

## ASSASSIN VINE

*This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.*

### ASSASSIN VINE

CR 3



XP 800

N Large plant

**Init** +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

#### DEFENSE

**AC** 15, touch 9, flat-footed 15 (+6 natural, –1 size)

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

**Fort** +7, **Ref** +1, **Will** +2

**Immune** electricity, plant traits; **Resist** cold 10 and fire 10

#### OFFENSE

**Speed** 5 ft.

**Melee** slam +7 (1d8+7 plus grab)

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

**Special Attacks** constrict (1d8+7), entangle

#### STATISTICS

**Str** 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

**SQ** camouflage

#### ECOLOGY

**Environment** temperate forests

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

**Treasure** incidental

#### SPECIAL ABILITIES

**Camouflage (Ex)** Since an assassin vine looks like a normal plant when at rest, a DC 20 **Perception** check is required to notice it before it attacks for the first time. Anyone with ranks in **Survival** or **Knowledge (nature)** can use either of those skills instead of **Perception** to notice the plant.

**Entangle (Su)** An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

The assassin vine is a carnivorous plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. These remarkable plants can see minute movements in the earth and air and detect changes in light and heat through their broad leaves, giving them exceptional awareness of the area around them. Possessing no intelligence or agenda, they lash out at whatever living things pass nearby, regardless of the target's size, sentience, or potential deadliness. A mature plant consists of a main vine, about 20 feet long; smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild blackberries. The fruit is tough and has a hearty and typically bitter flavor, although some say

the berries change in taste depending on what victims composted a given plant's roots. The most murderous assassin vines supposedly produce the sweetest berries.

An assassin vine can move about, but usually stays put unless it needs to seek prey in a new vicinity. The plants use simple tactics, lying still until prey comes within reach and then attacking. Once an assassin vine is engaged, it pursues prey (albeit slowly) in order to catch and compost the creature. The plants prove tenacious, as long as their quarry remains within sight. Once a creature moves beyond the plant's ability to perceive it, the unthinking vine falls still and lies in wait for the next passerby.

Assassin vines lurk within dense forests and swamps, but some might encroach upon poorly tended fields and vineyards. The vine's seeds might be spread far by birds swift enough to pluck them and escape. Tales often tell of assassin vines appearing in flower beds or infiltrating greenhouses, murderous surprises planted by rivals and enemies or arbitrary doom dropped by unsuspecting wing.



## AZATA

Azatas are a race of celestials native to the plane of Elysium, where the pursuit of freedom and goodness is paramount. Azatas are champions of these concepts, great bards, knights, and explorers who roam the planes in search of good folk in need of their help. Frequently described as the most elven or fey-like celestials, azatas nevertheless often have strange, inhuman shapes or can take elemental or eldritch forms. Most have some knightly or courtly title, such as duke, countess, or prince, apparently hereditary, perhaps from a celestial monarchy long abandoned and forgotten. Azatas do not exploit these titles to exert influence over each other, instead using them for personal identification or a bit of self-importance. They are deadly and resolute foes of evil, fearless and clever in battle.

It is not surprising that the three best-known kinds of azatas can all fly, for they rarely stay in one place for long and prefer the thrill of motion and discovery to creature comforts. Most azata “settlements” are little more than a collection of tents around a landmark, gathered over the course of a day to share news, stories, and perhaps good-natured duels, and then packed up again a few days later. Such temporary settlements are colorful and have a celebratory atmosphere, as azatas are quick to greet any of their kind as old friends. Although few can predict when and where an azata community might arise, some groups or breeds of azatas gather in cycles for traditional festivals and reunions. Such gatherings typically take place at a time of mystical consequence, such as on the evening of the lunar equinox, or during less predictable times, such as upon the wedding of two seers, and always in a place of pristine or stunning natural wonder. All azatas fundamentally know when and where the closest or next gathering of their people might occur, and while none are required or even expected to attend, all are welcome. These gatherings do not preclude more permanent azata holdings and communes, however, and the heights of Elysium endlessly ring with the songs of azata choirs.

While the stoic, homebound archons call their cousins flighty, azatas are driven by a crusading nature and feel bored when forced to stay in one place too long. This tendency also means they are unlikely to agree to serve mortals for an extended period of time, preferring to arrive, get the job done, and move on to some other quest or challenge. As much as they seek to spread the cause of freedom and joy, azatas realize that they cannot enforce such virtues throughout the multiverse. Without darkness there can be no light, and without struggle there can be no victory. Understanding this, these celestials remain removed from the majority of mortal conflicts, preferring to act as advisors in such situations rather than champions, granting goodly mortals ownership

## AZATA EMPYREAL LORDS

Among the ranks of the empyreal lords, the divine champions of the Upper Planes, stand several unique and potent members of the azata race. While some of these unique celestials hold influence over vast realms and legions of followers, others are lone wanderers and questing heroes seeking only to use their guile, wisdom, and prowess to spread joy and freedom. The following list names several of the most famed azata empyreal lords known and revered upon countless planes and worlds.

Atonga, of Seas and Songs  
 Aizen Myo-o, the Red Wisdom  
 Cernunnos, the Stag Lord  
 Connla, the Wolfhound's Son  
 The Forgotten, Free Even from Memory  
 Itzamna, Who Watches from Clouds  
 Lada, Lady of Dance  
 Maahes, the Guardian Beast  
 Muyingwa, the Seed Thrower  
 Ibeji, the Twins  
 Ogma, the Champion  
 Tsukuyomi, Prince of the Moon  
 Qetesh, the Sacred Lover  
 Vikramaditya, Wise and Valorous King

over their own triumphs. In cases where the forces of evil act overtly, however, and intrude upon mortal worlds, azatas are quick to rally to defend such realms and aid those who have no hope of defending themselves.

Azatas generally work together, but their powerful personalities and strong sense of individual freedom often see them disagreeing on how best to handle a particular situation. While both parties have the greater good at heart, these arguments can fester and grow into long-lasting grudges. In cases where a single azata is convinced his way is right, he might even enter a sort of self-imposed exile, abandoning the support of his kin so he can launch a one-azata crusade against the cruelties of the multiverse.

Most azatas originate from the untamable beauty of Elysium, created and nourished by the influx of goodly mortal souls. Like most other outsiders, they cannot reproduce with each other in the mortal fashion, and often tryst with mortals who prove charming and good spirited. Azatas dally frequently with their own kind, being quick to seek out feelings of love, joy, and companionship, but rarely feel bound or exclusive to merely one lover, regardless of its race.

Azatas speak Celestial, Draconic, and Infernal, but can speak with almost any creature because of their truespeech special ability. See page 311 for full details on truespeech and other shared azata traits.



# AZATA, BRALANI

*Silver-white hair the color of a lightning strike whips about this poised elf-like archer, his eyes swirling with vibrant colors.*

## BRALANI

CR 6



XP 2,400

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +15

### DEFENSE

**AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

**hp** 66 (7d10+28)

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

**DR** 10/cold iron or evil; **Immune** electricity, petrification;

**Resist** cold 10, fire 10; **SR** 17

### OFFENSE

**Speed** 40 ft., fly 100 ft. (perfect)

**Melee** +1 scimitar +13/+8 (1d6+8/18–20) or slam +12 (1d6+7)

**Ranged** +1 composite longbow +12/+7 (1d8+6/x3)

**Special Attacks** whirlwind blast

**Spell-Like Abilities** (CL 6th)

At Will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14),  
*mirror image*, *wind wall*

2/day—*lightning bolt* (DC 15), *cure serious wounds*

### STATISTICS

**Str** 20, **Dex** 18, **Con** 19, **Int** 13, **Wis** 14, **Cha** 15

**Base Atk** +7; **CMB** +12; **CMD** 26

**Feats** Blind-Fight, Improved Initiative,

Iron Will, Skill Focus (Perception)

**Skills** Bluff +12, Fly +22, Handle Animal +12,

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

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** wind form

### ECOLOGY

**Environment** any (Elysium)

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

**Treasure** double (+1 scimitar, +1 composite longbow [+5 Str])

### SPECIAL ABILITIES

**Whirlwind Blast (Su)** When in wind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 17 half). The save DC is Constitution-based.

**Wind Form (Su)** A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a *wind walk* spell. It can make slam attacks and use spell-like abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

Bralanis are among the fiercest and wildest of the azatas, living from moment to moment and always on the lookout for chances to test their skill in battle. In addition to their elf-like forms, they can take the shape of whirlwinds of dust, snow, or sand. In the mortal realm, they are often mistaken for djinn. They delight in violent weather, not for the destructive qualities of such events, but for the intensity and energy, and many tales describe bralani as spirits who laugh as they sail amid the strongest storms.

Bralanis do not need to eat, but they enjoy doing so. Most prefer elven food, fiery human dishes, and spiced wine. Because of their similarities to elementals and fey, they sometimes act as intermediaries between mortals, elementals, and fey, though they prefer to arrange temporary truces that allow the interested parties to conduct their own negotiations on neutral ground. When taking the role of mediators—or whenever else such opportunities present themselves—bralani are quick to suggest friendly competitions or games to end disputes and enjoy creating challenges or complicated contests to test both physical and mental mortal prowess.



# AZATA, GHAELE

*This elegantly armored sentinel stands alert, her eyes radiating divine light and her noble blade crackling with power.*

## GHAELE

CR 13



XP 25,600

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)

**Init** +5; **Senses** darkvision 60 ft., *detect evil*, low-light vision, *see invisibility*; Perception +20

**Aura** holy aura

## DEFENSE

**AC** 28, touch 16, flat-footed 26 (+4 deflection, +1 Dex, +1 dodge, +12 natural)

**hp** 136 (13d10+65)

**Fort** +17, **Ref** +11, **Will** +16

**DR** 10/cold iron and evil; **Immune** electricity, petrification;

**Resist** cold 10, fire 10; **SR** 25

## OFFENSE

**Speed** 50 ft., fly 150 ft. (perfect)

**Melee** +2 holy greatsword +22/+17/+12 (2d6+12)

**Ranged** 2 light rays +14 ranged touch (2d12)

**Special Attacks** gaze

**Spell-Like Abilities** (CL 13th)

Constant—*detect evil*, *holy aura* (DC 21), *see invisibility*

At will—*aid*, *charm monster* (DC 17), *continual flame*, *cure light wounds*, *dancing lights*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *greater teleport* (self plus 50 lbs. of objects only)

3/day—*globe of invulnerability*

1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*

**Spells Prepared** (CL 13th)

7th—*holy word* (DC 21)

6th—*banishment* (DC 20), *heal* (DC 20)

5th—*flame strike* (DC 19), *raise dead*, *true seeing*

4th—*death ward*, *dismissal* (2) (DC 18), *divine power*, *restoration*

3rd—*cure serious wounds* (3), *searing light* (2)

2nd—*aid*, *align weapon*, *bear's endurance*, *lesser restoration* (2)

1st—*bles*, *command* (DC 15), *divine favor*, *obscuring mist*, *shield of faith*

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

## STATISTICS

**Str** 25, **Dex** 12, **Con** 20, **Int** 16, **Wis** 19, **Cha** 17

**Base Atk** +13; **CMB** +20; **CMD** 31

**Feats** Combat Casting, Combat Expertise, Dodge, Improved

Disarm, Improved Initiative, Improved Trip, Lightning Reflexes

**Skills** Diplomacy +19, Escape Artist +17, Fly +25, Handle Animal

+19, Knowledge (nature) +16, Knowledge (planes) +19,

Perception +20, Sense Motive +20, Stealth +17

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** light form

## ECOLOGY

**Environment** any (Elysium)

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

**Treasure** triple (+2 holy greatsword)

## SPECIAL ABILITIES

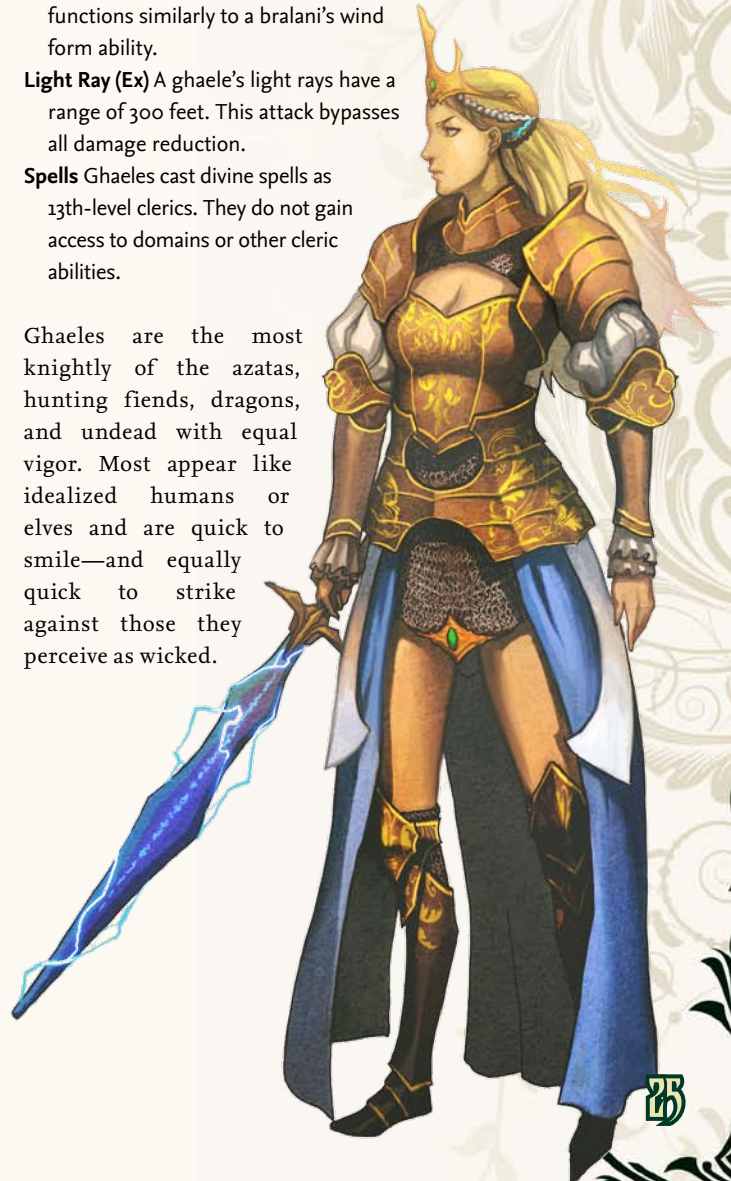
**Gaze (Su)** In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Will DC 18 negates, shaken for 2d10 rounds on a successful save). Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mind-affecting fear effect. The save DCs are Charisma-based.

**Light Form (Su)** A ghaele can shift between its solid body and one made of light as a standard action. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality—it can make light ray attacks or use spell-like abilities in this form, but can't make physical attacks or cast spells. This ability otherwise functions similarly to a bralani's wind form ability.

**Light Ray (Ex)** A ghaele's light rays have a range of 300 feet. This attack bypasses all damage reduction.

**Spells** Ghaeles cast divine spells as 13th-level clerics. They do not gain access to domains or other cleric abilities.

Ghaeles are the most knightly of the azatas, hunting fiends, dragons, and undead with equal vigor. Most appear like idealized humans or elves and are quick to smile—and equally quick to strike against those they perceive as wicked.





# AZATA, LILLEND

*This creature has the body of a seductive, winged elven woman from the waist up and that of a snake from the waist down.*

## LILLEND

CR 7



XP 3,200

CG Large outsider (azata, chaotic, extraplanar, good)

**Init** +3; **Senses** low-light vision, darkvision 60 ft.; **Perception** +13

### DEFENSE

**AC** 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

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

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

**Immune** electricity, petrification, poison; **Resist** cold 10, fire 10

### OFFENSE

**Speed** 30 ft., fly 70 ft. (average)

**Melee** +1 longsword +12/+7 (2d6+8/19-20), tail slap +6 (2d6+2 plus grab)

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

**Special Attacks** bardic performance (20 rounds/day), constrict (2d6+5)

**Spell-Like Abilities** (CL 7th)

3/day—darkness, hallucinatory terrain (DC 18), knock, light

1/day—charm person (DC 15), speak with animals, speak with plants

**Spells Known** (CL 7th)

3rd (2/day)—charm monster (DC 17), cure serious wounds

2nd (4/day)—hold person (DC 16), invisibility, sound burst (DC 16), suggestion (DC 16)

1st (5/day)—charm person (DC 15), cure light wounds, identify, sleep (DC 15)

o (at will)—dancing lights, daze (DC 14), detect magic, lullaby (DC 14), mage hand, read magic

### STATISTICS

**Str** 20, **Dex** 17, **Con** 21, **Int** 14, **Wis** 16, **Cha** 19

**Base Atk** +7; **CMB** +13; **CMD** 26 (can't be tripped)

**Feats** Combat Casting, Hover, Iron Will, Lightning Reflexes

**Skills** Bluff +14, Diplomacy +14, Fly +11, Knowledge (nature) +9, Perception +13, Perform (stringed instruments) +16, Sense Motive +13, Survival +14; **Racial Modifiers** +4 Survival

**Languages** Celestial, Draconic, Infernal; truespeech

### ECOLOGY

**Environment** any (Elysium)

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

**Treasure** standard (+1 longsword, masterwork harp)

### SPECIAL ABILITIES

**Bardic Performance** A lillend has the bardic performance ability of a 7th-level bard, granting her access to that ability's countersong, fascinate, inspire courage, inspire competence, and suggestion aspects.

**Spells** A lillend casts spells as a 7th-level bard. They favor enchantment and healing spells.

Among the azatas, lillends are the tale-tellers and chroniclers, gathering lore and recording stories in the form of epic poems and songs. They are generally peaceful, though they are swift to act if they believe a piece of rare art or a talented artist is threatened. A lillend's lower section is about 20 feet long, and a typical lillend weighs 3,800 pounds.

Although they have no need of mortal nourishment, it is said that lillends sup on the joy of music, art, and performance. They also love unspoiled wilderness and seek out places in the mortal realm that remind them of the beauty of their home plane. From the lore of numerous races come tales of these muses, particularly those that have taken a vested interest in the training of a single talented prodigy or the ongoing creation of some fantastic work of art. Such legends sometimes prove true, as all lillends have their favorite works, creations, and artists, and often visit the Material Plane to enjoy their splendor and make sure they remain safe. In the defense of such beauty, lillends prove passionate foes, calling upon the might of nearby allies or crushing philistines in their striking but deadly coils.



# BARGHEST

*This snarling, canine beast pads forward on all fours, its slender front limbs looking more like hands than a wolf's paws.*

## BARGHEST

CR 4

XP 1,200

LE Medium outsider (evil, extraplanar, lawful, shapechanger)

**Init** +6; **Senses** darkvision 60 ft., scent; Perception +11

### DEFENSE

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

**hp** 45 (6d10+12)

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

**DR** 5/magic

### OFFENSE

**Speed** 30 ft.

**Melee** bite +10 (1d6+4), 2 claws +10 (1d4+4)

**Special Attacks** feed

**Spell-Like Abilities** (CL 6th)

At will—*blink*, *levitate*, *misdirection*

1/day—*charm monster* (DC 16), *crushing despair* (DC 16),  
*dimension door*

### STATISTICS

**Str** 19, **Dex** 15, **Con** 15, **Int** 14, **Wis** 14, **Cha** 14

**Base Atk** +6; **CMB** +10; **CMD** 22 (24 vs. trip)

**Feats** Combat Reflexes, Improved Initiative, Great Fortitude

**Skills** Acrobatics +11, Bluff +11, Diplomacy +11, Intimidate +11,  
Perception +11, Sense Motive +11, Stealth +11, Survival +11

**Languages** Common, Goblin, Infernal

**SQ** change shape (goblin or wolf, *polymorph*)

### ECOLOGY

**Environment** any

**Organization** solitary or cult (1 plus goblin tribe)

**Treasure** standard

### SPECIAL ABILITIES

**Feed (Su)** Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, a barghest's caster level for its spell-like abilities and its CR increase by +1. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.

Said to be fiendish relations of all goblinoid races, the hateful barghests come to the Material Plane to feed. As they consume the bodies of innocents, they grow increasingly powerful. A barghest eventually sheds its skin to transform into a greater barghest, at which point it often seeks out a tribe of goblins or other creatures to rule.

## GREATER BARGHEST

CR 7

XP 3,200

LE Large outsider (evil, extraplanar, lawful, shapechanger)

**Init** +6; **Senses** darkvision 60 ft., scent; Perception +16

### DEFENSE

**AC** 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

**hp** 85 (9d10+36)

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

**DR** 10/magic

### OFFENSE

**Speed** 40 ft.

**Melee** bite +14 (1d8+6), 2 claws +14 (1d6+6)

**Spell-Like Abilities** (CL 9th)

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*

1/day—*charm monster* (DC 18), *crushing despair* (DC 18),  
*dimension door*, *mass bull's strength*, *mass enlarge*

### STATISTICS

**Str** 23, **Dex** 15, **Con** 19, **Int** 18, **Wis** 18, **Cha** 18

**Base Atk** +9; **CMB** +16; **CMD** 28 (32 vs. trip)

**Feats** Combat Casting, Combat Reflexes, Improved Initiative,  
Great Fortitude, Lightning Reflexes

**Skills** Acrobatics +14, Bluff +16, Climb +15, Diplomacy +16,  
Intimidate +16, Perception +16, Sense Motive +16,  
Stealth +10, Survival +16, Swim +15

**Languages** Common, Goblin, Infernal

**SQ** change shape (goblin or wolf,  
*polymorph*)



Illustration by Andrew Hou



# BASIDIROND

*This strange plant consists of four spidery stalks, long green tendrils, and an inverted bell-shaped cap filled with spores.*

## BASIDIROND

CR 5



XP 1,600

N Medium plant

**Init** +1; **Senses** low-light vision, tremorsense; Perception +0

### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

**hp** 52 (7d8+21)

**Fort** +8, **Ref** +3, **Will** +2

**Immune** cold, plant traits

**Weaknesses** cold lethargy

### OFFENSE

**Speed** 20 ft.

**Melee** slam +10 (1d8+7 plus spores)

**Special Attacks** hallucination cloud, spores

### STATISTICS

**Str** 20, **Dex** 13, **Con** 16, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +5; **CMB** +10; **CMD** 21 (25 vs. trip)

### ECOLOGY

**Environment** any non-cold underground

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

**Treasure** incidental

### SPECIAL ABILITIES

**Hallucination Cloud (Ex)** As a standard action once per minute, a basidirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC 16 Fortitude save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. The save DC is Constitution-based. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

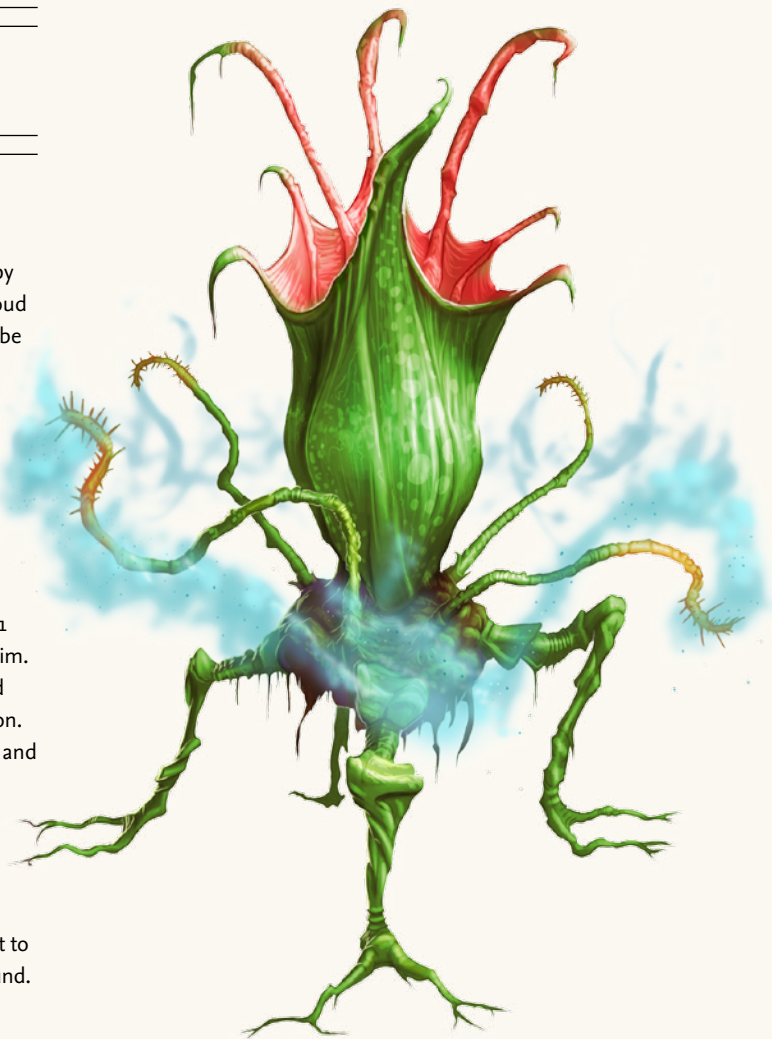
#### d6 Hallucination

- 1 You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
- 2 Attacked by a swarm of spiders! Spend a full round action to attack the floor near you with your weapon.
- 3 An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
- 4 You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
- 5 You've shrunk to 1/10th your normal size! Take no actions for 1 round and monsters won't see you.
- 6 You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

**Spores (Ex)** Any creature struck by a basidirond's slam attack is coated with spores. The creature struck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs. The save DC is Constitution-based. *Basidirond Spores:* Disease—inhaled; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

**Cold Lethargy (Ex)** Although a basidirond is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidirond cannot use its hallucination cloud or spores.

The strange fungal basidirond is a deadly plant monster that feeds on mineral-rich moisture, be it runoff from cave walls or fresh blood. By ensuring a constant flow of nutritious moisture, canny cave dwellers can use basidironds as guardians for their lairs, although they must take care to avoid the plant's hunting routes lest they become its latest victims.



# BASILISK

*This squat, reptilian monster has eight legs, bony spurs jutting from its back, and eyes that glow with pale green fire.*

## BASILISK

CR 5



XP 1,600

N Medium magical beast

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +10

### DEFENSE

**AC** 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

**hp** 52 (7d10+14)

**Fort** +9, **Ref** +4, **Will** +5

### OFFENSE

**Speed** 20 ft.

**Melee** bite +10 (1d8+4)

**Special Attacks** gaze

### STATISTICS

**Str** 16, **Dex** 8, **Con** 15, **Int** 2, **Wis** 13, **Cha** 11

**Base Atk** +7; **CMB** +10; **CMD** 19 (31 vs. trip)

**Feats** Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)

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

### ECOLOGY

**Environment** any

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

**Treasure** incidental

### SPECIAL ABILITIES

**Gaze (Ex)** Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 15 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

The basilisk, often called the “King of Serpents,” is in fact not a serpent at all, but rather an eight-legged reptile with a nasty disposition and the ability to turn creatures to stone with its gaze. Folklore holds that, much like the cockatrice, the first basilisks hatched from eggs laid by snakes and incubated by roosters, but little in the basilisk’s physiology lends any credence to this claim.

Basilisks live in nearly any terrestrial environment, from forest to desert, and their hides tend to match and reflect their surroundings—a desert-dwelling basilisk might be tan or brown, while one that lives in a forest could be bright green. They tend to make their lairs in caves, burrows, or other sheltered areas, and these dens are often marked by statues of people and animals in lifelike poses—the petrified remains of those unfortunate enough to stumble across the basilisk.

Basilisks have the ability to consume the creatures they petrify, their churning stomach acid dissolving and extracting nutrients from the stone, but the process is slow and inefficient, making them lazy and sluggish. As a result, basilisks rarely stalk prey or chase those who avoid their gaze, counting on their stealth and the element of surprise to keep them safe and fed. When not lying in wait for the small mammals, birds, and reptiles that normally make up their diet, basilisks spend their time sleeping in their lairs, and those brave enough to capture basilisks or hide treasure near them find that they make natural guardians and watchdogs.

An adult basilisk is 13 feet long, with fully half of that made up by its long tail, and weighs 300 pounds. Some breeds have short, curved horns on their noses or small crests of bony growths topping their heads like crowns. Though normally solitary creatures, coming together only to mate and lay eggs, in particularly dangerous areas small groups may band together for protection and attack intruders en masse.

For unknown reasons, weasels and ferrets are immune to the basilisk’s stare, and sometimes sneak into basilisk lairs while a parent is hunting in order to consume its young. Some legends suggest that a basilisk’s blood can transmute common stones into other material, but this is likely a case of witnesses misinterpreting the magical restoration of previously petrified creatures or body parts.



Illustration by Andrew Hou





## BAT, DIRE

This giant, furry bat is nearly the size of an ox, with dark leathery wings that open wider than two men with arms outstretched.

DIRE BAT	CR 2
<b>XP 600</b>	
N Large animal	
<b>Init</b> +2; <b>Senses</b> blindsense 40 ft.; <b>Perception</b> +12	
<b>DEFENSE</b>	
<b>AC</b> 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)	
<b>hp</b> 22 (4d8+4)	
<b>Fort</b> +5, <b>Ref</b> +6, <b>Will</b> +3	
<b>OFFENSE</b>	
<b>Speed</b> 20 ft., fly 40 ft. (good)	
<b>Melee</b> bite +5 (1d8+4)	
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft.	
<b>STATISTICS</b>	
<b>Str</b> 17, <b>Dex</b> 15, <b>Con</b> 13, <b>Int</b> 2, <b>Wis</b> 14, <b>Cha</b> 6	
<b>Base Atk</b> +3; <b>CMB</b> +7; <b>CMD</b> 19	
<b>Feats</b> Alertness, Stealthy	
<b>Skills</b> Fly +9, <b>Perception</b> +12, <b>Stealth</b> +4; <b>Racial Modifiers</b> +4	
Perception when using blindsense	
<b>ECOLOGY</b>	
<b>Environment</b> any temperate or tropical	
<b>Organization</b> solitary, pair, or colony (3–8)	
<b>Treasure</b> incidental	

The dire bat is usually found lairing in desolate areas, resting in caves or other secluded areas during the day and taking to the skies in search of prey at night. This immense creature has an average wingspan of 15 feet and weighs roughly 200 pounds.

The dire bat generally doesn't shelter in groups larger than eight, often living a solitary life. A dire bat prefers feeding on livestock and herd animals.

### Dire Bat Animal Companion

**Starting Statistics:** **Size** Medium; **Speed** 20 ft., fly 40 ft. (good); **AC** +0 natural armor; **Attack** bite (1d6); **Ability Scores** Str 9, Dex 17, Con 9, Int 2, Wis 14, Cha 6; **Special Qualities** blindsense 40 ft.

**7th-Level Advancement:** **Size** Large; **AC** +3 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex –2, Con +4.

## BAT SWARM

Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.

BAT SWARM	CR 2
<b>XP 600</b>	
N Diminutive animal (swarm)	
<b>Init</b> +2; <b>Senses</b> blindsense 20 ft., low-light vision; <b>Perception</b> +15	
<b>DEFENSE</b>	
<b>AC</b> 16, touch 16, flat-footed 14 (+2 Dex, +4 size)	
<b>hp</b> 13 (3d8)	
<b>Fort</b> +3, <b>Ref</b> +7, <b>Will</b> +3	
<b>Defensive Abilities</b> swarm traits; <b>Immune</b> weapon damage	
<b>OFFENSE</b>	
<b>Speed</b> 5 ft., fly 40 ft. (good)	
<b>Melee</b> swarm (1d6)	
<b>Space</b> 10 ft.; <b>Reach</b> 0 ft.	
<b>Special Attacks</b> distraction (DC 11), wounding	
<b>STATISTICS</b>	
<b>Str</b> 3, <b>Dex</b> 15, <b>Con</b> 11, <b>Int</b> 2, <b>Wis</b> 14, <b>Cha</b> 4	
<b>Base Atk</b> +2; <b>CMB</b> —; <b>CMD</b> —	
<b>Feats</b> Lightning Reflexes, Skill Focus (Perception)	
<b>Skills</b> Fly +12, <b>Perception</b> +15; <b>Racial Modifiers</b> +4 <b>Perception</b> when using blindsense	
<b>SQ</b> swarm traits	
<b>ECOLOGY</b>	
<b>Environment</b> any temperate or tropical	
<b>Organization</b> solitary, pair, flight (3–6 swarms), or colony (11–20 swarms)	
<b>Treasure</b> none	

### SPECIAL FEATURES

**Wounding (Ex)** Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Bat swarms dwell in large caves, ruins, or even city sewers—anywhere they can find darkness to hide in during the day and a supply of food to feast upon at night. They are only encountered

outside in a group at dawn or dusk, or when they have been startled and forced to flee their lairs.



## BEAR, GRIZZLY

*Broad, powerful muscles move beneath this massive bear's brown fur, promising both speed and lethal force.*

GRIZZLY BEAR CR 4	
XP 1,200	
N Large animal	
Init +1; Senses low-light vision, scent ; Perception +6	
DEFENSE	
AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)	
hp 42 (5d8+20)	
Fort +8, Ref +5, Will +2	
OFFENSE	
Speed 40 ft.	
Melee 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)	
Space 10 ft.; Reach 5 ft.	
STATISTICS	
Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6	
Base Atk +3; CMB +9 (+13 grapple); CMD 20 (24 vs. trip)	
Feats Endurance, Run, Skill Focus (Survival)	
Skills Perception +6, Survival +5, Swim +14; Racial Modifiers +4 Swim	
ECOLOGY	
Environment cold forests	
Organization solitary or pair	
Treasure none	

A large, powerful omnivore, the grizzly bear inhabits many of the world's forested hills. Equally happy consuming nuts, berries, fish, or small mammals, the grizzly is nonetheless fiercely territorial, and will chase off—or, failing that, kill and eat—any intruders it views as competition.

When faced with a foe or small group of threats, the grizzly attempts to subdue or kill with its claws. When it can, the bear tries to grab a single target to deal continual damage until that target is dead, unconscious, or escapes.

To generate stats for a smaller bear (like a black bear), you can apply the young simple template to the grizzly bear's stat block. To generate stats for a larger grizzly or a polar bear, apply the advanced simple template to the grizzly's stats.



## BEAR, DIRE

*Spittle drips from this feral bear's roaring maw, and its matted fur is broken in places by wicked, bony growths.*

DIRE BEAR (CAVE BEAR) CR 7	
XP 3,200	
N Large animal	
Init +5; Senses low-light vision, scent; Perception +12	
DEFENSE	
AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)	
hp 95 (10d8+50)	
Fort +12, Ref +8, Will +4	
OFFENSE	
Speed 40 ft.	
Melee 2 claws +13 (1d6+7 plus grab), bite +13 (1d8+7)	
Space 10 ft.; Reach 5 ft.	
STATISTICS	
Str 25, Dex 13, Con 21, Int 2, Wis 12, Cha 10	
Base Atk +7; CMB +15 (+19 grapple); CMD 26 (30 vs. trip)	
Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)	
Skills Perception +12, Swim +19; Racial Modifiers +4 Swim	
ECOLOGY	
Environment cold forests	
Organization solitary or pair	
Treasure incidental	

Larger, more aggressive, and far more deadly than its lesser cousins, the dire bear (known to barbarian tribes variously as the cave bear or the short-faced bear) is a primeval menace indeed. This behemoth avoids more civilized reaches of the world, preferring to dwell in remote wilderness locations. A dire bear is a rare and terrifying sight—especially to those not used to normal bears.

Unlike most bears, a dire bear is short-tempered and swift to anger when confronted with intruders in its territory. Like a grizzly, a dire bear attempts to subdue or kill with its claws. However, a dire bear is far more likely (and willing) to begin biting a grabbed foe.



# BEBILITH

A spider the size of an elephant, this dark blue arachnid rears up on its six hind legs to raise its barbed and razor-edged front claws.

## BEBILITH

CR 10



XP 9,600

CE Huge outsider (chaotic, evil, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., scent; Perception +16

### DEFENSE

**AC** 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, –2 size)

**hp** 150 (12d10+84)

**Fort** +15, **Ref** +11, **Will** +7

**DR** 10/good

### OFFENSE

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

**Melee** bite +19 (2d6+9 plus rot) and 2 claws +19 (2d4+9/19–20)

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

**Special Attacks** dismantle armor, penetrating strike, web (+11 ranged, DC 23, 12 hp)

**Spell-Like Abilities** (CL 12th)

At will—*plane shift* (bebilith only)

### STATISTICS

**Str** 28, **Dex** 12, **Con** 24, **Int** 11, **Wis** 13, **Cha** 13

**Base Atk** +12; **CMB** +23; **CMD** 34 (46 vs. trip)

**Feats** Cleave, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

**Skills** Acrobatics +16, Climb +32, Perception +16, Sense Motive +16, Stealth +16, Survival +16; **Racial Modifiers** +8 Stealth

**Languages** Abyssal (cannot speak); telepathy 100 ft.

### ECOLOGY

**Environment** any (the Abyss)

**Organization** solitary or band (2–6)

**Treasure** standard

### SPECIAL ABILITIES

**Dismantle Armor (Ex)** If a bebilith hits a foe with both claw attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 25 Reflex save. The save DC is Strength-based.

**Penetrating Strike (Su)** A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating damage reduction. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.

**Rot (Su)** A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul

rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a DC 23 Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. *Heal* can also halt the rot effect. The save DC is Constitution-based.




The Abyss is a terrible place, yet even in this horrific realm there exist predators and wild beasts that prey upon the demonic horde—the bebilith being the most notorious, a creature evolved to hunt and slay demons.

Far more intelligent than its verminous shape would suggest, it is perhaps a blessing that the bebilith is such a focused and devoted hunter of demons, for had these dangerous outsiders more of a mind to conquer and expand empires, their ability to *plane shift* would make them a menace indeed. Although, as an outsider, the bebilith has no biological need to eat, it does enjoy the sensation of chewing on demonic flesh.



## BEETLE, FIRE

This housecat-sized beetle is a dull brown color brightened by two glowing green-yellow spots on its carapace.

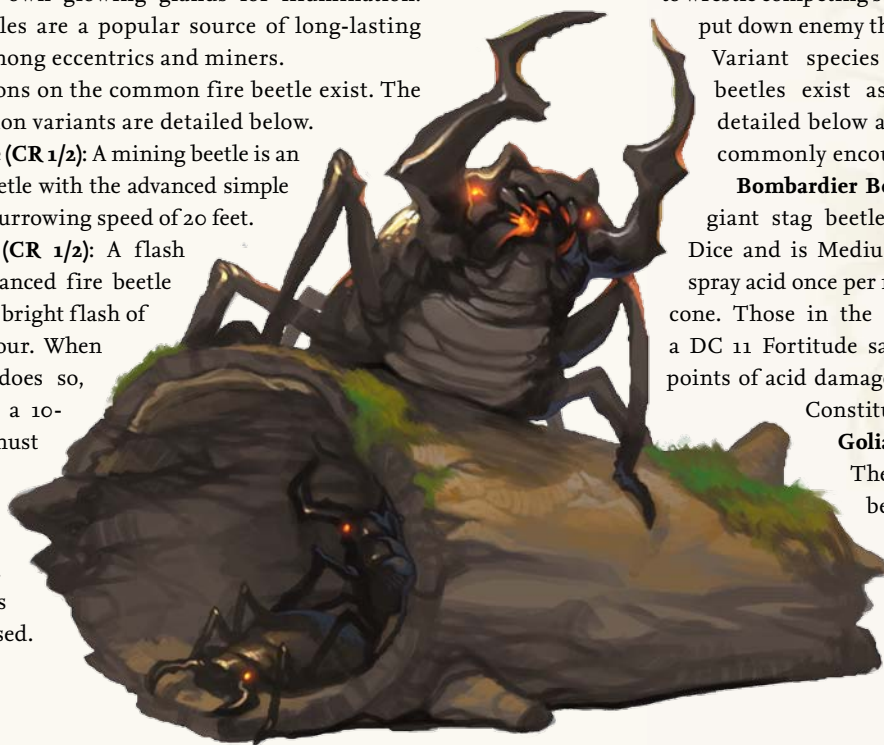
FIRE BEETLE	CR 1/3			
XP 135				
N Small vermin				
Init +0; Senses low-light vision; Perception +0				
DEFENSE				
AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)				
hp 4 (1d8)				
Fort +2, Ref +0, Will +0				
Immune mind-affecting effects				
OFFENSE				
Speed 30 ft., fly 30 ft. (poor)				
Melee bite +1 (1d4)				
STATISTICS				
Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7				
Base Atk +0; CMB –1; CMD 9 (17 vs. trip)				
Skills Fly –2				
SQ luminescence				
ECOLOGY				
Environment any				
Organization solitary, cluster (2–6) or colony (7–12)				
Treasure none				
SPECIAL ABILITIES				
<b>Luminescence (Ex)</b> A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.				

Although nocturnal, the fire beetle lacks darkvision—it relies on its own glowing glands for illumination. Caged fire beetles are a popular source of long-lasting illumination among eccentrics and miners.

Other variations on the common fire beetle exist. The two most common variants are detailed below.




**Mining Beetle (CR 1/2):** A mining beetle is an advanced fire beetle with the advanced simple template and a burrowing speed of 20 feet.

**Flash Beetle (CR 1/2):** A flash beetle is an advanced fire beetle that can create a bright flash of light once an hour. When a flash beetle does so, all creatures in a 10-foot burst must make a DC 12 Fortitude save or be dazzled for 1d3 rounds. The save DC is Constitution-based.



## BEETLE, GIANT STAG

With a sleek body and huge mandibles raised in a threatening pose, this large beetle stands firm in defense of its territory.

GIANT STAG BEETLE	CR 4			
XP 1,200				
N Large vermin				
Init +0; Senses darkvision 60 ft.; Perception +0				
DEFENSE				
AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)				
hp 45 (7d8+14)				
Fort +7, Ref +2, Will +2				
Immune mind-affecting effects				
OFFENSE				
Speed 20 ft., fly 20 ft. (poor)				
Melee bite +8 (2d8+6)				
Space 10 ft.; Reach 5 ft.				
Special Attacks trample (1d6+6, DC 17)				
STATISTICS				
Str 19, Dex 10, Con 15, Int —, Wis 10, Cha 9				
Base Atk +5; CMB +10; CMD 20 (28 vs. trip)				
Skills Fly –6				
ECOLOGY				
Environment temperate forests				
Organization solitary, pair, or cluster (3–6)				
Treasure none				

Nearly 10 feet long, giant stag beetles become serious dangers when they wander into logging camps due to their appetite for decaying wood. Called stag beetles because of their large, antler-like mandibles, they use these appendages to wrestle competing suitors and quickly put down enemy threats.

Variant species of these giant beetles exist as well. The two detailed below are the ones most commonly encountered.

**Bombardier Beetle (CR 2):** This giant stag beetle has only 2 Hit Dice and is Medium sized, but can spray acid once per round in a 10-foot cone. Those in the cone must make a DC 11 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

**Goliath Beetle (CR 8):** The immense goliath beetle is a Huge stag beetle with 12 HD and the trample special ability.



# BEHIR

*This slithering, multilegged blue reptile has a fearsome head crowned with two large, curling horns.*

## BEHIR

CR 8



XP 4,800

N Huge magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +8

### DEFENSE

**AC** 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

**hp** 105 (10d10+50)

**Fort** +12, **Ref** +8, **Will** +5

**Immune** electricity

### OFFENSE

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

**Melee** bite +15 (2d6+9 plus grab)

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

**Special Attacks** breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp)

### STATISTICS

**Str** 23, **Dex** 12, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12

**Base Atk** +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

**Feats** Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

**Skills** Climb +14, Perception +8, Stealth +5

**Languages** Common

### ECOLOGY

**Environment** warm hills and deserts

**Organization** solitary or pair

**Treasure** double

### SPECIAL ABILITIES

**Grab (Ex)** A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

Temperamental and avaricious, the behir spends most of its time slithering through the sandy hills and desert cliffs that make up its territory, preying upon all creatures who dare to enter its hunting grounds. The creature's six pairs of powerful, clawed legs remain folded against its sides most of the time, only extending in combat to grapple foes or carry the behir forward in a terrifying, low-slung gallop, or else when climbing the sheer cliff faces common to behir lairs.

The average behir is 40 feet long and weighs 4,000 pounds. In addition to the two prominent horns on its head, many have additional decorative spines at regular intervals along the central ridges of their backs.

While territorial and bestial in its fury, the behir is neither stupid nor necessarily evil, though its self-centeredness and tendency to lay claim to everything visible from its high lairs frequently bring it into conflict with other races. As such, a behir can often be bought off or reasoned with by those brave negotiators willing to get close enough to make their pitch. In these cases, a behir's tendency to attack first and ask questions later (or not at all) means that anyone seeking to strike a deal must bring powerful incentives and impress the behir immediately with his offer.

It's often been speculated that behirs are somehow related to blue dragons, but the exact nature of this link remains unknown. Most dragons deny any such association and look down on the behir for its relative lack of intelligence—a snubbing that infuriates the already short-tempered behir. Thanks to this casual disparagement, many behirs carry deep grudges against dragons, and attack without pause any who cross into their territories.



## BLACK PUDDING

*This black, amorphous blob piles up on itself, a quivering mound of midnight sludge that glistens darkly before surging forward.*

### BLACK PUDDING

CR 7



XP 3,200

N Huge ooze

Init -5; Senses blindsight 60 ft.; Perception -5

#### DEFENSE

AC 3, touch 3, flat-footed 3 (-2 size, -5 Dex)

hp 105 (10d8+60)

Fort +9, Ref -2, Will -2

Defensive Abilities split, ooze traits

#### OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +8 (2d6+4 plus 2d6 acid plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

#### STATISTICS

Str 16, Dex 1, Con 22, Int —, Wis 1, Cha 1

Base Atk +7; CMB +12 (+16 grapple); CMD 17 (27 vs. bull rush, can't be tripped)

Skills Climb +11

SQ ooze traits, suction

#### ECOLOGY

Environment any underground

Organization solitary

Treasure none

#### SPECIAL ABILITIES

**Acid (Ex)** A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

**Corrosion (Ex)** An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

**Split (Ex)** Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Suction (Ex)** The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using

suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Black puddings are the scavengers of the underworld, constantly on the lookout for a meal. They can sense organic or metallic objects within 60 feet and mindlessly attack such items or beings until they are dissolved or the ooze is killed. A black pudding reproduces by breaking off a piece of its body and forming a new, smaller black pudding, which grows to full size in 1 month's time. Some of the more intelligent creatures in the underworld use black puddings as natural garbage disposals, creating stone pits to house the pudding and throwing organic refuse or foes in as needed.

Larger specimens of black puddings have been encountered in the deepest parts of the world, with Gargantuan individuals having up to 30 HD. Other colored puddings are rumored to exist, with white ones living in the arctic, brown ones living in swamps, and tan ones living in deserts.






Illustration by Michael Jaeks





## BOAR

*This ill-tempered beast's tiny, bloodshot eyes glare angrily above a mouth filled with sharp tusks.*

BOAR	CR 2			
<b>XP 600</b>				
N Medium animal				
<b>Init</b> +0; <b>Senses</b> low-light vision, scent; Perception +6				
<b>DEFENSE</b>				
<b>AC</b> 14, touch 10, flat-footed 14 (+4 natural)				
<b>hp</b> 18 (2d8+9)				
<b>Fort</b> +6, <b>Ref</b> +3, <b>Will</b> +1				
<b>Defensive Abilities</b> ferocity				
<b>OFFENSE</b>				
<b>Speed</b> 40 ft.				
<b>Melee</b> gore +4 (1d8+4)				
<b>STATISTICS</b>				
<b>Str</b> 17, <b>Dex</b> 10, <b>Con</b> 17, <b>Int</b> 2, <b>Wis</b> 13, <b>Cha</b> 4				
<b>Base Atk</b> +1; <b>CMB</b> +4; <b>CMD</b> 14				
<b>Feats</b> Toughness				
<b>Skills</b> Perception +6				
<b>ECOLOGY</b>				
<b>Environment</b> temperate or tropical forests				
<b>Organization</b> solitary, pair, or group (3–8)				
<b>Treasure</b> none				




Much more ill-tempered and dangerous than their domesticated kin, boars are omnivorous creatures common to temperate forests, although they are not unknown in tropical climes. Other variants exist as well, such as the particularly ugly warthogs that dwell in tropical plains and savannahs. Boars are often hunted for their flesh, which is considered delicious by most humanoids. Those who hunt boars often do so with a special spear fitted with a cross beam to prevent an impaled boar from pushing forward along the spear shaft to gore its tormentor.

The boar's stubborn nature and habit of eating even bones makes it well suited as a pet for certain folk. Many thieves' guilds keep boars for the disposal of bodies, while orc tribes let them run loose in their lairs, where they do a relatively good job at keeping these warrens clean of refuse.

A boar is four feet long and weighs 200 pounds.

## BOAR, DIRE

*The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.*

DIRE BOAR (DAEODON)	CR 4			
<b>XP 1,200</b>				
N Large animal				
<b>Init</b> +4; <b>Senses</b> low-light vision, scent; Perception +12				
<b>DEFENSE</b>				
<b>AC</b> 15, touch 9, flat-footed 15 (+6 natural, –1 size)				
<b>hp</b> 42 (5d8+20)				
<b>Fort</b> +7, <b>Ref</b> +4, <b>Will</b> +2				
<b>Defensive Abilities</b> ferocity				
<b>OFFENSE</b>				
<b>Speed</b> 40 ft.				
<b>Melee</b> gore +8 (2d6+9)				
<b>STATISTICS</b>				
<b>Str</b> 23, <b>Dex</b> 10, <b>Con</b> 17, <b>Int</b> 2, <b>Wis</b> 13, <b>Cha</b> 8				
<b>Base Atk</b> +3; <b>CMB</b> +10; <b>CMD</b> 20				
<b>Feats</b> Improved Initiative, Skill Focus (Perception), Toughness				
<b>Skills</b> Perception +12				
<b>ECOLOGY</b>				
<b>Environment</b> temperate or tropical forests				
<b>Organization</b> solitary, pair, or herd (3–8)				
<b>Treasure</b> none				

Whereas the boar is ill-tempered and generally unfriendly, the towering daeodon (known as the dire boar to most commoners and hunters) is legitimately hateful and violent. Although omnivorous like its smaller kin, the daeodon prefers to feed on flesh, and its razor-sharp tusks and keen eyesight make it particularly well suited as a predator. While the daeodon is primarily a scavenger, it isn't averse to attacking smaller creatures it encounters while searching for easier meals, or those who stumble unwittingly into its territory. Particularly brave or skilled orcs are fond of using daeodons as mounts, and orc cavalry mounted on dire boars make for a fearsome force indeed. A typical adult daeodon is 10 feet long and 7 feet tall at the shoulder. It weighs approximately 2,000 pounds.



# BOGGARD

*Bulbous eyes glare atop this creature's decidedly toad-like head. A multitude of warts and bumps decorate its greenish skin.*

## BOGGARD

CR 2



XP 600

CE Medium humanoid (boggard)

Init -1; Senses darkvision 60 ft., low-light vision; Perception +4

### DEFENSE

AC 14, touch 9, flat-footed 14 (+2 armor, -1 Dex, +3 natural)

hp 22 (3d8+9)

Fort +5, Ref +0, Will +1

### OFFENSE

Speed 20 ft., swim 30 ft.

Melee morningstar +5 (1d8+3), tongue -1 touch (sticky tongue)

Special Attacks terrifying croak

### STATISTICS

Str 15, Dex 9, Con 14, Int 8, Wis 11, Cha 10

Base Atk +2; CMB +4; CMD 13

Feats Toughness, Weapon Focus (morningstar)

Skills Acrobatics +2 (+14 jumping), Stealth -1 (+7 in swamps), Swim +10; Racial Modifiers +16 Acrobatics when jumping, +4 Perception, +8 Stealth in swamps

Languages Boggard

SQ hold breath, swamp stride

### ECOLOGY

Environment temperate marshes

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

Treasure NPC gear (leather armor, morningstar, other treasure)

### SPECIAL ABILITIES

**Hold Breath (Ex)** A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

**Sticky Tongue (Ex)** A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

**Swamp Stride (Ex)** A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

**Terrifying Croak (Su)** Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must make a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

Boggards resemble anthropomorphic frogs or toads, complete with webbed hands and feet, large eyes, and overly wide mouths. These creatures make their homes near large rivers or deep in marshes. There they make small villages composed of mud mounds on the banks. Boggards start out life as tadpoles in breeding ponds, eventually growing to a length of 3 feet before sprouting arms and legs and becoming capable of terrestrial living. Acceptance into the clan then depends on the young boggard's successful hunt to kill a sentient humanoid. Those who fail are exiled from the clan. As boggards age, they continue to grow and lose their coloration. Exceptionally old boggards bear completely white skin covering massive corpulent bodies. Some of these boggards rank among the caste of priest-kings and enjoy a life of grotesque pleasures ruling their clans.

Though often hunched over, boggards stand 5 feet tall and weigh close to 200 pounds. These creatures live for 50 years, though the harsh swamps and infighting usually cut these years short.



Illustration by Ilker Serdar Yildiz