

LYCANTHROPE, WEREWOLF

This muscular creature has a man's body but the snarling head and fur coat of a wolf.

WEREWOLF

CR 2



XP 600

Human natural werewolf fighter 2

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; **Perception** +4

DEFENSE

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

hp 19 (2d10+4)

Fort +5, **Ref** +1, **Will** +2 (+3 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee longsword +5 (1d8+4/19–20)

Ranged light crossbow +3 (1d8/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8

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

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +3, Intimidate +4, Perception +4

Languages Common

SQ change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves)

ECOLOGY

Environment any land

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

Treasure NPC gear (chainmail, longsword, light crossbow with 20 bolts, other treasure)

WEREWOLF (HYBRID FORM)

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; **Perception** +4

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural)

hp 21 (2d10+6)

Fort +6, **Ref** +2, **Will** +2 (+3 vs. fear)

Defensive Abilities bravery +1; **DR** 10/silver

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee longsword +6 (1d8+6/19–20), bite +1 (1d6+1 plus trip and curse of lycanthropy)

Ranged light crossbow +4 (1d8/19–20)

STATISTICS

Str 19, **Dex** 15, **Con** 17,

Int 8, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 18

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +4, Intimidate +4, Perception +4

Languages Common

SQ change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves)

In their humanoid form, werewolves look like normal people, though some tend to look a bit feral and have wild hair. Eyebrows that grow together, index fingers longer than the middle fingers, and strange birthmarks on the palm of the hand are all commonly accepted indications that a person is in fact a werewolf. Of course, such telltale signs are not always accurate, for such physical traits exist in normal people as well, but in areas where werewolves are a common problem, the traits can be damning regardless.

Of all the various types of lycanthropes, it is the werewolf that is the most widespread and the most feared. Stories of werewolves haunting lonely forest roads, prowling misty moors on the outskirts of rural societies, or dwelling in the shadows of the largest cities are widespread as well. In most societies, werewolves are feared and despised—and with good reason, as the

typical werewolf personifies all that is savage and bestial in a lycanthrope. This isn't to say that good-aligned werewolves are unknown, but they're certainly a minority among their kind, and most werewolves are evil murderers who delight in the hunt and the succulent taste of raw meat.

Just as wolves are pack animals, werewolves have been known to gather in colonies and live among their own kind, humanoid by day and beast at night. Visitors to werewolf villages are generally rushed out of town before nightfall so as not to discover the citizenry's dark secret—unless, of course, the pack decides that the unlucky visitor won't be missed by friends back home.



LYCANTHROPE, WEREWOLF-MANTICORE

MANTICORE

This creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its tail ends in long, sharp spikes.

MANTICORE

CR 5



XP 1,600

LE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

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

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

OFFENSE

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

Melee bite +10 (1d8+5), 2 claws +10 (2d4+5)

Ranged 4 spikes +8 (1d6+5)

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

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Flyby Attack, Hover, Weapon Focus (spikes)

Skills Fly –3, Perception +9, Survival +4 (+8 tracking); **Racial**

Modifiers +4 Perception, +4 Survival when tracking

Languages Common

ECOLOGY

Environment warm hills and marshes

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

Treasure standard

SPECIAL ABILITIES

Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

Manticores are fierce predators that patrol a wide area in search of fresh meat. A typical manticore is about 10 feet long and weighs about 1,000 pounds. Some have more human-like heads, usually with beards. Males and females look much alike.

Manticores eat any meat, even carrion, though they prefer human flesh and rarely pass up an opportunity for such a delicacy. They are smart and social enough to bargain with or bully evil humanoids into alliances or offering tribute, and more powerful creatures may hire or bribe them to guard or patrol a place or area. They like lairs in high places, such as hilltops and caves in cliffs.

Although manticores were likely a magical creation, they have long since established themselves as a naturally occurring species. Curiously, manticores seem strangely fecund, and can interbreed with a number of other similarly shaped creatures, including lions, dire lions, lamias, sphinxes, and even chimeras. The progeny of a manticore and an unusual mate is summarized on the table below.

Manticore's Mate	Offspring
Lion	Standard manticore
Dire lion	Advanced manticore
Lamia	Lamia with spiked tail and spikes special attack
Sphinx	Sphinx with spiked tail and spikes special attack
Chimera	Chimera with spiked tail and spikes special attack



Illustration by Matt Dixon

159

MANTIS, GIANT

This towering insect walks on its back four legs. Its head is triangular and its front legs sport razor-sharp edges and claws.

GIANT MANTIS

CR 3



XP 800

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +2, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft. fly 40 ft. (poor)

Melee 2 claws +5 (1d6+3 plus grab)

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

Special Attacks lunge, mandibles, sudden strike

STATISTICS

Str 16, **Dex** 13, **Con** 16, **Int** —, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

Skills Climb +11, Fly -5, Perception +6, Stealth +1 (+13 in forests); **Racial Modifiers** +4 Perception, +4 Stealth (+12 in forests)

ECOLOGY

Environment temperate forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Lunge (Ex) A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex) A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +o attack that inflicts 1d6+1 points of damage on a hit.

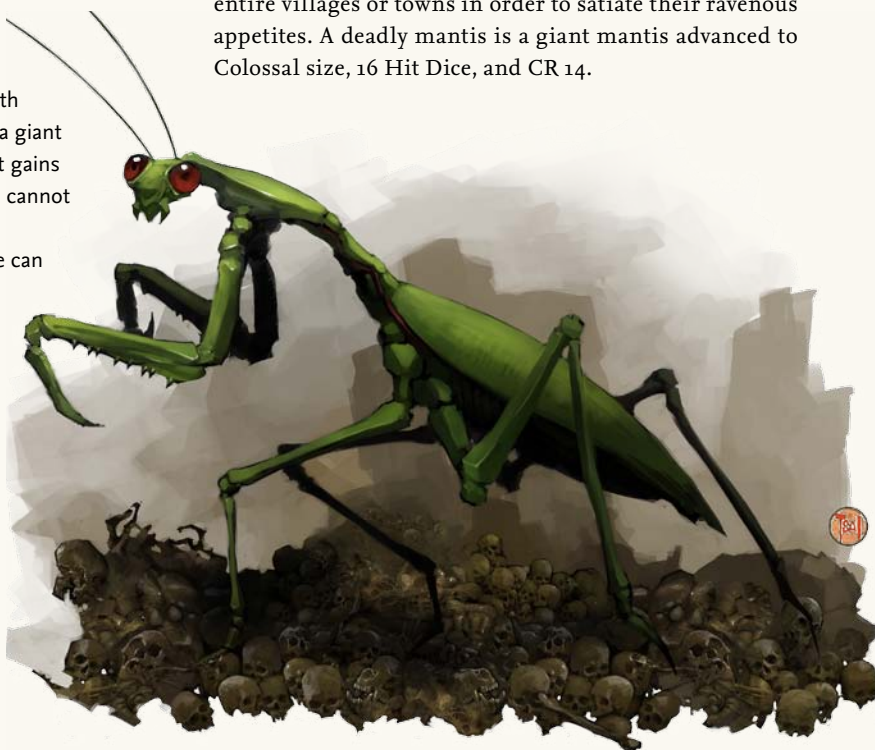
Sudden Strike (Ex) A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Known to many as the giant praying mantis for the way the creature's deadly front limbs fold under its head as it lies

in wait for food, this creature is well feared along caravan tracks that pass through dense woodlands. The giant mantis, a master of hiding in dense undergrowth, is almost unnaturally patient as it lies in wait, striking with unsettling speed as unsuspecting meals wander by.

In many savage societies, the giant mantis is particularly feared—in regions where these vermin are common, they are often regarded as messengers of death sent to the world by angry gods. Their swift speed, alien appearance, and near-invisibility in forests give rise to many legends—that the giant mantis can become invisible, that it can smell fear, and that the souls of those who it slays and eats are digested and kept from moving on to the afterlife. While the giant mantis is nothing more than an efficient and deadly vermin, the numerous legends and whispers regarding its supposed powers and alien intellect have inspired some spellcasters to work such features into their constructs as a way to make them even more fearsome. There are even stories of entire societies of assassins who worship an immense mantis as a god, and who have taken to heart the mantis's style of murderous ambush, fighting with twin serrated rapiers.

The giant mantis presented here stands 7 feet tall and 15 feet long, and weighs 650 pounds. Larger giant mantises exist in the deepest, darkest forests of the world, where they might prey upon things as mighty as giants or dragons. Known by various names, such as the drake-eating mantis, the treebender mantis, or simply the deadly mantis, these immense behemoths average more than 60 feet in height and have a terrifying habit of destroying entire villages or towns in order to satiate their ravenous appetites. A deadly mantis is a giant mantis advanced to Colossal size, 16 Hit Dice, and CR 14.



MEDUSA

This slender, attractive woman has strangely glowing eyes and a full head of hissing snakes for hair.

MEDUSA

CR 7



XP 3,200

LE Medium monstrous humanoid

Init +6; **Senses** all-around vision, darkvision 60 ft.; Perception +16

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 76 (8d10+32)

Fort +6, **Ref** +8, **Will** +7

OFFENSE

Speed 30 ft.

Melee dagger +10/+5 (1d4/19–20), snake bite +5 (1d4 plus poison)

Ranged mwk longbow +11/+6 (1d8/x3)

Special Attacks petrifying gaze

STATISTICS

Str 10, **Dex** 15, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +8; **CMD** 20

Feats Improved Initiative,
Point-Blank Shot, Precise
Shot, Weapon Finesse

Skills Bluff +10, Disguise
+10, Intimidate
+13, Perception
+16, Stealth +13;

Racial Modifiers +4
Perception

Languages Common

ECOLOGY

Environment temperate marshes and
underground

Organization solitary

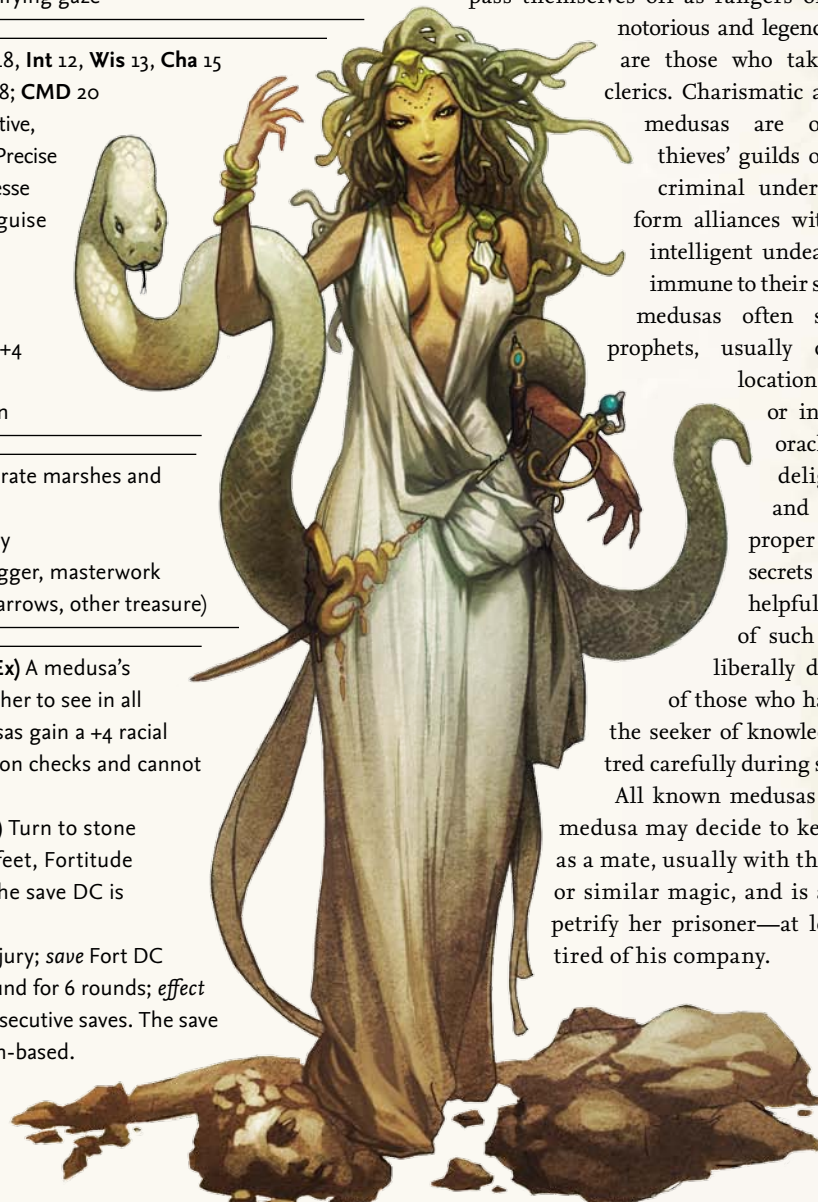
Treasure double (dagger, masterwork
longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

All-Around Vision (Ex) A medusa's
snake-hair allows her to see in all
directions. Medusas gain a +4 racial
bonus to Perception checks and cannot
be flanked.

Petrifying Gaze (Su) Turn to stone
permanently, 30 feet, Fortitude
DC 16 negates. The save DC is
Charisma-based.

Poison (Ex) Bite—injury; save Fort DC
18; frequency 1/round for 6 rounds; effect
1d3 Str; cure 2 consecutive saves. The save
DC is Constitution-based.



Medusas are human-like creatures with snakes instead of hair. At distances of 30 feet or more, a medusa can easily pass for a beautiful woman if she wears something to cover her serpentine locks—when wearing clothing that conceals her head and face, she can be mistaken for a human at even closer distances. Medusas use lies and disguises that conceal their faces to get close enough to opponents to use their petrifying gaze, though they like playing with their prey and may fire arrows from a distance to lead enemies into traps. Some enjoy creating intricate decorations out of their victims, using their petrified remains as accents to their swampy lairs, but most medusas take care to hide the evidence of their previous conflicts so that new foes won't have advance warning of their presence.

Used to concealing themselves, medusas in cities are usually rogues, while those in the wilderness often pass themselves off as rangers or trackers. The most notorious and legendary medusas, though, are those who take levels as bards or clerics. Charismatic and intelligent, urban medusas are often involved with thieves' guilds or other aspects of the criminal underworld. Medusas may form alliances with blind creatures or intelligent undead, both of which are immune to their stony gaze. Spellcasting medusas often serve as oracles or prophets, usually dwelling in remote locations of legendary power or infamous history. Such oracle medusas take great delight in their roles, and if presented with the proper gifts and flattery, the secrets they offer can be quite helpful. Of course, the lairs of such potent creatures are liberally decorated with statues of those who have offended them, so the seeker of knowledge is well advised to tread carefully during such meetings.

All known medusas are female. Rarely, a medusa may decide to keep a male humanoid as a mate, usually with the help of *elixirs of love* or similar magic, and is always careful to not petrify her prisoner—at least until she grows tired of his company.

Illustration by Alex Shim

MEPHIT

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

MEPHIT

CR 3



XP 800

N Small outsider (varies)

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

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2

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

DR 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day—*summon* (level 2, 1 mephit of the same type 25%), additional abilities based on mephit type

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

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

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

ECOLOGY

Environment any (elemental planes)

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

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Mephits are the servants of powerful elemental creatures. Key sites and locations on the elemental planes are full of mephits scurrying about on important errands or duties. Each mephit is associated with one element that defines its spells and abilities. The mephit types are listed below.

Air Mephit (Air)

Air mephits are commonly found on the Plane of Air. These mephits are whimsical and prone to distraction.

- **Fast Healing:** Works only in gusty and windy areas.
- **Speed:** Fly 60 ft. (perfect)
- **Breath Weapon:** A cone of sand and grit that deals 1d8 slashing damage.
- **Spell-Like Abilities:** *blur* 1/hour, *gust of wind* 1/day.

Dust Mephit (Air)

Dust mephits are commonly found on the Plane of Air. These mephits are irritating and persistent.

- **Fast Healing:** Works only in dusty environments.
- **Speed:** Fly 50 ft. (perfect)
- **Breath Weapon:** A cone of dust that deals 1d4 slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *blur* 1/hour, *wind wall* 1/day

Earth Mephit (Earth)

Earth mephits are commonly found on the Plane of Earth. These mephits are plodding and humorless.

- **Fast Healing:** Works only while underground.
- **Breath Weapon:** A cone of rocks that deals 1d8 bludgeoning damage.
- **Change Size:** Once per day, an earth mephit can enlarge one size category, as *enlarge person*, except that it only works on the earth mephit. This power acts as a 2nd-level spell.
- **Spell-Like Abilities:** *soften earth and stone* 1/day

Fire Mephit (Fire)

Fire mephits are commonly found on the Plane of Fire. Fire mephits are vengeful and quick to anger.

- **Fast Healing:** Works only while in contact with fire.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath Weapon:** A cone of flames that deals 1d8 fire damage.
- **Spell-Like Abilities:** *scorching ray* 1/hour, *heat metal* 1/day (DC 14)

Ice Mephit (Cold)

Ice mephits are commonly found on the Plane of Air. These mephits are cruel and aloof.

- **Fast Healing:** Works only in areas below freezing.
- **Immune:** Cold
- **Weaknesses:** Vulnerability to fire
- **Breath Weapon:** A cone of ice that deals 1d4 cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *magic missile* 1/hour, *chill metal* 1/day (DC 14)

Magma Mephit (Fire)

Magma mephits are commonly found on the Plane of Fire. These mephits are dim-witted brutes.

- **Fast Healing:** Works only in contact with magma or lava.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath Weapon:** A cone of fire that deals 1d8 fire damage.

- **Magma Form (Su):** Once per hour, a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, its DR increases to 20/magic and it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes 1d6 fire damage. A magma mephit may remain in this form for up to 10 minutes.
- **Spell-Like Abilities:** *pyrotechnics* 1/day

Ooze Mephit (Water)

Ooze mephits are commonly found on the Plane of Water. These mephits are disgusting and slow to act.

- **Fast Healing:** Works only in wet or muddy environments.
- **Speed:** Swim 30 ft.
- **Breath Weapon:** A cone of slime that deals 1d4 acid damage. The slime also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *acid arrow* 1/hour, *stinking cloud* 1/day (DC 15)

Salt Mephit (Earth)

Salt mephits are commonly found on the Plane of Earth. These mephits are cruel and aloof.

- **Fast Healing:** Works only in arid environments.
- **Breath Weapon:** A cone of salt crystals that deals 1d4 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Dehydrate (Su):** Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on

itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.

- **Spell-Like Abilities:** *glitterdust* 1/hour.

Steam Mephit (Fire)

Steam mephits are commonly found on the Plane of Fire. These mephits are overconfident and brash.

- **Fast Healing:** Works only in boiling water or steam.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath weapon:** A cone of steam that deals 1d4 fire damage. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Boiling Rain (Su):** Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d6 points of fire damage (Fortitude DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell.
- **Spell-Like Abilities:** *blur* 1/hour

Water Mephit (Water)

Water mephits are commonly found on the Plane of Water. These mephits are constant jokesters.

- **Fast Healing:** Works only while the mephit is underwater.
- **Speed:** Swim 30 ft.
- **Breath Weapon:** A cone of acid that deals 1d8 acid damage.
- **Spell-Like Abilities:** *acid arrow* 1/hour, *stinking cloud* 1/day (DC 15)



MERFOLK

Slipping in and out of the crashing waves, this beautiful woman has the lower torso of a long, slender fish.

MERFOLK

CR 1/3



XP 135

Merfolk warrior 1

N Medium humanoid (aquatic)

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 7 (1d10+2)

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

OFFENSE

Speed 5 ft., swim 50 ft.

Melee trident +2 (1d8+1)

Ranged heavy crossbow +2 (1d10/19-20)

STATISTICS

Str 13, **Dex** 13, **Con** 14, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 13 (can't be tripped)

Feats Skill Focus (Perception)

Skills Perception +3, Swim +13

Languages Aquan, Common

SQ amphibious

ECOLOGY

Environment temperate ocean

Organization solitary, company (2-4), patrol (3-10 plus 2 lieutenants of 3rd level and 1 leader of 3rd-6th level), or shoal (11-60 plus 1 sergeant of 3rd level per 20 adults, 5 lieutenants of 5th level, 3 captains of 7th level, and 8-12 dolphins)

Treasure NPC gear (trident, heavy crossbow with 10 bolts, other treasure)

From the waist up, merfolk bear the torsos of well-built humans and delicate features reminiscent of elves and other humanoids tied to the natural world. A merfolk's lower body consists of the fins and tail of a great fish. Depending on the region, the scales of merfolk vary in hue, including gleaming silver, pale green, or even blue with stripes of yellow and crimson. Merfolk typically measure 6 to 8 feet in length and weigh over 200 pounds, with females being slightly smaller than males. Although amphibious, merfolk move only with difficulty on land and rarely wander more than a mile from sea.

It is quite rare for a merfolk to make contact with a creature not of its kind. In fact, many

go to great lengths to steer sailors away from their lands, even resorting to violence if necessary. Ancient accounts hint at merfolk protecting a terrible secret bound to the depths, and though no reports mention what this secret is, the lengths merfolk go to remain isolated from other races highlight the importance of this safeguard.

While merfolk outwardly appear to be a beautiful and powerful race, some sages and seafarers whisper that degenerate and mutated merfolk roam the deepest, most isolated regions of the seas and oceans. Some evidence states that this offshoot fell to the worship of twisted and sinister powers lurking in the darkness below, while other theories include all merfolk in this sinister agenda, holding that even those merfolk who believe they control their own destinies are, in fact, merely unknowing puppets of a sinister and unknown master race deep under the sea.

Merfolk Characters

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

+2 Dexterity, +2 Constitution, +2 Charisma: Merfolk are graceful, hale, and beautiful.

+2 Natural Armor: Merfolk have tough skin.

Aquatic: Merfolk are aquatic and can breathe water. Their land speed is 5 feet, but their swim speed is 50 feet. They are amphibious, but prefer not to spend long periods out of the water.

Low-Light Vision: All merfolk have low-light vision.

Languages: Merfolk begin play speaking Common and Aquan. Merfolk with high Intelligence scores can choose any of the following bonus languages: Aboleth, Aklo, Draconic, Elven, Sahuagin, and Sylvan.



MIMIC

What appeared to be a chest filled with treasure comes to life as it grows long, glistening tentacles and a number of sharp teeth.

MIMIC

CR 4



XP 1,200

N Medium aberration (shapechanger)

Init +5; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 52 (7d8+21)

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

Immune acid

OFFENSE

Speed 10 ft.

Melee slam +10 (1d8+6 plus adhesive)

Special Attacks constrict (slam, 1d8+6)

STATISTICS

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

Base Atk +5; **CMB** +9; **CMD** 20 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

Skills Climb +14, Disguise +10 (+30 when mimicking objects), Knowledge (dungeoneering) +10, Perception +14; **Racial**

Modifiers +20 Disguise when mimicking objects

Languages Common

SQ mimic object

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard

and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

Mimics are thought to be the result of an alchemist's attempt to grant life to an inanimate object through the application of an eldritch reagent, the recipe for which is long lost. Over time, these strange but clever creatures have learned the ability to transform themselves into simulacra of man-made objects, particularly in locations that have infrequent traffic by small numbers of creatures, thus increasing their odds of successfully attacking their victims.

Though mimics are not inherently evil, some sages believe that mimics attack humans and other intelligent creatures for sport rather than merely for sustenance. The desire to completely fool others is thought to be a part of their being, and their surprise attacks against others are a culmination of those desires.

A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 900 pounds. Legends and tales speak of mimics of much greater sizes, with the ability to assume the form of houses, ships, or entire dungeon complexes that they festoon with treasure (both real and false) to lure unsuspecting food within.



Illustration by Ben Wooten

MINOTAUR

With the body of a powerfully built man and the head of a snarling bull, this creature stomps its hooves as if preparing to charge.

MINOTAUR

CR 4



XP 1,200

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size)

hp 45 (6d10+12)

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

Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

Melee greataxe +9/+4 (3d6+6/x3) and gore +4 (1d6+2)

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

Special Attacks powerful charge (gore +11, 2d6+6)

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +11; **CMD** 21

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Intimidate +5, Perception +10, Stealth +2, Survival +10;

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)

SPECIAL ABILITIES

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Nothing holds a grudge like a minotaur. Scorned by the civilized races centuries ago and born from a deific curse, minotaurs have hunted, slain, and devoured lesser humanoids in retribution for real or imagined slights for as long as anyone can remember. Many cultures have legends of how the first minotaurs were created by vengeful or slighted gods who punished humans by twisting their forms, robbing them of their intellects and beauty, and giving them the heads of bulls. Yet most modern minotaurs hold these legends in contempt and believe that they are not divine mockeries but divine paragons created by a potent and cruel demon lord named Baphomet.

The traditional minotaur's lair is a maze, be it a legitimate labyrinth constructed to baffle and confuse, an accidental

one such as a city sewer system, or a naturally occurring one such as a tangle of caverns and other underground passageways. Employing their innate cunning, minotaurs use their maze lairs to vex unwary foes who seek them out or who simply stumble into the lairs and become lost, slowly hunting the intruders as they try in vain to find a way out. Only when despair has truly set in does the minotaur move in to strike at its lost victims. When dealing with a group, minotaurs often let one creature escape, to spread the tale of horror and lure others to their mazes in hope of slaying the beasts. Of course, to minotaurs, these would-be heroes make for delicious meals.

Minotaurs might also be found in the employ of a more powerful monster or evil creature, serving it so long as they can still hunt and dine as they please. Usually this means guarding some powerful object or valuable location, but it can also be a sort of mercenary work, hunting down the foes of its master.

Minotaurs are relatively straightforward combatants, using their horns to horribly gore the nearest living creature when combat begins.



MITE

This squat humanoid seems to be nearly all head—an unfortunate circumstance, considering how ugly its puffy blue face is.

MITE

CR 1/4



XP 100

LE Small fey

Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 3 (1d6)

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

DR 2/cold iron

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.

Melee dagger +0 (1d3–1/19–20)

Ranged dart +2 (1d3–1)

Special Attacks hatred

Spell-Like Abilities (CL 1st)

At will—*prestidigitation*

1/day—*doom* (DC 10)

STATISTICS

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

Base Atk +0; **CMB** –2; **CMD** 9

Feats Point-Blank Shot

Skills Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Undercommon

SQ vermin empathy +4

ECOLOGY

Environment any underground

Organization solitary, band (2–8), or tribe (9–20 plus 1 chieftain of 2nd–4th level and 2–6 giant vermin)

Treasure standard (dagger, 6 darts, other treasure)

SPECIAL ABILITIES

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

Descended from even smaller fey, the mites are among the most pitiful and craven dwellers of the dark. Hideously ugly, even goblins have been known to mock mites for their homely appearances, mockery most mites take to heart and nurture for weeks, months, or even years in their tiny homes, until their distress and anger finally overcome their natural cowardice and impel them forth on short-lived bouts of bloody vengeance from the doubtful safety of a spider's back.

Mites, once closer to the strange realm of the fey, have grown larger and stockier after countless generations spent on the Material Plane. Yet still, their stature places them at the bottom of the pile in the dangerous caverns in which they live. Their traditional enemies are dwarves and gnomes, particularly the svirfneblin of the deep underground caves. The one thing that gives them a significant edge over an enemy in a fight is their natural ability to empathize with normally mindless vermin—mites are particularly fond of spiders, centipedes, and cave fishers, and a mite colony usually has a few of these far more dangerous monsters on hand to defend the group.

Although they have lost the supernatural ability to tinker with magic items, luck, or mechanical objects possessed by their more sinister and dangerous gremlin kin, mites retain the ability to perform minor magical tricks with *prestidigitation*, and often use these tricks to annoy their enemies. When faced with dangerous foes, a mite uses its *doom* ability to hex a foe—a mite's eyes bulge hideously open when it uses this spell-like ability.

A mite is 3 feet tall and weighs 40 pounds.



Illustration by Dave Allsop

MOHRG

A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.

MOHRG

CR 8



XP 4,800

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 91 (14d8+28)

Fort +6, **Ref** +10, **Will** +9

Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 21)

STATISTICS

Str 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 30

Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +22, Perception +23, Stealth +21, Swim +19

ECOLOGY

Environment any

Organization solitary, gang (2–4), or mob (2–4 plus 4–12 zombies)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

Those who slay many over the course of their lifetimes, be they serial killers, mass-murderers, warmongering soldiers, or

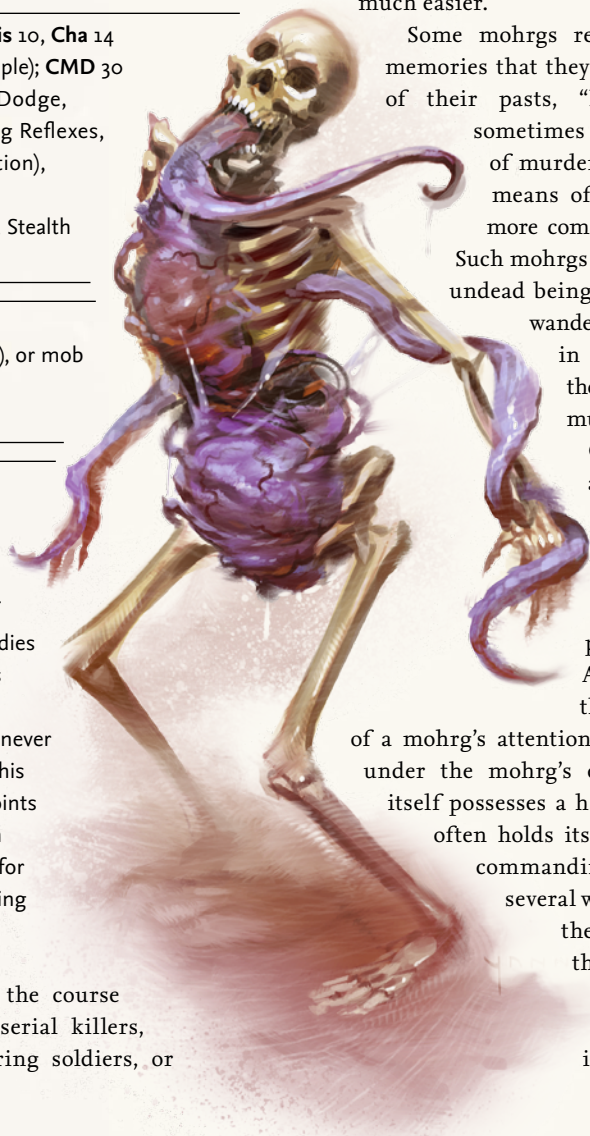
battle-driven berserkers, become marked and tainted by the sheer weight of their murderous deeds. When such killers are brought to justice and publicly executed for their heinous crimes before they have a chance to atone, the remains sometimes return to unlife to continue their dark work as a mohrg.

Undead things caring less for life than they did before their own deaths, mohrgs exist solely to wreak havoc on the living. Sometimes mistaken for skeletons or zombies, they are far more dangerous than those mindless abominations, retaining some semblance of their own memories—and the delight they once took in hearing the screams of the dying.

When possible, mohrgs gather in small groups, seeking out lone targets much as they did in life. If faced with capable foes, a mohrg attempts to incapacitate them one by one, starting with divinely empowered characters first, both to protect itself from holy wrath, and to make the task of paralyzing and devouring the others that much easier.

Some mohrgs retain enough of their former memories that they return to the favored locations of their pasts, “haunting” old hideouts and sometimes even resuming the depredations of murderers long dead, falling back on means of death and mayhem that were more comfortable in their breathing days. Such mohrgs are even more insane than most undead beings, and can sometimes be found wandering the streets of a city or town in cowls and cloaks, carrying on their old life's work of slaughter and murder as best they can.

Of course, since those slain by a mohrg rise soon thereafter as undead themselves, the murders of a mohrg do not go unnoticed for long, even when they take extra care to prey only upon society's dregs. A sudden uprising of undead in the streets is the inevitable result of a mohrg's attentions. Since these zombies remain under the mohrg's control, and since the mohrg itself possesses a hateful and cruel intelligence, it often holds its undead army in reserve, even commanding it to lie motionless until several weeks or months have passed and the local graveyard is filled with the sleeping dead. Then, when the time is right, the mohrg calls upon its army to rise and aid it in finishing the slaughter.



MORLOCK

Skin pale as a slug's belly, eyes huge and bulging, this thing crawls down the wall like a spider, but its shape is hideously humanoid.

MORLOCK

CR 2



XP 600

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +2

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 22 (3d10+6)

Fort +3, **Ref** +9, **Will** +5

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee club +5 (1d6+2), bite +0 (1d4+1)

Special Attacks leap attack, sneak attack +1d6, swarming

STATISTICS

Str 14, **Dex** 19, **Con** 15, **Int** 5, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 19

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Climb +22, Stealth +8 (+12 in caverns);

Racial Modifiers +4 Stealth in caverns, +8 Acrobatics, +16 Climb

Languages Undercommon

SQ expert climber

ECOLOGY

Environment any underground

Organization solitary, pair, band (3–6), or tribe (7–18)

Treasure standard

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Degenerate humans long lost from the world of light, morlocks have regressed through years of subterranean dwelling into ravenous, barely thinking beasts of the endless night. They no longer remember the civilized lives their ancestors led, although many morlock tribes still dwell in the shattered ruins of their ancient homes. Ironically, in many cases morlocks worship the statues left behind by these ancestors as their gods. Morlock priests of such ancestor worship have access to the domains of Darkness, Earth, Madness, and Strength. A typical morlock stands just over 5 feet tall and weighs roughly 150 pounds.

Morlocks move about on two legs at times, but often drop down to a creepy four-limbed shuffle when speed or stealth is necessary. Their wiry, often emaciated frames mask the strength of their limbs and their swift reactions.

Morlocks typically give birth to broods of three to four babies at a time, ravenous creatures born with a full set of teeth and a cannibalistic predisposition. The first few weeks of a brood's life must be carefully mothered to prevent attrition—it usually takes that long for the morlock young to overcome their natural inclination to feed on whatever is closest. Morlocks mature quickly, achieving adulthood after only 5 years of life. A typical morlock can live to a ripe old age of 60—although the majority of their kind die far sooner than that due to violence.



Illustration by Dave Allsop

MUMMY

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

MUMMY

CR 5



XP 1,600

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 60 (8d8+24)

Fort +4, **Ref** +2, **Will** +8

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus mummy rot)

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +13; **CMD** 23

Feats Power Attack, Toughness, Skill Focus (Perception),
Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

ECOLOGY

Environment any

Organization solitary, warden squad (2–6), or guardian detail
(7–12)

Treasure standard

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

Created to guard the tombs of the honored dead, mummies are ever vigilant for those who would desecrate their sacred ground.

Mummies are created through a rather lengthy and gruesome embalming process, during which all of the body's major organs are removed and replaced with dried herbs and flowers. After this process, the flesh is anointed with sacred oils and wrapped in purified linens. The creator then finishes the ritual with a *create undead* spell.

Although most mummies are created merely as guardians and remain loyal to their charge until their destruction, certain powerful mummies have much more free will. The majority are at least 10th-level clerics, and are often kings or pharaohs who have called upon dark gods or sinister necromancers to bind their souls to their bodies after death—usually as a means to extend their rule beyond the grave, but at times simply to escape what they fear will be an eternity of torment in their own afterlife.



NAGA, DARK

A sharp-featured humanoid head crowns the powerful, sinuous body of this snake-like monstrosity.

DARK NAGA

CR 8



XP 4,800

LE Large aberration

Init +5; **Senses** darkvision 60 ft., detect thoughts; Perception +19

DEFENSE

AC 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural, –1 size)

hp 85 (10d8+40)

Fort +7, **Ref** +10, **Will** +9 (+11 vs. charm effects)

Defensive Abilities guarded thoughts; **Immune** poison

OFFENSE

Speed 40 ft.

Melee bite +8 (1d4+2), sting +8 (2d4+2 plus poison)

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

Spells Known (CL 7th)

3rd (5/day)—*displacement*, *lightning bolt* (DC 16)

2nd (7/day)—*cat's grace*, *invisibility*, *scorching ray*

1st (7/day)—*expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *silent image*

o (at will)—*daze*, *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic*

STATISTICS

Str 14, **Dex** 21, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17

Base Atk +7; **CMB** +10; **CMD** 26 (can't be tripped)

Feats Alertness, Combat Casting, Dodge, Eschew Materials^B, Lightning Reflexes, Stealthy

Skills Bluff +13, Diplomacy +9, Disguise +9, Escape Artist +13, Intimidate +12, Knowledge (arcana) +13, Perception +19, Sense Motive +10, Spellcraft +12, Stealth +18

Languages Common, Infernal

ECOLOGY

Environment any underground

Organization solitary or nest (2–4)

Treasure standard

SPECIAL ABILITIES

Detect Thoughts (Su) A dark naga can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.

Guarded Thoughts (Ex) Dark nagas are immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Sting—injury; *save* Fort DC 19; *frequency* 1 round; *effect* sleep for 2d4 minutes; *cure* 1 save.

Spells Dark nagas cast spells as 7th-level sorcerers.

Dark nagas covet luxury, wealth, and power over others. With bodies covered by shimmering, eel-like black scales, dark nagas slither deftly through forsaken lands and abandoned ruins, scouring such places for treasures and weaker creatures they might force into service. Their forked tongues spread only lies, and others whom they can't manipulate they destroy with their insidious poison and destructive magical abilities. A typical dark naga measures approximately 12 feet long and weighs upward of 300 pounds.

Arrogant and sybaritic, dark nagas seek to dominate lesser creatures, relishing the fear they inspire and power over other beings. While some manage to carve indulgent fiefdoms from tribes of goblins, orcs, lizardfolk, or other barbarous races, the luster of cosmopolitan fineries proves enticing as well, leading some to infiltrate city sewers and slums to gather an urban following. They particularly relish morbidly crafted jewelry and treasures, often adorning themselves with jeweled bands or taking their ease atop piles of treasure.

Dark nagas hate others of their kind, especially other dark nagas, seeing their brethren as deadly opponents to be dispatched swiftly and mercilessly—often rightly so.



Illustration by Andrew Hou

NAGA, GUARDIAN

A contemplative humanoid face framed by a cobra-like hood adorns the body of this long, brightly colored serpent.

GUARDIAN NAGA

CR 10



XP 9,600

LG Large aberration

Init +6; Senses darkvision 60 ft.; Perception +23

DEFENSE

AC 24, touch 15, flat-footed 18 (+6 Dex, +9 natural, -1 size)

hp 114 (12d8+60)

Fort +9, Ref +12, Will +12

OFFENSE

Speed 40 ft.

Melee bite +13 (2d6+7 plus poison)

Ranged spit +14 touch (poison)

Space 10 ft.; Reach 5 ft.

Spells Known (CL 9th)

4th (5/day)—*divine power*, *greater invisibility*

3rd (7/day)—*cure serious wounds*, *dispel magic*, *lightning bolt* (DC 17)

2nd (7/day)—*detect thoughts* (DC 16), *lesser restoration*, see *invisibility*, *scorching ray*

1st (7/day)—*cure light wounds*, *divine favor*, *expeditious retreat*, *mage armor*, *magic missile*

o (at will)—*daze* (DC 14), *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *stabilize*

STATISTICS

Str 21, Dex 23, Con 20, Int 16, Wis 19, Cha 18

Base Atk +9; CMB +15; CMD 31 (can't be tripped)

Feats Alertness, Blind-Fight, Combat Casting, Combat Expertise, Eschew Materials^B, Improved Trip, Lightning Reflexes

Skills Bluff +16, Diplomacy +16, Knowledge (arcana) +18,

Perception +23, Sense Motive +20, Spellcraft +18, Stealth +17

Languages Celestial, Common

ECOLOGY

Environment temperate plains

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

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite—injury or spit—contact; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Spells A guardian naga casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a guardian naga.

Spit (Ex) A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Although ferocious in shape, with radiant scales, cobra-like hoods, and powerful serpentine bodies, guardian nagas serve as dutiful protectors of places of fundamental power and sanctity. Their scales often bear elaborate patterns similar to those of exotic jungle snakes. A typical guardian naga stretches 14 feet long and weighs approximately 350 pounds.

While many guardian nagas adhere to the exotic practices of ancient or forgotten faiths, others are merely drawn to sites of innate wonder—towering waterfalls, natural spires, mountaintop temples—minding them out of their own senses of duty and reverence. Often these nagas join a living faith, serving as protectors of sanctuaries or ancient treasures. A pair of nagas might take up residence near a site they deem worthy of protection, hatching a brood and raising their offspring there. When the young grow to adulthood, they have the choice of departing to seek their own homes or staying to protect their elder's charge. Sometimes, a guardian naga protecting a ruin or temple is but the current protector in a line of sentinels stretching back centuries. Such sentinels often take the same name as their forebears to appear as a single, exceptionally long-lived figure.



NAGA, SPIRIT

Yellowed, venom-dripping fangs fill the human-like mouth of this sinister serpentine monstrosity.

SPIRIT NAGA

CR 9



XP 6,400

CE Large aberration

Init +5; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, -1 size)

hp 95 (10d8+50)

Fort +8, **Ref** +10, **Will** +10

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +10 (2d6+6 plus poison)

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

Special Attacks charming gaze

Spells Known (CL 7th)

3rd (5/day)—*displacement*, *fireball* (DC 16)

2nd (7/day)—*cat's grace*, *invisibility*, *summon swarm*

1st (7/day)—*charm person* (DC 14), *cure light wounds*, *divine favor*, *magic missile*, *shield of faith*

o (at will)—*bleed*, *daze* (DC 13), *detect magic*, *mage hand*, *open/close*, *ray of frost*, *read magic*

STATISTICS

Str 18, **Dex** 20, **Con** 21, **Int** 12, **Wis** 17, **Cha** 17

Base Atk +7; **CMB** +12; **CMD** 27 (can't be tripped)

Feats Ability Focus (charming gaze), Combat

Casting, Eschew Materials^B, Lightning Reflexes,

Skill Focus (Perception), Stealthy

Skills Bluff +13, Escape Artist +13, Intimidate +9,

Knowledge (arcana) +14, Perception +22,

Spellcraft +11, Stealth +15, Swim +12

Languages Abyssal, Common

ECOLOGY

Environment temperate marshes

Organization solitary or nest (2–4)

Treasure standard

SPECIAL ABILITIES

Charming Gaze (Su) As *charm person*, 30 feet, Will DC 20 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save.

Spells A spirit naga casts spells as a 7th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a spirit naga.

Morbid-minded and wretched to look upon, spirit nagas are the witches of the naga race, hateful outcasts long shunned for

their dark powers and loathsome ways. A typical spirit naga is slender, with the scales of a venomous serpent and a tangle of greasy hair framing their pale faces. Most measure 14 feet long but weigh less than 300 pounds.

Spirit nagas delight in places of death and desolation. Battle-scarred ruins, untended graveyards, despoiled forests, and tangled swamps all attract these repulsive creatures. Where guardian nagas favor places of innate sanctity, spirit nagas seek out places of fundamental corruption, sites they believe to be imbued with dark magics. The crypts of long-dead tyrants, the death places of great heroes, and the ruins of nefarious keeps all attract these wretched serpents.

Most spirit nagas believe themselves to be the inheritors of some mysterious dark favor, seeing their innate magical talents as evidence of such. Most commune with vague powers of death and devastation, working profane rites and seeking grotesque auguries from cultic forces. To aid them, spirit nagas often use their enchanting gaze, changing victims into fawning fanatics and would-be sacrifices.

Spirit nagas occasionally band together in small groups—some seeming to mimic the covens of hags.

While a particular plot or foe might bring these deadly serpents together for a short time, spirit nagas are loyal only to themselves, and such alliances always end in deadly betrayal.

