

BUGBEAR

This dark-furred creature raises a spiked morningstar, its tiny, milk-white eyes glittering with the thrill of the coming kill.

BUGBEAR

CR 2



XP 600

CE Medium humanoid (goblinoid)

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

DEFENSE

AC 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +1 shield)

hp 16 (3d8+3)

Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee morningstar +5 (1d8+3)

Ranged javelin +3 (1d6+3)

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 16

Feats Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +7, Perception +8, Stealth +10; **Racial**

Modifiers +4 Intimidate, +4 Stealth

SQ stalker

Languages Common, Goblin

ECOLOGY

Environment temperate mountains

Organization solitary, pair, gang (3–6), or warband (7–12 plus 2 warriors of 1st level and 1 chieftain of 3rd–5th level)

Treasure NPC Gear (leather armor, light wooden shield, morningstar, 3 javelins, other treasure)

SPECIAL ABILITIES

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

The bugbear is the largest of the goblinoid races, a lumbering brute that stands at least a head taller than most humans. They are loners, preferring to live and kill on their own rather than form tribes of their own kind, yet it isn't uncommon to find small bands of bugbears working together, or dwelling in goblin or hobgoblin tribes where they function as elite guards or executioners. Bugbears do not form large warrens like goblins or nations like hobgoblins; they prefer smaller-scale mayhem that lets them keep their favorite acts (murder and torture) on a more personal level. Humans are a bugbear's favored prey, and most count the flesh of humanity as a dietary staple. Grisly trophies of ears or fingers are common bugbear decorations.

Bugbears, when they turn to religion, favor gods of murder and violence, with various demon lords being favorites.

A typical bugbear stands 7 feet in height and weighs 400 pounds.

The Nature of Goblinoid Evil

Goblins, hobgoblins, and bugbears, despite having superficial similarities, each represent a different face of evil. Hobgoblins are ordered and methodical in their evil, forming vast armies, warbands, and despotic nations. Goblins are the primal evil, seeking only cruelty and petty victimization as they can find it, be that among their own kind or against their neighbors. Yet the evil personified by the bugbear may be the most terrifying, for they actively seek to inflict pain and suffering in the most destructive ways possible. When a hobgoblin kills, it's because of tradition and order. When a goblin kills, it's for fun. But when a bugbear holds its blade, it kills only when it can be assured that the murder will cause maximum pain and suffering to those its weapon does not touch; to a bugbear, the true goal of murder is to strike not at the victim, but at those who held the victim dear.



BULETTE

This armor-plated creature's toothy maw gapes wide as a fin-like dorsal plate rises between its shoulders.

BULETTE

CR 7



XP 3,200

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +11

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

hp 84 (8d10+40)

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

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +13 (2d8+9/19-20) and 2 claws +12 (2d6+6)

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

Special Attacks leap, savage bite

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +8; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +9 (+17 jumping), **Perception** +11; **Racial**

Modifiers +4 on Acrobatics checks made to jump

ECOLOGY

Environment temperate hills

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

The creation of some unknown arcanist in millennia past, the bulette has bred true to become one of the fiercest predators of the hills. Burrowing rapidly through the earth just beneath the surface, sometimes with its armored fin cutting a distinctive wake behind it, the bulette launches itself free of stone and soil to tear into its prey without remorse, giving rise to the common appellation "landshark."

Bulettes are notoriously foul-tempered, attacking far larger creatures with no regard for personal safety.

Solitary beasts except for the occasional mated pair, they spend most of their time patrolling the perimeters of territories that can stretch up to 30 square miles, hunting game and punishing interlopers with a fury that shakes the hillsides.

Bulettes are perfect eating machines, consuming bones, armor, and even magical items with their powerful jaws and churning stomach acid. Lacking other food, the bulette might gnaw on inanimate objects, yet for unknown reasons no bulette voluntarily consumes elf flesh—a peccadillo many point to as evidence that elven wizardry was involved in its creation. Dwarves are also rarely eaten by the beasts, though the bulette still slaughters members of either race on sight. Halflings, on the other hand, are among the beast's favorite meals, and no halfling with any sense ventures into bulette country casually.




The bulette is a cunning fighter, surprising foes with its impressive agility. One of its favorite tactics is to charge forward and launch itself into the air in order to drop on its prey with all four razor-sharp claws extended. Folklore claims that the flesh behind the beast's dorsal crest is particularly tender, and that those willing and able to wait until the fin is raised in the excitement of combat or mating can target it for a killing blow—yet most who have faced the landshark agree that the best way to win a fight with a bulette is to avoid it entirely.



Illustration by Ben Wooten

CAT, CHEETAH

This large, sleek feline has a golden coat spotted with black. Its long and powerful legs are obviously capable of great speed.




CHEETAH	CR 2	  
XP 600		
N Medium animal		
Init +8; Senses low-light vision, scent; Perception +5		
DEFENSE		
AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)		
hp 19 (3d8+6)		
Fort +5, Ref +7, Will +2		
OFFENSE		
Speed 50 ft.; sprint		
Melee bite +6 (1d6+3 plus trip), 2 claws +6 (1d3+3)		
STATISTICS		
Str 17, Dex 19, Con 15, Int 2, Wis 12, Cha 6		
Base Atk +2; CMB +5; CMD 19 (23 vs. trip)		
Feats Improved Initiative, Weapon Finesse		
Skills Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); Racial Modifiers +4 Stealth in tall grass		
ECOLOGY		
Environment warm plains		
Organization solitary or pair		
Treasure none		
SPECIAL ABILITIES		
Sprint (Ex) Once per hour, a cheetah can move at 10 times its normal speed (500 feet) when it makes a charge.		

The cheetah is a swift and deadly predator capable of moving with incredible speed, allowing it to run down unsuspecting foes hundreds of feet away. The hunting cat avoids areas of dense and tangled undergrowth, but has great skill at lying in wait in tall grass.

An adult cheetah is 4-1/2 feet long and weighs 140 pounds.

CAT, LEOPARD

With each graceful step, this leopard's steely muscles ripple beneath its spotted fur.

LEOPARD	CR 2	  
XP 600		
N Medium animal		
Init +4; Senses low-light vision, scent; Perception +5		
DEFENSE		
AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)		
hp 19 (3d8+6)		
Fort +5, Ref +7, Will +2		
OFFENSE		
Speed 30 ft., climb 20 ft.		
Melee bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3)		
Special Attacks pounce, rake (2 claws +6, 1d3+3)		
STATISTICS		
Str 16, Dex 19, Con 15, Int 2, Wis 13, Cha 6		
Base Atk +2; CMB +5 (+9 grapple); CMD 19 (23 vs. trip)		
Feats Skill Focus (Stealth), Weapon Finesse		
Skills Acrobatics +8, Climb +11, Perception +5, Stealth +11 (+15 in undergrowth); Racial Modifiers +4 on Stealth in undergrowth		
ECOLOGY		
Environment any forest		
Organization solitary or pair		
Treasure none		

Leopards are 4 feet long and weigh 120 pounds. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions—what differentiates these big cats from the similarly sized cheetah is primarily their habitats—leopards and their kin prefer to hunt at night and ambush their prey from above, pouncing down from trees or high rocks.

Leopards eat almost any animal they can run down and catch, preferring Small prey but capable of downing Large herbivores or surviving on rodents, birds, and insects. Healthy leopards are generally not aggressive toward humanoids, and if they aren't hungry and don't feel threatened, it is possible to approach closely without a hostile reaction. Yet a leopard that settles in an area bordered by humanoid civilization can easily and swiftly become a dangerous predator.

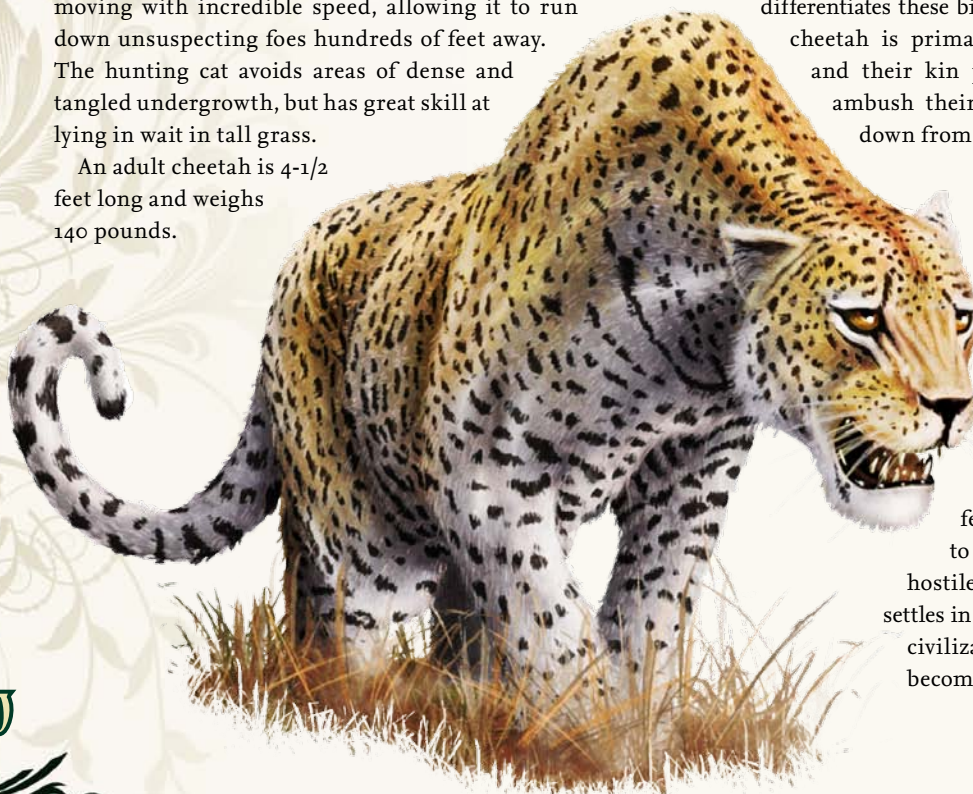





Illustration by Dean Spencer

CAVE FISHER

This man-sized, crab-like monstrosity clings tenaciously to the rough stone, its enormous pincers held out menacingly before it.

CAVE FISHER	CR 2	  
XP 600		
N Medium vermin		
Init +1; Senses darkvision 60 ft.; Perception +0		
DEFENSE		
AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)		
hp 22 (3d8+9)		
Fort +6, Ref +2, Will +1		
Immune mind-affecting effects		
OFFENSE		
Speed 20 ft., climb 20 ft.		
Melee 2 claws +5 (1d4+3)		
Ranged filament +3 (drag)		
Special Attacks pull (filament, 10 feet)		
STATISTICS		
Str 17, Dex 12, Con 17, Int —, Wis 10, Cha 4		
Base Atk +2; CMB +5 (+9 with pull); CMD 16 (28 vs. trip)		
Skills Climb +11		
ECOLOGY		
Environment any underground		
Organization solitary, pair, or tangle (3–6)		
Treasure none		
SPECIAL ABILITIES		

Filament (Ex) A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of *universal solvent*) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.

Pull (Ex) A cave fisher has a +4 racial bonus on CMB checks made using its pull special attack.

The cave fisher is a highly specialized predator that dwells in caves. The creature's mode of hunting is unique—it clambers up a cave wall to settle on a ledge or in a crack, typically at a height of at least 30 feet. Ledges overlooking bridges and lower ledges overlooking chasms are favored hunting

grounds for the cave fisher. The creature lies in wait until prey approaches within 60 feet, at which point it extrudes a thin cord of silk at blinding speed, lashing at the target as with a whip. The filament is incredibly sticky, and once the fisher strikes food with it, it reels in its meal to feed, trusting its position on a higher ledge to prevent any allies the meal may have from molesting it as it eats. Collections of bones and lengths of discarded filaments are sure signs of cave fisher habitation.

A cave fisher produces its filament from glands in its body; when it reels in a victim, it generally eats the filament along with its meal. It's impossible to harvest new filaments from a dead cave fisher, but filaments harvested from living ones are incredibly light and strong, functioning as silk rope once the sticky adhesive on a length decomposes (which generally takes 3d6 minutes). A cave fisher's filament glands are useful in constructing *sovereign glue* and similar sticky magical items. A single cave fisher's glands count as 100 gp worth of raw materials, offsetting the total cost of the item's final creation.

Although cave fishers have many superficial similarities to crabs, they do not fare well in water and aren't very good swimmers. Nevertheless, many cave fishers lair upon ledges overlooking swift-flowing subterranean rivers, giving them a relatively steady stream of food, especially in cases where such rivers are used as trade routes. Those who ply these rivers frequently travel with a few spare slaves or some unwanted livestock, and when they approach a known cave fisher haunt, they send down the unfortunate animal or slave on a raft to distract the monster's hunger.

A cave fisher is 7 feet long and weighs 400 pounds.



Illustration by Eric Lofgren

CENTAUR

This creature has the sun-bronzed upper body of a seasoned warrior and the lower body of a sleek warhorse.

CENTAUR

CR 3



XP 800

N Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 20, touch 11, flat-footed 18 (+6 armor, +2 Dex, +1 natural, +2 shield, -1 size)

hp 30 (4d10+8)

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

OFFENSE

Speed 50 ft. (35 ft. in armor)

Melee longsword +5 (1d8+2/19–20), 2 hooves +0 (1d6+1)

Ranged spear +5 (1d8+2/x3)

Space 10 ft., **Reach** 5 ft.

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Run

Skills Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +7, Survival +9

Languages Common, Elven, Sylvan

SQ undersized weapons

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, band (3–10), tribe (11–30 plus 3 hunters of 3rd level and 1 leader of 6th level)

Treasure standard (breastplate, heavy steel shield, longsword, spear, other treasure)

SPECIAL ABILITIES

Undersized Weapons (Ex) Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Legendary hunters and skilled warriors, centaurs are part man and part horse. Typically found on the fringes of civilization, these stoic people vary widely in appearance, their skin tones typically appearing deeply tanned but similar to the humans who occupy nearby regions, while their lower bodies borrow the colorations of local equines. Centaur hair and eyes trend toward darker colors and their features tend to be broad, while the overall bulk of their bodies is influenced by the size of the horses their lower quarters resemble. Thus, while an average centaur stands over 7 feet tall and weights upward of 2,000 pounds, there are vast regional variations—from lean plains-runners to burly mountain hunters. Centaurs typically live to be about 60 years old.

Aloof with other races and at odds even with their own kind, the centaurs are an old race only slowly coming to accept the modern world. While the majority of centaurs still live in tribes roaming vast plains or the fringes of eldritch forests, many have abandoned the isolationist ways of their ancestors to walk among the more cosmopolitan cities of the world. Often such free-spirited centaurs are considered outcasts and are shunned by their own tribes, making the decision to leave a heavy one. In some rare cases, however, whole tribes under progressive leaders have come to trade or make alliances with other humanoid communities—typically elves, but sometimes gnomes, and rarely humans or dwarves. Many races remain wary of centaurs, though, largely due to legends of territorial beastmen and the regular, violent encounters the centaurs have with stubborn settlers and expansionist countries.






CENTPEDE, GIANT

This lengthy, segmented horror writhes and twists, pulsing its venomous mandibles in search of prey.

GIANT CENTPEDE

CR 1/2

XP 200
N Medium vermin
Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 5 (1d8+1)
Fort +3, **Ref** +2, **Will** +0
Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.
Melee bite +2 (1d6–1 plus poison)
Special Attacks poison

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2
Base Atk +0; **CMB** –1; **CMD** 11 (can't be tripped)
Feats Weapon Finesse^B
Skills Climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth

ECOLOGY

Environment temperate or warm forest or underground
Organization solitary, pair, or colony (3–6)
Treasure none

SPECIAL ABILITIES

Poison (EX) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Giant centipedes attack nearly any living creatures with their poisonous jaws. These creatures adapt to many environments and feed voraciously on the local fauna, including humanoids. The coloration of giant centipedes mirrors that of normal centipedes and spans the spectrum, ranging from dull hues to bright reds and fiery oranges.

Other species of giant centipedes exist as well, some smaller but most quite a bit larger. You can adjust the stats given here by changing Hit Dice and size (changing Strength, Dexterity, and Constitution as appropriate) to represent a wide range of giant centipede species. The following table lists the most common variants.




Species	CR	Size	HD
House centipede	1/8	Tiny	1d8
Sewer centipede	1/4	Small	1d8
Hissing centipede	1	Large	2d8
Giant whiptail centipede	2	Huge	4d8
Great forest centipede	6	Gargantuan	7d8
Titan centipede	9	Colossal	10d8

CENTPEDE SWARM

A writhing mass of legs and poisonous pincers swarms across the ground in a deadly, undulating wave.

CENTPEDE SWARM

CR 4

XP 1,200
N Diminutive vermin (swarm)
Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)
hp 31 (9d8–9)
Fort +5, **Ref** +7, **Will** +3
Defensive Abilities swarm traits, **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.
Melee swarm (2d6 plus poison)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2
Base Atk +6; **CMB** —; **CMD** —
Feats Weapon Finesse^B
Skills Climb +12, Perception +4; **Racial Modifiers** +4 Perception

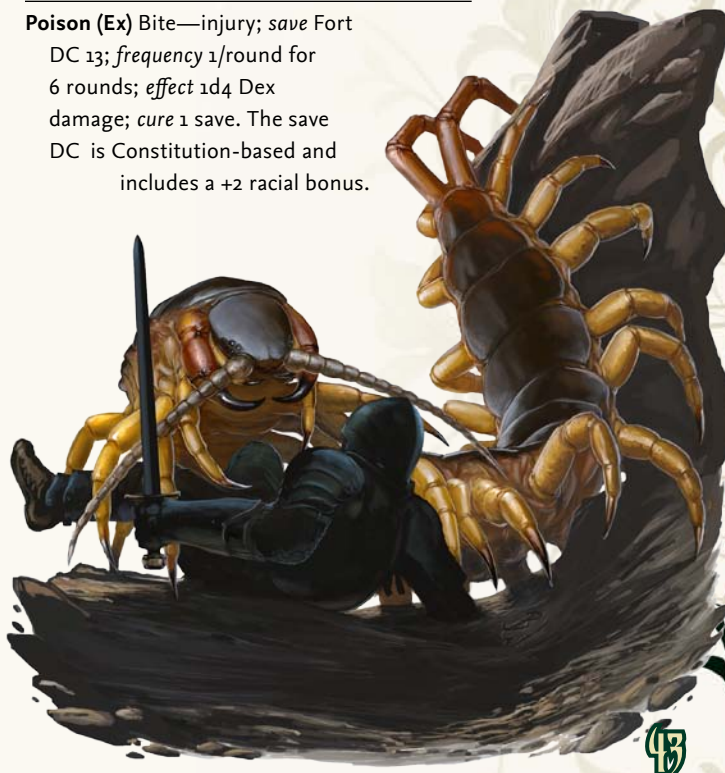
ECOLOGY

Environment temperate or warm forest or underground
Organization solitary, pair, or tangle (3–6 swarms)
Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Illustration by Ben Wooten



CHIMERA

This winged monster has the body of a lion, though two more heads flank its central feline one—a dragon and a horned goat.

CHIMERA

CR 7



XP 3,200

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

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

hp 85 (9d10+36)

Fort +9, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

Melee bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

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

Special Attacks breath weapon

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); **Racial Modifiers** +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

ECOLOGY

Environment temperate hills

Organization solitary, pair, pride (3–6), or flight (7–12)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 6d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based. To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

d10	Head Color	Breath Weapon
1–2	Black	40-foot line of acid
3–4	Blue	40-foot line of lightning
5–6	Green	20-foot cone of acid
7–8	Red	20-foot cone of fire
9–10	White	20-foot cone of cold

Chimeras are monstrous creatures born of primordial evil. Hateful and hungry, they hunt on the ground or in the air. A chimera's dragon

head may be of any evil dragon type, with the corresponding breath weapon, and its wings usually match the scales on its head. Chimeras speak with three overlapping voices, but rarely do so, typically only when playing toady to a more powerful creature. A chimera is 5 feet tall at the shoulder, nearly 10 feet long, and weighs 700 pounds.

Chimeras prefer meat but can subsist on vegetable matter if necessary (although being forced to do so generally leaves the beasts more ill-tempered than usual). Their flight means they can pick and choose their prey, and they usually hunt a large area in search of easy food. They are too stupid and belligerent to acquire followers, though sometimes a tribe of kobolds might give them offerings. Conversely, they are just intelligent and stubborn enough that they make poor pets, and only a significantly more powerful creature can keep them submissive. They may form equal partnerships with a respectful humanoid or similar creature, and even consent to be used as a mount. A pride of chimeras is very leonine in its hierarchy, with a dominant male leading the group and most of the hunting done by the females. A solitary chimera may be a young male or a female with cubs nearby.



CHOKER

This hunched-over wretch has long, pliable arms like tentacles capped with five wide, spiny claws.

CHOKER	CR 2
XP 600	
CE Small aberration	
Init +6; Senses darkvision 60 ft.; Perception +1	
DEFENSE	
AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)	
hp 16 (3d8+3)	
Fort +2, Ref +3, Will +4	
OFFENSE	
Speed 20 ft., climb 10 ft.	
Melee 2 tentacles +6 (1d4+3 plus grab)	
Space 5 ft.; Reach 10 ft.	
Special Attacks constrict (1d4+3), grab (Large), strangle	
STATISTICS	
Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7	
Base Atk +2; CMB +4 (+8 grappling); CMD 16	
Feats Improved Initiative, Skill Focus (Stealth)	
Skills Climb +16, Stealth +13	
Language Undercommon	
SQ quickness	
ECOLOGY	
Environment any underground	
Organization solitary, pair, or clutch (3–8)	
Treasure standard	
SPECIAL ABILITIES	
Strangle (Ex) Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.	
Quickness (Su) A choker is supernaturally quick. It can take an extra move action during its turn each round.	

Underground predators that often dwell on the outskirts of subterranean ruins or in the deep shadows of nameless cavern outposts, chokers lurk in the darkness and lash out with their long, rubbery arms to grasp prey as it passes by. They seldom attack multiple enemies at once, stalking their quarry until they can isolate a weaker victim from its pack.

Chokers walk with a disturbing, almost comical gait due to their extremely limber legs. Weighing only 35 pounds and standing no taller than a halfling, chokers have no problem skittering across walls and ceilings, often lodging themselves into shadowy corners, tunnel intersections, walls, or staircases. A choker will attempt to grasp creatures of almost any size, but prefers lone prey of its size or smaller.

Chokers appear to have little culture of their own, gathering only briefly to mate before their wanderlust and hunger spurs them again to a solitary existence. Their just-better-than-animalistic intelligence grants them a fascination with the trappings of society even if they do not truly understand it. Accordingly, the grubby lair of a choker (often situated in a difficult-to-reach nook or cranny) usually contains valuable objects such as rings, brooches, cloak clasps, and loose coins gathered from devoured victims.

This fascination occasionally compels a choker to abandon its subterranean home for a closer study of the sunlit world's many civilizations. These chokers feel most at home in the darkened narrow alleyways of human cities, squeezing themselves into sewers, forgotten alcoves, barrels, and similar cramped, overlooked spaces. Chokers prefer to keep hidden during the light of day, emerging from their hidey-holes under cover of darkness to hunt for food and cruel pleasure. Favorite tactics include using their long arms to scoop prey off the street from the safety of a nearby rooftop, attacking sleeping families by squeezing through an open chimney, or tapping on a window to bring their curious food within grasping distance.



CHUUL

This lobster-like creature has a thick armored shell. A pair of tiny eyes gleams above a mouth full of writhing tentacles.

CHUUL

CR 7



XP 3,200

CE Large aberration (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 85 (10d8+40)

Fort +7, **Ref** +6, **Will** +9

Immune poison

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 claws +14 (2d6+7 plus grab)

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

Special Attacks constrict (2d6+7), paralytic tentacles

STATISTICS

Str 25, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 28 (32 vs. trip)

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

Skills Knowledge (nature) +8, Perception +19, Sense Motive +9, Stealth +9, Swim +28

Languages Common (sometimes Undercommon for subterranean variants)

SQ amphibious

ECOLOGY

Environment temperate swamps

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

Treasure standard

SPECIAL ABILITIES

Paralytic Tentacles (Ex) A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+7 points of damage each round from the creature's mandibles.

Chuuls are armored, crustacean-like predators that lurk beneath the surfaces of shallow ponds and mires, bursting from concealment to snatch up prey in their chitinous pincers and then paralyzing them with their mouth tentacles before eating them alive.

Chuuls are excellent swimmers but prefer to attack land-bound creatures or those wallowing in shallow water. Once they seize their victims, chuuls often drag grappled foes back into deep water to drown them.

Lizardfolk are by far the chuul's favorite prey, though those pale chuul breeds that live underground prefer morlocks, duergar, unwary drow, and other unfortunates who get too close to their subterranean waterways—with the exception of troglodytes, whose flavor chuuls find particularly offensive.

Chuuls are surprisingly intelligent, leading many to speculate fruitlessly on their origins and motivations. They speak a chittering, burbling dialect of Common, but few are inclined to speak to those outside their race, and if chuul society exists beyond their frenzied mating season, humanoids have yet to record it. Instead, chuul intellects seem entirely devoted to seeking out the perfect ambush sites to attack other intelligent creatures and decorating their elaborate lairs with trophies from their kills. Though the chuuls themselves seem uninterested in using tools of any kind, they have an almost compulsive need to collect keepsakes from their victims.

A typical chuul is 8 feet tall and weighs 650 pounds.



CLOAKER

This ray-like creature opens a toothy maw and leers with glaring red eyes. Behind it whips a menacing tail of segmented bone.

CLOAKER

CR 5



XP 1,600

CN Large aberration

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

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 51 (6d8+24)

Fort +6, **Ref** +5, **Will** +7

Defensive Abilities shadow shift

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +8 (1d6+5), tail slap +3 (1d8+2)

Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)

Special Attacks engulf, moan

STATISTICS

Str 21, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +4; **CMB** +10; **CMD** 23 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)

Skills Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature

Languages Undercommon

ECOLOGY

Environment underground

Organization solitary, pair, mob (3–6), or flock (7–12)

Treasure standard

SPECIAL ABILITIES

Engulf (Ex) A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Moan (Ex) A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

Fear: All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.

Nausea: All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet is affected by *hold monster* for 5 rounds (Will negates).

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those

in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 15. Save DCs are Charisma-based.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 15, CL 6th, save DC is Charisma-based).

Resembling hideously evil flying manta rays, cloakers are mysterious and paranoid creatures. A typical specimen has an 8-foot wingspan and weighs 100 pounds.

A cloaker's motives are hidden and confusing, and they distrust even their own kind. Their strange shape allows them to disguise themselves as a variety of cloaks, tapestries, and other mundane objects, and stories linger of cloakers that ally with other creatures, hitching a ride on their backs and aiding in their ally's protection for their own inscrutable reasons. A rare few are priests of ancient gods, leading cults of cloakers and skum to undertake all manner of hideous rites and working toward singularly sinister goals.

Illustration by Kevin Yan



COCKATRICE

This hideous avian creature has the body of an emaciated rooster, the wings of a bat, and a long, scaly tail.

COCKATRICE

CR 3



XP 800

N Small magical beast

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

DEFENSE

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

hp 27 (5d10)

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

OFFENSE

Speed 20 ft., fly 60 ft. (poor)

Melee bite +9 (1d4–2 plus petrification)

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +2; **CMD** 16

Feats Dodge, Skill Focus (Perception), Weapon Finesse

Skills Fly +6, Perception +10

ECOLOGY

Environment temperate plains

Organization solitary, pair, flight (3–5), or flock (6–12)

Treasure none

SPECIAL ABILITIES

Petrification (Su) A cockatrice's bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a cockatrice's bite attack, it must succeed on a DC 12 Fortitude save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature's natural armor.) A creature that is reduced to 0 Dexterity by a cockatrice's bites immediately turns completely to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)—but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is Constitution-based.

Stupid, vicious, and repulsive, cockatrices are avoided by other creatures due to their magical ability to turn flesh

to stone. Legends say that the first cockatrice emerged from an egg laid by a cockerel and incubated by a toad. Whether or not the story is true, today's cockatrices breed true in terrifying and filthy dens haphazardly excavated by as many as a dozen of the squawking creatures. Males greatly outnumber females in these flocks, and are distinguished only by their wattles and combs. The typical cockatrice stands just over 2 feet high and weighs 5 pounds.

While their diet consists primarily of seeds and petrified insects (which conveniently double in the creature's gizzard as both gastroliths and nutrition as they grind away), cockatrices fiercely defend their territories from anything they deem a threat, and the wanderings of rogue males seeking new spots to build dens sometimes bring them into unintentional contact with humanoids, with devastating results.

The cockatrice's strange ability to turn other creatures to stone is the creature's greatest defense, and a cockatrice lair is invariably littered with petrified remnants of foes. In an ironic twist of fate, however, weasels and ferrets—the creatures most likely to slip into cockatrices' nests and consume their eggs—appear to be completely immune to the effect. For unknown reasons, cockatrices are both terrified of and enraged by conventional roosters, and are equally likely to flee or attack when confronted by one.



COUATL

This great serpent has multicolored wings and eyes that glimmer with intense awareness.

COUATL

CR 10



XP 9,600

LG Large outsider (native)

Init +7; **Senses** darkvision 60 ft., *detect chaos/evil/good/law*; Perception +23

DEFENSE

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size)

hp 126 (12d10+60)

Fort +9, **Ref** +13, **Will** +14

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee bite +16 (1d8+7 plus grab and poison)

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

Special Attacks constrict (1d8+7)

Spell-Like Abilities (CL 9th)

Constant—*detect chaos, detect evil, detect good, detect law*

At will—*detect thoughts* (DC 15), *ethereal jaunt* (CL 16th), *invisibility*, *plane shift* (DC 20)

Spells Known (CL 9th)

4th (4/day)—*charm monster* (DC 17), *freedom of movement*

3rd (7/day)—*gaseous form*, *magic circle against evil*, *summon monster III*

2nd (7/day)—*cure moderate wounds*, *eagle's splendor*, *scorching ray*, *silence* (DC 15)

1st (7/day)—*endure elements*, *mage armor*, *obscuring mist*, *protection from chaos*, *true strike*

o (at will)—*daze*, *disrupt undead*, *light*, *ray of frost*, *read magic*, *resistance*, *stabilize*

STATISTICS

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

Base Atk +12; **CMB** +18 (+22 grapple);

CMD 32 (can't be tripped)

Feats Alertness, Dodge,

Empower Spell,

Eschew Materials^B,

Improved Initiative, Iron Will, Lightning Reflexes

Skills Acrobatics +18, Bluff +9, Diplomacy +18,

Fly +20, Knowledge (arcana) +9, Knowledge

(religion) +12, Perception +23, Sense Motive

+15, Spellcraft +15, Survival +16, Use Magic

Device +18

Languages Celestial, Common, Draconic; telepathy 100 ft.

ECOLOGY

Environment warm forests

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

Treasure standard

SPECIAL ABILITIES

Spells A couatl casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Poison (Ex) Injury—bite; *save* Fortitude DC 16; *frequency* 1/minute for 10 minutes; *effect* 1d4 Str; *cure* 2 consecutive saves. The DC is Constitution-based.

Couatls are servants of lawful and good deities, though some operate independently of any greater being. Respected and admired for their wisdom and beauty, they try to steer mortals onto the right path and use their powers to fight evil, particularly those known to shift between the planes. Some couatls are viewed as benevolent gods by isolated societies, and while most couatls cringe at the thought of pretending to be a god, they allow such misconceptions to continue since they allow the couatls to guide and coax these societies onto paths of peace and cooperation with their neighbors. A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs 1,800 pounds.

As native outsiders, couatls must eat. They prefer the same foods as true snakes, such as mammals and birds, though they have been known to eat evil humanoids.

As they would rather spend their time promoting their agenda than hunting, couatls appreciate offers of food, particularly small boars and large game fowl.

A couatl sometimes shows its favor to an adventurer or party that has done it a service by gifting the group with 1d4 of its brightly colored feathers. Such a freely given feather, if used as an additional material component, allows a spellcaster to cast *planar ally* to conjure that specific couatl without expending the typical payment of gold or other valuables—provided the the couatl approves of the service asked for by the spellcaster.

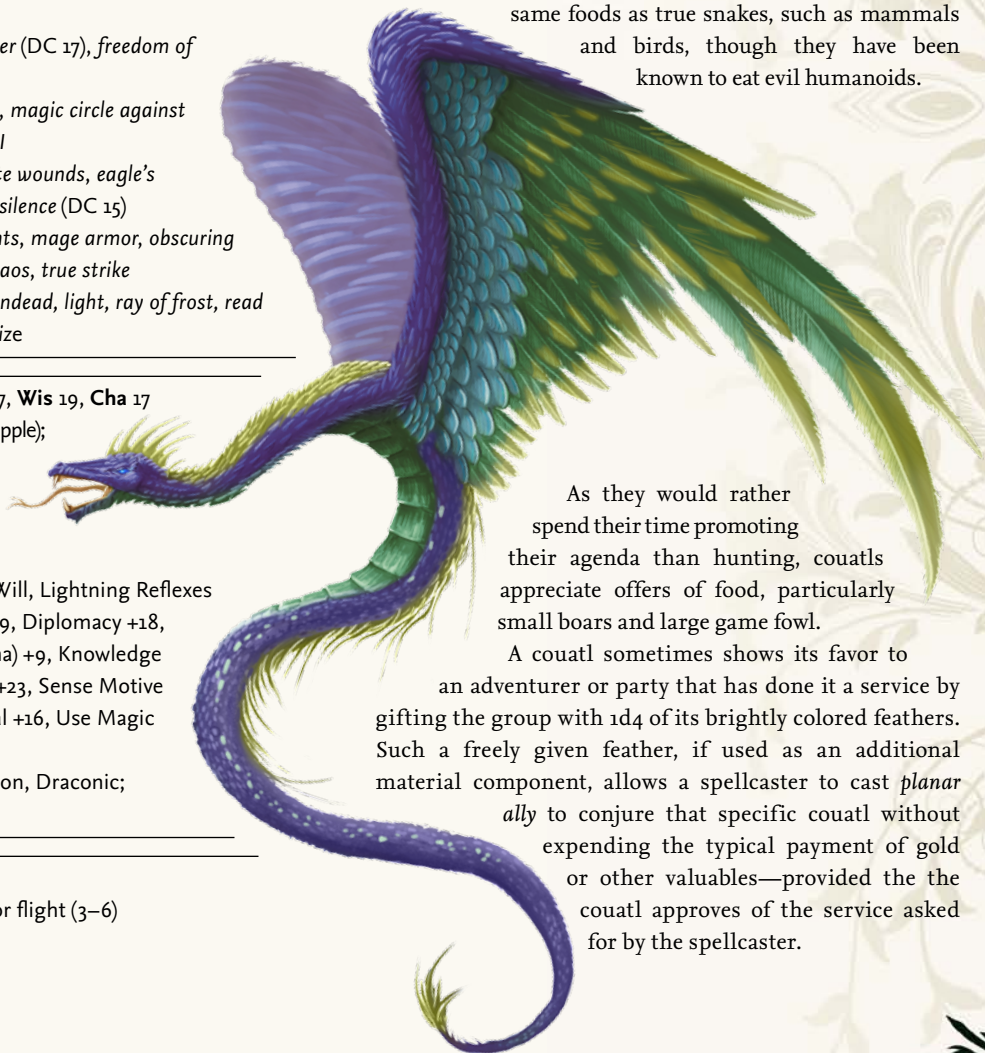


Illustration by Michael Jaeks



CRAB, GIANT

This lumbering hard-shelled crab stands as tall as a dwarf, its massive pincers waving menacingly.

GIANT CRAB	CR 2			
XP 600				
N Medium vermin (aquatic)				
Init +1; Senses darkvision 60 ft.; Perception +4				
DEFENSE				
AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)				
hp 19 (3d8+6)				
Fort +5, Ref +2, Will +1				
Immune mind-affecting effects				
OFFENSE				
Speed 30 ft., swim 20 ft.				
Melee 2 claws +4 (1d4+2 plus grab)				
Special Attacks constrict (1d4+2)				
STATISTICS				
Str 15, Dex 13, Con 14, Int —, Wis 10, Cha 2				
Base Atk +2; CMB +4 (+8 grapple); CMD 15 (27 vs. trip)				
Skills Perception +4, Swim +10; Racial Modifiers +4 Perception				
SQ water dependency				
ECOLOGY				
Environment any aquatic				
Organization solitary or cast (2–12)				
Treasure none				
SPECIAL ABILITIES				

Water Dependency (Ex) Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

Giant crabs behave much like their smaller cousins, feeding on both plant material like algae and fungus and animal matter such as fish, seabirds, and even unwary humanoids. The coloration of a giant crab's hard exoskeleton varies widely depending on species, and over time even shifts in response to its diet.

Other species of giant crab exist as well, some smaller but most quite a bit larger. You can adjust the stats given here by changing Hit Dice and size (changing Strength, Dexterity, and Constitution as appropriate) to represent a wide range of different species of giant crab. The following table lists the most common variants.

Species	CR	Size	HD
King crab	1/4	Tiny	1d8
Coconut crab	1/2	Small	1d8
Rock crab	4	Large	5d8
Shark-eating crab	7	Huge	8d8
Great reef crab	10	Gargantuan	11d8
Shipwrecker crab	13	Colossal	14d8

CRAB SWARM

A writhing mass of clacking shells and snapping pincers rushes from the surf, their spider-like legs twitching across the sand.




CRAB SWARM	CR 4			
XP 1,200				
N Diminutive vermin (aquatic, swarm)				
Init +2; Senses darkvision 60 ft.; Perception +0				
DEFENSE				
AC 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size)				
hp 38 (7d8+7)				
Fort +6, Ref +4, Will +2				
Immune mind-affecting effects, swarm traits, weapon damage				
OFFENSE				
Speed 30 ft., swim 20 ft.				
Melee swarm (2d6)				
Space 10 ft.; Reach 0 ft.				
Special Attacks distraction (DC 14)				
STATISTICS				
Str 1, Dex 14, Con 13, Int —, Wis 10, Cha 2				
Base Atk +5; CMB —; CMD —				
Skills Swim +10; Racial Modifiers uses Dex to modify Swim				
ECOLOGY				
Environment any aquatic				
Organization solitary, pair, or wave (3–8 swarms)				
Treasure none				

Crab swarms contain over a thousand normal-sized crabs that rush over their victims, plucking flesh with thousands of pinching claws. Some fishermen claim tides and phases of the moon cause these creatures to swarm as they do.



CROCODILE

This reptile lunges out of the placid water with shocking speed. Its jaw gapes open in a roar, its powerful tail lashing behind.

CROCODILE	CR 2			
XP 600				
N Large animal				
Init +1; Senses low-light vision; Perception +8				
DEFENSE				
AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)				
hp 22 (3d8+9)				
Fort +6, Ref +4, Will +2				
OFFENSE				
Speed 20 ft., swim 30 ft.; sprint				
Melee bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)				
Space 10 ft.; Reach 5 ft.				
Special Attacks death roll (1d8+6 plus trip)				
STATISTICS				
Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2				
Base Atk +2; CMB +7 (+11 grapple); CMD 18 (22 vs. trip)				
Feats Skill Focus (Perception, Stealth)				
Skills Perception +8, Stealth +5 (+13 in water), Swim +12; Racial Modifiers +8 on Stealth in water				
SQ hold breath				
ECOLOGY				
Environment warm rivers and marshes				
Organization solitary, pair, or colony (3–12)				
Treasure none				
SPECIAL ABILITIES				
Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.				
Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.				
Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.				

A crocodile is a primeval reptile that dwells in swamps or along the banks of rivers, a habitat that often puts it in violent contact with unsuspecting prey that come to the water's edge to drink.

The typical crocodile is 14 feet long and weighs 1,400 pounds, but larger species exist. You can use these statistics for similar creatures, such as alligators.

CROCODILE, DIRE

This reptilian behemoth, a crocodile of monstrous proportions, is large enough to swallow a horse in one tremendous bite.

DIRE CROCODILE	CR 9			
XP 6,400				
N Gargantuan animal				
Init +4; Senses low-light vision; Perception +14				
DEFENSE				
AC 21, touch 6, flat-footed 21 (+15 natural, -4 size)				
hp 138 (12d8+84)				
Fort +15, Ref +8, Will +8				
OFFENSE				
Speed 20 ft., swim 30 ft.; sprint				
Melee bite +18 (3d6+13/19–20 plus grab) and tail slap +13 (4d8+6)				
Space 20 ft.; Reach 15 ft.				
Special Attacks death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, 13 hp)				
STATISTICS				
Str 37, Dex 10, Con 25, Int 1, Wis 14, Cha 2				
Base Atk +9; CMB +26 (+30 grapple); CMD 36 (40 vs. trip)				
Feats Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception, Stealth)				
Skills Perception +14, Stealth +0 (+8 in water), Swim +21; Racial Modifiers +8 Stealth in water				
SQ hold breath				
ECOLOGY				
Environment warm rivers and marshes				
Organization solitary, pair, or colony (3–6)				
Treasure none				

The immense sarcosuchus, or dire crocodile, is an enormous predator capable of catching and eating prey as large as the largest dinosaurs.



Illustration by Michael Jaeks

CYCLOPS

A single huge eye stares from the forehead of this nine-foot-tall giant. Below this sole orb, an even larger mouth gapes like a cave.

CYCLOPS

CR 5



XP 1,600

NE Large humanoid (giant)

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

DEFENSE

AC 19, touch 8, flat-footed 19 (+4 armor, -1 Dex, +7 natural, -1 size)

hp 65 (10d8+20)

Fort +9, **Ref** +2, **Will** +4

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee greataxe +11/+6 (3d6+7/x3)

Ranged heavy crossbow +5 (2d8/19-20)

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

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +13; **CMD** 22

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills Intimidate +9, Perception +11, Profession (soothsayer) +10 Sense Motive +5, Survival +6; **Racial**

Modifiers +8 Perception

Languages Common, Cyclops, Giant

SQ flash of insight

ECOLOGY

Environment any temperate or tropical

Organization solitary or conclave (2-6) or tribe (7-18)

Treasure standard (hide armor, Large greataxe, Large heavy crossbow, other treasure)

SPECIAL ABILITIES

Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

Many thousands of years ago, the solemn cyclopes ruled vast kingdoms, yet today their glories are long forgotten. What few cyclopes survive seldom aspire higher than protecting their lairs and seeking out their next meals. This latter task occupies a great deal of their focus, for the monstrous appetites and vacuous hunger of the cyclopes control the race's destiny and may have led to their original downfall so long ago.

The average cyclops stands 9 feet tall and weighs 600 pounds. Both males and females are almost

completely bald, with stringy patches of dark hair occasionally hanging down from above the ears. A bushy, expressive brow couples with a cyclops's massive eye to make the creature's attitude easily known.

Cyclopean history is a vanishing thing inscribed on the crumbling walls of vine-choked lost cities that fell long before even the rise of the elves, when dragons and giants ruled a landscape unspoiled by the petty ephemeral races that rule today. Because things have fallen so far, a given cyclops is less likely to know the near-mythic triumphs of lost ages than even a semi-educated human.

Ancient records, the oral traditions of other giantish races, and the scattered accounts of tribal natives of the southern jungles speak of much larger, more primal "great cyclopes," imposing titans with shaggy legs and a massive horn above an inquisitive eye. These creatures are thought to have been either the leaders or the war beasts of the ancient race, and modern cyclopes honor them as elusive, destructive living gods.



DARK CREEPER

Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible.

DARK CREEPER

CR 2



XP 600

CN Small humanoid (dark folk)

Init +3; **Senses** see in darkness; Perception +4

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)**hp** 19 (3d8+6)**Fort** +3, **Ref** +6, **Will** +1**Weaknesses** light blindness

OFFENSE

Speed 30 ft.**Melee** dagger +6 (1d3/19–20 plus poison)**Special Attacks** death throes, sneak attack (+1d6)**Spell-Like Abilities** (CL 3rd)

At will—darkness, detect magic

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +2; **CMB** +1; **CMD** 14**Feats** Skill Focus (Sleight of Hand), Weapon Finesse**Skills** Climb +8, Perception +4, Sleight of Hand +7, Stealth +12;**Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth**Languages** Dark Folk**SQ** poison use, rag armor

ECOLOGY

Environment any underground**Organization** solitary, pair, gang (3–6), or clan (20–80 plus 1 dark stalker per 20 dark creepers)**Treasure** standard (dagger, black smear poison [3 doses], other gear)

SPECIAL ABILITIES

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Dark creepers lurk in the black places deep below the surface of the world, venturing forth at night or

into neighboring societies when the urge to steal and cause mayhem grows too great to resist. Endless layers of filthy, moldering black cloth shroud these small creatures, leading some to believe that the creature inside is smaller still. Usually encountered in groups, dark creepers flee from bright light, but are quite brave in the dark.

Dark creepers stand just under 4 feet tall and weigh 80 pounds. Their flesh is pale and moist, and their eyes are milky white. Dark creepers exude a foul stench of sweat and spoiled food, owing primarily to the fact that they never take off their clothing—instead piling on new layers when the outermost one grows too ragged.

For all the mayhem and trouble a pack of dark creepers can cause, this is nothing compared to the dangers a tribe led by the taller, even more sinister dark stalkers represents. Dark creepers treat their tall, lithe masters almost like gods, presenting them with offerings and obeying their every whim. Invariably, several dark stalkers serve as leaders to dark creeper tribes, with all of the tribe's heavy work and labor falling on the diminutive shoulders of the creepers, freeing the dark stalkers for their own decadent pleasures. Yet the dark creepers themselves see no inherent imbalance in this arrangement—to a dark creeper, a life in the servitude of a dark stalker is a life fulfilled.



Illustration by Eric Lofgren