

GRAY OOZE

A seemingly mundane puddle, patch of moist stone, or glistening rock is suddenly revealed to be more as a terrible pseudopod lashes out.

GRAY OOZE

CR 4



XP 1,200

N Medium ooze

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

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 50 (4d8+32)

Fort +9, Ref -4, Will -4

Defensive Abilities ooze traits; **Immune** cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

STATISTICS

Str 16, Dex 1, Con 26, Int —, Wis 1, Cha 1

Base Atk +3; CMB +6 (+10 grapple); CMD 11 (can't be tripped)

SQ transparent

ECOLOGY

Environment cold marshes and underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Slinking their way through cold swamps and bleary marshlands, or sometimes even dungeons and caverns, gray oozes consume any organic materials they encounter. Despite its lack of intelligence, the gray ooze is a most problematic creature due to its transparency. While the ooze cannot easily climb walls or swim, its habit of lurking in the thick mud that lines the banks of marsh pools or lying in harmless-looking pools on dull-colored dungeon floors makes it dangerously easy to overlook and step on.

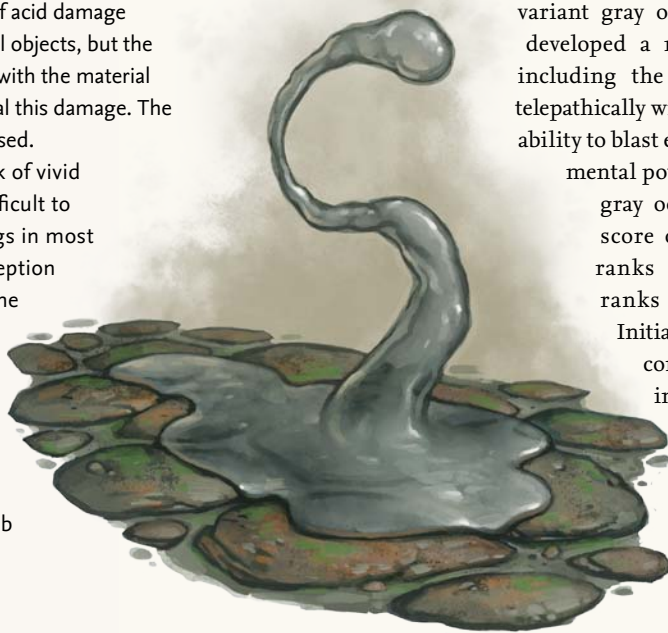
Some sages believe that the gray ooze is the result of a failed alchemical experiment, while others postulate that the first gray oozes spontaneously arose from a cesspit of magical detritus. Of course, these theories that gray oozes are not living organisms, but rather the alchemical result of an unfortunate mixture of rare caustic fluids and magical waste, are derided by many who dwell in areas plagued by the creatures but which do not have a long history of magical pollution.

Variant Gray Oozes

The gray ooze adapts readily and swiftly to changes in environments, the simple structure of its primeval form and its method of using fission to reproduce all but ensuring that such changes occur. Listed below are two such variants that adventurers have encountered.

Crystal Ooze (CR 4): The crystal ooze is an aquatic variant that dwells in deeper waters than most commonly found in the gray ooze's beloved swamps. A crystal ooze has the aquatic subtype and a swim speed of 30 ft. The crystal ooze lacks the gray ooze's constrict ability, but it does secrete a paralytic toxin that causes those whom it strikes to become paralyzed for 3d6 rounds if they fail a Fortitude saving throw (the save DC is Constitution-based).

Id Ooze (CR 6): Perhaps the strangest variant gray oozes are those that have developed a rudimentary intelligence, including the ability to communicate telepathically with other oozes, or even the ability to blast enemies with pulses of raw mental power. Id oozes are advanced gray oozes with an Intelligence score of 2 (and thus gain skill ranks and feats—typically 4 ranks in Stealth, Improved Initiative, and Toughness), can communicate basic empathic information with other id oozes within 100 feet via telepathy, and can use *lesser confusion* at will as a spell-like ability (CL equals the id ooze's HD).



GREEN HAG

Knots of dark, moldering hair spill over the features of this sickly, thin, green-skinned crone.

GREEN HAG		CR 5			
XP 1,600					
CE Medium monstrous humanoid					
Init +1; Senses darkvision 90 ft.; Perception +15					
DEFENSE					
AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)					
hp 58 (9d10+9)					
Fort +6, Ref +7, Will +7					
SR 16					
OFFENSE					
Speed 30 ft., swim 30 ft.					
Melee 2 claws +13 (1d4+4 plus weakness)					
Spell-Like Abilities (CL 9th)					
Constant— <i>pass without trace</i> , <i>tongues</i> , <i>water breathing</i>					
At will— <i>alter self</i> , <i>dancing lights</i> , <i>ghost sound</i> (DC 12), <i>invisibility</i> , <i>pyrotechnics</i> (DC 14), <i>tree shape</i> , <i>whispering wind</i>					
STATISTICS					
Str 19, Dex 12, Con 12, Int 15, Wis 13, Cha 14					
Base Atk +9; CMB +13; CMD 24					
Feats Alertness, Blind-Fight, Combat Casting,					
Deceitful, Great Fortitude					
Skills Bluff +13, Disguise +13,					
Knowledge (arcana) +11, Perception					
+15, Sense Motive +9, Stealth +13,					
Swim +18					
Languages Aklo, Common, Giant					
SQ mimicry					
ECOLOGY					
Environment temperate marshes					
Organization solitary or coven (3 hags of any kind)					
Treasure standard					
SPECIAL ABILITIES					
Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.					
Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.					

Terrifying crones known to haunt foul swamps and tangled forests, green hags harbor an intense hatred for all

beauty and purity. Making use of their varied deceptive abilities, these crones delight in murdering innocents, unhinging noble minds, and debasing the pure of heart. They are particularly fond of using *disguise self* to assume the forms of alluring young maidens and then seducing young men away from their lovers or families. In this form, they can infect such noble and upstanding citizens with all manner of debauchery and scandal. Some green hags prefer to reveal their true natures to their lovers at a moment precisely engineered to drive the man mad with horror and shame. Others drag out their dalliances and do what they can to utterly ruin the lives of the men they seduce before showing the broken shell that remains the truth. In the end, the luckiest of these unfortunate lovers end up being eaten by their green hag companions—for the unlucky, their final doom can be much worse, for the cruel imagination of the green hag is vast.

A typical green hag stands between 5 and 6 feet tall and weighs just under 160 pounds.

Hag Covens

When three hags of any type gather, they can form a coven to gain increased magical ability. Any combination of hags can form a coven, but green hags are the most common members of such foul gatherings.

Whenever all three hags of a particular coven are within 10 feet of one another, all three of them can work together to use any of the following spell-like abilities: *animate dead*, *baleful polymorph* (DC 18), *blight* (DC 17), *bestow curse* (DC 17), *clairaudience/clairvoyance*, *charm monster* (DC 17), *commune*, *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 18), *reincarnate*, *speak with dead*, *veil* (DC 19), *vision*.

All three hags must take a full-round action to take part in this form of cooperative magic. All coven spell-like abilities function at CL 9th (or at the highest CL available to the most powerful hag in the coven). The save DCs are Charisma-based, and function as if with a Charisma score of 16 unless one of the hags has a higher Charisma score, in which case the spell-like ability DCs are adjusted by that hag's Charisma modifier.

At the GM's discretion, certain more powerful hag covens might have additional spell-like abilities.



Illustration by Francis Tsai

GRIFFON

This majestic beast has the body of a lion, the head and forelegs of a great eagle, and a massive pair of feathered wings.

GRIFFON

CR 4



XP 1,200

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 42 (5d10+15)

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

OFFENSE

Speed 30 ft., fly 80 ft. (average)

Melee bite +8 (1d6+3), 2 talons +7 (1d6+3)

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

Special Attacks pounce, rake (2 claws +7, 1d4+3)

STATISTICS

Str 16, **Dex** 15, **Con** 16, **Int** 5, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 21 (25 vs. trip)

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

Skills Acrobatics +10, Fly +6, Perception +12; **Racial Modifiers** +4 Acrobatics, +4 Perception

Languages Common (cannot speak)

ECOLOGY

Environment temperate hills

Organization solitary, pair, or pride (6–10)

Treasure incidental

Griffons are powerful aerial predators, swooping down from their high aeries to take their prey with beak and talon. Aggressive and territorial, they are no mere beasts, but rather calculating combatants and loyal companions to those who earn their respect, fighting to the death to protect their friends and kin.

Weighing in at over 500 pounds and measuring 8 feet long from hooked beak to tufted tail, the griffon strikes an imposing silhouette that has long been used in heraldry and other iconography as a symbol of power, authority, and justice. In reality, the griffon is less concerned with abstract concepts than with hunting food and protecting its own. While they can sometimes be trained or befriended to serve as mounts, griffons have no inherent affinity for humanoids, and frequently come into bloody conflict with civilized races over their attempts to secure their favorite food—horse flesh. City folk may marvel at the trained griffon's stately manner and 25-foot wingspan, but those farmers forced to share territory with its wild kin know to hurry home and secure their barns when the beasts' hunting shrieks split the sky.

Griffons mate for life, and will often search for years to take vengeance over a slain mate or child. It was likely this innate stubbornness and fierce loyalty that first brought them into domestic use as mounts and guardians of treasure hoards. Despite the inherent danger, trade in captured griffons and stolen eggs is brisk, with their eggs worth up to 3,500 gp apiece and live young twice that. Characters eager for griffon mounts, however, should note that buying or forcibly domesticating intelligent creatures like griffons is still recognized as slavery by most good deities, and winning a griffon's allegiance of its own free will is no easy task. Reaching a mutually agreeable accord (or even a friendship) is a much more elegant and safe route to securing a griffon mount.

Before it can be ridden in combat, a griffon requires practice bearing the weight of its rider. In order to be trained successfully, a griffon must first be helpful toward its trainer (possibly requiring a Diplomacy, Intimidate, or Handle Animal check). After that, 6 weeks of practice and a successful DC 20 Handle Animal check is sufficient for the beast to be comfortable with its burden, and due to their intelligence, trained griffons can be treated as knowing every trick listed in the Handle Animal skill description, possibly even responding to new, simple requests made in Common.

Griffons can carry up to 300 pounds as a light load, 600 pounds as a medium load, and 900 pounds as a heavy load. Riding a griffon requires an exotic saddle.



HALF-CELESTIAL

A winged unicorn rises into the air on ivory pinions, a paragon of grace and beauty.

HALF-CELESTIAL UNICORN CR 4



XP 1,200

CG Large outsider (native)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

Aura magic circle against evil*

DEFENSE

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, -1 size; +2 deflection vs. evil)

hp 42 (4d10+20)

Fort +9, **Ref** +8, **Will** +8; +4 vs. poison

DR 5/magic; **Immune** charm, compulsion, disease, poison; **Resist** acid 10, cold 10, electricity 10; **SR** 15

OFFENSE

Speed 60 ft., fly 120 ft. (good)

Melee gore +10 (1d8+6), 2 hooves +7 (1d3+3)

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

Special Attacks smite evil 1/day (+7 attack, +4 damage), powerful charge (gore, 2d8+12)

Spell-Like Abilities (CL 9th)

At will—*detect evil*, *light*

3/day—*cure light wounds*, *protection from evil*

1/day—*aid*, *bless*, *cure moderate wounds*, *greater teleport* (within its territory*), *neutralize poison*

STATISTICS

Str 22, **Dex** 19, **Con** 20, **Int** 13, **Wis** 25, **Cha** 26

Base Atk +4; **CMB** +11; **CMD** 25 (29 vs. trip)

Feats Multiattack, Weapon Focus (horn)

Skills Acrobatics +11, Fly +13, Knowledge (planes) +5, Perception +14, Sense Motive +14, Stealth +11, Survival +14 (+17 forests);

Racial Modifiers +3 Survival in forests, +4 Stealth

Languages Common, Sylvan

SQ magical strike*, wild empathy +18*

ECOLOGY

Environment temperate forests

Organization solitary, mated pair, or blessing (3–6)

Treasure none

*Unicorn ability; see page 269 for details.

Most half-celestials are born of a mortal who loved a good outsider, but powerful holy magic can also create one.

Creating a Half-Celestial

“Half-celestial” is an inherited or acquired template that can be added to any living, corporeal creature with an

Intelligence score of 4 or more. A half-celestial creature retains the base creature’s statistics and special abilities except as noted here.

CR: HD 5 or less, as base creature + 1; HD 6–10, as base creature + 2; HD 11 or more, as base creature + 3.

Alignment: Any good.

Type: The creature’s type changes to outsider (native). Do not recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by +1.

Defenses/Qualities: It gains darkvision 60 feet; immunity to disease; +4 racial bonus on saves vs. poison; acid, cold, and electricity resist 10; DR 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more); and SR equal to CR + 11 (maximum 35).

Speed: Unless the base creature flies better, the half-celestial flies at twice the base creature’s land speed (good maneuverability).

Special Abilities: A half-celestial gains the following.

Smite Evil (Su): Once per day as a swift action it can smite evil as a paladin of the same level as its Hit Dice. The smite persists until the target is dead or the half-celestial rests.

Spell-Like Abilities: A half-celestial with an Int or Wis score of 8 or higher has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD (or the caster level of the base creature’s spell-like abilities, whichever is higher).

HD	Abilities	HD	Abilities
1–2	<i>Pro. evil</i> 3/day, <i>bless</i>	11–12	<i>Holy word</i>
3–4	<i>Aid</i> , <i>detect evil</i>	13–14	<i>Holy aura</i> 3/day, <i>hallow</i>
5–6	<i>Cure ser. wounds</i> , <i>neut. poison</i>	15–16	<i>Mass charm monster</i>
7–8	<i>Holy smite</i> , <i>remove disease</i>	17–18	<i>Summon monster IX</i> (celestials only)
9–10	<i>Dispel evil</i>	19–20	<i>Resurrection</i>

Abilities: A half-celestial gains a +4 bonus on three ability scores of its choice and a +2 bonus on the other three.

Skills: A half-celestial with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier.

HALF-DRAGON

This six-legged dragon flaps its massive wings as it lowers its head to glare with hideous glowing eyes.

DRACOLISK

CR 7



XP 3,200

Half-black dragon basilisk

N Medium dragon

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 21, touch 9, flat-footed 21 (-1 Dex, +12 natural)

hp 73 (7d10+35)

Fort +12, **Ref** +4, **Will** +5

Immune acid, sleep, paralysis

OFFENSE

Speed 20 ft., fly 40 ft. (average)

Melee bite +14 (1d8+7), 2 claws +14 (1d4+7)

Special Attacks breath weapon (60-foot line of acid, 7d6 acid damage, Reflex DC 18 half), gaze (DC 18, see page 29)

STATISTICS

Str 24, **Dex** 8, **Con** 21, **Int** 4, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +14; **CMD** 23 (31 vs. trip)

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

Skills Fly +9, Perception +14, Stealth +13; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment temperate swamp or underground

Organization solitary or pair

Treasure standard

Half-dragons are only rarely the result of dragons mating with other creatures—most are the result of strange magical experiments. In most cases, a successful creation breeds true with others of its kind, as with the dreaded dracolisk.

Creating a Half-Dragon

“Half-dragon” is an inherited or acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A half-dragon retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 2 (minimum 3).

Type: Creature type changes to dragon. Do not recalculate HD, BAB, or saves.

Armor Class: Nat. armor improves by +4.

Special Qualities and Defenses: A half-dragon gains darkvision 60 feet; low-light vision; and immunity to sleep, paralysis, and energy of the same type as its breath weapon.

Speed: A half-dragon has wings. Unless the base creature has a better fly

speed, the half-dragon can fly at twice the creature's base land speed (average maneuverability).

Melee: A half-dragon has two claw attacks and a bite attack. If the base creature can use manufactured weapons, the half-dragon can as well. A new claw or bite attack deals damage as appropriate for the half-dragon's size (see “Natural Attacks” on pages 301–302).

Special Abilities: A half-dragon retains all the special attacks of the base creature and gains a breath weapon usable once per day based on the dragon variety (see below). The breath weapon deals 1d6 hit points of damage per racial HD possessed by the half-dragon (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Dragon Variety	Breath Weapon
Black or copper	60-foot line of acid
Brass	60-foot line of fire
Blue or bronze	60-foot line of electricity
Gold or red	30-foot cone of fire
Green	30-foot cone of acid
Silver or white	30-foot cone of cold

Abilities: Increase from the base creature as follows: Str +8, Con +6, Int +2, Cha +2.

Skills: A half-dragon with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. Racial class skills are unchanged from the base creature's.



HALF-FIEND

This fiendish figure, complete with bat wings, claws, a fanged bull's head, and cloven feet, bellows a roar of challenge.

HALF-FIEND MINOTAUR

CR 6



XP 2,400

CE Large outsider (native)

Init +2; Senses darkvision 60 ft.; Perception +14

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 57 (6d10+24)

Fort +8, Ref +7, Will +6

Defensive Abilities natural cunning*; **DR** 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee greataxe +11/+6 (3d6+9/x3), bite +6 (1d8+3), gore +6 (1d6+3)

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

Special Attacks smite good 1/day, powerful charge (gore +13, 2d6+9)

Spell-Like Abilities (CL 6th)

3/day—darkness; 1/day—desecrate, unholy blight (DC 14)

STATISTICS

Str 23, **Dex** 14, **Con** 19, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +13; **CMD** 25

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Fly +0, Intimidate +9, Knowl. (religion) +5, Percep. +14, Stealth +7, Survival +14; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

ECOLOGY

Environment temperate ruins or underground

Organization solitary, pair, or gang (3-4)

Treasure standard (greataxe, other treasure)

*Minotaur ability; see page 206 for details.

Half-fiends are creatures heavily tainted with demonic, infernal, or other evil power.

Creating a Half-Fiend

"Half-fiend" is an inherited or acquired template that can be added to a living, corporeal creature with an Int score of 4 or more. A half-fiend uses all the base creature's statistics and special abilities except as noted here.

CR: HD 4 or less, as base creature + 1; HD 5 to 10, as base creature + 2; HD 11 or more, as base creature + 3.

Alignment: Any evil.

Type: The creature's type changes to outsider (native). Do not recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by +1.

Defenses/Qualities: Gains darkvision 60 feet; immunity to poison; acid, cold, electricity, and fire resistance 10; DR 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more); and SR equal to creature's CR + 11 (maximum 35).

Speed: Unless the base creature flies better, the half-fiend flies at twice the base creature's land speed (good).

Melee: A half-fiend gains two claw attacks and a bite attack. Damage depends on its size (see pages 301-302).

Special Attacks: A half-fiend gains the following.

Smite Good (Su): Once per day as a swift action it can smite good as the smite evil ability of a paladin of its Hit Dice, except affecting a good target. The smite persists until the target is dead or the half-fiend rests.

Spell-Like Abilities: A half-fiend with an Int or Wis score of 8 or higher has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, an ability is usable 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

HD	Abilities	HD	Abilities
1-2	Darkness 3/day	11-12	Blasphemy
3-4	Desecrate	13-14	Unholy aura 3/day, unhallow
5-6	Unholy blight	15-16	Horrid wilting
7-8	Poison 3/day	17-18	Summon monster IX (fiends only)
9-10	Contagion	19-20	Destruction

Abilities: A half-fiend gains a +4 bonus on three ability scores of its choice and a +2 bonus on the other three.

Skills: A half-fiend with racial HD has skill points per racial HD equal to 6 + Int mod. Racial class skills are unchanged, and class level skill ranks are unaffected.



HARPY

Save for the tattered wings and taloned feet, this creature resembles a feral woman with a wild look about her.

HARPY

CR 4



XP 1,200

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)

hp 38 (7d10)

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

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)

Special Attacks captivating song

STATISTICS

Str 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17

Base Atk +7; **CMB** +8; **CMD** 21

Feats Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)

Skills Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +5

Languages Common

ECOLOGY

Environment temperate marshes

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

Treasure standard (leather armor, morningstar, and other treasure)

SPECIAL ABILITIES

Captivating Song (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Often viewed as vicious and corrupted creatures, harpies know how creatures think and act. This understanding gives them an advantage when it comes to finding their favorite meals. While creatures of the wild easily fall victim to their captivating songs, these vile bird-women

prefer their meals spiced with complex sentient thoughts. Easy prey makes for a boring meal.

While ultimately savage and without remorse for their actions, a number of harpies live close to humanoid societies and enjoy parlaying with creatures that they see as potential meals.

Harpies tend to wear baubles and trinkets stolen from their victims, as they like to indulge in the shiny ornaments of mankind. Up close, these creatures reek with the stench of consumed victims, and they rarely let creatures not yet captivated too near, lest they smell the gore and decay upon their feathers. For this reason, many harpies wear perfumes and scented oils.

Harpies appear wildly different in different lands. Some seem like an amalgam of vultures and women, while others bear the regal markings of hawks or falcons in their feathers. Rare clutches of harpies in isolated and tropical parts of the world even have colorful feathers akin to parrots.



HELL HOUND

This creature resembles a thin, lanky wolf with reddish-brown fur, white claws, and burning, fiery red eyes.

HELL HOUND	CR 3
XP 800	
LE Medium outsider (evil, extraplanar, fire, lawful)	
Init +5; Senses darkvision 60 ft., scent; Perception +7	
DEFENSE	
AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)	
hp 30 (4d10+8)	
Fort +6, Ref +5, Will +1	
Immune fire	
Weaknesses vulnerability to cold	
OFFENSE	
Speed 40 ft.	
Melee bite +5 (1d8+1 plus 1d6 fire)	
Special Attacks breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)	
STATISTICS	
Str 13, Dex 13, Con 15, Int 6, Wis 10, Cha 6	
Base Atk +4; CMB +5; CMD 16 (20 vs. trip)	
Feats Improved Initiative, Run	
Skills Acrobatics +8, Perception +7, Stealth +13, Survival +7;	
Racial Modifiers +5 Stealth	
Languages Infernal (cannot speak)	
ECOLOGY	
Environment any (Hell)	
Organization solitary, pair, or pack (3–12)	
Treasure incidental	

A typical hell hound stands 4–5 feet tall at the shoulder and weighs 120 pounds. Efficient hunters, a favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving prey toward the rest of the pack with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing creatures relentlessly.

Hell hounds are particularly favored by fire giants, as the creatures are immune to fire and share the fire giant's sense of cruelty when it comes to handling intruders. Only when a fire giant goes too far toward treating a relatively intelligent hell hound like a pet do such alliances begin to falter.



HELL HOUND, NESSIAN

This creature resembles a powerfully built wolf the size of a large draft horse, with ebony fur and burning, fiery red eyes.

NESSIAN WARHOUND	CR 9
XP 6,400	
LE Large outsider (evil, extraplanar, fire, lawful)	
Init +6; Senses darkvision 60 ft., scent; Perception +12	
DEFENSE	
AC 24, touch 11, flat-footed 22 (+6 armor, +2 Dex, +7 natural, –1 size)	
hp 126 (12d10+60)	
Fort +13, Ref +10, Will +5	
Immune fire	
Weaknesses vulnerability to cold	
OFFENSE	
Speed 40 ft.	
Melee bite +20 (2d6+12/19–20 plus 2d6 fire)	
Space 10 ft.; Reach 10 ft.	
Special Attacks breath weapon (30-ft. cone, once every 1d4 rounds, 10d6 fire damage, Reflex DC 21 half)	
STATISTICS	
Str 27, Dex 15, Con 21, Int 4, Wis 12, Cha 6	
Base Atk +12; CMB +21; CMD 33 (37 vs. trip)	
Feats Alertness, Improved Critical (bite), Improved Initiative, Skill Focus (Stealth, Survival), Weapon Focus (bite)	
Skills Acrobatics +16, Perception +12, Stealth +21, Survival +18;	
Racial Modifiers +5 Stealth	
Languages Infernal	
ECOLOGY	
Environment any (Hell)	
Organization solitary, pair, or pack (3–6)	
Treasure standard (+2 chain shirt barding)	

Asmodeus, the Prince of Darkness, keeps vast kennels of these brutal warhounds beneath his palace in Nessus. All are fitted with shirts of fire-scorched barding, and the loyal beasts obey their master perfectly.

Nessian warhounds are tireless and relentless trackers, pursuing enemies of Asmodeus to the far corners of Hell and beyond. Once Asmodeus sets them to a task, they do not quit until either the task is complete or they are dead. They are fearsome, snarling horrors in combat.

HERD ANIMAL, AUROCHS

This large, horned bull has a dirty black hide and an aggressive temper. Its horns are wide and sharp.

AUROCHS	CR 2
XP 600 N Large animal Init +0; Senses low-light vision, scent; Perception +9	
DEFENSE	
AC 13, touch 9, flat-footed 13 (+4 natural, –1 size) hp 22 (3d8+9) Fort +6, Ref +3, Will +1	
OFFENSE	
Speed 40 ft. Melee gore +7 (1d8+9) Space 10 ft.; Reach 5 ft. Special Attacks stampede, trample (2d6+9, DC 17)	
STATISTICS	
Str 23, Dex 10, Con 17, Int 2, Wis 11, Cha 4 Base Atk +2; CMB +9; CMD 19 (23 vs. trip) Feats Endurance, Skill Focus (Perception) Skills Perception +9	
ECOLOGY	
Environment temperate plains Organization solitary, pair, or herd (3–30) Treasure none	
SPECIAL ABILITIES	

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Aurochs (both singular and plural) are large herd animals similar to domesticated cattle.

Aurochs Companions

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +1 natural armor, **Attack** gore (1d6); **Ability Scores** Str 14, Dex 12, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

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

HERD ANIMAL, BISON

This creature has small, upward-pointing horns, a shaggy coat of fur, and a large hump on its shoulders.

BISON	CR 4
XP 1,200 N Large animal Init +0; Senses low-light vision, scent; Perception +8	
DEFENSE	
AC 17, touch 9, flat-footed 17 (+8 natural, –1 size) hp 42 (5d8+20) Fort +8, Ref +4, Will +1	
OFFENSE	
Speed 40 ft. Melee gore +10 (2d6+12) Space 10 ft.; Reach 5 ft. Special Attacks stampede (see aurochs), trample (2d6+12, DC 20)	
STATISTICS	
Str 27, Dex 10, Con 19, Int 2, Wis 11, Cha 4 Base Atk +3; CMB +12; CMD 22 (26 vs. trip) Feats Endurance, Improved Bull Rush, Power Attack Skills Perception +8	
ECOLOGY	
Environment cold or temperate plains Organization solitary, pair, or herd (3–30) Treasure none	

Bison are large herd animals. They can grow as long as 12 feet and as tall as 7 feet at the shoulder. Average bison weigh 2,200 pounds. The bison's statistics can be used for almost any larger herd animal, such as the buffalo.

Bison frighten far less easily than their domesticated cousins and are much more aggressive when protecting the herd or their young. Adult bulls are extremely confrontational in mating season, and even kill one another in pursuit of particular females. After mating season, herds of bison tend to separate into smaller herds in preparation for the arrival of new calves. Bison companions are identical to aurochs animal companions.



HOBBGOBLIN

Standing as tall as a human, this muscular, gray-skinned creature peers about with tiny, observant eyes.

HOBBGOBLIN

CR 1/2



XP 200

Hobgoblin fighter 1

LE Medium humanoid (goblinoid)

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 17 (1d10+7)

Fort +5, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+2/19–20)

Ranged longbow +3 (1d8/x3)

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 15

Feats Toughness, Weapon Focus (longsword)

Skills Perception +2, Stealth +5; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

ECOLOGY

Environment temperate hills

Organization gang (4–9),

warband (10–24), or

tribe (25+ plus 50% noncombatants, 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 6–12 leopards, and 1–4 ogres or 1–2 trolls)

Treasure NPC Gear (studded leather armor, light steel shield, longsword, longbow with 20 arrows, other treasure)

Hobgoblins are militaristic and fecund, a combination that makes them quite dangerous in some regions. They breed quickly, replacing fallen members with new soldiers and keeping up their numbers despite the fortunes of war. They generally need little reason to declare war, but more often than not that reason is to capture new slaves—life as a slave in a hobgoblin lair is brutal and short, and new slaves are always needed to replace those who fall or are eaten.

Of all the goblinoid races, the hobgoblin is by far the most civilized.

They see the larger and more solitary bugbears as tools to be hired and used where appropriate, usually for specific missions involving assassination and stealth, and look upon their smaller goblin kin with a mix of shame and frustration. Hobgoblins admire goblin tenacity, yet their miniscule kindred's unpredictable nature and fondness for fire make them unwelcome additions to hobgoblin tribes or settlements. Nonetheless, most hobgoblin tribes include a small group of goblins, typically squatting in the most undesirable corners of the settlement.

Many hobgoblin tribes combine their love of warfare with keen intellects. The science of siege engines, alchemy, and complex feats of engineering fascinate most hobgoblins, and those who are particularly skilled are treated as heroes and invariably secure high-ranking positions in the tribe. Slaves with analytical minds are quite valued, and as such raids on dwarven cities are commonplace.

It is well known that hobgoblins mistrust and even despise magic, particularly arcane magic. Their shamans are treated with a mix of fear and respect, and are usually forced to live alone on the fringes of the tribe's lair. It is all but unheard of to find a hobgoblin practicing arcane magic, or as hobgoblins call it, "elf magic." This is the root of their hatred of magic—the hobgoblins' hatred of elves.

A hobgoblin stands 5 feet tall and weighs 160 pounds.

Hobgoblin Characters

Hobgoblins are defined by their class levels—they do not possess racial Hit Dice. All hobgoblins have the following racial traits.

+2 Dexterity, +2 Constitution:

Hobgoblins are fast and hearty.

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

Sneaky: Hobgoblins gain a +4 racial bonus on Stealth checks.

Languages: All hobgoblins begin play speaking Common and Goblin. Hobgoblins with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Infernal, Giant, Orc.

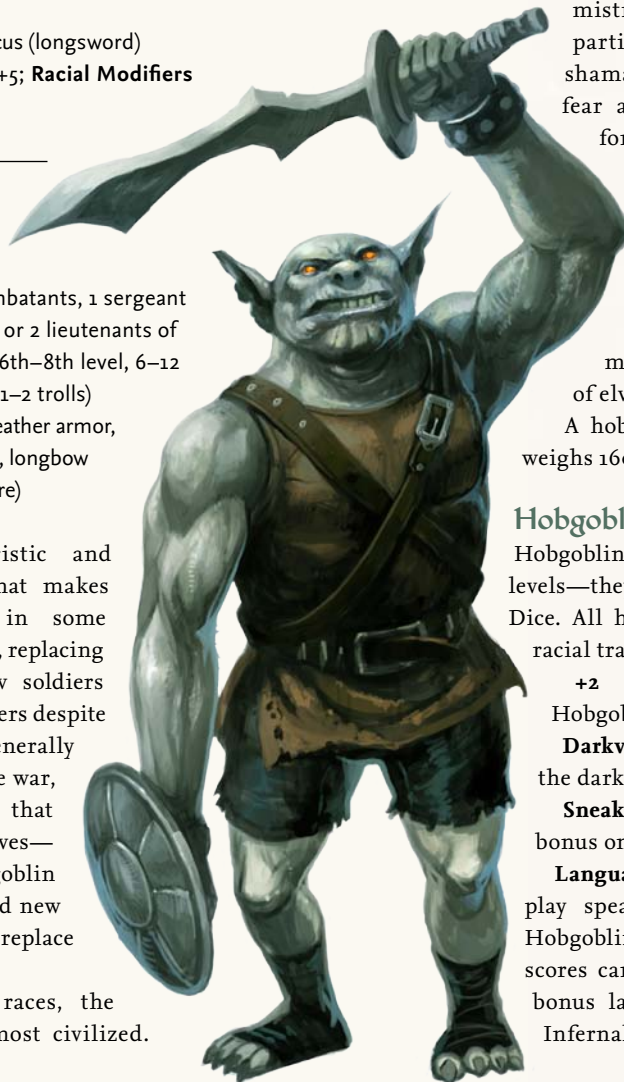


Illustration by Andrew Hou

HOMUNCULUS

This vaguely humanoid creature is about the size of a cat but looks more like a toothy, winged devil.

HOMUNCULUS CR 1

XP 400

Any alignment (same as creator) Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

DEFENSE

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

hp 11 (2d10)

Fort +0, **Ref** +4, **Will** +1

Defensive Abilities

construct traits

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee 1 bite +3 (1d4–1 plus poison)

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

STATISTICS

Str 8, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +2; **CMD** 11

Feats Lightning Reflexes

Skills Fly +10, **Perception** +3, **Stealth** +12

Languages Common (cannot speak); telepathic link

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—*injury*; *save* Fort DC 13; *frequency* 1/minute for 60 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Telepathic Link (Su) A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.

A homunculus is a miniature servant created by a spellcaster from his own blood. They are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features; some are more refined looking, but most creators don't bother to improve the creature's appearance beyond the minimum necessary for functioning.

Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature.

A homunculus never willingly travels more than a mile from its master, though it can be removed forcibly. If this occurs, the creature does everything in its power to return to this range, as it cannot communicate with its master beyond this distance. An attack that destroys a homunculus deals 2d10 points of damage to its master. If the creature's master is slain, the homunculus goes insane—it loses its Intelligence score, all feats, and all skill ranks, and generally claims the immediate surroundings as its domain, mindlessly attacking any who intrude upon its lair.

On rare occasions, a homunculus freed from its servitude rises above its master's original intent and becomes more than a half-insane construct guardian of a long-forgotten lair. In some cases, a homunculus might even come to see itself as the rightful heir to its master's legacy, or even the reincarnated spirit of the master himself.

Construction

A homunculus is shaped from a mixture of clay, ash, mandrake root, spring water, and one pint of the creator's own blood. These materials cost 50 gp. After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory, and costing an additional 1,000 gp to supply. If the creator is personally constructing the creature's body, the building and ritual can be performed together. A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds +2,000 gp to the cost to create.

The person whose blood is used to form a homunculus's body becomes its master; it is possible for one person to give blood for the creation, another to sculpt the base material, and another to magically animate it as a minion for the one who provided the blood.

HOMUNCULUS

CL 7th; **Price** 2,050 gp

CONSTRUCTION

Requirements Craft Construct, *arcane eye*, *mirror image*, *mending*; **Skill** Craft (leather) or Craft (sculptures) DC 12; **Cost** 1,050 gp.



HORSE

This proud horse thunders across the grassy plain with fluid grace, wind tugging at its loose-fitting barding.

HORSE	CR 1			
XP 400				
N Large animal				
Init +2; Senses low-light vision, scent; Perception +6				
DEFENSE				
AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)				
hp 15 (2d8+6)				
Fort +6, Ref +5, Will +1				
OFFENSE				
Speed 50 ft.				
Melee 2 hooves -2 (1d4+1)				
Space 10 ft.; Reach 5 ft.				
STATISTICS				
Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7				
Base Atk +1; CMB +5; CMD 17 (21 vs. trip)				
Feats Endurance, Run ^B				
Skills Perception +6				
SQ docile				
ECOLOGY				
Environment temperate plains				
Organization solitary, pair, or herd (3-30)				
Treasure none				
SPECIAL ABILITIES				
Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill on page 97 of the <i>Pathfinder RPG Core Rulebook</i>), a horse's hooves are treated as secondary attacks.				

Horses stand 5 to 6 feet tall at the shoulder and weigh between 1,000 and 1,500 pounds.

The statistics above are for a typical riding horse, called by some a "light horse." Some horses are larger and heartier, bred for labor such as pulling plows or carriages. These horses are called "heavy horses" and gain the following adjustments to the base statistics detailed above.

Heavy Horse: A heavy horse gains the advanced simple template. In addition, it also gains a bite attack that inflicts 1d4 damage, and its hoof damage increases to 1d6. As with a light horse, a heavy horse can be specifically trained for combat with the Handle Animal skill.



HORSE, PONY

This squat equine plods forward with large, curious eyes. As it nears, it extends its muzzle, clearly expecting a treat.

PONY	CR 1/2			
XP 200				
N Medium animal				
Init +1; Senses low-light vision, scent; Perception +5				
DEFENSE				
AC 11, touch 11, flat-footed 10 (+1 Dex)				
hp 13 (2d8+4)				
Fort +5, Ref +4, Will +0				
OFFENSE				
Speed 40 ft.				
Melee 2 hooves -3 (1d3)				
STATISTICS				
Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4				
Base Atk +1; CMB +2; CMD 13 (17 vs. trip)				
Feats Endurance, Run ^B				
Skills Perception +5				
SQ docile (see horse)				

ECOLOGY

Environment temperate plains

Organization solitary, pair, or herd (3-30)

Treasure none

Ponies are smaller breeds of horses better suited to halflings, gnomes, and dwarves, but they also make fond pets for humans as well. They stand 3 to 4 feet tall and weigh about 600 pounds.

A light load for a pony is up to 100 pounds, a medium load is 101-200 pounds, and a heavy load is 201-300 pounds. A pony can drag 1,500 pounds.

The statistics presented above are for a typical pony. Tougher ponies with the advanced simple template exist, but are relatively uncommon and, unlike horses, these creatures are not generally called "heavy ponies." Like horses, ponies can be trained for combat with the Handle Animal skill, and such mounts often serve halflings, gnomes, and other small races as steeds in combat.

HYDRA

Multiple angry snake-like heads rise from the sleek, serpentine body of this terrifying monster.

HYDRA

CR 4



XP 1,200

N Huge magical beast

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

DEFENSE

AC 15, touch 9, flat-footed 14 (+1 Dex, +6 natural, -2 size)

hp 47 (5d10+20); fast healing 5

Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 5 bites +6 (1d8+3)

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

Special Attacks pounce

STATISTICS

Str 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes

Skills Perception +10, Swim +11; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

ECOLOGY

Environment temperate marshes

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fast Healing (Ex) A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

Hydra Traits (Ex) A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A

hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

You can make more powerful hydras by increasing their Hit Dice—each added HD increases the hydra's statistics as appropriate, but also gives it one additional head and a +1 increase to its natural armor. A hydra's CR increases by +1 for each Hit Die it gains.

Cryohydra/Pyrohydra (+2 CR): Variants of the standard hydra, the cryohydra lives in cold marshes or on glaciers, while the pyrohydra prefers deserts or volcanic mountains. A cryohydra gains the Cold subtype, while a pyrohydra gains the Fire subtype. Each of its heads has a breath weapon (15-ft. cone, 3d6 cold damage [cryohydra] or 3d6 fire damage [pyrohydra], Reflex half) useable every 1d4 rounds. The save DC is 10 + 1/2 the hydra's HD + the hydra's Con modifier. Although fire attacks cannot prevent a pyrohydra's neck stump from growing new heads (since it is immune to fire), 5 points of cold damage does. Acid works normally on both hydra variants.



HYENA

This hyena is covered in shaggy, tan-colored fur with black and brown stripes.

HYENA	CR 1
XP 400	
N Medium animal	
Init +2; Senses low-light vision, scent; Perception +8	
DEFENSE	
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)	
hp 13 (2d8+4)	
Fort +5, Ref +5, Will +1	
OFFENSE	
Speed 50 ft.	
Melee bite +3 (1d6+3 plus trip)	
STATISTICS	
Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6	
Base Atk +1; CMB +3; CMD 15 (19 vs. trip)	
Feats Skill Focus (Perception)	
Skills Perception +8, Stealth +6 (+10 in tall grass); Racial Modifiers +4 Stealth in tall grass	
ECOLOGY	
Environment warm plains	
Organization solitary, pair, or pack (3–12)	
Treasure none	

Hyenas are pack hunters infamous for their cunning and their unnerving, laughter-like vocalizations. They are largely scavengers, but aren't above supplementing their diet of carrion with fresh prey.

Hyenas tend to hunt alone, but when hunting as a pack they typically send one or two members against a foe's front while the rest of the pack circles and attacks from behind.

Many of the savage humanoid races, particularly gnolls, use hyenas as guard dogs. Such hyenas typically wear leather barding and are trained from birth to be vicious and savage—many such creatures are advanced hyenas.

Hyena Companions

Starting Statistics: **Size** Small; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus trip); **Ability Scores** Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6 plus trip); **Ability Scores** Str +4, Dex –2, Con +2.

HYENA, DIRE

This large hyena has a thick head, rheumy red eyes, and a mouth filled with sharp, powerful teeth.

DIRE HYENA (HYAENODON)	CR 3
XP 800	
N Large animal	
Init +2; Senses low-light vision, scent; Perception +8	
DEFENSE	
AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)	
hp 26 (4d8+8)	
Fort +6, Ref +6, Will +2	
OFFENSE	
Speed 50 ft.	
Melee bite +6 (2d6+6 plus trip)	
Space 10 ft.; Reach 10 ft.	
STATISTICS	
Str 18, Dex 15, Con 15, Int 2, Wis 13, Cha 6	
Base Atk +3; CMB +8; CMD 20 (24 vs. trip)	
Feats Skill Focus (Perception, Stealth)	
Skills Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); Racial Modifiers +4 Stealth in tall grass	
ECOLOGY	
Environment warm plains	
Organization solitary, pair, or pack (3–8)	
Treasure incidental	

Dire hyenas (known to many as hyaenodons) are more fearsome than their smaller cousins. While hyaenodons won't turn down carrion as a handy meal, they much prefer to hunt for prey. A pack of dire hyenas rarely stops moving and hunting for anything other than sleep, mating, or food. Hyaenodons are 6 feet tall at the shoulder and often over 12 feet long. They weigh 900 pounds.

Gnolls have been known to train hyaenodons to serve in their lairs as guardians, or more commonly as fearsome mounts.



Illustration by Imaginary Friends

INTELLECT DEVOURER

Devoid of a head, or any features at all save for four short, clawed legs, this creature's body looks like a large, glistening brain.

INTELLECT DEVOURER

CR 8



XP 4,800

CE Small aberration

Init +10; **Senses** blindsight 60 ft., *detect magic*; Perception +19

DEFENSE

AC 22, touch 17, flat-footed 16 (+6 Dex, +5 natural, +1 size)

hp 84 (8d8+48)

Fort +7, **Ref** +8, **Will** +8

DR 10/adamantine and magic; **Immune** fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **SR** 23

Weaknesses vulnerability to *protection from evil*

OFFENSE

Speed 40 ft.

Melee 4 claws +13 (1d4+1)

Special Attacks body thief, sneak attack +3d6

Spell-Like Abilities (CL 8th)

Constant—*detect magic*

At will—*confusion* (DC 17, single target only), *daze monster* (DC 15, no HD limit), *inflict serious wounds* (DC 16), *invisibility*, *reduce size* (as *reduce person* but self only)

3/day—*cure moderate wounds*, *globe of invulnerability*

STATISTICS

Str 12, **Dex** 23, **Con** 21, **Int** 16, **Wis** 10, **Cha** 17

Base Atk +6; **CMB** +6; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Toughness, Weapon Finesse

Skills Bluff +19, Disguise +11, Knowledge (local) +14, Perception +19, Sense Motive +8, Stealth +29, Use Magic Device +11;

Racial Modifiers +8 Bluff, +8 Perception, +8 Stealth

Languages Undercommon (cannot speak); telepathy 100 ft.

ECOLOGY

Environment any underground

Organization solitary, brood (2–6), or tribe (7–16)

Treasure double

SPECIAL ABILITIES

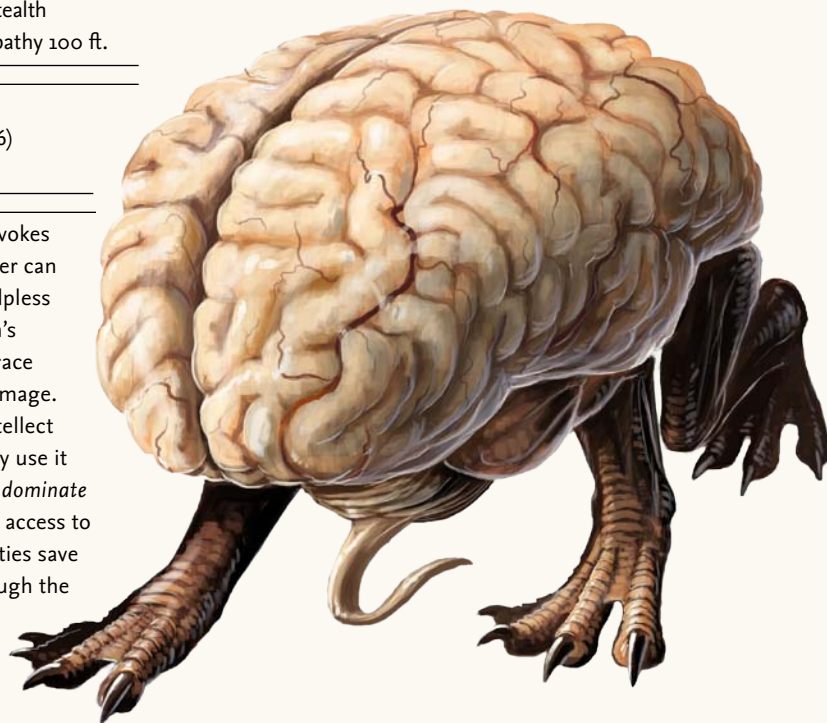
Body Thief (Su) As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a *dominate monster* spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not

have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via *gentle repose*). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can.

Vulnerable to *Protection from Evil* (Ex) An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

Thought by some to be invaders from another dimension or planet, the sinister intellect devourers are certainly one of the world's cruelest races. Incapable of experiencing emotions or wallowing in the sins of physical pleasure on their own, intellect devourers are forced to steal bodies in order to indulge their gluttony, lust, and cruelty. Stories tell of entire cities of these creatures deep underground, where host bodies are worn like clothes to hideous orgies and vile feasts. Lone intellect devourers often dwell in ruins or caves on the edge of a civilized region so they can make periodic forays into town to “shop” for an attractive new body.

An intellect devourer is 3 feet long and weighs about 60 pounds.



INVISIBLE STALKER

No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.

INVISIBLE STALKER

CR 7



XP 3,200

N Medium outsider (air, elemental, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +12

DEFENSE

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

hp 80 (7d10+42)

Fort +11, Ref +11, Will +4

Defensive Abilities natural invisibility; Immune elemental traits

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4)

STATISTICS

Str 18, Dex 19, Con 22, Int 14, Wis 15, Cha 11

Base Atk +7; CMB +11; CMD 25

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

ECOLOGY

Environment any (Plane of Air)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Improved Tracking (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

Natural Invisibility (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

Very little is known about these enigmatic and mysterious creatures, as their very nature makes details of their true form difficult to discern. Brought to this world from the Plane of Air, these creatures fulfill tasks for those who conjure them. Invisible stalkers act as guardians, assassins, and trackers, occupations in which they excel. Their natural invisibility and skill at stealth allow them to follow their quarry without detection and give them the upper hand when it comes to exterminating a mark.

Many invisible stalkers resent this and see these petty tasks as nothing more than chores dictated by mortals. When given a particularly complex or bothersome task, an

invisible stalker seeks to find a loophole in a poorly worded instruction. For instance, wizards calling an invisible stalker into service with the instructions “protect me from danger” might find themselves escorted to a faraway hidden location, or even brought to the Plane of Air.

Due to their constant summoning, many invisible stalkers harbor hostility for those dwelling on the Material Plane. Those invisible stalkers new to the mortal world only know the stories of their kind and tend to keep an open mind about the intentions of those who call them. Over time, or in the service of a particularly vile master, invisible stalkers form negative opinions of these creatures of flesh and bone, leading to their tendency to pervert their instructions and cause harm to their masters. For older and more experienced invisible stalkers, the only thing protecting those who summon them is the magic that binds them. These creatures automatically try to use inconsistencies in the wording of their tasks and literal twists on the intention to find a way to inconvenience, injure, or even kill the priest or arcanist that brought them to the plane.



Illustration by Tyler Walpole