

IRON COBRA

This creature resembles a small, metallic cobra. Its body is made of overlapping iron plates, and its eyes are pinpoints of red light.

IRON COBRA

CR 2



XP 600

N Small construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)

hp 15 (1d10+10)

Fort +0, **Ref** +2, **Will** +0

DR 5/—; **Immune** construct traits; **SR** 13

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+1 plus poison)

STATISTICS

Str 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 13 (can't be tripped)

Skills Stealth +12; **Racial Modifiers** +6 Stealth

SQ find target

ECOLOGY

Environment any

Organization solitary, pair, or nest (3–10)

Treasure none

SPECIAL ABILITIES

Find Target (Su) Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creator must have seen or be holding an item from the specified creature for this order to function.

Poison (Ex) An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used.

Black Adder Venom: Bite—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

The iron cobra is a simple construct that resembles a hooded cobra made out of metal. The iron cobra is typically used as a bodyguard or guardian of treasure, though its magical ability to unerringly locate creatures means it is also used as an assassin. Since an iron cobra's poison reservoir can contain multiple types of venom, the construct's specific use can be further tailored by

varying the poison used. Some spellcasters even fill these reservoirs with potions, so that when the cobra bites, it injects the potion into its target. This is a somewhat dangerous method for gaining the effects of a potion, but it does free up the cobra's master to do other things in a combat round apart from quaffing potions.

Iron is the most common material for these creations, but some crafters prefer more exotic materials when creating the serpentine constructs.

Adamantine Cobra (+1 CR): This cobra is more solidly built than others. Its natural armor bonus increases to +12, it gains +5 hp per HD, and it gains DR 10/—.

Cold Iron Cobra (+0 CR): This cobra's natural attacks count as cold iron for the purpose of bypassing DR.

Darkwood Cobra (+0 CR): This cobra is more mobile; it gains a swim speed of 30 ft. and a climb speed of 20 ft.

Mithral Cobra (+1 CR): This cobra is much swifter. Its Dexterity increases by +4 and its speed to 70 ft., and it can make 2 bite attacks per round as a full attack action.

Construction

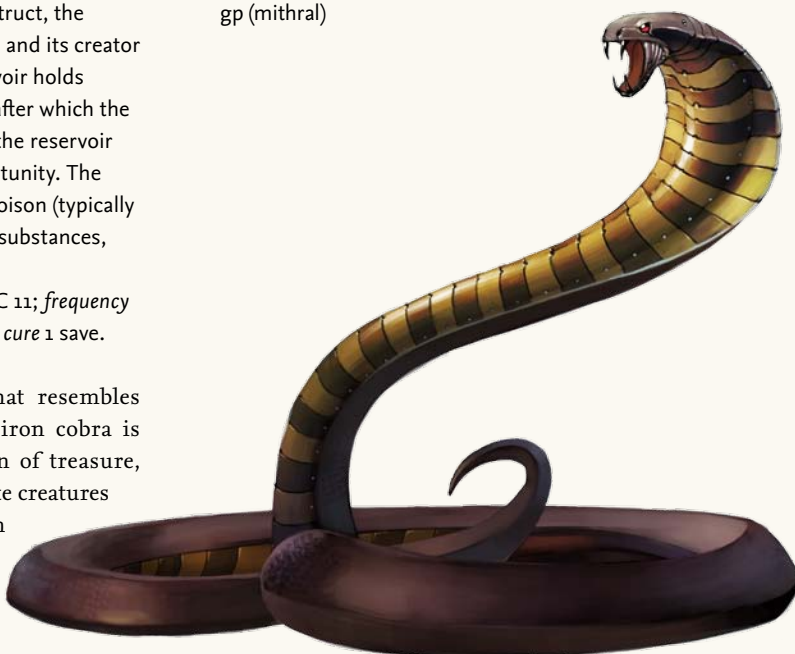
An iron cobra's body is built from 100 pounds of magically treated materials (typically iron).

IRON COBRA

CL 7th; **Price** 4,000 gp (iron); 20,000 gp (adamantine), 8,000 (cold iron), 5,000 (darkwood), or 10,000 gp (mithral)

CONSTRUCTION

Requirements Craft Construct, *animate object*, *discern location*, *geas/quest*; **Skill** Craft (armor), Craft (blacksmithing), Craft (carpentry [for darkwood cobras only]), or Craft (weapons) DC 15; **Cost** 2,000 gp (iron); 4,000 gp (cold iron); 10,000 gp (adamantine); 2,500 gp (darkwood); 5,000 gp (mithral)



KOBOLD

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

KOBOLD

CR 1/4



XP 100

Kobold warrior 1

LE Small humanoid (reptilian)

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

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

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

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee spear +1 (1d6-1)

Ranged sling +3 (1d3-1)

STATISTICS

Str 9, **Dex** 13, **Con** 10, **Int** 10,

Wis 9, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6,

Perception +5, Stealth +5;

Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

SQ crafty

ECOLOGY

Environment temperate

underground or deep forest

Organization solitary, gang (2-4), nest (5-30 plus equal number of noncombatants, 1 sergeant of 3rd level per 20 adults, and 1 leader of 4th-6th level), or tribe (31-300 plus 35% noncombatants, 1 sergeant of 3rd level per 20 adults, 2 lieutenants of 4th level, 1 leader of 6th-8th level, and 5-16 dire rats)

Treasure NPC gear (leather armor, spear, sling, other treasure)

SPECIAL ABILITIES

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold.

Kobolds are creatures of the dark, found most commonly in enormous underground warrens or the dark

corners of the forest where the sun is unable to reach. Due to their physical similarities, kobolds loudly proclaim themselves the scions of dragonkind, destined to rule the earth beneath the wings of their great god-cousins, but most dragons have little use for the obnoxious pests.

While they may speak loudly of divine right and manifest destiny, kobolds are keenly aware of their own weakness. Cowards and schemers, they never fight fair if they can help it, instead setting up ambushes and double-crosses, holing up in their warrens behind countless crude but ingenious traps, or rolling over the enemy in vast, yipping hordes.

Kobold coloration varies even among siblings from the same egg clutch, ranging through the colors of the chromatic dragons, with red being the most common but white, green, blue, and black kobolds not unheard of.

Kobold Characters

Kobolds are defined by their class levels—they do not possess racial Hit Dice. A kobold with NPC class levels takes a -3 penalty to its CR (rather than the normal -2 penalty). All kobolds have the following racial traits.

-4 Strength, +2 Dexterity, -2 Constitution: Kobolds are fast but weak.

Small: Kobolds are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

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

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

Armor: Kobolds have a +1 natural armor bonus.

Crafty: Kobolds gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks. Craft (trapmaking) and Stealth are always class skills for a kobold.

Weakness: Light sensitivity (see page 301).

Languages: Kobolds begin play speaking only Draconic.

Kobolds who have high Intelligence scores can choose any of the following bonus languages: Common, Dwarven, Gnome, and Undercommon.



Illustration by Imaginary Friends

KRAKEN

This tremendous leviathan resembles a vast squid, yet the markings on its body are strangely unsettling to look upon.

KRAKEN

CR 18



XP 153,600

NE Gargantuan magical beast (aquatic)

Init +4; **Senses** darkvision 120 ft., low-light vision; Perception +28

DEFENSE

AC 32, touch 6, flat-footed 32 (+26 natural, –4 size)

hp 290 (20d10+180)

Fort +21, **Ref** +12, **Will** +11

Immune cold, mind-affecting effects, poison

OFFENSE

Speed 10 ft., swim 40 ft., jet 280 ft.

Melee 2 arms +26 (2d6+10/19–20 plus grab), 8 tentacles +24 (1d8+5 plus grab), bite +26 (2d8+10)

Space 20 ft.; **Reach** 20 ft. (60 ft. with arm, 40 ft. with tentacle)

Special Attacks constrict (tentacles, 1d8+10), ink cloud, rend ship

Spell-Like Abilities (CL 15th)

1/day—*control weather*, *control winds*, *dominate monster* (DC 24, animal only), *resist energy*

STATISTICS

Str 30, **Dex** 10, **Con** 29, **Int** 21, **Wis** 20, **Cha** 21

Base Atk +20; **CMB** +34 (+38 grappling); **CMD** 44 (can't be tripped)

Feats Bleeding Critical, Blind-Fight, Cleave, Combat

Expertise, Critical Focus, Improved Critical (arm), Improved Initiative, Improved Trip, Multiattack, Power Attack

Skills Intimidate +25, Knowledge (geography) +25, Knowledge (nature) +25, Perception +28, Stealth +11, Swim +41, Use Magic Device +25

Languages Aquan, Common

SQ tenacious grapple

ECOLOGY

Environment any ocean

Organization solitary

Treasure triple

SPECIAL ABILITIES

Ink Cloud (Ex) A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based.

Kraken Ink: Ink cloud—contact; save Fort DC 29; frequency 1/round for 10 rounds; effect 1 Str damage plus nausea; cure 2 consecutive saves.

Jet (Ex) A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Rend Ship (Ex) As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes a CMB check opposed by the ship's captain's Profession (sailor) check, but the kraken gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

Tenacious Grapple (Ex) A kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.

The legendary kraken is one of the greatest of sailors' fears, for here is a creature the size of a whale, one that can strike from the unseen depths below, can command the winds and weather that a ship needs to move, and possesses the cruel intellect of the world's most creative and spiteful criminals. Some believe krakens to be a punishment of the gods, while others hold them to be the true lords of the deep, with the air-breathing races naught but their cattle.

A kraken measures nearly 100 feet in length and weighs 4,000 pounds.



KYTON

Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.

KYTON

CR 6



XP 2,400

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

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

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 60 (8d10+16); regeneration 2 (good weapons and spells, silver weapons)

Fort +8, Ref +9, Will +3

DR 5/silver or good; Immune cold; SR 17

OFFENSE

Speed 30 ft.

Melee 4 chains +11 (2d4+2)

Space 5 ft; Reach 5 ft. (10 ft. with chains)

Special Attacks dancing chains, unnerving gaze

STATISTICS

Str 15, Dex 17, Con 14, Int 11, Wis 12,

Cha 12

Base Atk +8; CMB +10; CMD 23

Feats Alertness, Blind-Fight,

Improved Initiative, Weapon Focus (chain)

Skills Acrobatics +14, Climb +13, Craft

(blacksmithing) +11, Escape Artist

+14, Intimidate +12, Perception +14

Languages Common, Infernal

SQ chain armor

ECOLOGY

Environment any

Organization solitary, pair, link (3–6), or chain (7–20)

Treasure standard

SPECIAL ABILITIES

Chain Armor (Ex) The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the

creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Often classified among the ranks of the infernal and called chain devils by the uninitiated, the sadomasochistic kytons are not true devils. Although some are known to live in Hell, kytons exist outside of the hierarchies established by Asmodeus and his archdevils and can often be found on other planes, particularly on the Plane of Shadow. Many suggest that kytons were natives of Hell who existed there before the advent of devilkind, while others hypothesize they were later brought to the plane by some sadistic power. Regardless of their origins, kytons roam the planes in their lust to cause and receive suffering, seeking pain through violent abductions and sadistic debauches.

The kyton presented here is a typical member of this fiendish race of outsiders, but is by no means the only type of its kind. Just as there are numerous different species of demon and devil, rumor holds that different kinds of kytons dwell in their jangling cities in Hell and on the Plane of Shadow. These kytons are invariably more powerful than the one presented here, often having spell-like abilities or hideous and unsettling special attacks along the themes of torture and pain.

Rumor holds that the most powerful kytons are completely inhuman, and that these monsters are the true progenitors of the kyton race—the kyton presented here but the result of unholy dalliances with their unfortunate victims.



Illustration by Tyler Wapole

LAMIA

This creature's upper torso is that of a comely woman with cat's eyes and sharp fangs, while her lower body is that of a lion.

LAMIA

CR 6



XP 2,400

CE Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 20, touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7 natural, -1 size)

hp 67 (9d10+18)

Fort +7, **Ref** +9, **Will** +11

OFFENSE

Speed 60 ft.

Melee +1 dagger +13/+8 (1d4+4/19-20), touch +7 (1d4 Wisdom drain), 2 claws +7 (1d4+2)

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

Special Attacks Wisdom drain

Spell-Like Abilities (CL 9th)

At will—*disguise self*, *ventriloquism*

3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14)

1/day—*deep slumber* (DC 14)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 13, **Wis** 17, **Cha** 13

Base Atk +9; **CMB** +14; **CMD** 28 (32 vs. trip)

Feats Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack

Skills Bluff +9, Diplomacy +4, Disguise +6, Intimidate +10,

Knowledge (religion) +4, Perception +15, Stealth +15,

Survival +12; **Racial Modifiers** +4 Bluff, +4 Stealth

Languages Abyssal, Common

SQ undersized weapons

ECOLOGY

Environment temperate deserts

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

Treasure double (+1 dagger, other treasure)

SPECIAL ABILITIES

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

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

The hate-filled inheritors of an ancient curse, lamias appear as lean and attractive women from the waist up, while below they possess the bodies of powerful lions. Even

their humanoid features bear distinctly feline traits, their eyes slitted and feral and their teeth like predatory fangs. A typical lamia stands over 6 feet tall, measures more than 8 feet long, and weighs upward of 650 pounds.

Lamias are attracted to the ruined and forsaken parts of the world. Crumbling keeps, abandoned cities, and forgotten monuments all satisfy these deadly hunters' cruel aesthetic—particularly those in arid or otherwise lifeless environs. Foremost, though, lamias favor decrepit temples. They delight in seeing the shrines of good deities in ruins and go out of their way to bring hardship to thriving holy places.




Lamias look to the eldest female of the group as their leader, mother, and shaman, cleaving to her with fanatical reverence. While lamias shun most religious followings—viewing such as the source of the curse that blighted them with bestial forms—lamia elders claim to hear the whispers of the scouring desert winds and know the cold whims of the stars, drawing upon such mystical sources to lead their people.

The lamias presented here are but the most common and least powerful members of this cursed race, with others bearing serpentine, avian, and even more perverse forms.



LEECH, GIANT

A parasite ballooned to monstrous proportions undulates in the muck, its circular maw a spiral of teeth.

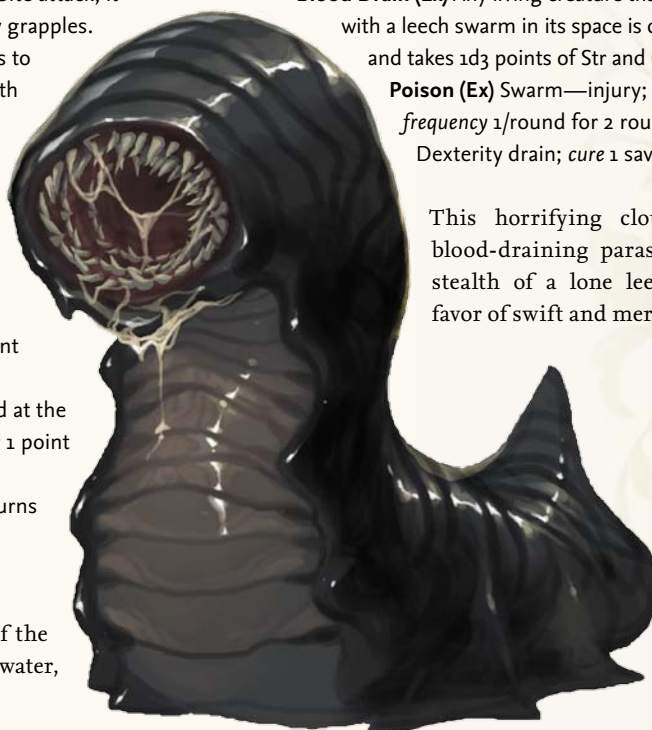
GIANT LEECH	CR 2	  
XP 600		
N Medium vermin (aquatic)		
Init +1; Senses blindsight 30 ft., scent; Perception +0		
DEFENSE		
AC 11, touch 11, flat-footed 10 (+1 Dex)		
hp 19 (3d8+6)		
Fort +5, Ref +2, Will +1		
Immune mind-affecting effects		
Weaknesses susceptible to salt		
OFFENSE		
Speed 5 ft., swim 20 ft.		
Melee bite +2 (1d6 plus attach)		
Special Attacks blood drain		
STATISTICS		
Str 11, Dex 12, Con 14, Int —, Wis 10, Cha 1		
Base Atk +2; CMB +2 (+10 when attached); CMD 13 (can't be tripped)		
Skills Stealth +1 (+9 in swamps), Swim +8; Racial Modifiers +8 Stealth in swamps		
SQ amphibious		
ECOLOGY		
Environment temperate or warm marshes		
Organization cluster, pair, or brood (3–6)		
Treasure none		
SPECIAL ABILITIES		

Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.

Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.




Susceptible to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

These invertebrate parasitic relatives of the worm lurk in stagnant or slow-moving water, waiting for a suitable host.



LEECH SWARM

A mass of wriggling black creatures each the size of a man's finger stirs the stagnant water before enveloping its victim.

LEECH SWARM	CR 4	  
XP 1,200		
N Diminutive vermin (aquatic, swarm)		
Init +4; Senses blindsight 30 ft.; Perception +0		
DEFENSE		
AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)		
hp 39 (6d8+12)		
Fort +7, Ref +6, Will +2		
Immune mind-affecting effects, swarm traits, weapon damage		
Weaknesses susceptible to salt (see giant leech)		
OFFENSE		
Speed 5 ft., swim 30 ft.		
Melee swarm (2d6 plus poison)		
Space 10 ft.; Reach 0 ft.		
Special Attacks blood drain, distraction (DC 15)		
STATISTICS		
Str 1, Dex 18, Con 15, Int —, Wis 10, Cha 2		
Base Atk +4; CMB —; CMD —		
Skills Stealth +16 (+24 in swamps), Swim +12; Racial Modifiers +8 Stealth in swamps, uses Dexterity to modify Swim checks		
ECOLOGY		
Environment temperate or warm marshes		
Organization solitary, pair, or infestation (3–6 swarms)		
Treasure none		
SPECIAL ABILITIES		

Blood Drain (Ex) Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.




Poison (Ex) Swarm—injury; *save* Fort DC 15; *frequency* 1/round for 2 rounds; *effect* 1d4 Dexterity drain; *cure* 1 save.

This horrifying cloud of ravenous, blood-draining parasites eschews the stealth of a lone leech's methods in favor of swift and merciless feeding.

Illustration by Andrew Hou

LICH

Once fine robes hang in tatters from this withered corpse's frame. A pale blue light shines from where its eyes should be.

LICH	CR 12	  
XP 19,200		
Human lich necromancer 11		
NE Medium undead (augmented humanoid)		
Init +2; Senses darkvision 60 ft., life sight*; Perception +24		
Aura fear (60-ft. radius, DC 18)		
DEFENSE		
AC 23, touch 14, flat-footed 21 (+4 armor, +2 deflection, +2 Dex, +5 natural)		
hp 111 (1d6+55 plus 15 <i>false life</i>)		
Fort +6, Ref +7, Will +11		
Defensive Abilities channel resistance +4; DR 15/bludgeoning and magic; Immune cold, electricity, undead traits		
OFFENSE		
Speed 30 ft.		
Melee touch +5 (1d8+5 plus paralyzing touch)		
Special Attacks grave touch* (9/day), paralyzing touch (DC 18), power over undead* (9/day, DC 18)		
Spells Prepared (CL 11th)		
6th— <i>circle of death</i> (DC 22), <i>globe of invulnerability</i> , maximized <i>fireball</i> (DC 19)		
5th— <i>cloudkill</i> (DC 21), <i>cone of cold</i> (DC 21), quickened <i>magic missile</i> , <i>waves of fatigue</i>		
4th— <i>dimension door</i> , <i>enervation</i> , <i>fire shield</i> , <i>wall of ice</i> (2)		
3rd— <i>dispel magic</i> (2), <i>fireball</i> (DC 19), <i>suggestion</i> (DC 19), <i>vampiric touch</i> (2)		
2nd— <i>darkness</i> , extended <i>mage armor</i> (already cast), <i>false life</i> (already cast), <i>scorching ray</i> (2), <i>see invisibility</i> , <i>spectral hand</i>		
1st— <i>magic missile</i> (3), <i>ray of enfeeblement</i> (2), <i>shield</i> (2)		
o— <i>bleed</i> (DC 16), <i>detect magic</i> , <i>ray of frost</i> , <i>read magic</i>		
Opposition Schools illusion, transmutation		
STATISTICS		
Str 10, Dex 14, Con —, Int 22, Wis 14, Cha 16		
Base Atk +5; CMB +5; CMD 25		
Feats Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Toughness		
Skills Craft (alchemy) +20, Intimidate +17, Knowledge (arcana) +20, Knowledge (planes) +20, Linguistics +20, Perception +24, Sense Motive +24, Spellcraft +20, Stealth +24; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth		
Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon		
ECOLOGY		
Environment any		
Organization solitary		
Treasure NPC gear (<i>boots of levitation</i> , <i>headband of vast</i>		

intelligence +2 [Perception], *ring of protection* +2, *potion of invisibility*, *scroll of dominate person*, *scroll of teleport*)
*Necromancer power (Pathfinder RPG Core Rulebook, pages 81–82)

Few creatures are more feared than the lich. The pinnacle of necromantic art, the lich is a spellcaster who has chosen to shed his life as a method to cheat death by becoming undead. While many who reach such heights of power stop at nothing to achieve immortality, the idea of becoming a lich is abhorrent to most creatures. The process involves the extraction of the spellcaster's life-force and its imprisonment in a specially prepared phylactery—the spellcaster gives up life, but in trapping life he also traps his death, and as long as his phylactery remains intact he can continue on in his research and work without fear of the passage of time.

The quest to become a lich is a lengthy one. While construction of the magical phylactery to contain the spellcaster's soul is a critical component, a prospective lich must also learn the secrets of transferring his soul into the receptacle and of preparing his body for the transformation into undeath, neither of which are simple tasks. Further complicating the ritual is the fact that no two bodies or souls are exactly alike—a ritual that works for one spellcaster might simply kill another or drive him insane. The exact methods for each spellcaster's transformation are left to the GM's discretion, but should involve expenditures of hundreds of thousands of gold pieces, numerous deadly adventures, and a large number of difficult skill checks over the course of months, years, or decades.

The Lich's Phylactery

An integral part of becoming a lich is the creation of the phylactery in which the character stores his soul. The only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich can rejuvenate after it is killed (see Creating a Lich, below).

Each lich must create its own phylactery by using the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp to create and has a caster level equal to that of its creator at the time of creation.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40.

Other forms of phylacteries can exist, such as rings, amulets, or similar items.

Creating a Lich

"Lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required phylactery. A lich retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 2.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Senses: A lich gains darkvision 60 ft.

Armor Class: A lich has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, liches use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A lich gains channel resistance +4, DR 15/bludgeoning and magic, and immunity to cold and electricity (in addition to those granted by its undead traits). The lich also gains the following defensive ability.

Rejuvenation (Su): When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Melee Attack: A lich has a touch attack that it can use once per round as a natural weapon. A lich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). A lich armed with a weapon uses its weapons normally, and can use its touch attack as a secondary natural weapon.

Damage: A lich's touch attack uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the lich. As negative energy, this damage can be used to heal undead creatures. A lich can take a full-round action to infuse itself with this energy, healing damage as if it had used its touch attack against itself.

Special Attacks: A lich gains the two special attacks described below. Save DCs are equal to 10 + 1/2 lich's HD + lich's Cha modifier unless otherwise noted.

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be

permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Abilities: Int +2, Wis +2, Cha +2. Being undead, a lich has no Constitution score.

Skills: Liches have a +8 racial bonus on Perception, Sense Motive, and Stealth checks. A lich always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.



LINNORM, CRAG

This immense, wingless dragon rears up on a serpentine body. Its triple tail and powerful talons swipe at the air.

CRAG LINNORM

CR 14



XP 38,400

CE Gargantuan dragon

Init +8; **Senses** darkvision 120 ft., low-light vision, scent, true seeing; **Perception** +22

DEFENSE

AC 29, touch 10, flat-footed 25 (+4 Dex, +19 natural, -4 size)

hp 202 (15d12+105); regeneration 10 (cold iron)

Fort +16, **Ref** +15, **Will** +13

Defensive Abilities freedom of movement; **DR** 15/cold iron; **Immune** curse effects, fire, mind-affecting effects, paralysis, poison, sleep; **SR** 25

OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +23 (2d8+12/19-20 plus poison), 2 claws +23 (1d8+12), tail +18 (2d6+6 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon, constrict (tail, 2d6+18), death curse

STATISTICS

Str 34, **Dex** 18, **Con** 25, **Int** 5, **Wis** 18, **Cha** 21

Base Atk +15; **CMB** +31 (+35 grapple); **CMD** 45 (can't be tripped)

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +16, **Perception** +22, **Swim** +38

Languages Aklo, Draconic, Sylvan

ECOLOGY

Environment cold hills

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a crag linnorm can expel a 120-foot line of magma, dealing 15d8 points of fire damage to all creatures struck (Reflex DC 24 halves). This line of magma remains red-hot for 1 round after the linnorm creates it. Creatures that took damage on the first round take 6d6 fire damage the second round (Reflex DC 24 negates), as does any creature that walks across the line of magma. If the magma was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that does 6d6 damage (Reflex DC 24 negates) to any creature that passes through it. On the third round, the line of magma cools to a thin layer of brittle stone that quickly degrades to powder and sand over the course

of several hours; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses. The save DC is Constitution-based.

Death Curse (Su) When a creature slays a crag linnorm, the slayer is affected by the curse of fire.

Curse of Fire: save Will DC 22; effect creature gains vulnerability to fire. The save DC is Charisma-based.

Freedom of Movement (Ex) A crag linnorm is under the constant effect of *freedom of movement*, as per the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—injury; save Fort DC 24; frequency 1/round for 10 rounds; effect 2d6 fire damage and 1d4 Con drain; cure 2 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) A crag linnorm has constant *true seeing*, as per the spell of the same name.

Like all linnorms, the deadly crag linnorm is a powerful, primeval dragon, a denizen of the wild regions far north of where most civilizations dare to tread. The crag linnorm is among the weakest of its kind, yet still a devastating predator in its own right. Favored, if not by the gods, then by some primal intelligence of the mysterious world of the fey, the linnorm bestows a powerful curse on any who manage to slay it. A crag linnorm is 60 feet long and weighs 12,000 pounds.



LINNORM, CRAG-LINNORM, ICE

LINNORM, ICE

A snake-like, dragon-headed monster of tremendous size rises up, drifts of snow and ice tumbling from its coiling flanks.

ICE LINNORM

CR 17



XP 102,400

CE Colossal dragon

Init +10; **Senses** darkvision 120 ft., low-light vision, scent, true seeing; Perception +26

DEFENSE

AC 32, touch 8, flat-footed 26 (+6 Dex, +24 natural, -8 size)

hp 279 (18d12+162); regeneration 10 (cold iron)

Fort +20, **Ref** +19, **Will** +16

Defensive Abilities freedom of movement; **DR** 15/cold iron; **Immune** cold, curse effects, mind-affecting effects, paralysis, poison, sleep; **SR** 28

OFFENSE

Speed 40 ft., climb 40 ft., fly 100 ft. (average), swim 40 ft.

Melee bite +24 (3d8+14/19-20 plus poison), 2 claws +24 (2d6+14), tail +19 (3d6+7 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks breath weapon, constrict (tail, 3d6+21), death curse

STATISTICS

Str 38, **Dex** 22, **Con** 29, **Int** 5, **Wis** 20, **Cha** 23

Base Atk +18; **CMB** +40 (+44 grapple); **CMD** 56 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Climb +43, Fly +19, Perception +26, Swim +22

Languages Aklo, Draconic, Sylvan

ECOLOGY

Environment cold hills and mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, an ice linnorm can expel a 60-foot cone of freezing, viscous ooze, dealing 18d8 points of cold damage to all creatures struck (Reflex DC 28 halves). The freezing ooze clings to those struck, and 1 round later the ooze hardens into thick sheets of ice. Creatures that were damaged are frozen motionless unless they can break free with a DC 25 Strength, Escape Artist, or combat maneuver check. Each round a creature remains frozen it takes 1d6 points of cold damage. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rounds) or dealing at least 20 points of fire damage to the frozen target. Left unattended, the ice crumbles away in 2d4 rounds on its own. Creatures with the fire subtype cannot be frozen in

place by this breath weapon. Flying creatures that don't have supernatural flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round. The save DC is Constitution-based.

Death Curse (Su) When a creature slays an ice linnorm, the slayer is affected by the curse of frost.

Curse of Frost: save Will DC 25; effect creature gains vulnerability to cold. The save DC is Charisma-based.

Freedom of Movement (Ex) An ice linnorm is under the constant effect of *freedom of movement*, as per the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—injury; save Fort DC 28; frequency 1/round for 10 rounds; effect 4d6 cold damage and 1d6 Con drain; cure 3 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) An ice linnorm has *true seeing*, as the spell of the same name. This effect cannot be dispelled.

The ice linnorm dwells amid glacial crevasses and atop wind-blasted mountain peaks—tales speak of climbers unwittingly clambering over the flanks of a particularly immense ice linnorm coiled around a mountain, only to find death at its furious fangs and claws at the summit of their goal. During the fiercest winters, ice linnorms are said to slither down to the lowlands to eat entire villages.

An ice linnorm is 90 feet long and weighs 18,000 pounds.



LINNORM, TARN

This nightmarishly huge, snake-like dragon possesses two equally fearsome heads. Its twin jaws seethe with acid and poison.

TARN LINNORM

CR 20



XP 307,200

CE Colossal dragon (aquatic)

Init +12; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, true seeing; **Perception** +40

DEFENSE

AC 36, touch 10, flat-footed 28 (+8 Dex, +26 natural, -8 size)

hp 385 (22d12+242); regeneration 15 (cold iron)

Fort +24, **Ref** +23, **Will** +20

Defensive Abilities freedom of movement; **DR** 20/cold iron;

Immune acid, curse effects, flanking mind-affecting effects, paralysis, poison, sleep; **SR** 31

OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 80 ft.

Melee 2 bites +30 (3d8+16/19-20 plus poison), 2 claws +30 (2d6+16), tail +25 (3d6+8 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks breath weapon, constrict (tail, 3d6+24), death curse

STATISTICS

Str 42, **Dex** 26, **Con** 32, **Int** 7, **Wis** 25, **Cha** 27

Base Atk +22; **CMB** +46 (+50 grapple); **CMD** 64 (can't be tripped)

Feats Awesome Blow, Blind-Fight, Combat Reflexes, Improved

Bull Rush, Improved Critical (bite), Improved Initiative, Improved Overrun, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Fly +25, **Perception** +40, **Stealth** +17, **Swim** +49; **Racial Modifier** +8 Perception

Languages Aklo, Draconic, Sylvan

SQ amphibious

ECOLOGY

Environment cold lakes and swamps

Organization solitary

Treasure triple

SPECIAL ABILITIES

All-Around Vision (Ex) A tarn linnorm's two heads grant it a +8 racial bonus on Perception checks. It cannot be flanked.

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a tarn linnorm can expel a 120-foot line or a 60-foot cone of acid, dealing 22d8 points of acid damage to all creatures struck (Reflex DC 32 halves). This acid creates toxic fumes when it consumes organic material—on the round after a creature takes acid damage from this attack, it must make a DC 32 Fortitude save or take 2d6 points of Strength damage from the poisonous fumes (this secondary effect is a poison effect). As a full-round action, the linnorm may breathe acid with one head and bite with the other (but not use its other weapons). Alternatively, as a full-round action, it can

breathe acid from both heads to create two adjacent 60-foot-long cones or two separate 120-foot-long lines. In this case it cannot use its breath weapon again for 2d4 rounds. The save DC is Constitution-based.

Death Curse (Su) When a creature slays a tarn linnorm, the slayer is affected by the curse of death.

Curse of Death: save Will DC 29; effect creature can no longer be affected by healing spells and does not heal damage naturally from rest. The save DC is Charisma-based.

Freedom of Movement (Ex) A tarn linnorm is under the constant effect of *freedom of movement*, as the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—injury; save Fort DC 32; frequency 1/round for 10 rounds; effect 6d6 acid damage and 1d8 Con drain; cure 3 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) A tarn linnorm has *true seeing*, as the spell of the same name. This effect cannot be dispelled.

Although legends speak of even more powerful linnorms, it's hard to believe after witnessing the devastation a two-headed tarn linnorm can wreak. Content to slumber away the centuries at the bottom of dark mountain lakes, the tarn linnorms are true horrors that even the mightiest of heroes fear.

A tarn linnorm is 120 feet long and weighs 24,000 pounds.



LION

This great cat's muscles flex visibly under its skin as it bares its fangs and shakes its thick mane of hair.

LION	CR 3
XP 800	
N Large Animal	
Init +7; Senses low-light vision, scent; Perception +9	
DEFENSE	
AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)	
hp 32 (5d8+10)	
Fort +6, Ref +7, Will +2	
OFFENSE	
Speed 40 ft.	
Melee bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)	
Space 10 ft.; Reach 5 ft.	
Special Attacks pounce, rake (2 claws +7, 1d4+5)	
STATISTICS	
Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6	
Base Atk +3; CMB +9 (+13 grapple); CMD 22 (26 vs. trip)	
Feats Improved Initiative, Run, Skill Focus (Perception)	
Skills Acrobatics +11, Perception +9, Stealth +8 (+12 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)	
ECOLOGY	
Environment warm plains	
Organization solitary, pair, or pride (3-10)	
Treasure none	

Male lions are 5 to 8 feet long and weigh 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Lions are usually the top animal predators in their territories, though they resort to scavenging if convenient or necessary. They may kill other predators (such as leopards and hyenas) that encroach upon their haunts, but rarely eat these kills unless game is scarce. Most lions do not selectively hunt humanoids, but occasionally one learns what easy kills they are and becomes a man-eater.

Lions prefer plains but can adapt to living in shallow caves as long as there's a large and stable supply of prey to keep them fed.



LION, DIRE

This immense spotted lion stands as tall as a man at the shoulder, its fur matted with the blood of its victims.

DIRE LION (SPOTTED LION)	CR 5
XP 1,600	
N Large Animal	
Init +6; Senses low-light vision, scent; Perception +11	
DEFENSE	
AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)	
hp 60 (8d8+24)	
Fort +9, Ref +8, Will +3	
OFFENSE	
Speed 40 ft.	
Melee bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)	
Space 10 ft.; Reach 5 ft.	
Special Attacks pounce, rake (2 claws +13, 1d6+7)	
STATISTICS	
Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10	
Base Atk +6; CMB +14 (+18 grapple); CMD 26 (30 vs. trip)	
Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)	
Skills Acrobatics +11, Perception +11, Stealth +7 (+11 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)	
ECOLOGY	
Environment warm plains or hills	
Organization solitary, pair, or pride (3-8)	
Treasure incidental	

Dire lions, known locally as spotted lions or cave lions, are immense predators that can grow up to 15 feet long and weigh up to 3,500 pounds. Although they are merely animals, these large creatures seem to take an almost sadistic glee in playing with and tormenting their prey before eventually devouring it. As a result, many tribes view dire lions as the spawn of evil gods, and hunt them down as soon as their presence in a region becomes obvious.

Illustration by Kieran Yanner

LIZARD, MONITOR

This immense lizard moves with a slow but relentless gait. Its feet end in large talons, and ropes of drool hang from its toothy maw.

MONITOR LIZARD	CR 2			
XP 600				
N Medium animal				
Init +2; Senses low-light vision, scent; Perception +8				
DEFENSE				
AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)				
hp 22 (3d8+9)				
Fort +8, Ref +5, Will +2				
OFFENSE				
Speed 30 ft., swim 30 ft.				
Melee bite +5 (1d8+4 plus grab and poison)				
STATISTICS				
Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 6				
Base Atk +2; CMB +5 (+9 grapple); CMD 17 (21 vs. trip)				
Feats Great Fortitude, Skill Focus (Perception)				
Skills Climb +7, Perception +8, Stealth +10 (+14 in undergrowth), Swim +11; Racial Modifiers +4 Stealth (+8 in undergrowth)				
ECOLOGY				
Environment warm forests or plains				
Organization solitary, pair, or pack (3–8)				
Treasure none				
SPECIAL ABILITIES				
Poison (Ex) Bite—injury; save Fort DC 14; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based.				

Monitor lizards are large enough to pose a threat to humans, and in some societies are often mistaken for dragons. Some can reach lengths of 10 feet or more and weights of 350 pounds.

Monitor Lizard Companions

Starting Statistics: **Size** Small; **Speed** 30 ft., swim 30 ft.; **AC** +1 natural armor; **Attack** bite (1d6 plus grab); **Ability Scores** Str 13, Dex 17, Con 12, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** bite (1d8 plus grab and poison); **Ability Scores** Str +4, Dex –2, Con +4.

LIZARD, GIANT FRILLED

This bright-eyed lizard is larger than a horse. As it hisses in anger, a brightly colored frill extends around its neck.

GIANT FRILLED LIZARD	CR 5			
XP 1,600				
N Large animal				
Init +5; Senses low-light vision, scent; Perception +11				
DEFENSE				
AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)				
hp 59 (7d8+28)				
Fort +11, Ref +8, Will +4				
OFFENSE				
Speed 30 ft., climb 30 ft.				
Melee bite +9 (2d6+5), tail +4 (1d8+2)				
Space 10 ft.; Reach 5 ft.				
Special Attacks intimidating charge				
STATISTICS				
Str 21, Dex 13, Con 19, Int 2, Wis 14, Cha 10				
Base Atk +5; CMB +11; CMD 22 (26 vs. trip)				
Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)				
Skills Climb +13, Perception +11, Stealth +8; Racial Modifiers +4 Stealth				
ECOLOGY				
Environment warm forest, plains, or hills				
Organization solitary, pair, or pack (3–8)				
Treasure none				
SPECIAL ABILITIES				




Intimidating Charge (Ex) When a giant frilled lizard charges, it hisses ferociously, extends its neck frills, and darts forward on its hind legs, increasing its base speed to 50 feet for that round. In addition to the normal effects of a charge, the creature charged must make a DC 13 Will save or be shaken for 1d6 rounds. This is a fear effect. The save DC is Charisma-based.

This lizard is a true behemoth—an apex predator found in tropical regions. Many species of giant lizard exist—other species lack this lizard's intimidating charge special ability but might have other special attacks like grab, trip, constrict (with a bite), or pounce.



LIZARDFOLK

This reptilian humanoid has green scales, a short and toothy snout, and a thick alligator-like tail.

LIZARDFOLK	CR 1			
XP 400				
N Medium humanoid (reptilian)				
Init +0; Senses Perception +1				
DEFENSE				
AC 17, touch 10, flat-footed 17 (+5 natural, +2 shield)				
hp 11 (2d8+2)				
Fort +4, Ref +0, Will +0				
OFFENSE				
Speed 30 ft., swim 15 ft.				
Melee morningstar +2 (1d8+1), bite +0 (1d4); or claw +2 (1d4+1), bite +2 (1d4+1)				
Ranged javelin +1 (1d6+1)				
STATISTICS				
Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10				
Base Atk +1; CMB +2; CMD 12				
Feats Multiattack				
Skills Acrobatics +2, Perception +1, Swim +8;				
Racial Modifiers +4 Acrobatics				
Languages Draconic				
SQ hold breath				
ECOLOGY				
Environment temperate swamps				
Organization solitary, pair, band (3–12), or tribe (13–60)				
Treasure NPC gear (heavy wooden shield, morningstar, 3 javelins)				
SPECIAL ABILITIES				
Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.				

Lizardfolk are proud and powerful reptilian predators that make their communal homes in scattered villages deep within swamps and marshes. Uninterested in colonization of the dry lands and content with the simple weapons and rituals that have served them well for millennia, lizardfolk are viewed by many other races as backwater savages, but within their isolated communities lizardfolk are actually a vibrant people filled with tradition and an oral history stretching back to before humans walked upright.

Most lizardfolk stand 6 to 7 feet tall and weigh 200 to 250 pounds, their powerful muscles covered in scales of gray, green, or brown. Some breeds have short dorsal spikes or brightly colored frills, and all swim well by moving with flicks of their powerful 4-foot-long tails. While completely at home in the

water, they breathe air and return to their clustered mound-dwellings to breed and sleep. As their reptilian blood makes them sluggish in the cold, most lizardfolk hunt and work during the day and retreat to their homes at night to curl up with other tribesmen in the shared warmth of large peat fires.

Though generally neutral, lizardfolks' standoffish demeanor, staunch rejection of civilization's "gifts," and legendary ferocity in battle cause them to be viewed negatively by most humanoids. These traits stem from good reasons, however, as their own slow rate of reproduction is no match for warm-blooded humanoids, and those tribes who don't defend their wetland territories to the last breath quickly find themselves overwhelmed by the mammalian hordes. As for their tendency to consume the bodies of dead friends and enemies alike, the practical lizardfolk are quick to point out that life is hard in the swamp, and nothing should go to waste.

The lizardfolk presented here dwell in a swampy environment. Lizardfolk tribes can exist in other environments as well, but they lose their swim speed and instead gain a climb speed of 15 feet.



Illustration by Ben Wooten

LYCANTHROPE

Lycanthropes are humanoids with the ability to turn into animals and animal-humanoid hybrid shapes. Natural lycanthropes are born with this ability and have perfect control over their shapechanging. Afflicted lycanthropes contract this ability like a curse or disease from another lycanthrope; they sometimes change form involuntarily.

Creating a Lycanthrope

“Lycanthrope” is an inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes) template that can be added to any humanoid.

Challenge Rating: Same as base creature or base animal (whichever is higher) + 1.

Size and Type: The creature (referred to hereafter as the base creature) gains the shapechanger subtype. The lycanthrope takes on the characteristics of some type of animal (referred to hereafter as the base animal) within one size category of the base creature’s size. A lycanthrope’s hybrid form is the same size as the base animal or the base creature, whichever is larger.

AC: In hybrid or animal form the lycanthrope has the natural armor bonus of the base animal increased by +2.

Defensive Abilities: A natural lycanthrope gains DR 10/silver in animal or hybrid form. An afflicted lycanthrope gains DR 5/silver in animal or hybrid form.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature’s speed.

Melee: A lycanthrope gains natural attacks in animal and hybrid forms according to the base animal.

Special Attacks: A lycanthrope retains all the special attacks, qualities, and abilities of the base creature. In hybrid or animal form it gains the special attacks, qualities, and abilities of the base animal. A lycanthrope also gains low-light vision, scent, and the following:

Change Shape (Su) All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. A natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. An afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a –5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope

LYCANTHROPIC PLAYER CHARACTERS

When a PC becomes a lycanthrope, you as the GM have a choice to make. In most cases, you should take control of the PC’s actions whenever he is in hybrid or animal form—lycanthropy shouldn’t be a method to increase a PC’s power, after all, and what an afflicted lycanthrope does while in animal or hybrid form is often at odds with what the character would actually want. If a player wants to play a lycanthrope, he should play a natural lycanthrope and follow the guidelines on page 313 for playing a character of a powerful race.

reverts to its humanoid form, although it remains dead. For additional rules on this supernatural ability, see page 298.

Curse of Lycanthropy (Su) A natural lycanthrope’s bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim’s size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal’s attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Ability Scores: +2 Wis, –2 Cha in all forms; +2 Str, +2 Con in hybrid and animal forms. Lycanthropes have enhanced senses but are not fully in control of their emotions and animalistic urges. In addition to these adjustments to the base creature’s stats, a lycanthrope’s ability scores change when he assumes hybrid or animal form. In human form, the lycanthrope’s ability scores are unchanged from the base creature’s form. In animal and hybrid form, the lycanthrope’s ability scores are the same as the base creature’s or the base animal’s, whichever ability score is higher.

Lycanthropy

A creature that catches lycanthropy becomes an afflicted lycanthrope, but shows no symptoms (and does not gain any of the template’s adjustments or abilities) until the night of the next full moon, when the victim involuntarily assumes animal form and forgets his or her own identity. The character remains in animal form until the next dawn and remembers nothing about the entire episode (or subsequent episodes) unless he makes a DC 20 Will save, in which case he becomes aware of his condition.

A *remove disease* or *heal* spell cast by a cleric of 12th level or higher cures the affliction, provided the character receives the spell within 3 days of the infecting lycanthrope’s attack. Alternatively, consuming a dose of wolfsbane (*Pathfinder RPG Core Rulebook* 560) gives an afflicted lycanthrope a new Fortitude save to recover from lycanthropy.

LYCANTHROPE, WERERAT

This hunched creature looks like a human in studded leather, but fur covers its body. Its face is rat-like, and it has a long, naked tail.

WERERAT (HUMAN FORM) CR 2



XP 600

Human natural wererat rogue 2 (augmented humanoid)

LE Medium humanoid (human, shapechanger)

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

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 18 (2d8+6)

Fort +2, **Ref** +5, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 16, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7, Swim +6

Languages Common

SQ change shape (human, hybrid, and dire rat; *polymorph*), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

ECOLOGY

Environment any urban

Organization solitary, pair, pack (5–10), or guild (11–30 plus 5–12 dire rats)

Treasure NPC gear (masterwork studded leather, short sword, light crossbow with 20 bolts, other treasure)

WERERAT (HYBRID FORM)

LE Medium humanoid (human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 natural)

hp 20 (2d8+8)

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

Defensive Abilities evasion; **DR** 10/silver

OFFENSE

Speed 30 ft.

Melee short sword +4 (1d6+2/19–20), bite –1

(1d4+1 plus disease and curse of lycanthropy; DC 15)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 15, **Dex** 17, **Con** 16, **Int** 10, **Wis** 16, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 17

Feats Dodge, Weapon Finesse

Skills Acrobatics +8, Bluff +3, Climb +7, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +8, Swim +7

Languages Common

SQ change shape (human, hybrid, and dire rat; *polymorph*), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; save Fort DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Natural wererats tend to be short and wiry, with constantly darting eyes and frequent nervous twitches. Males often have thin, ragged moustaches.

Wererats prefer cities where they can blend in with the humanoid and rat population. Their abilities make them especially good at thieving and spying, and in many cities the thieves' guild employs numerous wererat members.

