




## EAGLE

*This magnificent bird of prey has dark feathers save for those on its head, which are pure white.*

EAGLE	CR 1/2	  
<b>XP 200</b>		
N Small animal		
<b>Init</b> +2; <b>Senses</b> low-light vision; Perception +10		
<b>DEFENSE</b>		
<b>AC</b> 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)		
<b>hp</b> 5 (1d8+1)		
<b>Fort</b> +3, <b>Ref</b> +4, <b>Will</b> +2		
<b>OFFENSE</b>		
<b>Speed</b> 10 ft., fly 80 ft. (average)		
<b>Melee</b> 2 talons +3 (1d4), bite +3 (1d4)		
<b>STATISTICS</b>		
<b>Str</b> 10, <b>Dex</b> 15, <b>Con</b> 12, <b>Int</b> 2, <b>Wis</b> 15, <b>Cha</b> 7		
<b>Base Atk</b> +0; <b>CMB</b> –1; <b>CMD</b> 11		
<b>Feats</b> Weapon Finesse		
<b>Skills</b> Fly +8, Perception +10; <b>Racial Modifiers</b> +8 Perception		
<b>ECOLOGY</b>		
<b>Environment</b> temperate mountains		
<b>Organization</b> solitary or pair		
<b>Treasure</b> none		

Among the most majestic of raptors, these predatory birds pluck fish from streams and lakes, drop down on rodents and small mammals in alpine meadows, and have even been known to pull young mountain goats from the assumed safety of their cliffs.




These creatures, like all birds of prey, have powerful clawed talons and sharp, hooked beaks perfect for tearing flesh. Their enhanced eyesight allows them to spot prey from great distances, and they typically hunt in wide circling patterns high above the ground.

Eagles typically build their massive nests in the tops of tall trees or among the rocky crags of steep cliffs. During breeding season, an eagle lays two eggs, but only one chick normally survives, as the stronger of the two usually kills and eats the weaker.

Eagles generally weigh between 8 and 15 pounds, with a wingspan of up to 7 feet, depending on the species.

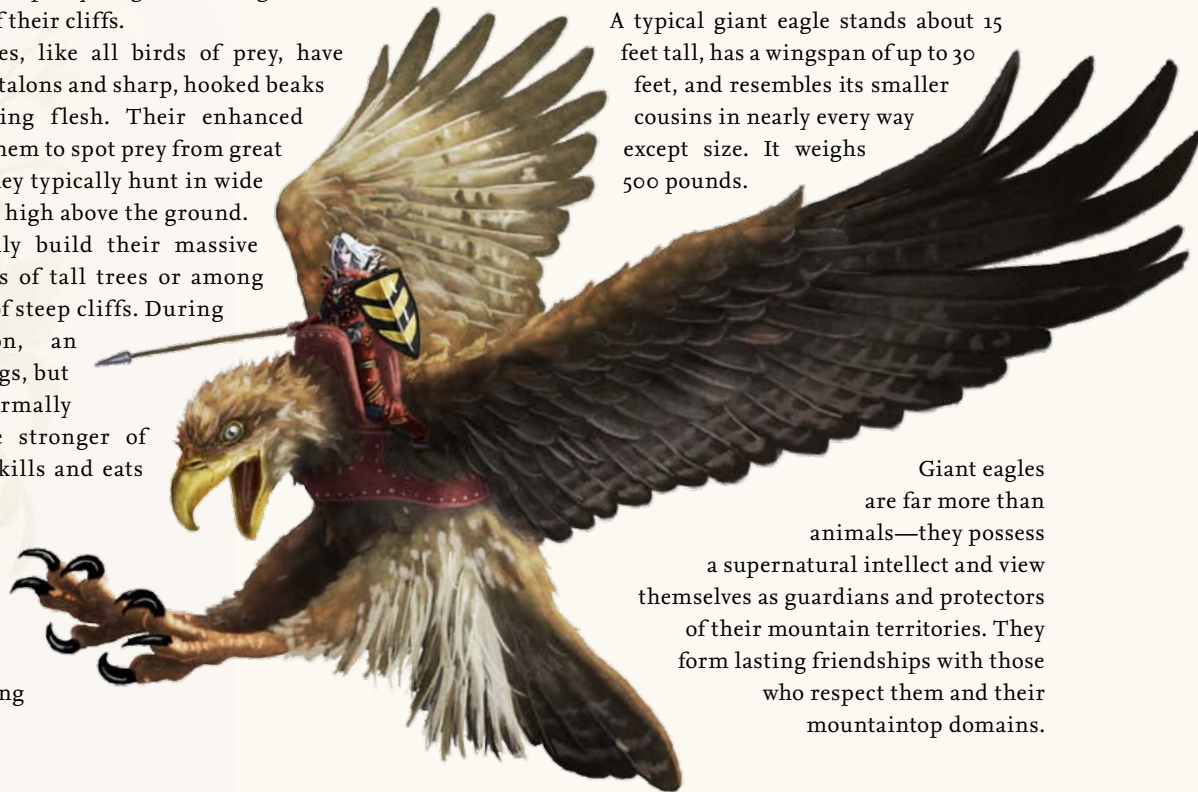
## EAGLE, GIANT

*This immense eagle's feathers are golden brown and shimmer in the light. Its sharp beak and curved talons are dark yellow.*

GIANT EAGLE	CR 3	  
<b>XP 800</b>		
NG Large magical beast		
<b>Init</b> +3; <b>Senses</b> low-light vision; Perception +15		
<b>DEFENSE</b>		
<b>AC</b> 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)		
<b>hp</b> 26 (4d10+4)		
<b>Fort</b> +5, <b>Ref</b> +7, <b>Will</b> +3		
<b>Defensive Abilities</b> evasion		
<b>OFFENSE</b>		
<b>Speed</b> 10 ft., fly 80 ft. (average)		
<b>Melee</b> 2 claws +7 (1d8+4), bite +7 (1d6+4)		
<b>Space</b> 10 ft.; <b>Reach</b> 5 ft.		
<b>STATISTICS</b>		
<b>Str</b> 18, <b>Dex</b> 17, <b>Con</b> 12, <b>Int</b> 10, <b>Wis</b> 15, <b>Cha</b> 11		
<b>Base Atk</b> +4; <b>CMB</b> +9; <b>CMD</b> 22		
<b>Feats</b> Alertness, Flyby Attack		
<b>Skills</b> Fly +8, Perception +15, Sense Motive +4; <b>Racial Modifiers</b> +4 Perception		
<b>Languages</b> Auran (cannot speak)		
<b>ECOLOGY</b>		
<b>Environment</b> temperate mountains		
<b>Organization</b> solitary, pair, or eyrie (3–12)		
<b>Treasure</b> none		

A typical giant eagle stands about 15 feet tall, has a wingspan of up to 30 feet, and resembles its smaller cousins in nearly every way except size. It weighs 500 pounds.

Giant eagles are far more than animals—they possess a supernatural intellect and view themselves as guardians and protectors of their mountain territories. They form lasting friendships with those who respect them and their mountaintop domains.



## EEL, ELECTRIC

This six-foot-long, snake-like fish moves slowly. A strange popping and snapping sound occasionally emits from the creature's body.

ELECTRIC EEL	CR 2			
<b>XP 600</b>				
N Small animal				
<b>Init</b> +6; <b>Senses</b> low-light vision; Perception +4				
DEFENSE				
<b>AC</b> 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)				
<b>hp</b> 17 (2d8+8)				
<b>Fort</b> +7, <b>Ref</b> +5, <b>Will</b> +0				
<b>Resist</b> electricity 10				
OFFENSE				
<b>Speed</b> 5 ft., swim 30 ft.				
<b>Melee</b> bite +3 (1d6+1) and tail –2 touch (1d6 electricity)				
STATISTICS				
<b>Str</b> 13, <b>Dex</b> 14, <b>Con</b> 19, <b>Int</b> 1, <b>Wis</b> 10, <b>Cha</b> 6				
<b>Base Atk</b> +1; <b>CMB</b> +1; <b>CMD</b> 13 (can't be tripped)				
<b>Feats</b> Improved Initiative				
<b>Skills</b> Escape Artist +10, Perception +4, Stealth +10, Swim +9; <b>Racial Modifiers</b> +8 Escape Artist				
ECOLOGY				
<b>Environment</b> warm fresh water				
<b>Organization</b> solitary				
<b>Treasure</b> none				
SPECIAL ABILITIES				
<b>Electricity (Ex)</b> An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a DC 15 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.				

The electric eel is a curious fish that breathes air instead of water, yet certainly its most unusual characteristic is its ability to generate powerful jolts of electricity. An electric eel is 6 feet long and weighs 45 pounds.

### Electric Eel Animal Companion

**Starting Statistics:** **Size** Small; **Speed** 5 ft., swim 30 ft.; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 14, Con 18, Int 1, Wis 10, Cha 6; **Special Qualities** amphibious, low-light vision, electricity resistance 5.

**4th-Level Advancement:** **AC** +2 natural armor; **Ability Scores** Dex +2, Con +2; **Special Qualities** electricity (1d6), electricity resistance 10.

## EEL, GIANT MORAY

This sixteen-foot-long eel slithers through the water with uncanny grace, mouth open to display large teeth and a second set of jaws.

GIANT MORAY EEL	CR 5			
<b>XP 1,600</b>				
N Large animal (aquatic)				
<b>Init</b> +6; <b>Senses</b> low-light vision, scent; Perception +7				
DEFENSE				
<b>AC</b> 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)				
<b>hp</b> 52 (7d8+21)				
<b>Fort</b> +8, <b>Ref</b> +9, <b>Will</b> +3				
OFFENSE				
<b>Speed</b> swim 30 ft.				
<b>Melee</b> bite +11 (2d6+9 plus grab)				
<b>Space</b> 10 ft.; <b>Reach</b> 10 ft.				
<b>Special Attacks</b> gnaw				
STATISTICS				
<b>Str</b> 22, <b>Dex</b> 14, <b>Con</b> 16, <b>Int</b> 1, <b>Wis</b> 12, <b>Cha</b> 8				
<b>Base Atk</b> +5; <b>CMB</b> +12 (+16 grapple); <b>CMD</b> 24 (can't be tripped)				
<b>Feats</b> Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)				
<b>Skills</b> Escape Artist +10, Perception +7, Stealth +8, Swim +14; <b>Racial Modifiers</b> +8 Escape Artist				
ECOLOGY				
<b>Environment</b> warm oceans				
<b>Organization</b> solitary, pair, or nest (3–6)				
<b>Treasure</b> none				
SPECIAL ABILITIES				
<b>Gnaw (Ex)</b> If a giant moray eel begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 attack, 1d6+3) against a foe it has already grabbed.				

The moray eel is a ferocious predator, capable of holding prey in its primary jaws while a smaller set of jaws inside its throat chews away bite-sized portions.

### Moray Eel Animal Companion

**Starting Statistics:** **Size** Medium; **AC** +5 natural armor; **Speed** swim 30 ft.; **Attack** bite (1d8); **Ability Scores** Str 14, Dex 16, Con 12, Int 1, Wis 12, Cha 8; **Special Qualities** low-light vision, grab.

**7th-Level Advancement:** **Size** Large; **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** gnaw.





# ELEMENTAL, AIR

*This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.*

## AIR ELEMENTAL

**Languages** Auran

### ECOLOGY

**Environment** Plane of Air

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

**Treasure** none

### SPECIAL ABILITIES

**Air Mastery (Ex)** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

## SMALL AIR ELEMENTAL

**CR 1**

**XP 400**

N Small outsider (air, elemental, extraplanar)

**Init** +7; **Senses** darkvision 60 ft.; Perception +4

### DEFENSE

**AC** 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +6, **Will** +0

**Defensive Abilities** air mastery; **Immune** elemental traits

### OFFENSE

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

**Melee** slam +6 (1d4+1)

**Special Attacks** whirlwind (DC 12)

### STATISTICS

**Str** 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +2; **CMD** 15

**Feats** Flyby Attack, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11

## MEDIUM AIR ELEMENTAL

**CR 3**

**XP 800**

N Medium outsider (air, elemental, extraplanar)

**Init** +9; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +9, **Will** +1

**Defensive Abilities** air mastery; **Immune** elemental traits

### OFFENSE

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

**Melee** slam +9 (1d6+3)

**Special Attacks** whirlwind (DC 14)

### STATISTICS

**Str** 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +6; **CMD** 22

**Feats** Dodge, Flyby Attack, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +11, Escape Artist +9, Fly +17, Knowledge

(planes) +1, Perception +7, Stealth +10

## LARGE AIR ELEMENTAL

**CR 5**

**XP 1,600**

N Large outsider (air, elemental, extraplanar)

**Init** +11; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, –1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +13, **Will** +2

**Defensive Abilities** air mastery; **DR** 5/—; **Immune** elemental traits

### OFFENSE

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

**Melee** 2 slams +14 (1d8+4)

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

**Special Attacks** whirlwind (DC 18)

### STATISTICS

**Str** 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8, **CMB** +13; **CMD** 31

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative<sup>B</sup>, Mobility, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11

## HUGE AIR ELEMENTAL

**CR 7**

**XP 3,200**

N Huge outsider (air, elemental, extraplanar)

**Init** +13; **Senses** darkvision 60 ft.; Perception +13

### DEFENSE

**AC** 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, –2 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +16, **Will** +5

**Defensive Abilities** air mastery; **DR** 5/—; **Immune** elemental traits

### OFFENSE

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

**Melee** 2 slams +17 (2d6+6)

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

**Special Attacks** whirlwind (DC 21)

### STATISTICS

**Str** 22, **Dex** 29, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +18; **CMD** 38

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9

## GREATER AIR ELEMENTAL

**CR 9**

**XP 6,400**

N Huge outsider (air, elemental, extraplanar)

**Init** +14; **Senses** darkvision 60 ft.; Perception +16

### DEFENSE

**AC** 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, –2 size)

**hp** 123 (13d10+52)

**Fort** +12, **Ref** +18, **Will** +6

**Defensive Abilities** air mastery; **DR** 10/—; **Immune** elemental traits

## OFFENSE

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

**Melee** 2 slams +21 (2d8+7)

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

**Special Attacks** whirlwind (DC 23)

## STATISTICS

**Str** 24, **Dex** 31, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +22; **CMD** 43

**Feats** Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Power Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +25, Escape Artist +23, Fly +27, Knowledge (planes) +12, Perception +16, Stealth +15

## ELDER AIR ELEMENTAL

**CR 11**

**XP 12,800**

N Huge outsider (air, elemental, extraplanar)

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

Perception +19

## DEFENSE

**AC** 28, touch 20, flat-footed 16 (+11 Dex, +1 dodge, +8 natural, -2 size)

**hp** 152 (16d10+64)

**Fort** +14, **Ref** +21, **Will** +7

**Defensive Abilities** air mastery; **DR** 10/—;

**Immune** elemental traits

## OFFENSE

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

**Melee** 2 slams +25 (2d8+9)

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

**Special Attacks** whirlwind (DC 27)

## STATISTICS

**Str** 28, **Dex** 33, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +16; **CMB** +27; **CMD** 49

**Feats** Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Power Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22

An air elemental prefers to attack flying or otherwise airborne targets, not only because its mastery over flight gives it a slight advantage, but also because it detests the thought of having to touch the ground. An air elemental can move underwater, and although it is an elemental and thus runs no risk of drowning, it has no ranks in Swim and loses much of its speed and mobility when underwater.

Elemental	Height	Weight	Whirlwind	Whirlwind
			Save DC	Height
Small	4 ft.	1 lb.	12	10–20 ft.
Medium	8 ft.	2 lbs.	14	10–30 ft.
Large	16 ft.	4 lbs.	18	10–40 ft.
Huge	32 ft.	8 lbs.	22	10–50 ft.
Greater	36 ft.	10 lbs.	23	10–60 ft.
Elder	40 ft.	12 lbs.	27	10–60 ft.



Air elementals are fast, flying creatures made of living air. Primitive and territorial, they resent being summoned or doing the bidding of mortals, and much prefer to spend their time on the Plane of Air, swooping and racing through the endless skies.

Although all air elementals of a similar size have identical statistics, the exact appearance of an air elemental can vary wildly between individuals. One might be an animated vortex of wind and smoke, while another might be a smoky bird-like creature with glowing eyes and wind for wings.



# ELEMENTAL, EARTH

*This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.*

## EARTH ELEMENTAL



**Languages** Terran

### ECOLOGY

**Environment** any (Plane of Earth)

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

**Treasure** none

### SPECIAL ABILITIES

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

## SMALL EARTH ELEMENTAL

**CR 1**

**XP 400**

N Small outsider (earth, elemental, extraplanar)

**Init** –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

### DEFENSE

**AC** 17, touch 10, flat-footed 17 (–1 Dex, +7 natural, +1 size)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** –1, **Will** +3

**Immune** elemental traits

### OFFENSE

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** slam +6 (1d6+4)

**Special Attacks** earth mastery

### STATISTICS

**Str** 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +4; **CMD** 13

**Feats** Improved Bull Rush<sup>B</sup>, Power Attack

**Skills** Appraise +1, Climb +7, Knowledge (dungeoneering) +1,

Knowledge (planes) +1, Perception +4, Stealth +7

## MEDIUM EARTH ELEMENTAL

**CR 3**

**XP 800**

N Medium outsider (earth, elemental, extraplanar)

**Init** –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

### DEFENSE

**AC** 18, touch 9, flat-footed 18 (–1 Dex, +9 natural)

**hp** 34 (4d10+12)

**Fort** +7, **Ref** +0, **Will** +4

**Immune** elemental traits

### OFFENSE

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** slam +9 (1d8+7)

**Special Attacks** earth mastery

### STATISTICS

**Str** 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +9; **CMD** 18

**Feats** Cleave, Improved Bull Rush<sup>B</sup>, Power Attack

**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

## LARGE EARTH ELEMENTAL

**CR 5**

**XP 1,600**

N Large outsider (earth, elemental, extraplanar)

**Init** –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

### DEFENSE

**AC** 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +1, **Will** +6

**DR** 5/—; **Immune** elemental traits

### OFFENSE

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** 2 slams +14 (2d6+7)

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

**Special Attacks** earth mastery

### STATISTICS

**Str** 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +16; **CMD** 25

**Feats** Cleave, Greater Bull Rush, Improved Bull Rush<sup>B</sup>, Improved Overrun, Power Attack

**Skills** Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

## HUGE EARTH ELEMENTAL

**CR 7**

**XP 3,200**

N Huge outsider (earth, elemental, extraplanar)

**Init** –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

### DEFENSE

**AC** 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +2, **Will** +7

**DR** 5/—; **Immune** elemental traits

### OFFENSE

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** 2 slams +17 (2d8+9)

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

**Special Attacks** earth mastery

# ELEMENTAL, EARTH

## STATISTICS

**Str** 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +21; **CMD** 30

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush<sup>B</sup>, Improved Overrun, Power Attack

**Skills** Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

## GREATER EARTH ELEMENTAL

**CR 9**

**XP** 6,400

N Huge outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +16

## DEFENSE

**AC** 21, touch 7, flat-footed 21, (-1 Dex, +14 natural, -2 size)

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

**Fort** +13, **Ref** +3, **Will** +8

**DR** 10/—; **Immune** elemental traits

## OFFENSE

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** 2 slams +21 (2d10+10)

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

**Special Attacks** earth mastery

## STATISTICS

**Str** 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +25; **CMD** 34

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush<sup>B</sup>, Improved Overrun, Improved Sunder, Power Attack

**Skills** Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7

## ELDER EARTH ELEMENTAL

**CR 11**

**XP** 12,800

N Huge outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19

## DEFENSE

**AC** 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)

**hp** 168 (16d10+80)

**Fort** +15, **Ref** +4, **Will** +10

**DR** 10/—; **Immune** elemental traits

## OFFENSE

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** 2 slams +26 (2d10+12/19-20)

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

**Special Attacks** earth mastery

## STATISTICS

**Str** 34, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +16; **CMB** +30; **CMD** 39

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush<sup>B</sup>, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack

**Skills** Appraise +19, Climb +31, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10

Elemental	Height	Weight
Small	4 ft.	80 lbs.
Medium	8 ft.	750 lbs.
Large	16 ft.	6,000 lbs.
Huge	32 ft.	48,000 lbs.
Greater	36 ft.	54,000 lbs.
Elder	40 ft.	60,000 lbs.

Earth elementals are plodding, stubborn creatures made of living stone or earth. When utterly still, they resemble a heap of stone or a small hill.

When an earth elemental lumbers into action, its actual appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Larger earth elementals often have a stony humanoid appearance. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.





# ELEMENTAL, FIRE

*This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.*

## FIRE ELEMENTAL



**Languages** Ignan

### ECOLOGY

**Environment** any (Plane of Fire)

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

**Treasure** none

## SMALL FIRE ELEMENTAL

**CR 1**

**XP 400**

N Small outsider (elemental, extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft.; Perception +4

### DEFENSE

**AC** 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)  
**hp** 11 (2d10)

**Fort** +3, **Ref** +4, **Will** +0

**Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 50 ft.

**Melee** slam +4 (1d4 plus burn)

**Special Attacks** burn (1d4, DC 11)

### STATISTICS

**Str** 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Dodge, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

## MEDIUM FIRE ELEMENTAL

**CR 3**

**XP 800**

N Medium outsider (elemental, extraplanar, fire)

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

### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)  
**hp** 30 (4d10+8)

**Fort** +6, **Ref** +7, **Will** +1

**Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 50 ft.

**Melee** slam +7 (1d6+1 plus burn)

**Special Attacks** burn (1d6, DC 14)

### STATISTICS

**Str** 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Dodge, Improved Initiative<sup>B</sup>, Mobility, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

## LARGE FIRE ELEMENTAL

**CR 5**

**XP 1,600**

N Large outsider (elemental, extraplanar, fire)

**Init** +9; **Senses** darkvision 60 ft.; Perception +11

### DEFENSE

**AC** 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, –1 size)  
**hp** 60 (8d10+16)

**Fort** +8, **Ref** +11, **Will** +4

**DR** 5/—; **Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 50 ft.

**Melee** 2 slams +12 (1d8+2 plus burn)

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

**Special Attacks** burn (1d8, DC 16)

### STATISTICS

**Str** 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +11; **CMD** 27

**Feats** Dodge, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Spring Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

## HUGE FIRE ELEMENTAL

**CR 7**

**XP 3,200**

N Huge outsider (elemental, extraplanar, fire)

**Init** +11; **Senses** darkvision 60 ft.; Perception +13

### DEFENSE

**AC** 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, –2 size)

**hp** 85 (10d10+30)

**Fort** +10, **Ref** +14, **Will** +5

**DR** 5/—, **Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 60 ft.

**Melee** 2 slams +15 (2d6+4 plus burn)

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

**Special Attacks** burn (2d6, DC 18)

### STATISTICS

**Str** 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +16; **CMD** 34

**Feats** Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Spring Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13

## GREATER FIRE ELEMENTAL

**CR 9**

**XP 6,400**

N Huge outsider (elemental, extraplanar, fire)

**Init** +12; **Senses** darkvision 60 ft.; Perception +16

### DEFENSE

**AC** 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, –2 size)

# ELEMENTAL, FIRE

**hp** 123 (13d10+52)

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

**DR** 10/—, **Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

## OFFENSE

**Speed** 60 ft.

**Melee** 2 slams +19 (2d8+7 plus burn)

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

**Special Attacks** burn (2d8, DC 20)

## STATISTICS

**Str** 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +22; **CMD** 41

**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Spring Attack, Weapon Finesse<sup>B</sup>, Wind Stance

**Skills** Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16

## ELDER FIRE ELEMENTAL

**CR 11**

**XP** 12,800

N Huge outsider (elemental, extraplanar, fire)

**Init** +13; **Senses** darkvision 60 ft.; Perception +19

## DEFENSE

**AC** 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, –2 size)

**hp** 152 (16d10+64)

**Fort** +14, **Ref** +19, **Will** +7

**DR** 10/—, **Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

## OFFENSE

**Speed** 60 ft.

**Melee** 2 slams +23 (2d8+8 plus burn)

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

**Special Attacks** burn (2d10, DC 22)

## STATISTICS

**Str** 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +16; **CMB** +26; **CMD** 46

**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative<sup>B</sup>, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse<sup>B</sup>, Wind Stance

**Skills** Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

Fire elementals are quick, cruel creatures of living flame. They enjoy frightening beings weaker than themselves, and terrorizing any creature they can set on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals vary in appearance—they usually manifest as coiling serpentine forms made of smoke and

flame, but some fire elementals take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

Elemental	Height	Weight
Small	4 ft.	1 lb.
Medium	8 ft.	2 lbs.
Large	16 ft.	4 lbs.
Huge	32 ft.	8 lbs.
Greater	36 ft.	10 lbs.
Elder	40 ft.	12 lbs.



EB



# ELEMENTAL, WATER

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

## WATER ELEMENTAL

**Languages** Aquan

### ECOLOGY

**Environment** any (Plane of Water)

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

**Treasure** none

### SPECIAL ABILITIES

**Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Vortex (Su)** A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page 306), but can only form underwater and cannot leave the water.

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

## SMALL WATER ELEMENTAL

CR 1

**XP** 400

N Small outsider (elemental, extraplanar, water)

**Init** +0; **Senses** darkvision 60 ft.; Perception +4

### DEFENSE

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

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +3, **Will** +0

**Immune** elemental traits

### OFFENSE

**Speed** 20 ft., swim 90 ft.

**Melee** slam +5 (1d6+3)

**Special Attacks** drench, vortex (DC 13), water mastery

### STATISTICS

**Str** 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Power Attack

**Skills** Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14

## MEDIUM WATER ELEMENTAL

CR 3

**XP** 800

N Medium outsider (elemental, extraplanar, water)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

### DEFENSE

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

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +5, **Will** +1

**Immune** elemental traits

### OFFENSE

**Speed** 20 ft., swim 90 ft.

**Melee** slam +7 (1d8+4)

**Special Attacks** drench, vortex (DC 15), water mastery

### STATISTICS

**Str** 16, **Dex** 12, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +7; **CMD** 18

**Feats** Cleave, Power Attack

**Skills** Acrobatics +6, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6, Swim +16

## LARGE WATER ELEMENTAL

CR 5

**XP** 1,600

N Large outsider (elemental, extraplanar, water)

**Init** +2; **Senses** darkvision 60 ft.; Perception +9

### DEFENSE

**AC** 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, –1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +8, **Will** +2

**DR** 5/—; **Immune** elemental traits

### OFFENSE

**Speed** 20 ft., swim 90 ft.

**Melee** 2 slams +12 (1d8+5)

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

**Special Attacks** drench, vortex (DC 19), water mastery

### STATISTICS

**Str** 20, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +14; **CMD** 27

**Feats** Cleave, Dodge, Great Cleave, Power Attack

**Skills** Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24

## HUGE WATER ELEMENTAL

CR 7

**XP** 3,200

N Huge outsider (elemental, extraplanar, water)

**Init** +4; **Senses** darkvision 60 ft.; Perception +13

### DEFENSE

**AC** 21, touch 13, flat-footed 16 (+4 Dex, +1 dodge, +8 natural, –2 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +11, **Will** +3

**DR** 5/—; **Immune** elemental traits

### OFFENSE

**Speed** 20 ft., swim 90 ft.

**Melee** 2 slams +15 (2d6+7)

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

**Special Attacks** drench, vortex (DC 22), water mastery

### STATISTICS

**Str** 24, **Dex** 18, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

# ELEMENTAL, WATER

**Base Atk** +10; **CMB** +19; **CMD** 34

**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack

**Skills** Acrobatics +11, Escape Artist +15, Knowledge (planes) +7, Perception +13, Stealth +3, Swim +26

## GREATER WATER ELEMENTAL

**CR 9**

**XP 6,400**

N Huge outsider (elemental, extraplanar, water)

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

### DEFENSE

**AC** 23, touch 14, flat-footed 17 (+5 Dex, +1 dodge, +9 natural, -2 size)

**hp** 123 (13d10+52)

**Fort** +12, **Ref** +15, **Will** +4

**DR** 10/—; **Immune** elemental traits

### OFFENSE

**Speed** 20 ft., swim 90 ft.

**Melee** 2 slams +20 (2d8+9)

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

**Special Attacks** drench, vortex (DC 25), water mastery

### STATISTICS

**Str** 28, **Dex** 20, **Con** 19, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +24; **CMD** 40

**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Lightning Reflexes, Power Attack

**Skills** Acrobatics +18, Escape Artist +20, Knowledge (planes) +12, Perception +16, Stealth +10, Swim +30

## ELDER WATER ELEMENTAL

**CR 11**

**XP 12,800**

N Huge outsider (elemental, extraplanar, water)

**Init** +6; **Senses** darkvision 60 ft.; Perception +19

### DEFENSE

**AC** 24, touch 15, flat-footed 17 (+6 Dex, +1 dodge, +9 natural, -2 size)

**hp** 152 (16d10+64)

**Fort** +14, **Ref** +18, **Will** +5

**DR** 10/—; **Immune** elemental traits

### OFFENSE

**Speed** 20 ft., swim 90 ft.

**Melee** 2 slams +24 (2d10+10/19-20)

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

**Special Attacks** drench, vortex (DC 28), water mastery

### STATISTICS

**Str** 30, **Dex** 22, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +16; **CMB** +28; **CMD** 45

**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Lightning Reflexes, Power Attack

**Skills** Acrobatics +25, Escape Artist +25, Knowledge (planes) +19, Perception +19, Stealth +17, Swim +37

Water elementals are patient, relentless creatures made of living fresh or salt water. They prefer to hide or drag their opponents into the water to gain an advantage.

As with other elementals, all water elementals have their own unique shapes and appearances. Most appear as wave-like creatures with vaguely humanoid faces and smaller wave “arms” to either side. Another common form is that of any aquatic creature, such as a shark or octopus, but made entirely out of water.




Elemental	Height	Weight	Vortex	Vortex
			Save DC	Height
Small	4 ft.	34 lbs.	13	10–20 ft.
Medium	8 ft.	280 lbs.	15	10–30 ft.
Large	16 ft.	2,250 lbs.	19	10–40 ft.
Huge	32 ft.	18,000 lbs.	22	10–50 ft.
Greater	36 ft.	21,000 lbs.	25	10–60 ft.
Elder	40 ft.	24,000 lbs.	28	10–60 ft.





## ELEPHANT




*These thick-skinned animals bear large ivory tusks flanking a long, prehensile snout.*

ELEPHANT	CR 7	  
<b>XP</b> 3,200		
N Huge animal		
<b>Init</b> +0; <b>Senses</b> low-light vision, scent; Perception +21		
<b>DEFENSE</b>		
<b>AC</b> 17, touch 8, flat-footed 17 (+9 natural, –2 size)		
<b>hp</b> 93 (11d8+44)		
<b>Fort</b> +13, <b>Ref</b> +7, <b>Will</b> +6		
<b>OFFENSE</b>		
<b>Speed</b> 40 ft.		
<b>Melee</b> gore +16 (2d8+10), slam +16 (2d6+10)		
<b>Space</b> 15 ft.; <b>Reach</b> 10 ft.		
<b>Special Attacks</b> trample (2d8+15; DC 25)		
<b>STATISTICS</b>		
<b>Str</b> 30, <b>Dex</b> 10, <b>Con</b> 19, <b>Int</b> 2, <b>Wis</b> 13, <b>Cha</b> 7		
<b>Base Atk</b> +8; <b>CMB</b> +20; <b>CMD</b> 30 (34 vs. trip)		
<b>Feats</b> Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)		
<b>Skills</b> Perception +21		
<b>ECOLOGY</b>		
<b>Environment</b> warm plains		
<b>Organization</b> solitary or herd (6–30)		
<b>Treasure</b> none		

These large land animals, majestically wandering the plains in tightly knit family herds, are symbols of wisdom and strength. Having few natural predators, elephants are sometimes hunted for their ivory tusks. These tusks often become jewelry, statuettes, and trinkets for the wealthy.

## ELEPHANT, MASTODON

*This creature is larger than a normal elephant, with enormous sweeping tusks and shaggy brown fur on its body.*

MASTODON	CR 9	  
<b>XP</b> 6,400		
N Huge animal		
<b>Init</b> +1; <b>Senses</b> low-light vision, scent; Perception +24		
<b>DEFENSE</b>		
<b>AC</b> 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, –2 size)		
<b>hp</b> 133 (14d8+70)		
<b>Fort</b> +14, <b>Ref</b> +10, <b>Will</b> +7		
<b>OFFENSE</b>		
<b>Speed</b> 40 ft.		
<b>Melee</b> gore +21 (2d8+12), slam +20 (2d6+12)		
<b>Space</b> 15 ft.; <b>Reach</b> 15 ft.		
<b>Special Attacks</b> trample (2d8+18, DC 29)		
<b>STATISTICS</b>		
<b>Str</b> 34, <b>Dex</b> 12, <b>Con</b> 21, <b>Int</b> 2, <b>Wis</b> 13, <b>Cha</b> 7		
<b>Base Atk</b> +10; <b>CMB</b> +24, <b>CMD</b> 35 (39 vs. trip)		
<b>Feats</b> Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)		
<b>Skills</b> Perception +24		
<b>ECOLOGY</b>		
<b>Environment</b> cold or temperate forests and plains		
<b>Organization</b> solitary or herd (6–30)		
<b>Treasure</b> none		

The great mastodons are primeval cousins of elephants. Their large tusks dwarf those of regular elephants, jutting outward and then curving back toward one another at the tips. Shaggy woolly mammoths are a mastodon variant adapted to cold environments, but have the same statistics.

### Elephant/Mastodon Companions



**Starting Statistics:** Size Medium; Speed 40 ft.; AC +4 natural armor; **Attack** gore (1d8), slam (1d6); **Ability Scores** Str 14, Dex 14, Con 13, Int 2, Wis 13, Cha 7; **Special Abilities** low-light vision, scent.

**7th-Level Advancement:** Size Large; AC +3 natural armor; **Attack** gore (2d6), slam (1d8); **Ability Scores** +8 Str, –2 Dex, +4 Con; **Special Abilities** trample (2d6).

Illustration by Dean Spencer

# ETTERCAP

*This hideous purple creature walks upright like a man, but its face is that of a spider, and its hands are sickle-shaped claws.*

ETTERCAP	CR 3	  
<b>XP 800</b>		
NE Medium aberration		
<b>Init</b> +7; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +9		
DEFENSE		
<b>AC</b> 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)		
<b>hp</b> 30 (4d8+12)		
<b>Fort</b> +6, <b>Ref</b> +4, <b>Will</b> +6		
OFFENSE		
<b>Speed</b> 30 ft., climb 30 ft.		
<b>Melee</b> bite +5 (1d6+2 plus poison) and 2 claws +5 (1d4+2)		
<b>Special Attacks</b> traps, web (+6 ranged, DC 15, hp 4)		
STATISTICS		
<b>Str</b> 14, <b>Dex</b> 17, <b>Con</b> 17, <b>Int</b> 6, <b>Wis</b> 15, <b>Cha</b> 8		
<b>Base Atk</b> +3; <b>CMB</b> +5; <b>CMD</b> 18		
<b>Feats</b> Great Fortitude, Improved Initiative		
<b>Skills</b> Climb +14, Craft (trapmaking) +8, Perception +9, Stealth +7; <b>Racial Modifiers</b> +8 on Craft (trapmaking)		
<b>Languages</b> Common		
<b>SQ</b> spider empathy +7		
ECOLOGY		
<b>Environment</b> temperate forests		
<b>Organization</b> solitary, pair, or nest (3–6 plus 2–8 giant spiders)		
<b>Treasure</b> standard		
SPECIAL ABILITIES		
<b>Poison (Ex)</b> Bite—injury; <i>save</i> Fort DC 15; <i>frequency</i> 1/round for 10 rounds; <i>effect</i> 1d2 Dex; <i>cure</i> 2 consecutive saves. The save DC is Constitution based.		
<b>Spider Empathy (Ex)</b> This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.		
<b>Traps (Ex)</b> The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time. Rules for crafting traps can be found in Chapter 13 of the <i>Pathfinder RPG Core Rulebook</i> .		
<b>Ettercap Deadfall:</b> CR 3; <i>Type</i> mechanical; <i>Perception</i> DC 20; <i>Disable Device</i> DC 20; <i>Trigger</i> location; <i>Reset</i> repair; <i>Effect</i> +10 melee (4d6), multiple targets (all targets in a 10-ft. square).		
<b>Ettercap Noose:</b> CR 1; <i>Type</i> mechanical; <i>Perception</i> DC 20; <i>Disable Device</i> DC 20; <i>Trigger</i> location; <i>Reset</i> repair;		

*Effect* +15 CMB check (grapple).

**Ettercap Spear Trap:** CR 2; *Type* mechanical; *Perception* DC 20; *Disable Device* DC 20; *Trigger* location; *Reset* repair; *Effect* +15 melee (1d6+6).

Ettercaps are typically 6 feet tall and weigh about 200 pounds. They are solitary creatures and rarely group with others of their kind, even to mate. When they do group, they tend to attract a variety of different spiders, forming a strange collective of ettercaps and arachnids. Ettercaps are known for building cunning traps out of webs and other natural materials, using them to trap prey. They build shelters out of webbing, often high up in the trees away from other ground-based predators, and use monstrous spiders as lookouts and guardians.

Ettercaps are not brave creatures, but their traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its claws and venomous bite. It usually refuses to come within melee reach of any foe that is still able to move, and flees if an opponent gets free.



Illustration by Andrew Hou





# ETTIN

*This lumbering, filthy, two-headed giant wears tattered remnants of leather armor and clutches a large flail in each fist.*

## ETTIN

CR 6



XP 2,400

CE Large humanoid (giant)

**Init** +3; **Senses** low-light vision; Perception +12

### DEFENSE

**AC** 18, touch 8, flat-footed 18; (+2 armor, -1 Dex, +8 natural, -1 size)

**hp** 65 (10d8+20)

**Fort** +9, **Ref** +2, **Will** +5

### OFFENSE

**Speed** 40 ft.

**Melee** 2 flails +12/+7 (2d6+6)

**Ranged** 2 javelins +5 (1d8+6)

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

**Special Attacks** superior two-weapon fighting

### STATISTICS

**Str** 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11

**Base Atk** +7; **CMB** +14; **CMD** 23

**Feats** Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

**Skills** Handle Animal +8, Perception +12; **Racial Modifiers** +4 on Perception

**Languages** pidgin of Giant, Goblin, and Orc

### ECOLOGY

**Environment** cold hills

**Organization** solitary, pair, gang (3–6), troupe (1–2 plus 1–2 brown bears), band (3–6 plus 1–2 brown bears), or colony (3–6 plus 1–2 brown bears and 7–12 orcs or 9–16 goblins)

**Treasure** standard (leather armor, 2 flails, 4 javelins, other treasure)

### SPECIAL ABILITIES

**Superior Two-Weapon Fighting (Ex)** An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. Their two heads provide them with unparalleled powers of perception, making them excellent guards.

Ettins superficially resemble hill or stone giants, although their tusked facial features betray orc blood in their lineage. They have pinkish-brown skin, but ettins never bathe if they can help it, which usually leaves them so grimy and dirty their skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years.

Ettins have no language of their own but speak a pidgin of Giant, Goblin, and Orc. Creatures that can speak any

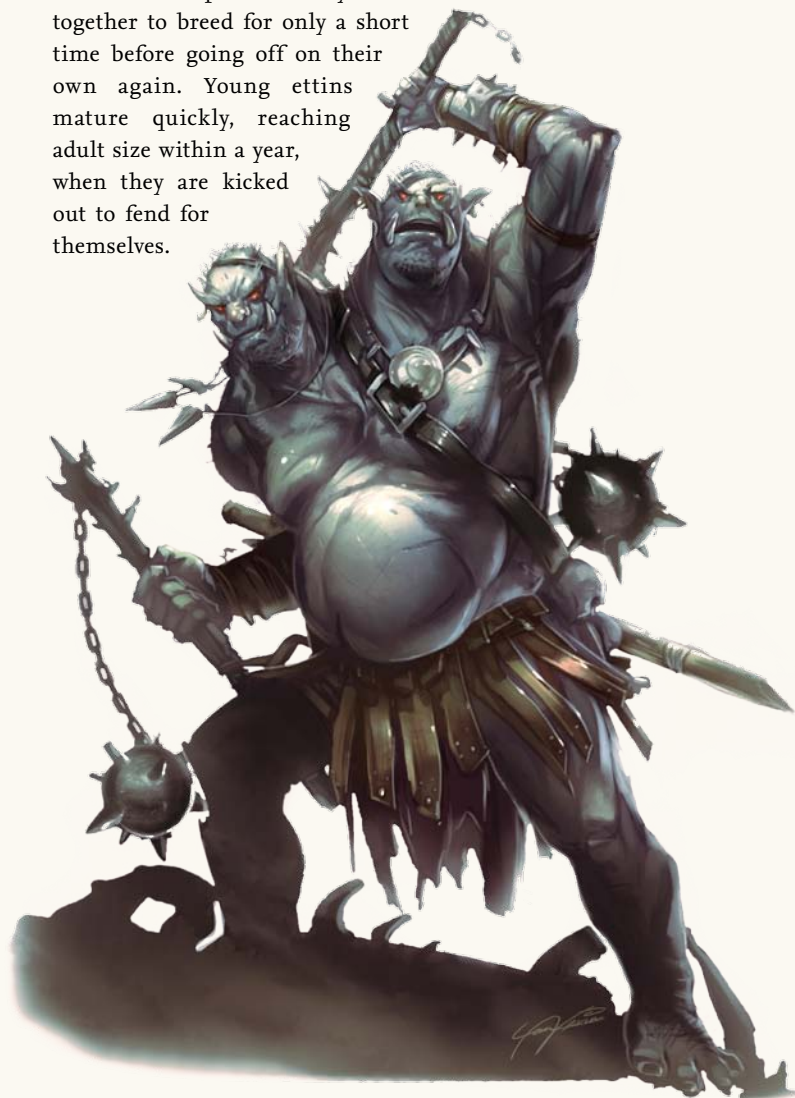
of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: if the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a fight, but once the battle has started, an ettin fights furiously until all enemies are dead.

Ettins lead solitary lives, establishing lairs in secluded rocky caves and hollows, often surrounded by pits and trenches. Ettins sometimes keep cave bears as pets and guardians for their lairs.



A particularly powerful ettin may attract a gang of a few followers, possibly with several goblin or orc allies. Such gatherings are the exception rather than the rule, however, and seldom last long, with individual ettins going their separate ways when opportunities for pillage and plunder decrease or if the leader is killed.

Mated couples usually come together to breed for only a short time before going off on their own again. Young ettins mature quickly, reaching adult size within a year, when they are kicked out to fend for themselves.



## FAMILIAR

Presented here are the base animal statistics for all of the most commonly used familiars—of course, these statistics can also be used for normal animals as well. Small animals like these use Dexterity to modify Climb and Swim checks.

**BAT** CR 1/8   

**XP 50**  
N Diminutive animal  
**Init** +2; **Senses** blindsense 20 ft., low-light vision; Perception +6

**DEFENSE**

**AC** 16, touch 16, flat-footed 14 (+2 Dex, +4 size)  
**hp** 2 (1d8–2)  
**Fort** +0, **Ref** +4, **Will** +2

**OFFENSE**

**Speed** 5 ft., fly 40 ft. (good)  
**Melee** bite +6 (1d3–4)  
**Space** 1 ft.; **Reach** 0 ft.




**STATISTICS**

**Str** 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5  
**Base Atk** +0; **CMB** –2; **CMD** 3  
**Feats** Weapon Finesse  
**Skills** Fly +16, Perception +6; **Racial Modifier** +4 Perception

**ECOLOGY**

**Environment** temperate and hot forests and deserts  
**Organization** colony (10–400)  
**Treasure** none

Most bats are insectivores or fruit-eaters, but at least one species drinks blood.

**CAT** CR 1/4   

**XP 100**  
N Tiny animal  
**Init** +2; **Senses** low-light vision, scent; Perception +5

**DEFENSE**

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)  
**hp** 3 (1d8–1)  
**Fort** +1, **Ref** +4, **Will** +1

**OFFENSE**

**Speed** 30 ft.  
**Melee** 2 claws +4 (1d2–4), bite +4 (1d3–4)  
**Space** 2–1/2 ft.; **Reach** 0 ft.

**STATISTICS**

**Str** 3, **Dex** 15, **Con** 8, **Int** 2, **Wis** 12, **Cha** 7  
**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)  
**Feats** Weapon Finesse  
**Skills** Climb +6, Perception +5, Stealth +14; **Racial Modifiers** +4 Climb, +4 Stealth

**ECOLOGY**

**Environment** temperate and hot plains or urban  
**Organization** solitary, pair, or pack (3–12)  
**Treasure** none

Cats typically weigh 5–15 pounds when fully grown.

**HAWK** CR 1/3   

**XP 135**  
N Tiny animal  
**Init** +3; **Senses** low-light vision; Perception +14

**DEFENSE**

**AC** 15, touch 15, flat-footed 12 (+3 Dex, +2 size)  
**hp** 4 (1d8)  
**Fort** +2, **Ref** +5, **Will** +2

**OFFENSE**

**Speed** 10 ft., fly 60 ft. (average)  
**Melee** 2 talons +5 (1d4–2)  
**Space** 2–1/2 ft.; **Reach** 0 ft.




**STATISTICS**

**Str** 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 14, **Cha** 7  
**Base Atk** +0; **CMB** +1; **CMD** 9  
**Feats** Weapon Finesse  
**Skills** Fly +7, Perception +14; **Racial Modifier** +8 Perception

**ECOLOGY**

**Environment** temperate forests  
**Organization** solitary or pair  
**Treasure** none

Falconers prize these majestic birds as trained hunting companions if raised from chicks and properly instructed.

**LIZARD** CR 1/6   

**XP 65**  
N Tiny animal  
**Init** +2; **Senses** low-light vision; Perception +1

**DEFENSE**

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)  
**hp** 3 (1d8–1)  
**Fort** +1, **Ref** +4, **Will** +1

**OFFENSE**

**Speed** 20 ft., climb 20 ft.  
**Melee** bite +4 (1d4–4)  
**Space** 2–1/2 ft.; **Reach** 0 ft.

**STATISTICS**

**Str** 3, **Dex** 15, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2  
**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)



**Feats** Weapon Finesse

**Skills** Acrobatics +10, Climb +10, Stealth +14; **Racial Modifiers** +8 Acrobatics

#### ECOLOGY

**Environment** any temperate or warm

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

**Treasure** none

Lizards can be found in any temperate or tropical climate. When confronted with predators, a lizard flees and hides.

### MONKEY

CR 1/4



**XP** 100

N Tiny animal

**Init** +2; **Senses** low-light vision; Perception +5

#### DEFENSE

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

**hp** 4 (1d8)

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

#### OFFENSE

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

**Melee** bite +4 melee (1d3–4)

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

#### STATISTICS

**Str** 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 6

**Feats** Weapon Finesse

**Skills** Acrobatics +10, Climb +10, Perception +5; **Racial Modifiers** +8 Acrobatics

#### ECOLOGY

**Environment** warm forests

**Organization** solitary, pair, band (3–9), or troop (10–40)

**Treasure** none

Monkeys are highly social creatures. They spend the majority of their day searching for food.

### OWL

CR 1/3



**XP** 135

N Tiny animal

**Init** +3; **Senses** low-light vision; Perception +10

#### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

**hp** 4 (1d8)

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

#### OFFENSE

**Speed** 10 ft., fly 60 ft. (average)

**Melee** 2 talons +5 (1d4–2)

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

#### STATISTICS

**Str** 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 15, **Cha** 6

**Base Atk** +0; **CMB** +1; **CMD** 9

**Feats** Weapon Finesse

**Skills** Fly +7, Perception +10, Stealth +15; **Racial Modifiers** +4 Perception, +4 Stealth

#### ECOLOGY

**Environment** temperate forests

**Organization** solitary or pair

**Treasure** none

Owls are nocturnal, rodent-eating birds that make very little noise in flight.

### RAT

CR 1/4



**XP** 100

N Tiny animal

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

#### DEFENSE

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

**hp** 4 (1d8)

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

#### OFFENSE

**Speed** 15 ft., climb 15 ft., swim 15 ft.

**Melee** bite +4 (1d3–4)

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

#### STATISTICS

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

**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)

**Feats** Weapon Finesse

**Skills** Climb +10, Stealth +18, Swim +10; **Racial Modifiers** +4 Stealth

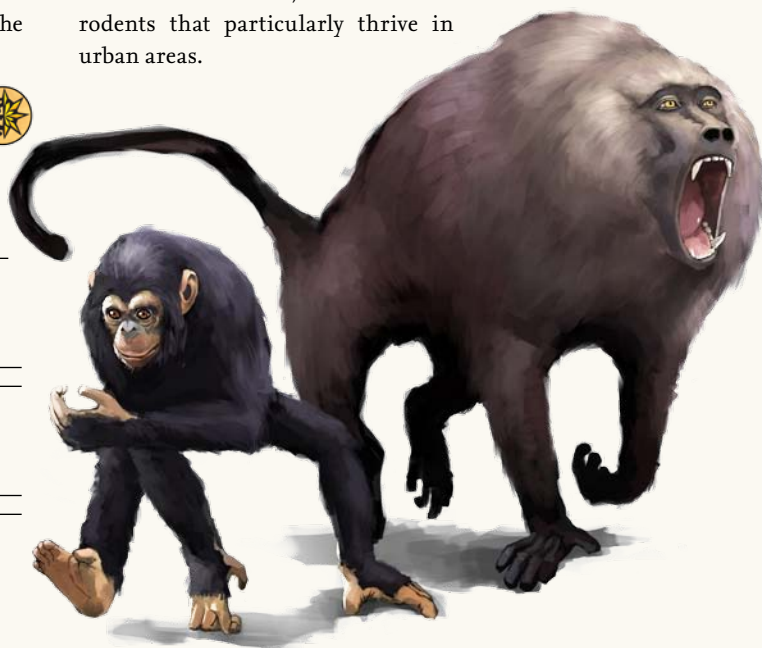
#### ECOLOGY

**Environment** any temperate

**Organization** solitary, pair, nest (3–12), or plague (13–100)

**Treasure** none

Fecund and secretive, rats are omnivorous rodents that particularly thrive in urban areas.



## RAVEN

CR 1/6



## XP 65

N Tiny animal

**Init** +2; **Senses** low-light vision; Perception +6

## DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)**hp** 3 (1d8–1)**Fort** +1, **Ref** +4, **Will** +2

## OFFENSE

**Speed** 10 ft., fly 40 ft. (average)**Melee** bite +4 (1d3–4)**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 2, **Dex** 15, **Con** 8, **Int** 2, **Wis** 15, **Cha** 7**Base Atk** +0; **CMB** +0; **CMD** 6**Feats** Skill Focus (Perception), Weapon Finesse**Skills** Fly +6, Perception +6

## ECOLOGY

**Environment** any temperate**Organization** solitary, pair, flock (3–12), or unkindness (13–100)**Treasure** none

The raven is an omnivorous scavenger that eats carrion, insects, food waste, berries, and even small animals.

## TOAD

CR 1/8



## XP 50

N Diminutive animal

**Init** +1; **Senses** low-light vision, scent; Perception +5

## DEFENSE

**AC** 15, touch 15, flat-footed 14 (+1 Dex, +4 size)**hp** 2 (1d8–2)**Fort** +0, **Ref** +3, **Will** +2

## OFFENSE

**Speed** 5 ft.**Space** 1 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 1, **Dex** 12, **Con** 6, **Int** 1, **Wis** 15, **Cha** 4**Base Atk** +0; **CMB** –3; **CMD** 2 (6 vs. trip)**Feats** Skill Focus (Perception)**Skills** Perception +5, Stealth +21; **Racial Modifiers** +4 Stealth

## ECOLOGY

**Environment** temperate and warm forests**Organization** solitary, pair, or knot (3–100)**Treasure** none

Toads are harmless amphibians with rough, warty skin and bulging eyes.

## VIPER

CR 1/2



## XP 200

N Tiny animal

**Init** +3; **Senses** low-light vision, scent; Perception +9

## DEFENSE

**AC** 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)**hp** 3 (1d8–1)**Fort** +1, **Ref** +5, **Will** +1

## OFFENSE

**Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +5 (1d2–2 plus poison)**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2**Base Atk** +0; **CMB** +1; **CMD** 8 (can't be tripped)**Feats** Weapon Finesse**Skills** Climb +11, Perception +9, Stealth +15, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth

## ECOLOGY

**Environment** any temperate and warm**Organization** solitary**Treasure** none

## SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Vipers are not particularly aggressive snakes, but their poisonous bite can be deadly.

## WEASEL

CR 1/2



## XP 200

N Tiny animal

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

## DEFENSE

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)**hp** 4 (1d8)**Fort** +2, **Ref** +4, **Will** +1

## OFFENSE

**Speed** 20 ft., climb 20 ft.**Melee** bite +4 (1d3–4 plus attach)**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)**Feats** Weapon Finesse**Skills** Acrobatics +10, Climb +10, Escape Artist +3, Stealth +14; **Racial Modifiers** +4 Stealth, +8 Acrobatics

## ECOLOGY

**Environment** temperate hills**Organization** solitary**Treasure** none

## SPECIAL ABILITIES

**Attach (Ex)** When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

Weasels are predators content with raiding chicken coops or attacking pets when they encounter civilization.