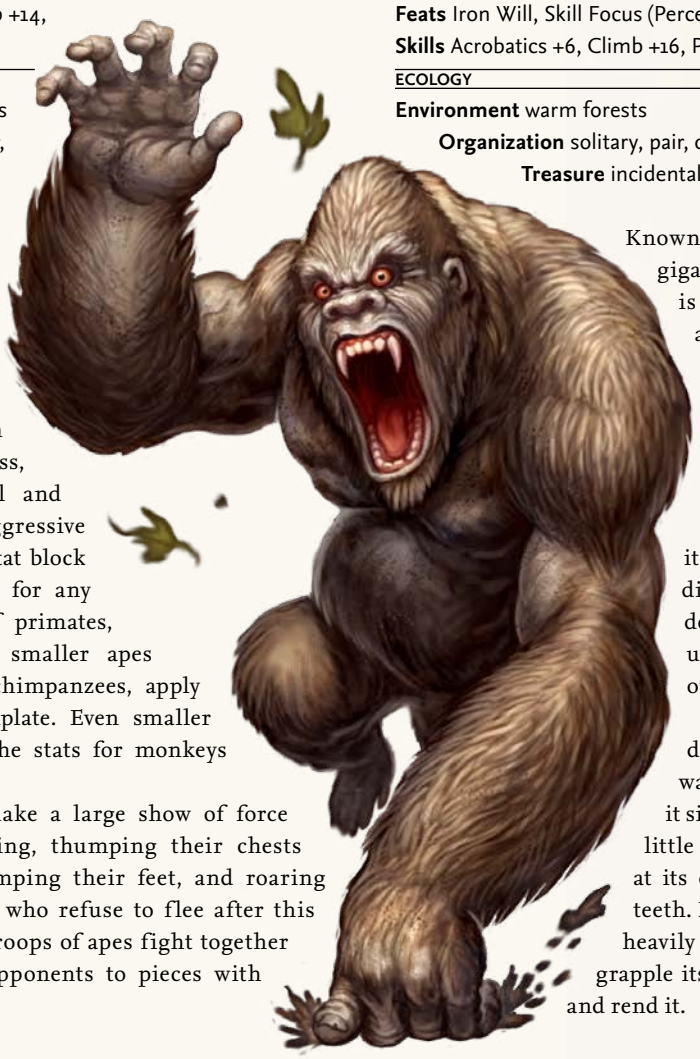
Environment warm forests

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

Treasure none

An adult male ape is 8 feet tall and can weigh as much as 400 pounds. While generally shy and peaceful creatures when left to their own business, gorillas are territorial and become highly aggressive when provoked. This stat block can generally be used for any of the larger types of primates, such as gorillas—for smaller apes like orangutans and chimpanzees, apply the young simple template. Even smaller primates should use the stats for monkeys found on page 132.

Gorillas typically make a large show of force before actually attacking, thumping their chests with their palms, stamping their feet, and roaring loudly. Any opponents who refuse to flee after this display are attacked. Troops of apes fight together in a frenzy, tearing opponents to pieces with their hands and teeth.



Ape, Dire

Sharp teeth fill this large, feral ape's mouth, and its long, muscular arms stretch to the ground, ending in wickedly curved claws.

DIRE APE (GIGANTOPITHECUS) **CR 3**

XP 800

N Large animal

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

DEFENSE

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

hp 30 (4d8+12)

Fort +7, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d6+4), 2 claws +6 (1d4+4)

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

Special Attacks rend (2 claws, 1d4+6)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +8; **CMD** 20

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +6, Climb +16, Perception +8, Stealth +2

ECOLOGY

Environment warm forests

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

Treasure incidental

Known to many scholars as the gigantopithecus, the dire ape is a much more dangerous and bestial creature than the relatively peaceful gorilla. An adult male dire ape stands 9 feet tall and weighs 1,200 pounds. The dire ape attacks anything that intrudes on its territory, including other dire apes not of its troop, and does not break off the attack until the trespasser is dead or runs off.

A dire ape makes no displays of toughness or warnings before it attacks—it simply leaps into action with little or no provocation, tearing at its opponents with claws and teeth. If a dire ape is stymied by a heavily armored foe, it attempts to grapple its foe, pin it to the ground, and rend it.

Illustration by Adam Vehige

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Archon

Archons are a race of outsiders from Heaven, creatures of fundamental law and good tasked with the protection of that plane as well as all who are innocent or free of evil. They are the natural enemies of devils, daemons, and demons, and most are veterans of many attacks against their home by fiends of the Lower Planes.

The natives of Heaven arise from amid the earth and clouds of that divine realm, inspired into creation by the sacred mountain's metaphysical processes, the faith of goodly mortals, and the transformation of virtuous spirits. Each archon begins life as a lantern archon or lesser servitor spirit, gaining in power and prestige through aiding the cause of good. Watched over by benevolent mentors and captains of the divine orders, each spirit is encouraged and aided in indulging its fundamental desire to see peace, honesty, and fairness spread across all lands, especially throughout the Material Plane. To this end, archons of all walks often take on the roles of questing knights, journeying throughout disparate worlds and realms aiding in good works and promoting courageous acts. These virtuous outsiders prefer to motivate mortals to act with honor and integrity rather than righting mortal wrongs themselves, believing the cause of righteousness is best served by enlightening creatures to make just choices and cast off their own shackles of evil. This makes future temptations easier to resist and plants the seeds of spiritual deliverance. Thus, most archons take a subtle hand in their interactions with mortals, taking special pleasure in bringing solace and reprieve to those who are wholly unaware of their presence.

The efforts of Heaven prove far less subtle when it comes to combating the hordes of the Lower Planes. Armies of archons stand in staunch opposition to the affronts of Hell, Abaddon, and the Abyss, confronting them upon both extraplanar battlefields and the Material Plane itself. These encounters might take the form of vast armies clashing over strange planar holdings, or solitary archons revealing themselves upon mortal worlds to push back the machinations of fiendish invaders. In such cases, archons generally prefer to meet foes head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and-run tactics or standing off and engaging a foe with magic before moving into melee). Because they can teleport at will, it is easy for them to vanish only to reappear later, often with reinforcements, when their enemies are unprepared. These warriors of law act honorably, even to their foes, but are not foolish or without passion, and little in the multiverse dares stand against the rage of Heaven.

Although archons are champions of good, they have little patience for those who do not follow strict traditions and patterns of goodness. While a cruel dictatorship might be a legitimate enemy of the archon, rebellion and riot is not the proper way to address such an inequality. Justice and law must not be abandoned in the constant struggle for peace and good, for in such anarchic actions one often promotes further harm and mayhem, even if unintentionally. The laws of Heaven exist to minimize collateral damage and unwanted pain, and while adhering to these laws often results in longer campaigns, archons point out that their victories are lasting triumphs as a result. Because of this strong adherence to tradition and law, archons often find themselves the unwilling enemies of chaotic good creatures, particularly the azatas. To an archon, an azata's nature seems whimsical and impatient—in striking swiftly against an enemy without bothering to think through the implications of their sudden act, it's possible to do more harm than good. Still, while opposing the chaos of an azata is a necessary step, the archon takes no pleasure in such opposition, and does its best to minimize the length of such a conflict. Unfortunately, the capricious and emotional azatas are legendary among the archons for their ability to hold grudges, so for many archons the best policy when interacting with the azatas is to be brief, succinct, and firm.

Archons speak Celestial, Draconic, and Infernal, but can speak with almost any creature because of their truespeech ability. A full list of archon traits is presented on page 310. Many archons have additional abilities beyond these traits, as befits their particular role in the army of Heaven.

Archon Empyreal Lords

Numerous powerful archons number among the empyreal lords, benevolent heroes of goodness and rulers over sacred realms. Having ascended beyond the specific forms of their kindred, these unique archons spread the peace of righteousness and order, either through subtle acts or at the forefront of divine armies, and war against all who would corrupt that which is just. The following is but a selection of some of the most venerated archon empyreal lords.

- Asteria, of the Endless Order
- Cocidius, Hawk-Keeper
- Duellona, the Warrior Maiden
- Erlang Shen, the All-Seeing
- Hors, the Freezing Sun
- Inanna, Princess of the Sky
- Lugus, the Three-Faced
- Ogoun, of Fire and Iron
- Oro, the Flame in the Sky
- Radigost, Bringer of Boons
- Sheave, the Orphan Lord
- Svarozic, the Face of Flame
- Tanit, Guardian of Life
- Tahmineh, the Wounded Mother

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Archon, Hound

This canine-headed humanoid's well-groomed appearance and polished greatsword show it to be more than a common beast.

HOUND ARCHON **CR 4**

XP 1,200

LG Medium outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +10

Aura aura of menace (DC 16), *magic circle against evil*

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 natural; +2 deflection vs. evil)

hp 39 (6d10+6)

Fort +6, **Ref** +5, **Will** +5; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 15

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+3), slam +8 (1d4+1) or mwk greatsword +9/+4 (2d6+3), bite +3 (1d8+2)

Spell-Like Abilities (CL 6th)

Constant—*detect evil, magic circle against evil*

At Will—*aid, continual flame, greater teleport* (self plus 50 lbs. of objects only), *message*

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 18

Feats Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +9, Intimidate +10, Perception +10, Sense Motive +10, Stealth +13, Survival +14; **Racial Modifiers** +4 Stealth, +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*beast shape II*)

ECOLOGY

Environment any (Heaven)

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

Treasure standard (masterwork greatsword, other treasure)

SPECIAL ABILITIES

Change Shape (Su) A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

Hound archons look like well-muscled humans with canine heads typically resembling those of noble-looking wolves or dogs. Well trained, they prefer to make use of their greatswords in battle, though they are equally adept with their natural weapons. Hound archons loathe killing mortals and prefer to disarm or incapacitate even evil individuals when they can. Against fiends and the irredeemably corrupt, though, they show no mercy.

Hound archons are disciplined soldiers and sentinels. Occasionally good-aligned deities send them to watch over specific places and individuals they take a particular interest in. Under the guise of unassuming but friendly strays, such secret defenders might follow their ward or guard their post subtly for years.

In Heaven's armies, exceptional hound archon paladins lead their fellows into combat, taking on roles as captains and knights. They lead incursions against fiendish holdings, whether that entails strikes against daemonic fortresses or liberating the captives of night hag soul collectors. Such missions make hound archons perhaps the most likely celestials one might encounter upon the Lower Planes, and packs of swift-moving wolves occasionally reveal themselves to be welcome saviors to those lost within such realms. Regardless of their orders, hound archons universally exhibit a particular hatred of canine fiends, abandoning all mercy and going out of their way to put an end to the evils of barghests, glabrezus, yeth hounds, and similar depraved outsiders.

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Archon, Lantern

Shedding a warm and calming radiance, this orb of light moves with a preternatural silence and otherworldly grace.

LANTERN ARCHON **CR 2**

XP 600

LG Small outsider (archon, extraplanar, good, lawful)

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

Aura aura of menace (DC 13)

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 natural, +1 size; +2 deflect vs. evil)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification

OFFENSE

Speed fly 60 ft. (perfect)

Ranged 2 light rays +3 ranged touch (1d6)

Spell-Like Abilities (CL 3rd):

At Will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only)

STATISTICS

Str 1, **Dex** 11, **Con** 12, **Int** 6, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** –4; **CMD** 6

Feats Improved Initiative

Skills Diplomacy +5, Fly +14, Knowledge (planes) +3, Perception +4, Sense Motive +5

Languages Celestial, Draconic, Infernal; truespeech

SQ gestalt

ECOLOGY

Environment any (Heaven)

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

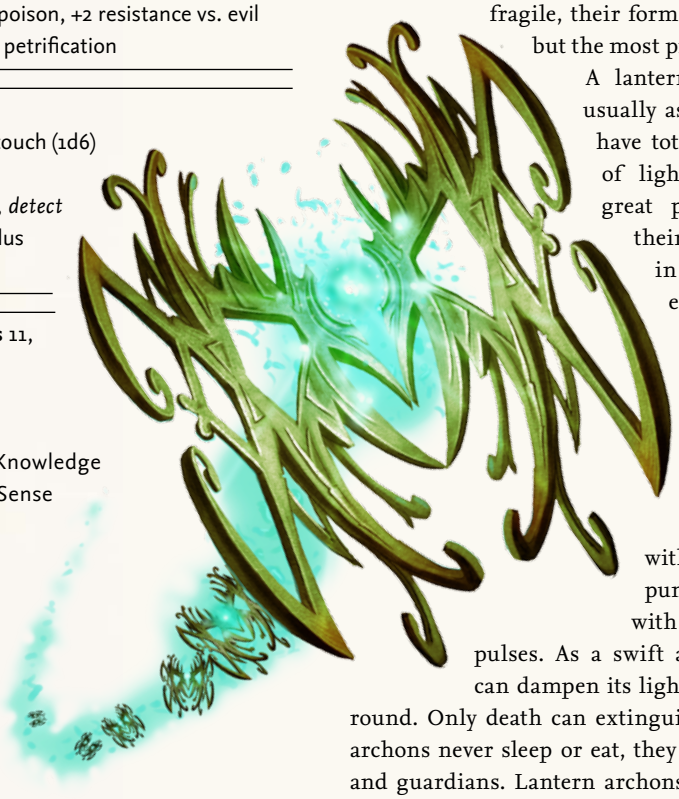
Treasure none

SPECIAL ABILITIES

Gestalt (Su) Nine lantern archons can fuse together as a full-round action, becoming a single Large entity that is more powerful than the individual archons that make up its parts. Looking like a whirlwind of dancing firefly lights, the gestalt has all the powers and abilities of a Large air elemental plus the following: archon, good, and lawful subtypes; archon traits (aura of menace DC 16); 2 light rays (2d6); DR 5/evil and magic. The archons can remain in this form for 2d4 rounds. When the gestalt separates back into individual lantern archons, its remaining hit points are divided evenly among them; if it had less than 9 hit points, some of the component archons die when the gestalt ends.

Light Ray (Ex) A lantern archon can fire beams of light to damage foes. These light rays have a maximum range of 30 feet. This attack overcomes damage reduction of any type.

Friendly and curious beings, lantern archons eagerly converse with and assist other creatures. Their bodies, however, are merely globes of spiritual purity and pale light, and though they might interact with their surroundings through pure force of will, such interaction proves too weak to help with most physical tasks. Their evasive natures make them exceptional at scouting—at least in areas where strange lights aren't unusual—relaying messages, and overwhelming enemies with surprise and group tactics. Although they appear fragile, their forms guard them against all but the most profane attacks.



A lantern archon always glows, usually as bright as a torch. They have total control over the color of light they shed, and take great pleasure in modulating their colors and brightness in time to music or to entertain other creatures. Most lantern archons speak in airy, echoing voices, with tones that range from somber whispers to hurried chirping. Often, their light fluctuates along with their words or tones, punctuating their speech with sparks of light or gentle pulses. As a swift action, a lantern archon can dampen its light to that of a candle for 1 round. Only death can extinguish this light. As lantern archons never sleep or eat, they make excellent watchers and guardians. Lantern archons light many settlements in the celestial realms in lieu of mundane or magical illumination, serving as disguised sentinels always watchful for approaching evil.

Small but fast and zealous, lantern archons make excellent support troops in celestial armies, swarming over weak opponents or teleporting en masse to flanking positions to cut off reinforcements or escape routes. These miniature archons work well together and know that there is great strength in numbers, uniting in times of need and desperation to form gestalts with greater control over their surroundings. Especially brave lantern archons might eventually be promoted into a more powerful kind of archon, but most are content with their status.

Illustration by Michael Jaecks

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Archon, Trumpet

Lithe and beautiful, with skin the color of marble, this being hovers upon powerful, white wings and radiates a sense of serenity.

TRUMPET ARCHON **CR 14**

XP 38,400

LG Medium outsider (archon, extraplanar, good, lawful)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura aura of menace (DC 22), *magic circle against evil*

DEFENSE

AC 27, touch 13, flat-footed 24 (+3 Dex, +14 natural; +2 deflection vs. evil)

hp 175 (14d10+98)

Fort +16, **Ref** +9, **Will** +14; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 25

OFFENSE

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

Melee *+4 greatsword* +23/+18/+13 (2d6+11/19–20)

Special Attacks trumpet

Spell-Like Abilities (CL 14th)

Constant—*magic circle against evil*

At will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only), *message*

Spells Prepared (CL 14th)

7th—*mass cure serious wounds* (2)

6th—*banishment* (DC 21), *heal* (2)

5th—*dispel evil* (DC 20), *mass cure light wounds*, *plane shift* (DC 20), *raise dead*

4th—*dismissal* (DC 19), *divine power*, *neutralize poison* (DC 19), *spell immunity*

3rd—*cure serious wounds*, *daylight*, *invisibility purge*, *magic vestment*, *protection from energy*

2nd—*bull's strength*, *consecrate*, *cure moderate wounds* (2), *lesser restoration* (2), *owl's wisdom*

1st—*bless*, *cure light wounds* (3), *divine favor*, *sanctuary* (DC 16), *shield of faith*

0 (at will)—*detect magic*, *purify food and drink*, *stabilize*, *virtue*

STATISTICS

Str 20, **Dex** 17, **Con** 25, **Int** 16, **Wis** 20, **Cha** 17

Base Atk +14; **CMB** +19; **CMD** 32

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Persuasive, Power Attack

Skills Diplomacy +24, Escape Artist +17, Fly +24, Handle Animal +20, Knowledge (religion) +20, Perception +22, Perform (wind instruments) +20, Sense Motive +24, Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any (Heaven)

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

Treasure standard

SPECIAL ABILITIES

Spells Trumpet archons can cast divine spells as 14th-level clerics. They do not gain access to domains or other cleric abilities.

Trumpet (Su) All creatures except archons within 100 feet of the trumpet's blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a *+4 greatsword* as a free action. Out of the archon's hands, it is a chunk of useless metal.

Messengers of good deities and mighty celestials, trumpet archons serve as the vanguard of divine armies and rally the legions of heaven to war. When lawful good deities have the need to communicate directly with a group of mortals, they often send trumpet archons to act as their intermediaries. Trumpet archons speak with clear, musical voices. Their otherworldly eyes are white and pupilless.

All trumpet archons carry a gleaming magical trumpet or horn with which they create wondrous music, sound calls to other archons, paralyze enemies, or defend the virtuous. They typically adorn their trumpet with the standard of their liege.

Illustration by Alex Shim