

NEOTHELID

Its slime-drenched length coiled upon itself in a shuddering mountain, this huge worm's tentacled head rises like a snake's.

NEOTHELID

CR 15



XP 51,200

CE Gargantuan aberration

Init +2; **Senses** blindsight 100 ft., trace teleport 60 ft.;

Perception +25

DEFENSE

AC 30, touch 4, flat-footed 30 (–2 Dex, +26 natural, –4 size)

hp 230 (20d8+140)

Fort +15, **Ref** +4, **Will** +16

DR 10/cold iron; **SR** 26

OFFENSE

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

Melee 4 tongues +21 (3d6+10/19–20 plus grab)

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

Special Attacks breath weapon (50-ft. cone, 14d10 acid, Reflex DC 27 half, once every 1d4 rounds), mind thrust, psychic crush, swallow whole (2d6+10 plus 2d6 acid, AC 23, hp 23)

Spell-Like Abilities (CL 20th)

Constant—fly

At will—*detect thoughts* (DC 17), *charm monster* (DC 19), *clairvoyance/clairaudience*, *suggestion* (DC 18), *telekinesis* (DC 20), *teleport*, *poison* (DC 19)

3/day—*quicken suggestion* (DC 18)

STATISTICS

Str 30, **Dex** 7, **Con** 24, **Int** 16, **Wis** 15, **Cha** 21

Base Atk +15; **CMB** +29 (+33 grapple); **CMD** 37 (can't be tripped)

Feats Cleave, Great Cleave,

Great Fortitude, Improved

Bull Rush, Improved

Critical (tongue), Improved

Initiative, Improved

Overrun, Iron Will, Power

Attack, Quicken Spell-Like Ability

(*suggestion*)

Skills Bluff +25, Climb +33, Diplomacy +25,

Fly –4, Intimidate +28, Knowledge (arcana)

+26, Perception +25, Spellcraft +26

Languages Aklo, Terran, Undercommon; telepathy 100 ft.

ECOLOGY

Environment any underground

Organization solitary, pair, or cult (3–5 plus 4–12 charmed slaves of various races)

Treasure standard

SPECIAL ABILITIES

Mind Thrust (Su) As a standard action up to three times a day, a neothelid can deliver a massive blast of mental

energy at any one target within 60 feet, inflicting 15d10 points of damage. A successful DC 25 Will save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect. The save DC is Charisma-based.

Psychic Crush (Su) As a standard action up to three times a day, a neothelid can attempt to crush the mind of a single creature within 60 feet. The target must make a DC 25 Will save or collapse, becoming unconscious and dying at –1 hit points. If the target succeeds on the save, it takes 6d6 points of damage and is sickened for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Trace Teleport (Ex) A neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to “seen casually.” This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.

Dwelling only in the deepest reaches of the underworld, the immense neothelids once ruled empires in the depths, yet their numbers have been vastly reduced as other races have proven swifter to breed and adapt. Today, the neothelid is a legend, the subject of tales of horror among those few to have experienced the creature's wrath in person and lived to tell about it.

Neothelids are served by all manner of strange worm-like creatures, minions they use to observe and wage war against their enemies. The neothelids themselves were spawned by even more horrific entities, ageless horrors from strange dimensions beyond the edge of known reality—the neothelids see themselves as the chosen agents of these malevolent forces, working to ready the world for their return.



NIGHT HAG

Grisly fetishes and the rags of once fine clothes hang off the corpse-thin frame of this horrifying, sharp-fanged crone.

NIGHT HAG

CR 9



XP 6,400

NE Medium outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

hp 92 (8d10+48)

Fort +14, **Ref** +8, **Will** +11

DR 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 24

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d4+5), bite +13 (2d6+5 plus disease)

Special Attacks dream haunting

Spell-Like Abilities (CL 8th)

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

At will—*deep slumber* (DC 16), *invisibility, magic missile, ray of enfeeblement* (DC 14)

At will (with heartstone)—*etherealness, soul bind*

STATISTICS

Str 21, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 17

Base Atk +8; **CMB** +13; **CMD** 27

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

Skills Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (arcana) +12, Knowledge (planes) +15, Perception +16, Ride +15, Sense Motive +16, Spellcraft +15

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid, *alter self*), heartstone

ECOLOGY

Environment any evil-aligned plane

Organization solitary, mounted (1 and 1 nightmare), or coven (3 hags of any type)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Demon Fever*: Bite—*injury*; *save* Fort DC 20; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves. The save DC is Constitution-based.

Dream Haunting (Su) A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

Heartstone (Su) All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.




Terrifying murderesses and greedy soul brokers, night hags prey upon mortals while they're most vulnerable. Preferring to kill their prey slowly, haunting their dreams night after night, these hags trap the tormented souls of their victims within dark gems so they might be sold in the infernal markets of the outer planes. Night hags vary widely in appearance, standing between 5-1/2 and 7 feet tall, and weighing from 150 to 300 pounds.



Illustration by Andrew Hou

NIGHTMARE

This eerie horse-like creature's skin is an inky blackness. Fire spurts from its hair and nostrils, and its hooves spray sparks.




NIGHTMARE	CR 5	  
XP 1,600		
NE Large outsider (evil, extraplanar)		
Init +6; Senses darkvision 60 ft.; Perception +12		
DEFENSE		
AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)		
hp 51 (6d10+18)		
Fort +8, Ref +7, Will +3		
OFFENSE		
Speed 40 ft., fly 90 ft. (good)		
Melee bite +9 (1d4+4), 2 hooves +4 (1d6+2 plus 1d4 fire)		
Space 10 ft.; Reach 5 ft.		
Special Attacks smoke		
Spell-Like Abilities (CL 6th)		
1/day (self plus 1 rider only)— <i>plane shift</i>		
STATISTICS		
Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12		
Base Atk +6; CMB +11; CMD 23 (27 vs. trip)		
Feats Alertness, Improved Initiative, Run		
Skills Fly +13, Intimidate +10, Knowledge (planes) +10, Perception +12, Sense Motive +12, Stealth +7, Survival +10		
Languages Abyssal, Infernal		
ECOLOGY		
Environment any (Abaddon)		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		
Smoke (Su) In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 16 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as <i>obscuring mist</i> for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.		

Nightmares are flaming harbingers of death. They allow only the most evil of creatures to ride them, and are never mere mounts, but rather willing partners in destruction.

The cauchemar is a more dangerous variant of the nightmare, particularly valued for its ability to enter the Ethereal Plane with its rider in addition to being able to use *plane shift* to invade other realities.

NIGHTMARE, CAUCHEMAR

This towering, burning equine stands upon smoking hooves. Hellfire shimmers in its hateful eyes.

CAUCHEMAR	CR 11	  
XP 12,800		
NE Huge outsider (evil, extraplanar)		
Init +6; Senses darkvision 60 ft.; Perception +22		
DEFENSE		
AC 26, touch 10, flat-footed 24 (+2 Dex, +16 natural, –2 size)		
hp 147 (14d10+70)		
Fort +14, Ref +11, Will +7		
OFFENSE		
Speed 40 ft., fly 90 ft. (good)		
Melee bite +22 (2d6+10), 2 hooves +17 (2d6+5 plus 1d6 fire)		
Space 15 ft.; Reach 10 ft.		
Special Attacks smoke (DC 22)		
Spell-Like Abilities (CL 15th)		
1/hour (self plus 1 rider only)— <i>ethereal jaunt</i> , <i>plane shift</i>		
STATISTICS		
Str 31, Dex 15, Con 21, Int 16, Wis 12, Cha 12		
Base Atk +14; CMB +26; CMD 38 (42 vs. trip)		
Feats Alertness, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Run		
Skills Acrobatics +19, Bluff +18, Fly +19, Intimidate +18, Knowledge (arcana, planes) +20, Perception +22, Sense Motive +22, Stealth +11		
Languages Abyssal, Infernal		
ECOLOGY		
Environment any (Abaddon)		
Organization solitary		
Treasure none		



NYPH

A delicate figure rises from the water, her long ears tapering to points above her head, her beauty painful in its perfection.

NYPH

CR 7



XP 3,200

CG Medium fey

Init +5; **Senses** low-light vision; Perception +14

Aura blinding beauty (30 ft., DC 21)

DEFENSE

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge)

hp 60 (8d6+32)

Fort +13, **Ref** +18, **Will** +16

DR 10/cold iron

OFFENSE

Speed 30 ft., swim 20 ft.

Melee mwk dagger +10 (1d4/19–20)

Special Attacks stunning glance

Spell-Like Abilities (CL 8th)

1/day—*dimension door*

Spells Prepared (CL 7th)

4th—*summon nature's ally IV*

3rd—*call lightning* (DC 16), *cure moderate wounds*, *water breathing*

2nd—*barkskin*, *flame blade*, *resist energy*, *tree shape*

1st—*charm animal* (DC 14), *endure elements*, *entangle* (DC 14), *obscuring mist*, *produce flame*

0—*detect magic*, *guidance*, *light*, *stabilize*

STATISTICS

Str 10, **Dex** 21, **Con** 18, **Int** 16, **Wis** 17, **Cha** 25

Base Atk +4; **CMB** +9; **CMD** 27

Feats Agile Maneuvers, Combat

Casting, Dodge, Weapon Finesse

Skills Diplomacy +18, Escape Artist +16,

Handle Animal +15, Heal +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +16, Swim +19

Languages Common, Sylvan

SQ inspiration, unearthly grace, wild empathy +21

ECOLOGY

Environment temperate forest

Organization solitary

Treasure standard (dagger, other treasure)

SPECIAL ABILITIES

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 21 Fortitude save or be blinded

permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Inspiration (Su) A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has a nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The nymph retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may

only inspire one creature at a time in this manner.

Spells A nymph casts spells as a 7th-level druid, but cannot swap out prepared spells to cast summon spells.

Stunning Glance (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 21 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the nymph has a +6 racial bonus on the check. The nymph's effective druid level is equal to her HD for determining her total modifier to the check.

Many have lost their lives in vain search of the beauty of the nymph, and many more to the madness and obsession their grace has upon minds and bodies unprepared for their companionship. Yet the nymph herself is not a cruel creature—a guardian of nature's purest places and most beautiful realms, she treats those who respect her and her abode with kindness, and may even favor someone who takes her fancy with magical gifts. Yet those who would seek to abuse or harm her or her home quickly find that behind her beauty is a fierce protector more than capable of defending her charge.



OCHRE JELLY

This yellow-orange amoeboid creature slithers across the ground, pseudopods grasping ahead of its slow approach.

OCHRE JELLY

CR 5



XP 1,600

N Large ooze

Init –5; **Senses** blindsight 60 ft.; **Perception** –5

DEFENSE

AC 4, **touch** 4, **flat-footed** 4 (–5 Dex, –1 size)

hp 63 (6d8+36)

Fort +8, **Ref** –3, **Will** –3

Defensive Abilities split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid and grab)

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

Special Attacks constrict (2d4+3 plus 1d4 acid)

STATISTICS

Str 14, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)

Skills Climb +10

ECOLOGY

Environment temperate underground or marshes

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down.

A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

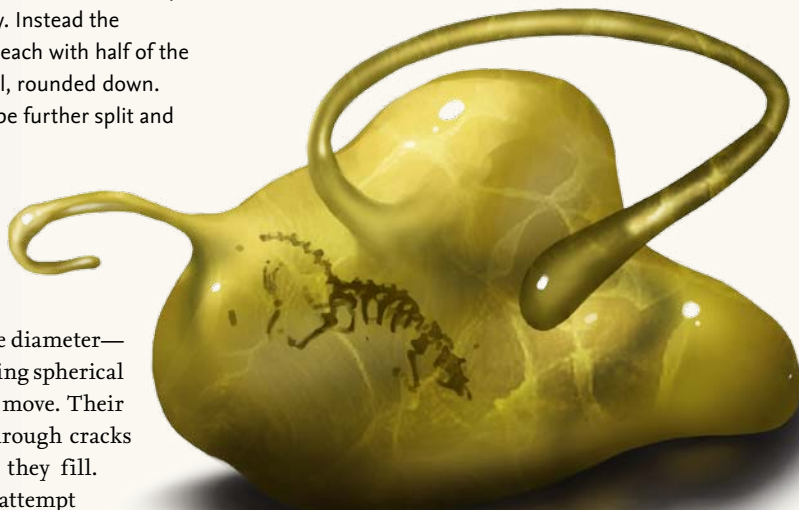
Ochre jellies are animate masses of protoplasm hued a sickly combination of yellow, orange, and brown. At rest, their flat, pulsing bodies stand roughly 6 inches tall and can stretch out to a wide diameter—in motion, they often ball up into quivering spherical shapes and almost seem to roll as they move. Their malleable bodies allow them to seep through cracks and holes far smaller than the space they fill. Creatures dwelling below ground often attempt to seal up any such cracks to fortify their lairs against ochre jellies.

An ochre jelly's highly specialized acid only dissolves flesh. This discovery has led many poisoners and hack alchemists to search out specimens for their tinkering. Some specialized weapons have resulted from these experiments that target the living body in wicked ways. Rumors of a slow-release poison that breaks down the cellular walls in living creatures surfaced a few years ago, but its creator guards the secret with his life.

Notes in a long-forgotten tome mention a burial practice used in faraway places that resembles cremation. Instead of burning the corpse to ashes, the practitioners seal the body into a stone sarcophagus with an ochre jelly so it can dissolve the body. Afterward, the morticians place the ochre jelly into a large canopic jar, complete with a bronze plaque naming the deceased. This practice protects items entombed with the body (which is quickly reduced to nothing but a polished skeleton), and the creature's essence, it is believed, still rides along with the living jelly.

Ochre jellies stand about 6 inches tall, spread out to a little over 10 feet in diameter, and weigh upward of 2,600 pounds. When in combat, they tend to pile up upon themselves and exude long, dripping pseudopods to slam and grapple anything that moves.

Although the typical ochre jelly has stats as presented here, in the deepest reaches of the underground world these mindless predators can grow to enormous sizes. Perhaps more disturbing, though, are rumors of ochre jellies that have developed additional methods of capturing prey. Adventurers speak of jellies capable of poisoning foes with a touch or exuding clouds of noxious gas that burns the eyes and throat, leaving those who draw too near helpless as the immense protoplasmic beast slithers over their bodies and begins to feed.



OCTOPUS

Eight tentacles, each adorned with rows of countless suckers, unfurl from the barrel-shaped body of this large-eyed creature.

OCTOPUS	CR 1
XP 400	
N Small animal (aquatic)	
Init +3; Senses low-light vision; Perception +1	
DEFENSE	
AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)	
hp 13 (2d8+4)	
Fort +5, Ref +6, Will +1	
Defensive Abilities ink cloud	
OFFENSE	
Speed 20 ft., swim 30 ft., jet 200 ft.	
Melee bite +5 (1d3+1 plus poison), tentacles +3 (grab)	
STATISTICS	
Str 12, Dex 17, Con 14, Int 2, Wis 13, Cha 3	
Base Atk +1; CMB +1 (+5 grapple); CMD 14 (can't be tripped)	
Feats Multiattack ^B , Weapon Finesse	
Skills Escape Artist +13, Stealth +20, Swim +9; Racial Modifiers +8 Stealth, +10 Escape Artist	
ECOLOGY	
Environment temperate or cold ocean	
Organization solitary	
Treasure none	
SPECIAL ABILITIES	
Ink Cloud (Ex) An octopus can emit a 10-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.	
Jet (Ex) An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.	
Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1 Str; cure 1 save.	

The octopus is a cunning animal capable of using complex tactics to get food.

Octopus Companions

Starting Statistics: Size Small; AC +1 natural; Speed 20 ft., swim 30 ft., jet 200 ft.; Attack bite (1d3), tentacles (grab); Ability Scores Str 12, Dex 17, Con 14, Int 2, Wis 12, Cha 3; Special Qualities low-light vision, ink cloud.

4th-Level Advancement: Attack bite (1d3 plus poison); Ability Scores Str +2, Con +2.

OCTOPUS, GIANT

A storm of tentacles, each twenty feet in length, flails with deadly precision from the leathery body of this gigantic octopus.

GIANT OCTOPUS	CR 8
XP 4,800	
N Large animal (aquatic)	
Init +6; Senses low-light vision; Perception +8	
DEFENSE	
AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)	
hp 90 (12d8+36)	
Fort +11, Ref +12, Will +7	
Defensive Abilities ink cloud (30-foot-radius sphere)	
OFFENSE	
Speed 20 ft., swim 30 ft., jet 200 ft.	
Melee bite +13 (1d8+5 plus poison), 8 tentacles +11 (1d4+2 plus grab)	
Space 10 ft.; Reach 10 ft. (20 ft. with tentacle)	
Special Attack constrict (tentacle, 1d4+2)	
STATISTICS	
Str 20, Dex 15, Con 17, Int 2, Wis 12, Cha 3	
Base Atk +9; CMB +15 (+19 grapple); CMD 27 (can't be tripped)	
Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack ^B , Skill Focus (Stealth), Stealthy	
Skills Escape Artist +18, Perception +8, Stealth +18, Swim +13; Racial Modifiers +10 Escape Artist, +8 Stealth	
ECOLOGY	
Environment any ocean	
Organization solitary	
Treasure incidental	
SPECIAL ABILITIES	
Poison (Ex) Bite—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 saves.	

The giant octopus is a true monster capable of catching and eating sharks, humans, or anything else it can grab with its tentacles.



OGRE

This lumbering giant's beady eyes are devoid of wit or kindness, and its puffy face features a wide mouth with ill-fitting teeth.

OGRE

CR 3



XP 800

CE Large humanoid (giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +7 (2d8+7)

Ranged javelin +1 (1d8+5)

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

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant

ECOLOGY

Environment temperate or cold hills

Organization solitary, pair, gang (3-4), or family (5-16)

Treasure standard (hide armor, greatclub, 4 javelins, other treasure)

Stories are told of ogres—horrendous stories of brutality and savagery, cannibalism and torture. Of rape and dismemberment, necrophilia, incest, mutilation, and all manners of hideous murder. Those who have not encountered ogres know the stories as warnings. Those who have survived such encounters know these tales to be tame compared to the truth.

An ogre revels in the misery of others. When smaller races aren't available to crush between meaty fists or defile in blood-red lusts of violence, they turn to each other for entertainment. Nothing is taboo in ogre society. One would think that, left to themselves, an ogre tribe would quickly tear itself apart, with only the strongest surviving in the end—yet if there is one thing ogres respect, it is family.

Ogre tribes are known as families, and many of their deformities and hideous features arise from the common practice of incest. The leader of a tribe is most often the father of the tribe, although in some cases a particularly violent or domineering ogress claims the title of mother. Ogre tribes bicker among themselves, a trait that thankfully

keeps them busy and turned against each other rather than neighboring races. Yet time and again, a particularly violent and feared patriarch rises among the ogres, one capable of gathering multiple families under his command.

Regions inhabited by ogres are dreary, ugly places, for these giants dwell in squalor and see little need to live in harmony with their environment. The borderland between civilization and ogre territory is a desperate realm of outcasts and despair, for here dwell the ogrekin, the deformed offspring and results of frequent ogre raids against the lands of the smaller folk.

Ogre games are violent and cruel, and victims they use for entertainment are lucky if they die the first day. Ogres' cruel senses of humor are the only way their crude minds show any spark of creativity, and the tools and methods of torture ogres devise are always nightmarish.

An ogre's great strength and lack of imagination makes it particularly suited for heavy labor, such as mining, forging, and clearing land, and more powerful giants (particularly hill giants and stone giants) often subjugate ogre families to serve them in such regards.

A typical adult ogre stands 10 feet tall and weighs roughly 650 pounds.



ONI, OGRE MAGE

Clad in beautiful armor, this exotically garbed giant roars, its tusks glistening and its eyes afire with murderous intent.

OGRE MAGE

CR 8



XP 4,800

LE Large outsider (giant, native, oni, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 21, touch 12, flat-footed 18 (+4 armor, +3 Dex, +5 natural, -1 size)

hp 92 (8d10+48); regeneration 5 (fire or acid)

Fort +12, **Ref** +5, **Will** +10

SR 19

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee greatsword +14/+9 (3d6+10)

Ranged composite longbow +10 (2d6+7)

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

Spell-Like Abilities (CL 9th)

Constant—fly

At will—darkness, invisibility

1/day—charm monster (DC 17), cone of cold (DC 18), gaseous form, deep slumber (DC 16)

STATISTICS

Str 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17

Base Atk +8; **CMB** +16; **CMD** 29

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will

Skills Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14

Languages Common, Giant

SQ change shape (Small, Medium, or Large humanoid; alter self or giant form I), flight

ECOLOGY

Environment cold hills

Organization solitary, pair, or patrol (1–2 plus 2–4 ogres)

Treasure double (chain shirt, greatsword, composite longbow [+7 Str] with 20 arrows, other treasure)

The ogre mage, like all oni, is an evil spirit come to the Material Plane and clad in living flesh—in this case, that of a brutish ogre. Ogre mages are often found serving as leaders of ogre tribes, yet not all of them seek to link their destinies to their less-intelligent kin. Some become lone marauders who hold villages hostage, demanding regular tribute in the form of gold, food, or maidens, lest they take more than they ask.

Oni Traits

The oni are a diverse race of evil outsiders, of which the ogre mage is the most common.

Other types of oni exist as well—evil spirits that clothe themselves in the flesh of other types of humanoid. The majority of oni are giants, with goblinoid, tengu, and reptilian oni being relatively common as well.

While oni are incredibly varied in their shapes and powers, they still share certain traits in common.

- **Regeneration:** All oni regenerate, although the rate of regeneration varies. Damage from fire or acid can kill an oni.
- **Change Shape:** All oni are shapechangers, but their ability to change shape is generally limited to creatures similar in shape to their true form.
- **Native:** Oni are native outsiders. As evil spirits clad in mortal humanoid flesh, all oni also possess one of the humanoid subtypes—usually giant.



Illustration by Kevin Yan



ORC

This savage creature looks like a bestial version of a savage human, with green-gray skin and greasy black hair.

ORC

CR 1/3



XP 135

Orc warrior 1

CE Medium humanoid

Init +0; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** –1

Defensive Abilities ferocity

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee falchion +5 (2d4+4/18–20)

Ranged javelin +1 (1d6+3)

STATISTICS

Str 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 14

Feats Weapon Focus (falchion)

Skills Intimidate +2

Languages Common, Orc

SQ weapon familiarity

ECOLOGY

Environment temperate hills, mountains, or underground

Organization solitary, gang (2–4), squad (11–20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20 adults, and 1 leader of 7th level per 30 adults)

Treasure NPC gear (studded leather armor, falchion, 4 javelins, other treasure)

Along with their brute strength and comparatively low intellect, the primary difference between orcs and the civilized humanoids is their attitude. As a culture, orcs are violent and aggressive, with the strongest ruling the rest through fear and brutality. They take what they want by force, and think nothing of slaughtering or enslaving entire villages when they can get away with it. They have little time for niceties or details, and their camps and villages tend to be filthy, ramshackle affairs filled with drunken brawls, pit fights, and other sadistic entertainment. Lacking the patience for farming and only able to shepherd the most robust and self-sufficient animals, orcs almost always find it easier to take what someone else has built than to create things themselves. They are arrogant and quick to anger when challenged, but only worry about honor so far as it directly benefits them to do so.

An adult male orc is roughly 6 feet tall and 210 pounds. Orcs and humans interbreed frequently, though this is almost always the result of raids and slave-taking rather than consensual unions. Many orc tribes purposefully breed for half-orcs and raise them as their own, as the smarter progeny make excellent strategists and leaders for their tribes.

Orc Characters

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

+4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma:

Orcs are brutal and savage.

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

Ferocity: See universal monster rules, page 300.

Light Sensitivity: See universal monster rules, page 301.

Weapon Familiarity: Orcs are always proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

Languages: Orcs begin play speaking Common and Orc. Orcs with high Intelligence scores can choose from among the following bonus languages: Dwarven, Giant, Gnoll, Goblin, Undercommon.



OTYUGH

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.

OTYUGH

CR 4



XP 1,200

N Large aberration

Init +0; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 39 (6d8+12)

Fort +3, **Ref** +2, **Will** +6

Immune disease

OFFENSE

Speed 20 ft.

Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+2)

STATISTICS

Str 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Perception +9, Stealth +2 (+10 in lair); **Racial Modifiers** +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; save Fortitude 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.

ECOLOGY

Environment any underground

Organization solitary, pair, or cluster (3–4)

Treasure standard

Otyughs are particularly vile and horrid creatures that lurk in places most sane creatures avoid. Their lairs are middens, cesspools, offal pits, toxic swamps, and sewers—the greater a lair's filth, the greater the draw to the refuse-eating otyugh. They glory in the role of scavenger, wandering through vast underground caverns

in search of the choicest cuts of garbage and waste. Upon finding such refuse, they gorge upon it, gathering what cannot be consumed in one debauch to bring back to their foul-smelling lairs. Otyughs spend most of their time in these filthy dens, which they keep constantly filled with carrion, dung, and worse sorts of stinking effluvia.

Intelligent creatures dwelling in subterranean areas near an otyugh often form a partnership of convenience with the disgusting beast. These creatures gladly provide their refuse and piles of raw meat to the otyugh, transforming the creature into an effective form of trash disposal. In return, the otyugh leaves its benefactors alone, and does not attack them, possibly even acting as a guardian.

The most horrifying thing to most races about the notorious otyugh is not the nature of its diet or its choice of lairs, but rather that a creature with an otyugh's tastes can be anything other than a mindless scavenger. In fact, otyughs are surprisingly intelligent, and often quite eager to form alliances with those who offer them a steady supply of delicious diversions in the form of offal and waste. Most otyughs understand the fact that other creatures find them unpleasant and hideous, but few really care.

Illustration by Ben Wooten



OWLBEAR

An amalgam of fur and feathers, this bizarre half-bear, half-owl monstrosity raises its huge, ursine claws in anger.

OWLBEAR

CR 4



XP 1,200

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

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

hp 47 (5d10+20)

Fort +10, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d6+4 plus grab), bite +8 (1d6+4)

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

STATISTICS

Str 19, **Dex** 12, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +12

ECOLOGY

Environment temperate forests

Organization solitary, pair, or pack (3–8)

Treasure incidental

The origin of the owlbear is a subject of great debate among scholars of the monstrous creatures of the world. However, most concur that at some point in the distant past, a deranged wizard created the original specimens by crossing an owl with a bear—perhaps as proof of some insane concept about the nature of life, but possibly out of sheer lunacy. Whatever the original purpose of such a freakish creation as the owlbear, the creature bred true and has become quite well-established in woodlands across the world, where it plays a key role in a region's ecosystem as an apex predator.

Owlbears are notoriously bloodthirsty killers, well known for their short tempers, aggression, and savage nature. They tend to attack without provocation, slaughtering any living creatures that cross their paths. Many scholars that have encountered these creatures in the wild have noted that they all have red-rimmed eyes that roll about wildly when they close in for an attack. This is sometimes

presented as a sign of madness, suggesting that all owlbears are born with a pathological need to fight and kill, but more level-headed researchers believe that it's simply part of the way the massive bird-beast's keen eyes are constructed.

Owlbears generally inhabit desolate areas of the wilderness, making their messy lairs within wild forests or inside dark, shallow caverns. They are equally adept at hunting during the day and at night, depending upon the prey available near their lairs.

Adult owlbears live in mated pairs, and hunt in small groups, leaving their young behind in their lairs while they search for prey. A typical owlbear lair contains 1d6 juveniles, which can fetch a price of up to 3,000 gp apiece in many city markets.

While it is considered impossible to truly domesticate owlbears due to their feral natures, they can still be used as guardians if contained within an area but allowed to roam and hunt freely there. Professional animal trainers charge up to 2,000 gp to rear or train an owlbear into a serviceable guardian that can obey simple commands (DC 23 for a juvenile creature; DC 30 for a fully grown adult).

A full-grown male can stand as tall as 8 feet and weighs up to 1,500 pounds.



PEGASUS

This magnificent horse has great bird-like wings upon its back and moves with a quiet and proud grace.

PEGASUS

CR 3



XP 800

CG Large magical beast

Init +2; **Senses** darkvision 60 ft., detect evil, detect good, low-light vision, scent; **Perception** +11

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 34 (4d10+12)

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

OFFENSE

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

Melee bite +7 (1d3+4), 2 hooves +2 (1d6+2)

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

Spell-Like Abilities (CL 4th)

Constant—*detect evil* (60-ft. radius), *detect good* (60-ft. radius)

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Flyby Attack, Iron Will

Skills Fly +5, **Perception** +11, **Sense Motive** +7; **Racial Modifiers** +4 **Perception**

Languages Common (cannot speak)

ECOLOGY

Environment temperate and warm plains

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

Treasure none

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily befriended. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Most pegasi are white, though occasionally one is hatched with conventional horse colors and markings.

The pegasus is, despite its appearance, as intelligent as a human. As such, those who try to train a pegasus to serve as a mount find the pegasus to be recalcitrant and even violent. A pegasus cannot speak, but it understands Common and greatly prefers the company of a good companion. The proper method to convince a pegasus to serve as a mount is to befriend it with diplomacy, favors, and good deeds. A pegasus is generally indifferent to a good-aligned creature, unfriendly to a neutral one, and hostile to an evil one—before a pegasus will serve as a mount, a pegasus must be made helpful via Diplomacy checks or other means. Riding a pegasus requires an exotic saddle or no saddle at all, as a regular saddle's straps interfere with the creature's wings. A pegasus can

fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. Trained pegasi are not afraid of combat, and the rider does not need to make a Ride check each round merely to control his mount.

Pegasi lay eggs—they are worth 2,000 gp each on the open market, while young are worth 3,000 gp per head. However, as they are intelligent, good-aligned creatures, selling eggs and young is essentially slavery and is looked down on or outlawed in good societies.

Pegasi mature at the same rate as horses. Professional trainers charge 1,000 gp to rear or train a pegasus, which serves a good or neutral master with absolute faithfulness for life.

A light load for a pegasus is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

In some pegasi, the blood of a mighty heroic stallion ancestor runs strong. These champions have the lifespan of a human, the advanced template, perfect flight maneuverability, fire resistance 10, a +4 racial bonus on saving throws against poison, and an immunity to petrification attacks. Some are able to speak a few words in Common or Celestial. They are fully aware of their superiority over common horses and pegasi, and need no training to fly with a rider, but only allow themselves to be ridden by great heroes.



Illustration by Andrew Hou

PHASE SPIDER

This large spider-like monster has an eerie, humanoid face surrounded by a shaggy mane of fur.

PHASE SPIDER

CR 5



XP 1,600

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp 51 (6d10+18)

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

Defensive Abilities ethereal jaunt

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +10 (2d6+7 plus poison and grab)

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

Special Attacks ethereal ambush

STATISTICS

Str 20, **Dex** 17, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 25 (37 vs. trip)

Feats Ability Focus (poison), Improved Initiative, Skill Focus (Stealth)

Skills Climb +18, Perception +6, Stealth +7

Languages Aklo

ECOLOGY

Environment warm hills

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

Treasure none

SPECIAL ABILITIES

Ethereal Ambush (Ex) A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 8 rounds; *effect* 1d2 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Phase spiders are voracious predators from the Ethereal Plane who hunt on the Material Plane. When prey is located, the spider shifts to the Ethereal Plane to prepare an ambush. Against a lone

victim, the spider shifts to the Material Plane, bites the victim, then retreats back to the Ethereal Plane to wait for the poison to take effect. Against multiple foes, a phase spider follows these same tactics, and on each round a foe remains in reach at the start of its turn, it repeats this gambit. If no foes are in reach, it moves while ethereal to prepare an attack on an available target, but unless it feels safe in spending an entire round on the Material, it won't phase back to attack unless it can do so while saving a move action for an escape.

Phase spiders are the natural enemy of another denizen of the Ethereal Plane—the xill. The two races have long fought a bloody war with no real prospect of a resolution anytime soon. Were phase spiders less horrifying and alien in appearance, they might find the allies they need to defeat the sinister xill among other races, but their monstrous forms and often overwhelming hunger make diplomacy difficult.

On the Ethereal Plane, phase spiders can manipulate the raw smoky ether in a manner similar to how a spider manipulates webs. Vast, complex nests of semisolid ether float idly through the eddies of the Ethereal Plane, each supporting numerous phase spiders. The creatures enjoy each other's company, but have no real concept of family—a newborn phase spider is fully capable of fending for itself and is treated no differently by its parents or siblings than any other.

The typical phase spider is 8 feet long and weighs about 700 pounds.



PHOENIX

This immense bird seems to be made of living flame. It spreads its wings and gives vent to a musical cry as it takes to the air.

PHOENIX

CR 15



XP 51,200

NG Gargantuan
magical beast
(fire)

Init +11; **Senses**

darkvision 60
ft., *detect magic*,
detect poison,
low-light vision, *see*
invisibility; Perception +37

Aura shroud of flame (20
ft., 4d6 fire, DC 25)

DEFENSE

AC 28, touch 14, flat-footed 20 (+7 Dex, +1
dodge, +14 natural, -4 size)

hp 210 (20d10+100); regeneration
10 (cold or evil)

Fort +17, **Ref** +19, **Will** +14

Defensive Abilities self-
resurrection; **DR** 15/evil;

Immune fire **SR** 26

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee 2 talons +24 (2d6+8/19-20 plus 1d6 fire) and bite
+24 (2d8+8 plus 1d6 fire)

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

Spell-Like Abilities (CL 18th)

Constant—*detect magic*, *detect poison*, *see invisibility*
At will—*continual flame*, *cure critical wounds*, *greater dispel*
magic, *remove curse*, *wall of fire*
3/day—*fire storm* (DC 24), *greater restoration*, *heal*, *mass cure*
critical wounds, *quicken wall of fire*

STATISTICS

Str 27, **Dex** 25, **Con** 20, **Int** 23, **Wis** 22, **Cha** 22

Base Atk +20; **CMB** +32; **CMD** 50

Feats Blinding Critical, Combat Reflexes, Critical Focus, Dodge,
Flyby Attack, Improved Critical (talons), Improved Initiative,
Iron Will, Mobility, Quicken Spell-Like Ability (*wall of fire*)

Skills Acrobatics +30, Diplomacy +26, Fly +28, Intimidate +26,
Knowledge (nature plus any one other) +26, Perception +37,
Sense Motive +26; **Racial Modifiers** +8 Perception

Languages Auran, Celestial, Common, Ignan

ECOLOGY

Environment warm desert and hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Self-Resurrection (Su) A slain phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via *resurrection*. The phoenix gains 1 permanent negative level when this occurs, although most use *greater restoration* to remove this negative level as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A phoenix that dies within the area of a *desecrate* spell cannot self-resurrect until the *desecrate* effect ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never gains negative levels as a result.

Shroud of Flame (Su) A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and any creature within reach (20 feet for most phoenixes) must make a DC 25 Reflex save each round to avoid taking 4d6 points of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

The phoenix is a legendary bird of fire that dwells in the most remote parts of the desert. As the birds are known to be great scholars, many seekers of rare lore search out particular phoenixes for advice. Yet it is the phoenix's ability to rebirth itself from its own dead body for which the creature is best known.

The phoenix is a benevolent creature, aiding those who do good and actively harming those who do evil.

Illustration by Kieran Yanner

PIXIE

This tiny, whimsical-looking humanoid darts about swiftly on wildly colored gossamer wings.

PIXIE

CR 4



XP 1,200

NG Small fey

Init +5; Senses

low-light vision;
Perception +9

DEFENSE

AC 18, touch 17, flat-footed 12 (+5 Dex, +1 dodge, +1 natural, +1 size)

hp 18 (4d6+4)

Fort +2, Ref +9, Will +6

Defensive Abilities invisibility;

DR 10/cold iron; SR 15

OFFENSE

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

Melee short sword +8

(1d4–2/19–20)

Ranged longbow +8

(1d6–2/x3)

Special Attacks special arrows

Spell-Like Abilities (CL 8th)

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

1/day—*dancing lights*, *detect thoughts* (DC 15), *dispel magic*, *entangle* (DC 14), *lesser confusion* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *shield*

STATISTICS

Str 7, Dex 21, Con 12, Int 16, Wis 15, Cha 16

Base Atk +2; CMB –1; CMD 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Escape Artist +12, Fly +18, Knowledge (nature) +10, Perception +9, Sense Motive +9, Stealth +16, Use Magic Device +10

Languages Common, Sylvan

ECOLOGY

Environment temperate forests

Organization solitary, gang (2–4), band (6–11), or tribe (20–80)

Treasure standard

SPECIAL ABILITIES

Invisibility (Su) A pixie remains invisible even when it attacks.

This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Su) When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free

action as long as the pixie is the one who fires the arrow.

A pixie can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most pixies)—the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

Charm: The target must succeed on a DC 15 Will save or be affected as though by a *charm monster* spell for 10 minutes.

Memory Loss: The target must succeed on a DC 15 Will save or be affected by a *modify memory* spell (this effect can only eliminate the previous 5 minutes of memory—a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees).

Sleep: The target must succeed on a DC 15 Will save or fall asleep for 5 minutes.

Perhaps the best-known and most elusive of all fey creatures, pixies live in the deepest, most pristine forests, but their insatiable curiosity often leads them far from home. Most pixies stand just over 2 feet tall—though they typically fly about the eye level of creatures

they're conversing with in order to maintain eye contact—and weigh about 30 pounds. Pixies talk quickly and easily become overexcited.

Strange beings both of and beyond the natural world, pixies have magic that occasionally favors them in strange ways. For example, one out of every 10 pixies exhibits an additional spell-like ability that it can use once per day (caster level 8th), usually *baleful polymorph*, *beast shape II* (Tiny creatures only), or even a powerful spell like *irresistible dance*. Alternatively, you can change the types of effects that pixie dust can have on arrows—as a general rule, these alternate effects should be mind-affecting effects. *Confusion*, *fear*, *hideous laughter*, and *hypnotism* are all good choices for variant pixie arrow powers. You should take care when assigning alternate powers to a pixie, though, since doing so can create a threat that far exceeds what their physical statistics (and relatively low CR) can logically support.



PSEUDODRAGON

This housecat-sized miniature dragon has fine scales, sharp horns, wicked little teeth, and a tail tipped with a barbed stinger.

PSEUDODRAGON

CR 1



XP 400

NG Tiny dragon

Init +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 15 (2d12+2)

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

Immune paralysis, sleep; **SR** 12

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee sting +6 (1d3–2 plus poison), bite +6 (1d2–2)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

STATISTICS

Str 7, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 10 (14 vs. trip)

Feats Weapon Finesse

Skills Diplomacy +5, Fly +15, Perception +6, Sense Motive +6, Stealth +19 (+23 in forests), Survival +6; **Racial Modifiers** +4 Stealth (improves to +8 in forests)

Languages Draconic; telepathy (60 ft.)

ECOLOGY

Environment temperate forests

Organization solitary, pair, or clutch (3–5)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 14; *frequency* 1/minute for 10 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Pseudodragons are tiny cousins of true dragons, and are playful but shy. They often only vocalize in chirps, hisses, growls, and purrs, but can communicate telepathically with any intelligent creature. If approached peacefully and offered food, they are usually willing to share information about what they've seen in their territory, but threats or violence make them flee.

Pseudodragons are carnivores, devouring insects, rodents, small birds, and snakes, though they sometimes eat eggs, and most also enjoy butter, cheese, and fish. They either hunt on the ground like lizards or look for prey on the wing like a raptor. As smart as a typical

humanoid, they do not enjoy being treated as pets and prefer being treated as friends. They are wary of evil folk but can bond with sorcerers and wizards as familiars, and some have befriended druids and rangers or partnered with good dragons as scouts. Pseudodragons will serve as familiars if they approve of a spellcaster's personality (and if the spellcaster takes the Improved Familiar feat), but often also bond with those whose company they enjoy or who have proven themselves true friends. A pseudodragon might follow another character in this manner for days, weeks, years, or even a lifetime if the creature is treated well, provided with food, and generally well-loved.

Upon reaching adulthood, a pseudodragon's body is about 1 foot long with a 2-foot tail, and weighs about 7 pounds. A pseudodragon egg is the size of a chicken egg, but leathery and spotted brown, and a mating female lays 2–5 eggs every spring. A clutch of pseudodragons (the collective noun—not to be confused with pseudodragons from the same brood of eggs) usually consists of a mated pair and several near-adult offspring.



Illustration by Kevin Yan