

# PURPLE WORM

*This enormous worm is covered with dark purple plates of chitinous armor. Its giant, tooth-filled mouth is the size of an ox.*

## PURPLE WORM

CR 12



XP 19,200

N Gargantuan magical beast

**Init** –2; **Senses** darkvision 60 ft., tremorsense 60 ft.;

**Perception** +18

### DEFENSE

**AC** 26, touch 4, flat-footed 26 (–2 Dex, +22 natural, –4 size)

**hp** 200 (16d10+112)

**Fort** +17, **Ref** +8, **Will** +4

### OFFENSE

**Speed** 20 ft., burrow 20 ft., swim 10 ft.

**Melee** bite +25 (4d8+12/19–20 plus grab), sting +25 (2d8+12 plus poison)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** swallow whole (4d8+18 bludgeoning damage, AC 21, 20 hp)

### STATISTICS

**Str** 35, **Dex** 6, **Con** 25, **Int** 1, **Wis** 8, **Cha** 8

**Base Atk** +16; **CMB** +32 (+36 grapple); **CMD** 40 (can't be tripped)

**Feats** Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting)

**Skills** Perception +18, Swim +20

### ECOLOGY

**Environment** any underground

**Organization** solitary

**Treasure** incidental

### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; **save** Fort DC 25; **frequency** 1/round for 6 rounds; **effect** 1d4 Strength damage; **cure** 3 consecutive saves. The save DC is Constitution-based.

Purple worms are giant scavengers that inhabit the deepest regions of the world, consuming any organic material that they encounter. They are notorious for swallowing their prey whole. It is not uncommon to hear of a group of adventurers vanishing down the ravenous maw of a purple worm, screaming as they disappear one by one.

Although they seek to consume living creatures, purple worms also consume vast amounts

of dirt and minerals as they burrow underground. The insides of a purple worm may contain a considerable number of gemstones and other items able to withstand the corrosive acid inside its gullet. In areas filled with valuable minerals, such as those near dwarven mines, the natural tunnels created by burrowing purple worms are often filled with vast amounts of unrefined ores.

A purple worm usually claims a large underground cavern as its den, and while it returns here to rest and digest food, it spends the majority of its time on the prowl, burrowing through the endless dark or slithering along established tunnels in the constant drive to feed its immense hunger. Although not completely mindless, purple worms are rather stupid. They make popular guardians for those who have the magic to control them or a chamber in their lair large enough to hold one captive.

Although the deep-dwelling purple worm is the most common of its ilk, variant immense worms of differing colors dwell in other remote wildernesses. A sleek, mottled blue-and-green variant of the giant worm dwells in deep underground lakes or tropical seas (this variant loses its burrow speed but increases its swim speed to 40 feet). A deep crimson variant of even greater size dwells in remote badlands and rocky deserts (this variant is never less than Colossal in size). Other species doubtless remain to be discovered in the far corners of the world.





# RAKSHASA

*This figure's backward-bending fingers and its bestial, snarling visage leave little doubt as to its fiendish nature.*

## RAKSHASA

CR 10



XP 9,600

LE Medium outsider (native, shapechanger)

Init +9; Senses darkvision 60 ft.; Perception +14

### DEFENSE

AC 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

hp 115 (10d10+60)

Fort +9, Ref +12, Will +8

DR 15/good and piercing; SR 25

### OFFENSE

Speed 40 ft.

Melee +1 kukri +16/+11 (1d4+4/15–20), claw +10 (1d4+1), bite +10 (1d6+1)

Special Attacks detect thoughts

Spells Known (CL 7th)

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

2nd (7/day)—acid arrow, invisibility, minor image

1st (7/day)—charm person (DC 14), mage armor, magic missile, shield, silent image

0—dancing lights, detect magic, ghost sound (DC 13), mage hand, mending, message, prestidigitation

### STATISTICS

Str 16, Dex 20, Con 22, Int 13, Wis 13, Cha 17

Base Atk +10; CMB +13; CMD 29

Feats Combat Expertise, Dodge,

Improved Critical (kukri), Improved Initiative, Weapon Finesse

Skills Bluff +20, Diplomacy +16, Disguise

+24, Perception +14, Perform +16, Sense Motive +14, Stealth +18; Racial Modifiers +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid, alter self)

### ECOLOGY

Environment any

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

Treasure double (+1 kukri, other treasure)

### SPECIAL ABILITIES

**Detect Thoughts (Su)** A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress

or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

The rakshasa is an evil spirit that cloaks itself in the guise of a humanoid creature that it might walk unseen among its prey. They embody what is taboo among most societies, and in the shape of those it seeks to defile, a rakshasa gorges itself on these hideous acts. Were they human, these acts of cannibalism, blasphemy, and worse would mark them as criminals condemned to the cruelest of hells.

When not disguised as a humanoid, the otherwise humanoid rakshasa has the head of an animal. Often, they possess the heads of great cats (such as a tiger or panther) or a snake (like a cobra or viper), yet other heads are not unknown—apes, jackals, vultures, elephants,

mantises, lizards, rhinos, boars, and more are possible. In most cases, the type of head a rakshasa possesses speaks in some way to its personality—a tiger-headed rakshasa is stealthy and ravenous, while a boar-headed one might be gluttonous

and crude. These changes rarely impact the rakshasa's base statistics, although there are more powerful variants of the standard rakshasa that possess multiple heads, more potent spellcasting powers, and additional deadly and unusual special abilities.

Rakshasas scoff at religion—they understand the power of the divine, but see themselves as the only thing worthy of worship from the mortal races. Rakshasa clerics are thus quite rare. Although rakshasas are outsiders, they are also very much creatures of the Material Plane, and many believe the first rakshasas chose this exile over some other role offered them by a long-forgotten god. Although they usually work alone, it isn't unheard of to find extended families of rakshasas working together to ruin a mortal civilization from the inside out over the course of many generations. A rakshasa is 6 feet tall and weighs 180 lbs.



Illustration by Concept Art House





## RAT, DIRE

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

DIRE RAT	CR 1/3			
<b>XP 135</b>				
N Small animal				
<b>Init</b> +3; <b>Senses</b> low-light vision, scent; Perception +4				
<b>DEFENSE</b>				
<b>AC</b> 14, touch 14, flat-footed 11 (+3 Dex, +1 size)				
<b>hp</b> 5 (1d8+1)				
<b>Fort</b> +3, <b>Ref</b> +5, <b>Will</b> +1				
<b>OFFENSE</b>				
<b>Speed</b> 40 ft., climb 20 ft., swim 20 ft.				
<b>Melee</b> bite +1 (1d4 plus disease)				
<b>Special Attacks</b> disease				
<b>STATISTICS</b>				
<b>Str</b> 10, <b>Dex</b> 17, <b>Con</b> 13, <b>Int</b> 2, <b>Wis</b> 13, <b>Cha</b> 4				
<b>Base Atk</b> +0; <b>CMB</b> –1; <b>CMD</b> 12 (16 vs. trip)				
<b>Feats</b> Skill Focus (Perception)				
<b>Skills</b> Climb +11, Perception +4, Stealth +11, Swim +11; <b>Racial Modifiers</b> uses Dex to modify Climb and Swim				
<b>ECOLOGY</b>				
<b>Environment</b> any urban				
<b>Organization</b> solitary or pack (2–20)				
<b>Treasure</b> none				
<b>SPECIAL ABILITIES</b>				

### Disease (Ex) Filth fever:

Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Dire rats grow up to 2 feet long and weigh up to 25 pounds. They are common menaces in dungeons and city sewers alike.

### Dire Rat Companions

**Starting Statistics:** **Size** Small; **Speed** 40 ft., climb 20 ft., swim 20 ft.; **Attack** bite (1d4); **Ability Scores** Str 10, Dex 17, Con 12, Int 2, Wis 12, Cha 4; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Attack** bite (1d4 plus disease); **Ability Scores** Str +2, Con +2.

## RAT SWARM

A squirming, roiling mass of squeaking rats draws closer, teeth flashing and claws scratching everything in its path.

RAT SWARM	CR 2			
<b>XP 600</b>				
N Tiny animal (swarm)				
<b>Init</b> +6; <b>Senses</b> low-light vision, scent; Perception +8				
<b>DEFENSE</b>				
<b>AC</b> 14, touch 14, flat-footed 12 (+2 Dex, +2 size)				
<b>hp</b> 16 (3d8+3)				
<b>Fort</b> +4, <b>Ref</b> +5, <b>Will</b> +2				
<b>Defensive Abilities</b> swarm traits				
<b>OFFENSE</b>				
<b>Speed</b> 15 ft., climb 15 ft., swim 15 ft.				
<b>Melee</b> swarm (1d6 plus disease)				
<b>Space</b> 10 ft.; <b>Reach</b> 0 ft.				
<b>Special Attacks</b> disease, distraction (DC 12)				
<b>STATISTICS</b>				
<b>Str</b> 2, <b>Dex</b> 15, <b>Con</b> 13, <b>Int</b> 2, <b>Wis</b> 13, <b>Cha</b> 2				
<b>Base Atk</b> +2; <b>CMB</b> —; <b>CMD</b> —				
<b>Feats</b> Improved Initiative, Skill Focus (Perception)				
<b>Skills</b> Balance +6, Climb +10, Perception +8, Stealth +14, Swim +10; <b>Racial Modifiers</b> uses Dex to modify Climb and Swim				
<b>ECOLOGY</b>				
<b>Environment</b> any				
<b>Organization</b> solitary, pack (2–5 swarms), or infestation (6–12 swarms)				
<b>Treasure</b> none				
<b>SPECIAL ABILITIES</b>				

**Disease (Ex) Filth fever: Swarm**—injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

A rat swarm typically consists of a biting, roiling mass of hundreds of disease-ridden rats driven to uncharacteristic heights of aggression by fantastic and overwhelming hunger. In such numbers, they become voracious hunters, capable of killing a full-grown human with hundreds of bites. Rat swarms are often found in the sewers of large human settlements.

Rat swarms surround and attack any warm-blooded prey in their path.





# REMORHAZ

*An immense centipede-like beast erupts from the snow, rows of chitinous plates on its back glowing red-hot.*

## REMORHAZ

CR 7



XP 3,200

N Huge magical beast

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

### DEFENSE

**AC** 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)

**hp** 94 (9d10+45)

**Fort** +11, **Ref** +7, **Will** +4

**Immune** fire, cold

### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** bite +13 (3d6+9 plus grab)

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

**Special Attacks** heat, swallow whole (2d6+9 plus 8d6 fire, AC 15, hp 9)

### STATISTICS

**Str** 22, **Dex** 13, **Con** 21, **Int** 5, **Wis** 12, **Cha** 10

**Base Atk** +9; **CMB** +17 (+21 grapple); **CMD** 28 (can't be tripped)

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Skill Focus (Perception)

**Skills** Perception +16

**Languages** Giant (cannot speak)

### ECOLOGY

**Environment** cold deserts and glaciers

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Heat (Su)** An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a DC 19 Fortitude save to avoid taking damage. The save DC is Constitution-based.

In a world of ice and snow, the remorhaz is particularly feared for the terrible fires that burn within its body. These internal fires cause the armor plates along its back to glow red-hot when the creature is particularly angry, excited, or in pain. Creatures adapted to arctic regions are often particularly vulnerable to fire, making the remorhaz's primary defense an incredibly

potent one and securing its role as a dangerous predator in such frozen reaches.

Remorhazes dwell in extensive warrens carved into the hearts of glaciers. The beasts use their heat to melt tunnels through ice, tunnels whose smooth glassy sides swiftly refreeze in their wake to create uncommonly stable and numerous mazes.

Although the remorhaz has much in common superficially with lesser vermin, the beast is surprisingly intelligent. While not capable of speech, the typical remorhaz has a good grasp of the Giant tongue, and tribes of giants often use this to their advantage to secure allegiances with the great beasts. Frost giants are particularly obsessed with them, for those giants who brave the cruel and deadly burns a remorhaz can inflict to become "worm friends" gain a potent weapon to use against their enemies—an assassin capable of burrowing up through the floor of a glacial keep to strike directly against a frost giant's greatest weakness: fire. Other giants use the beasts as living forges, for their backs are hot enough to melt metal.

A remorhaz is 25 feet long and weighs 10,000 pounds.



Illustration by Ben Wootten



# RETRIEVER

A spider the size of a bull elephant rears up on its back four legs in a violent challenge, eyes shimmering with magical energy.

## RETRIEVER

CR 11



XP 12,800

CE Huge construct (extraplanar)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, Perception +15

### DEFENSE

**AC** 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, -2 size)

**hp** 137 (15d10+55); fast healing 5

**Fort** +7, **Ref** +10, **Will** +5

**Defensive Abilities** construct traits

### OFFENSE

**Speed** 50 ft.

**Melee** bite +19 (1d8+6 plus grab), 4 claws +19 (2d6+6/19-20)

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

**Special Attacks** eye rays (+16 ranged touch)

**Spell-Like Abilities** (CL 20th)

At will—*discern location*

### STATISTICS

**Str** 22, **Dex** 16, **Con** —, **Int** 3, **Wis** 11, **Cha** 1

**Base Atk** +15; **CMB** +23 (+27 grapple); **CMD** 36 (40 vs. trip)

**Feats** Cleave, Improved Bull Rush, Great Fortitude, Improved

Critical (claw), Improved Initiative, Lightning Reflexes,

Power Attack, Toughness

**Skills** Perception +15

**Languages** Abyssal (cannot speak)

**SQ** relentless

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Eye Rays (Su)** A retriever's

eyes can produce four different magical rays, each with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks—firing an eye ray does not provoke attacks of opportunity. The save DC for

eye rays is 19—the save DC is Constitution-based, and includes a +2 racial bonus. The eye ray effects are the following.

- **Fire:** Deals 12d6 fire damage (Reflex half).
- **Cold:** Deals 12d6 cold damage (Reflex half).
- **Electricity:** Deals 12d6 electricity damage (Reflex half).
- **Petrification:** Target must succeed on a Fortitude save or turn to stone permanently.

**Relentless (Su)** A retriever is constantly under the effects of *spider climb* and *water walk*; these abilities cannot be dispelled.

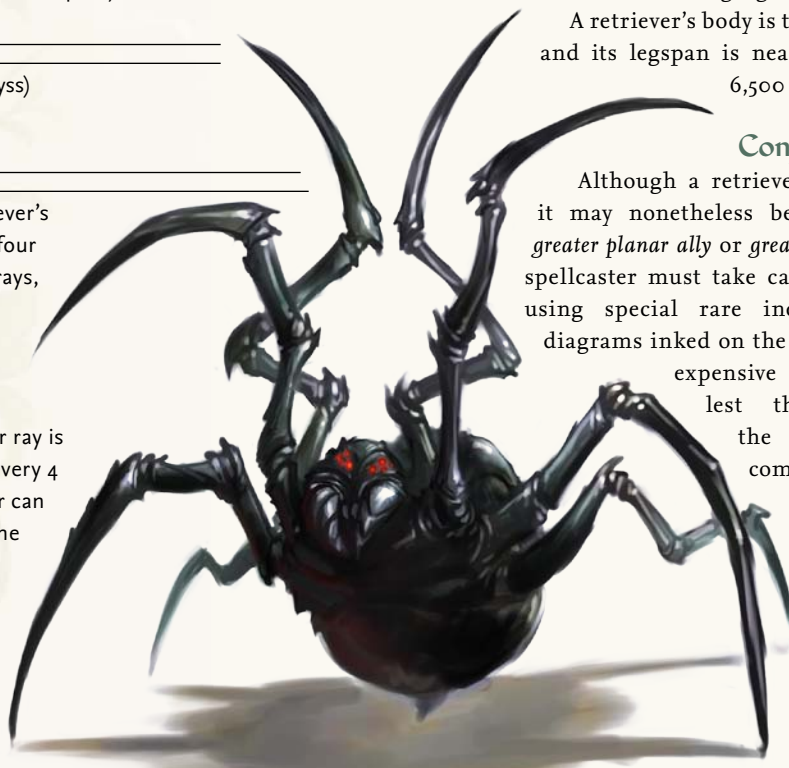
Not all constructs are formed from unliving matter like stone, wood, metal, or dead flesh. In the darkest corners of the Great Beyond, certain powerful demon lords have mastered the art of shaping the raw, protoplasmic flesh of the Abyss into hideous monstrosities devoid of life, emotion, and the will to resist control. The monstrous retriever is the best-known of such constructs, a huge spider-like creation capable of unleashing potent energy upon those it has been ordered to seek.

Demon lords use retrievers to seek out those who dare abandon their loyalties or flee from servitude. Often, the presence of a retriever in a demon's den is enough in and of itself to ensure the loyalty of the lesser demons. The constructs also excel in tracking down specific objects and returning them to their masters—their intelligence is just enough to allow them to focus on their ordered tasks but not quite enough for them to form ideas of rebellion and longings for freedom.

A retriever's body is the size of an elephant, and its legspan is nearly 30 feet. It weighs 6,500 pounds.

## Conjuring a Retriever

Although a retriever is not an outsider, it may nonetheless be conjured by either *greater planar ally* or *greater planar binding*. The spellcaster must take care to do so, however, using special rare incenses and complex diagrams inked on the floor and walls using expensive phosphorescent inks, lest the retriever attack the spellcaster upon completion of the spell. These components cost 25,000 gp and replace the usual costs associated with casting either spell (including *greater planar binding*'s Charisma check requirement).





# RHINOCEROS

This rhinoceros has a low-slung head with twisted ears that lie back along its neck.

RHINOCEROS		CR 4			
XP 1,200					
N Large animal					
Init +0; Senses scent; Perception +12					
DEFENSE					
AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)					
hp 42 (5d8+20)					
Fort +10, Ref +4, Will +2					
OFFENSE					
Speed 40 ft.					
Melee gore +8 (2d6+9)					
Space 10 ft.; Reach 5 ft.					
Special Attacks powerful charge (gore, 4d6+12)					
STATISTICS					
Str 22, Dex 10, Con 19, Int 2, Wis 13, Cha 5					
Base Atk +3; CMB +10; CMD 20					
(24 vs. trip)					
Feats Endurance, Great Fortitude,					
Skill Focus (Perception)					
Skills Perception +12					
ECOLOGY					
Environment warm plains					
Organization solitary, pair, or					
herd (3–12)					
Treasure none					

The rhinoceros feeds on leafy plants, branches, and even thorny shrubs. Its thick hide is a mottled gray color, and it can run surprisingly fast for a beast of its size. The rhinoceros is notoriously short-tempered and prone to attacking anything it perceives as approaching too closely (generally within a distance of 80 feet—the distance of a single charge—for most rhinos).

## Rhinoceros Companions

**Starting Statistics:** Size Medium; AC +4 natural; Speed 40 ft.; Attack gore (1d8); Ability Scores Str 14, Dex 14, Con 15, Int 2, Wis 13, Cha 5; Special Qualities scent.

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

# RHINOCEROS, WOOLLY

This large rhinoceros has a shaggy pelt of long, brown fur and a row of immense horns on its snout and brow.

WOOLLY RHINOCEROS		CR 6			
XP 2,400					
N Large animal					
Init +0; Senses scent; Perception +15					
DEFENSE					
AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)					
hp 76 (8d8+40)					
Fort +13, Ref +6, Will +3					
OFFENSE					
Speed 30 ft.					
Melee gore +14 (2d8+13)					
Space 10 ft.; Reach 5 ft.					
Special Attacks powerful charge (gore, 4d8+18), trample					
(2d6+13, DC 23)					
STATISTICS					
Str 28, Dex 10, Con 21, Int 2, Wis 13, Cha 3					
Base Atk +6; CMB +16; CMD 26 (30 vs. trip)					
Feats Diehard, Endurance, Great Fortitude, Skill Focus					
(Perception)					
Skills Perception +15					
ECOLOGY					
Environment cold plains					
Organization solitary, pair, or herd (3–12)					
Treasure none					

The woolly rhinoceros is an herbivore, though unlike its non-woolly cousin it grazes for food rather than browsing on larger plants. The woolly rhino is legendary for its foul temper, and its size and huge horn give it a ferocious bravery. Any threat (real or perceived) to the rhino or its herd is met with loud bellows and the stomping of feet. Often, those who unwittingly anger a woolly rhino have no time to amend the intrusion before the beast attacks.



Illustration by Dean Spencer



# ROC

*This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.*

## ROC

CR 9



XP 6,400

N Gargantuan animal

Init +6; Senses low-light vision; Perception +15

### DEFENSE

AC 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, -4 size)

hp 120 (16d8+48)

Fort +13, Ref +14, Will +8

### OFFENSE

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

**Melee** 2 talons +18 (2d6+9/19-20 plus grab), bite +17 (2d8+9)

**Space** 20 ft.; **Reach** 15 ft.

### STATISTICS

Str 28, Dex 15, Con 17, Int 2, Wis 12, Cha 11

**Base Atk** +12; **CMB** +25 (+29 grapple); **CMD** 37

**Feats** Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons)

**Skills** Fly +7, Perception +15

### ECOLOGY

**Environment** warm mountains

**Organization** solitary or mated pair

**Treasure** none

Rocs are terrifying, legendary birds renowned for their ability to carry off elephants and other big animals. A typical roc is 30 feet long from beak to tail, with an 80-foot wingspan and weight of up to 8,000 pounds. While their beaks are hooked like an eagle's and designed for slashing and tearing, most rocs prefer to seize prey in their massive, clawed talons and drop them from great heights before feasting on the shattered remains. For this reason, they are often followed by flocks of scavengers like rooks, buzzards, and eagles hoping to steal portions of the roc's messy meals. The roc generally ignores such opportunists, but if the scavengers don't take care, they

nevertheless may find themselves accidentally consumed by the feeding roc.

Rocs are equally comfortable over land and sea. While they are capable of sleeping in the air as they soar solo across great ranges in search of food, they generally return home to the mountains to roost and procreate. They prefer rocky crags that are completely inaccessible

by terrestrial means, building

vast nests of tree trunks and

ruined masonry. Once a

decade, a mated pair lays a

clutch of 3-5 eggs and raises its

young. Outside of mating, rocs

are extremely antisocial, and may

attack others of their kind in vicious

aerial battles in order to establish their

territorial boundaries. When a nest contains eggs

or chicks, parents trade off in their long-ranging

flights, with one restricting its wanderings to

within a 10-mile radius of the nest.

Rocs are most commonly white but can be a

number of different colors, from dark brown or

gold to black or blood red. Their

massive feathers are highly prized, and their eggs even more so. Due

to their scarcity and the high risk

involved in harvesting them, a

single man-sized roc egg can net

4,000 gp if transported to market

undamaged. A roc can be trained

as well as any other animal, but its great

size makes this a daunting task for most

would-be trainers of human size. The same isn't true

for giants—particularly cloud and storm giants, who

often use trained rocs as guardians for their lairs. Rocs

are even large enough to serve as mounts for the most

prestigious of giants.

Rocs taken as animal companions by druids or rangers

are typically newly hatched birds—a baby roc is the size of

a person and ready for flight and hunting within minutes

of hatching. Unfortunately for druids seeking animal

companions of legendary size, an animal companion roc

is limited to Large size—still large enough for a Medium

druid or ranger to use the flying beast as a mount.

## Roc Companions

**Starting Statistics:** **Size** Medium; **AC** +5 natural armor;

**Speed** 20 ft., fly 80 ft.; **Attack** 2 talons (1d4), bite (1d6);

**Ability Scores** Str 12, Dex 19, Con 9, Int 2, Wis 13, Cha 11;

**Special Qualities** low-light vision.

**7th-Level Advancement:** **Size** Large; **AC** +3 natural

armor; **Attack** 2 talons (1d6 plus grab), bite (1d8); **Ability**

**Scores** Str +8, Dex -2, Con +4.

Illustration by Dean Spencer



# ROPER

*A huge eye opens in this conical creature's front, just above a toothy mouth. Long strands of fibrous material whip from its sides.*

## ROPER

CR 12



XP 19,200

CE Large aberration

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +24

### DEFENSE

**AC** 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

**hp** 162 (12d8+108)

**Fort** +13, **Ref** +5, **Will** +13

**Immune** electricity; **Resist** cold 10; **SR** 27

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 10 ft.

**Melee** bite +20 (4d8+18/19-20)

**Ranged** 6 strands +10 touch (1d6 Strength)

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

**Special Attacks** pull (strand, 5 feet), strands

### STATISTICS

**Str** 34, **Dex** 13, **Con** 29, **Int** 13, **Wis** 16, **Cha** 12

**Base Atk** +9; **CMB** +22; **CMD** 33 (can't be tripped)

**Feats** Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception, Stealth), Weapon Focus (strand)

**Skills** Climb +27, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas); **Racial Modifiers** +8 Stealth in stony or icy areas

**Languages** Aklo, Undercommon

### ECOLOGY

**Environment** any underground

**Organization** solitary, pair, or cluster (3-6)

**Treasure** standard

### SPECIAL ABILITIES

**Strands (Ex)** A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

The roper is an ambush hunter. Capable of altering the coloration and shape of its body, a roper in hiding looks remarkably like a stalagmite of stone or ice (or in low-ceilinged chambers, a stony or icy pillar). In areas without such features to hide among, a roper can compress its body into a much more squat, boulder-like shape. The strands it extrudes are not flesh but a thick,

semiliquid material similar to partially melted wax but with the strength of an iron chain and the ability to numb flesh and sap strength. The roper can manipulate these strands with great finesse, and can fling them as far as 50 feet to snatch objects that attract its attention.

Although alien and monstrous in shape, the roper is in fact one of the most intelligent denizens of the deep caverns of the world. They do not form large societies (although ropers can be found living among some deep-dwelling denizens like the intellect devourers or neothelids, with whom they have been known to sometimes ally), but often congregate in small clusters. Particularly interested in the philosophy of life and death and the finer points of the more cruel and sinister religions of the world, a roper can talk or argue for hours with those it initially sought merely to eat. Stories speak of particularly skilled debaters and philosophers who have been kept for days or even years as pets or conversational companions by roper clusters, but in the end, if such pets don't eventually escape, a roper's appetite always wins out over its intellectual curiosity—especially in cases where pets are constantly outmaneuvering their keeper's wits and patience.

A roper is 9 feet tall and weighs 2,200 pounds.



Illustration by Dean Spencer



# RUST MONSTER

*This insectile monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae.*

## RUST MONSTER

CR 3



XP 800

N Medium aberration

**Init** +3; **Senses** darkvision 60 ft., scent metals 90 ft.;

Perception +12

### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

**hp** 27 (5d8+5)

**Fort** +2, **Ref** +4, **Will** +5

### OFFENSE

**Speed** 40 ft., climb 10 ft.

**Melee** bite +6 (1d3), antennae +6 touch (rust)

### STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +3; **CMB** +3; **CMD** 16 (20 vs. trip)

**Feats** Ability Focus (rust), Skill Focus (Perception), Weapon

Finesse

**Skills** Climb +8, Perception +12

### ECOLOGY

**Environment** any underground

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

**Treasure** incidental (no metal treasure)

### SPECIAL ABILITIES

**Rust (Su)** A rust monster's antennae are a primary

touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

**Scent Metals (Ex)**

This ability functions much the same as the scent ability, except that the range is 90 feet and the rust

monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Of all the terrifying beasts an explorer might encounter underground, only the rust monster targets that which the average adventurer values most: his treasure.

Typically 5 feet long and weighing almost 200 pounds, the lobster-like rust monster would be frightening enough even without the alien feeding process that gives it its name. Rust monsters consume metal objects, preferring iron and ferrous alloys like steel but devouring even mithral, adamantine, and enchanted metals with equal ease. Any metal touched by the rust monster's delicate antennae or armored hide corrodes and falls to dust within seconds, making the beast a major threat to subterranean adventurers and those dwarven miners who must defend their forges and compete for ore.

Though rust monsters have no innate tendency toward violence, their insatiable hunger leads them to charge anything they come across that bears even trace amounts of metal, and any resistance is met with unthinking savagery. It's not unheard of for rust monsters in metal-poor areas to track escaped victims for days using their scent metal ability, provided the victims retain intact metal objects. Fortunately, it's often possible to escape a rust monster's attentions by throwing it a dense metal object like a shield and running in the opposite direction. Those who frequent areas infested with rust monsters quickly learn to keep a few stone or wooden weapons close at hand.



## SAHUAGIN

*This scaly humanoid has a long, fish-like tail. Its arms and legs end in webbed claws, and its piscine head features a toothy maw.*

### SAHUAGIN

CR 2



XP 600

LE Medium monstrous humanoid (aquatic)

**Init** +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

#### DEFENSE

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

**hp** 15 (2d10+4)

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

**Weaknesses** light blindness

#### OFFENSE

**Speed** 30 ft., swim 60 ft.

**Melee** trident +4 (1d8+3), bite –1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2)

**Ranged** heavy crossbow +3 (1d10/19–20)

**Special Attacks** blood frenzy

#### STATISTICS

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

**Base Atk** +2; **CMB** +4; **CMD** 15

**Feats** Great Fortitude

**Skills** Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15

**Languages** Aquan, Common; speak with sharks

#### ECOLOGY

**Environment** temperate or warm ocean

**Organization** Solitary, pair, team (5–8), patrol (11–20 plus 1 lieutenant of 3rd level and 1–2 sharks), band (20–80 plus 100% noncombatants, 1 lieutenant of 3rd level and 1 chieftain of 4th level per 20 adults, and 1–2 sharks), or tribe (70–160 plus 100% noncombatants, 1 lieutenant of 3rd level per 20 adults, 1 chieftain of 4th level per 40 adults, 9 guards of 4th level, 1–4 underpriestesses of 3rd–6th level, 1 priestess of 7th level, 1 baron of 6th–8th level, and 5–8 sharks)

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

#### SPECIAL ABILITIES

**Blood Frenzy (Ex)** Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

**Speak with Sharks (Su)** A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

Ravenous and cruel, the sahuagin are, unfortunately, among the most prosperous oceanic races. Great cities raised by these creatures darken the deep ocean trenches, and many are the near-coastal fortresses where they launch endless raids against their air-breathing enemies who dwell in close proximity to the shore. Warlike and proud, the sahuagin rarely ally with others, and view most other aquatic races such as the aboleths, the merfolk, and their ilk as competitors. The only creatures they seem to respect and adore apart from their own kind are sharks, for in these relentless predators the sahuagin see much of themselves. A sahuagin stands 7 feet tall and weighs about 250 pounds.

Sahuagin are prone to beneficial mutations, and when a mutant is born it almost always rises to the society's nobility or rulership. The most common sahuagin mutation is an extra pair of arms (granting two additional claw attacks or the opportunity to wield more weapons). Rumors speak of the rare malenti—sahuagin who look not like sharkmen but aquatic elves, yet who share their kin's bloodlusts and cruel natures. Malenti often serve as spies and assassins for sahuagin rulers, but rumors of all-malenti tribes in isolated reaches of the sea persist.



Illustration by Adam Vehinge





# SALAMANDER

*This snake-bodied humanoid hisses with anger. Spines of crackling flame dance along the creature's blackened, fiery-red scales.*

## SALAMANDER

CR 6



XP 2,400

CE Medium outsider (extraplanar, fire)

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

### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

**hp** 76 (8d10+32)

**Fort** +10, **Ref** +7, **Will** +6

**DR** 10/magic; **Immune** fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 20 ft.

**Melee** spear +11/+6 (1d8+4/x3 plus 1d6 fire), tail slap +6 (2d6+1 plus 1d6 fire and grab)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tail)

**Special Attacks** constrict (2d6+4 plus 1d6 fire), heat

### STATISTICS

**Str** 16, **Dex** 13, **Con** 18, **Int** 14, **Wis** 15, **Cha** 13

**Base Atk** +8; **CMB** +11 (+15 grapple); **CMD** 22 (can't be tripped)

**Feats** Cleave, Iron Will, Power Attack, Skill Focus (Perception)

**Skills** Acrobatics +12, Bluff +12, Craft (weaponsmithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +12; **Racial Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)

**Languages** Common, Ignan

### ECOLOGY

**Environment** any (Plane of Fire)

**Organization** solitary, pair, or cluster (3–5)

**Treasure** standard (spear, other nonflammable treasure)

### SPECIAL ABILITIES

**Heat (Ex)** A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.

Salamanders are native to the Plane of Fire, where their legions of fierce warriors are much feared by the other inhabitants of the plane. Because some of the stronger elemental fire races enslave salamanders for their metalworking skill and fighting prowess, the salamanders hate the efreet and other inhabitants with a passion.

Though their lairs typically hover in temperatures of 500 degrees F or more, salamanders can tolerate lower temperatures. They generally do so only when forced, and are even surlier and more short-tempered than normal in such environments. Although they hail

from the Plane of Fire, the salamander race identifies more with the Abyss, and they hold demons (particularly those associated with fire, like balors and certain fire-themed demon lords) in great esteem. It's not unusual to encounter large groups of salamanders in the Abyss as a result.

Salamanders are often conjured to the Material Plane to serve as guardians or, more commonly, to craft weapons, armor, and other metalwork, for their skill in these areas is legendary. Salamanders also infest areas of the Material Plane where the boundaries between this world and the Plane of Fire have worn thin, such as in and near volcanoes.

Because their habitat is so extreme, salamanders only save treasure that can withstand high temperatures, such as swords, armor, jewels, rods, and other items made from high-melting-point metals. Salamander society is a cruel one based on power and the ability to subjugate those beneath oneself. Beings beneath a salamander that cause it discomfort are dealt a slow and painful death.





# SATYR

*This handsome, grinning man has the furry legs of a goat and a set of curling ram horns extending from his temples.*

## SATYR

CR 4



XP 1,200

CN Medium fey

**Init** +2; **Senses** low-light vision; Perception +18

### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

**hp** 44 (8d6+16)

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

**DR** 5/cold iron

### OFFENSE

**Speed** 40 ft.

**Melee** dagger +6 (1d4+2/19–20), horns +1 (1d6+1)

**Ranged** short bow +6 (1d6/x3)

**Special Attacks** pipes

**Spell-Like Abilities** (CL 8th)

At will—*charm person* (DC 15), *dancing lights*,  
*ghost sound* (DC 14), *sleep* (DC 15), *suggestion*  
(DC 17)

1/day—*fear* (DC 18), *summon nature's ally III*

### STATISTICS

**Str** 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 14, **Cha** 19

**Base Atk** +4; **CMB** +6; **CMD** 18

**Feats** Dodge, Mobility, Skill Focus (Perception),  
Weapon Finesse

**Skills** Bluff +15, Diplomacy +15, Disguise +9,  
Intimidate +9, Knowledge  
(nature) +10, Perception +18,  
Perform (wind instruments)  
+19, Stealth +17, Survival  
+7; **Racial Modifiers** +4 Perception, +4  
Perform, +4 Stealth

**Languages** Common, Sylvan

### ECOLOGY

**Environment** temperate forests

**Organization** solitary, pair, band (3–6), or  
orgy (7–11)

**Treasure** standard (dagger, short bow plus  
20 arrows, masterwork panpipes, other treasure)

### SPECIAL ABILITIES

**Pipes (Su)** A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on what tune the satyr

chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

Satyrs, known in some regions as fauns, are debauched and hedonistic creatures of the deepest, most primeval parts of the woods. They adore wine, music, and carnal delights, and are renowned as rakes and smooth-talkers, wooing unwary maidens and shepherd boys and leaving a trail of awkward explanations and unplanned pregnancies in their wakes.

Though their bodies are almost always those of attractive and well-built men, much of the satyrs' talent for seduction lies in their talent for music. With the aid of his eponymous pipes, a satyr is capable of weaving a wide variety of melodic spells designed to enchant others and bring them in line with his capricious desires.

In addition to their constant frolicking, satyrs often act as guardians of the creatures in their forest homes, and any who manage to turn the satyr's lust to wrath are likely to find themselves facing down

dangerous animals surrounding the faun. Still, while satyrs tend to value their own amusement well above the rights of others, they bear no ill will toward those they seduce. Children born from such encounters are always full-blooded satyrs, and are generally spirited away by their riotous kin soon after birth.

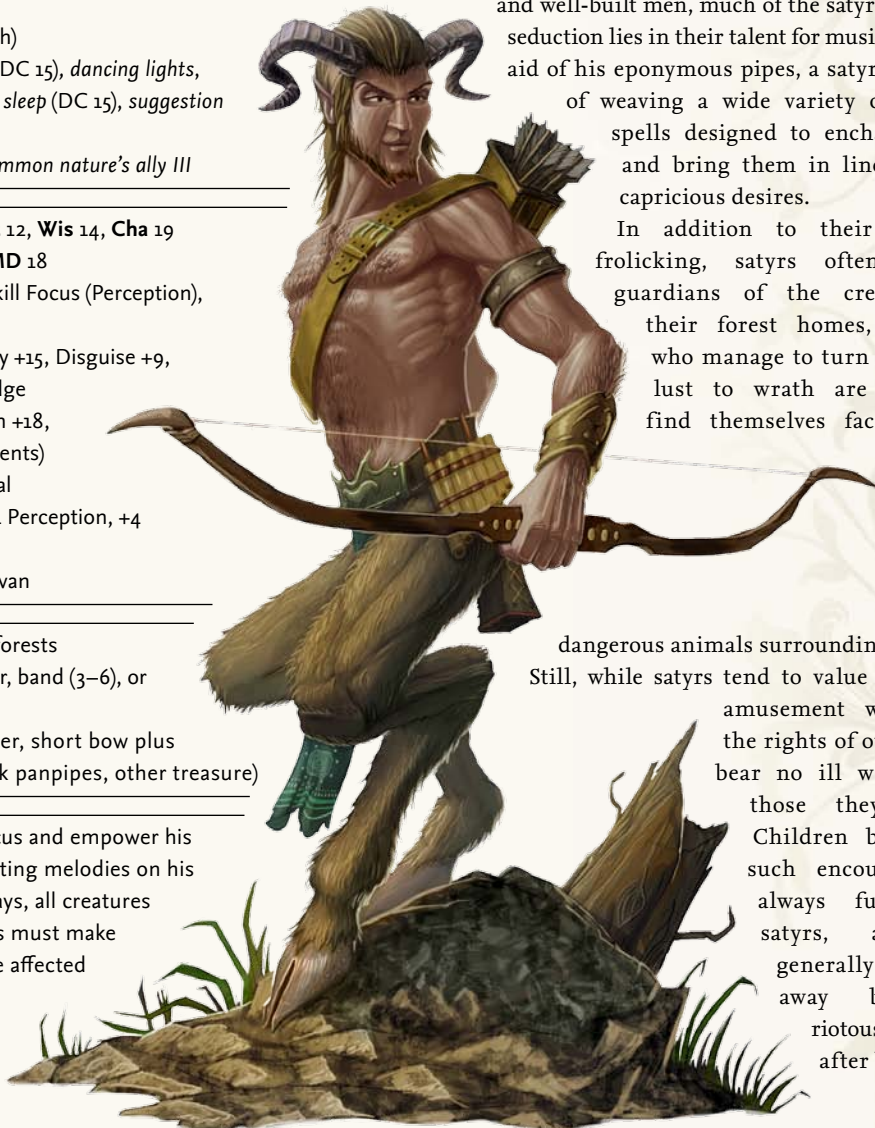


Illustration by Michael Jaeks



# SCORPION, GIANT

*The sixteen-foot-long scorpion scrabbles forward, ferocious claws raised in challenge, stingered tail arched over its back.*

## GIANT SCORPION

CR 3



XP 800

N Large vermin

**Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.;

**Perception** +4

### DEFENSE

**AC** 16, touch 9, flat-footed 16 (+7 armor, -1 size)

**hp** 37 (5d8+15)

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

**Immune** mind-affecting effects

### OFFENSE

**Speed** 50 ft.

**Melee** 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)

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

**Special Attacks** constrict (1d6+4)

### STATISTICS

**Str** 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)

**Skills** Climb +8, **Perception** +4, **Stealth** +0; **Racial Modifiers** +4

Climb, +4 **Perception**, +4 **Stealth**

### ECOLOGY

**Environment** warm or temperate deserts, forests, plains, or underground

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Poison (Ex)** Sting—*injury*; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Giant scorpions are monstrous versions of the more common desert scorpion. They are likely to attack any creature that approaches. Giant scorpions usually charge when attacking, grabbing prey in their pincers, then lashing their segmented tails forward to kill their victim with injected venom.

Giant scorpions are just over 8 feet long from head to the base of the tail; the tail adds an additional 8 feet or so, although it is usually curled up over the scorpion's back. Giant scorpions weigh between 2,000 and 6,000 pounds.

Giant scorpions normally feed on other giant vermin, as well as large mammals that they paralyze with their venom, but they will attack and eat any living creature that ventures too

close. In turn, giant scorpions are preyed upon by purple worms and other large predators.

Giant scorpions engage in complex courtship rituals when they mate, grasping each other's pincers, arching their tails, and performing a circular "dance." Soon after mating, the male usually retreats to avoid being cannibalized by the female.

Female scorpions do not lay eggs; they give birth to live young in broods of a dozen or so. The mother carries her brood on her back until the young are old enough to fend for themselves and hunt their own prey.

Giant scorpions live in underground burrows, either as solitary hunters or in small colonies, and will sometimes take up residence in man-made ruins or dungeons if food is plentiful. Giant scorpion colonies are usually made up of scorpions from the same brood that have yet to strike out on their own.

Other species of scorpions exist as well, some smaller but most quite a bit larger and favoring different terrains, such as forests, plains, or even underground. You can adjust the stats for the giant scorpion by changing Hit Dice and size (adjusting Strength, Dexterity, and Constitution as appropriate) to represent a wide range of species. The following table lists the most common variants.

Species	CR	Size	HD
Greensting scorpion	1/4	Tiny	1d8
Ghost scorpion	1/2	Small	2d8
Cave scorpion	1	Medium	3d8
Deadfall scorpion	8	Huge	10d8
Giant emperor scorpion	11	Gargantuan	16d8
Black scorpion	15	Colossal	22d8



## SEA HAG

*Hair like rotting seaweed drapes this ancient witch. Loose, algae-colored skin sags off her starved frame.*

### SEA HAG

CR 4



XP 1,200

CE Medium monstrous humanoid (aquatic)

**Init** +3; **Senses** darkvision 60 ft.; Perception +11

**Aura** horrific appearance (60 ft.)

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

**hp** 38 (4d10+16)

**Fort** +5, **Ref** +7, **Will** +5

**SR** 15

#### OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** 2 claws +8 (1d6+4)

**Special Attacks** evil eye

#### STATISTICS

**Str** 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15

**Base Atk** +4; **CMB** +8; **CMD** 21

**Feats** Skill Focus (Bluff, Perception)

**Skills** Bluff +9, Knowledge (any one) +5, Perception +11, Stealth +10, Swim +19

**Languages** Common, Giant

**SQ** amphibious

#### ECOLOGY

**Environment** any aquatic

**Organization** solitary or coven (3 hags of any kind)

**Treasure** standard

#### SPECIAL ABILITIES

**Evil Eye (Su)** Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 14 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based.  
**Evil Eye Curse:** Gaze—failed save; save Will DC 14; frequency

1/day; effect staggered (or fall comatose if already under the effects of the evil eye).

**Horrific Appearance (Su)** The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 14 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Monstrous sea witches, these wicked hags possess terrifying features that few dare look upon. Reveling in discord, the foul creatures drag sailors to watery graves and torment the peoples of the oceans with wicked promises. Sea hags are always terrible to look upon, and despite their gluttonous ways, they are usually emaciated creatures who look half-starved. Most stand about 6 feet tall and weigh 150 pounds.

Sea hags prefer to dwell relatively close to shore where fishermen and trading vessels are more commonly encountered. Most choose to live far from urban areas so that their acts don't draw as much attention from would-be enemies, but it's not uncommon for a particularly brave or eager sea hag to settle in a city harbor or in the mouth of a deep river.

Sea hags form covens similar to other hags, but their aquatic nature generally keeps them from forming mixed covens. In the case of a shoreline-dwelling green hag (often a green hag who dwells in a saltmarsh or other coastal swampland), a coven often consists of two sea hags who look to the green hag as their mother and leader. More commonly, a sea hag coven consists of a group of particularly friendly and sisterly sea hags. See page 167 for more details on hag covens.



Illustration by Concept Art House





# SEA SERPENT

*Spine-frilled neck arching up from the water like a snake ready to strike, this ship-sized serpent hisses a challenge.*

## SEA SERPENT

CR 12



XP 19,200

N Gargantuan magical beast (aquatic)

**Init** +6; **Senses** darkvision 120 ft., low-light vision; **Perception** +8

### DEFENSE

**AC** 25, touch 8, flat-footed 23 (+2 Dex, +17 natural, -4 size)

**hp** 187 (15d10+105)

**Fort** +16, **Ref** +13, **Will** +7

**Defensive Abilities** elusive; **Immune** cold; **Resist** fire 30

### OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** bite +23 (4d8+22/19-20 plus grab), tail slap +18 (3d6+6 plus grab)

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

**Special Attacks** capsize, constrict (3d6+18), swallow whole (4d8+18 bludgeoning damage, AC 18, hp 18)

### STATISTICS

**Str** 34, **Dex** 14, **Con** 25, **Int** 2, **Wis** 11, **Cha** 11

**Base Atk** +15; **CMB** +31 (+35 grapple); **CMD** 43 (can't be tripped)

**Feats** Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Stealthy

**Skills** Perception +8, Stealth +13, Swim +20

### ECOLOGY

**Environment** any ocean

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Capsize (Ex)** A sea serpent can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

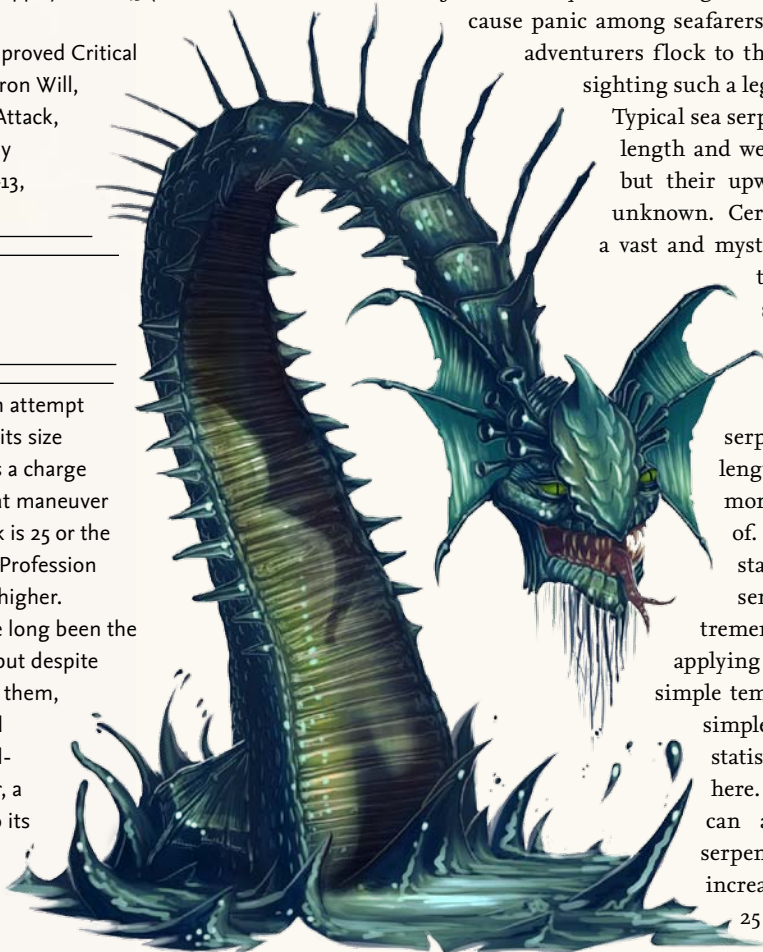
**Elusive (Su)** Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in

effect to a *pass without trace*). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a *nondetection* spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

Tales of immense sea serpents have colored the accounts of seagoing folk since the first ship sailed beyond sight of land. Yet proof of these immense and elusive creatures is remarkably difficult to come by, for not only is the ocean vast and the true sea serpent rare, but these creatures are quite adept at both avoiding capture and destroying ships bent on such a daunting task. Due to the sea serpent's hermitic nature, many sailors take to ascribing the sighting of such a beast to an omen, although whether the sighting portends peril or providence depends as much upon the ship's morale as it does anything else—the sea serpent itself has little interest in prophecy, and only its hunger determines how dangerous its proximity to a curious ship can be.

Although sea serpents are little more than animals, they possess about them an air of mysticism that even old salts and cynics are forced to admit quickens the heart and buoys (or sinks) the spirit. Reports of sea serpent sightings are just as likely to encourage travel as they are to cause panic among seafarers, as explorers and adventurers flock to the site in hopes of sighting such a legendary creature.

Typical sea serpents are 60 feet in length and weigh 4,500 pounds, but their upward size limit is unknown. Certainly, the sea is a vast and mysterious place more than capable of supporting whales and other such leviathans, and tales of sea serpents that exceed lengths of 300 feet or more are not unheard of. You can generate statistics for a sea serpent of such tremendous size by applying the advanced simple template or the giant simple template to the statistics presented here. Alternatively, you can advance this sea serpent to Colossal size, increasing its Hit Dice to 25 and its CR to 18.



## SHADOW

Barely seen out of the corner of the eye, this wisp of shadow is vaguely humanoid in outline and writhes with unholy life.

### SHADOW

CR 3



XP 800

CE Medium undead (incorporeal)

Init +2; Senses darkvision 60 ft.; Perception +8

#### DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

Fort +3, Ref +3, Will +4

Defensive Abilities incorporeal, channel resistance +2;

Immune undead traits

#### OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

#### STATISTICS

Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15

Base Atk +2; CMB +4; CMD 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)

#### ECOLOGY

Environment any

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

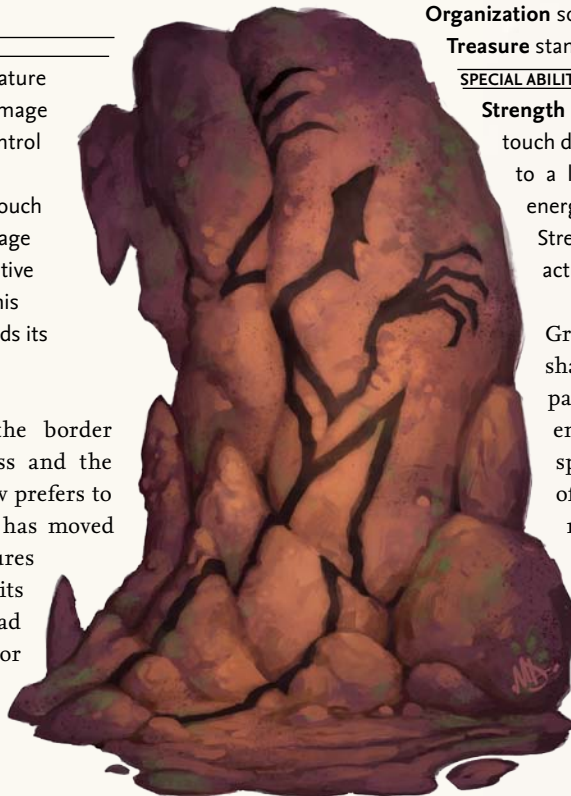
Treasure standard

#### SPECIAL ABILITIES

**Create Spawn (Su)** A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

**Strength Damage (Su)** A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

The sinister shadow skirts the border between the gloom of darkness and the harsh truth of light. The shadow prefers to haunt ruins where civilization has moved on, where it hunts living creatures foolish enough to stumble into its territory. The shadow is an undead horror, and as such has no goals or outwardly visible motivations other than to sap life and vitality from living beings.



## SHADOW, GREATER

This shadowy figure sways and moves with an erratic grace, as if lit by an unseen fire.

### GREATER SHADOW

CR 8



XP 4,800

CE Medium undead (incorporeal)

Init +5; Senses darkvision 60 ft.; Perception +13

#### DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, Ref +8, Will +7

Defensive Abilities incorporeal, channel resistance +2;

Immune undead traits

#### OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

#### STATISTICS

Str —, Dex 20, Con —, Int 6, Wis 12, Cha 15

Base Atk +6; CMB +11; CMD 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)

#### ECOLOGY

Environment any

Organization solitary

Treasure standard

#### SPECIAL ABILITIES

**Strength Damage (Su)** A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Greater shadows are those undead shadows that have come to be particularly infused with negative energy, such as those that have spent vast lengths of time in areas of the Plane of Shadow awash in negative energy, or those that have drained the lives of thousands of victims. These undead monsters are often found with a small band of normal shadows, which typically treat a greater shadow as a leader to rally behind.