

SHAMBLING MOUND

A mass of tangled vines and dripping slime rises on two trunk-like legs, reeking of rot and freshly turned earth.

SHAMBLING MOUND

CR 6



XP 2,400

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 67 (9d8+27)

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

Immune electricity, plant traits; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +11 (2d6+5 plus grab)

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

Special Attacks constrict (2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

ECOLOGY

Environment temperate forest or marshes

Organization solitary

Treasure standard

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants with a fondness for elf flesh in particular. What serve as a shambler's brain and sensory organs are located in its upper body. Shambling mounds typically have an 8-foot girth and stand between 6 and 9 feet tall. They weigh about 3,800 pounds.

Shambling mounds are strange creatures, more akin to animate tangles of creeping parasitic vines than single rooted plants. They are omnivorous, able to draw their sustenance from nearly anything, wrapping their creepers around living trees to draw forth the sap, sending rootlets into the soil to absorb raw nutrients, or consuming flesh and bone from crushed prey.

Shamblers are frighteningly stealthy in their native environments. Blending in with the surrounding terrain, they can lie in wait for days on end without moving, waiting patiently for a potential meal. A shambler could be almost anywhere at any time, attacking without warning and not caring whether it leaves any survivors, so long as it acquires its next meal.

Shambling mounds normally lead solitary, nomadic existences in deep forests and fetid swamps, although they can also be found underground living among damp fungal thickets. Disturbing rumors persist, however, of shamblers gathering in strange congregations around great earthen mounds in the depths of marshes and jungles, often during the height of violent electrical storms. Their reasons for doing so are unknown, and many sages have wondered whether there is some obscure and alien purpose at work.



SHARK

This blue shark's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.

SHARK	CR 2
XP 600	
N Large animal (aquatic)	
Init +5; Senses blindsense 30 ft., keen scent; Perception +8	
DEFENSE	
AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)	
hp 22 (4d8+4)	
Fort +7, Ref +5, Will +2	
OFFENSE	
Speed swim 60 ft.	
Melee bite +5 (1d8+4)	
Space 10 ft.; Reach 5 ft.	
STATISTICS	
Str 17, Dex 12, Con 13, Int 1,	
Wis 12, Cha 2	
Base Atk +3; CMB +7; CMD 18	
Feats Great Fortitude,	
Improved Initiative	
Skills Perception +8,	
Swim +11	
ECOLOGY	
Environment any ocean	
Organization solitary, pair, school (3–6),	
or pack (7–13)	
Treasure none	
SPECIAL ABILITIES	
Keen Scent (Ex) A shark can notice	
creatures by scent in a 180-foot radius	
underwater and can detect blood in	
the water at ranges of up to a mile.	

The shark is a relentless eating machine, a creature evolved over the course of eons to do one job perfectly—hunting. Sharks have achieved a special place in the lore of most seafaring races, who view them as devils, monsters, and the wrath of the gods.

The shark presented here is a 10-foot-long, 300-pound blue shark. Smaller sharks exist, although these are not dangerous. The same cannot be said of larger sharks, such as the following (you can create stats for these sharks by applying the indicated simple templates).

Hammerhead Shark (CR 3): This shark has a distinctive hammer-shaped head. It is an advanced shark.

Tiger Shark (CR 3): Larger than the average shark, the ravenous tiger shark is a giant shark.

Great White Shark (CR 4): One of the most notorious maneaters of the sea, the truly immense great white shark is an advanced giant shark.

SHARK, DIRE

Large as a dragon, this shark's jaws open to reveal a cavernous, tooth-lined gullet capable of swallowing a horse whole.

DIRE SHARK (MEGALODON)	CR 9
XP 6,400	
N Gargantuan animal (aquatic)	
Init +6; Senses blindsense 30 ft., keen scent; Perception +25	
DEFENSE	
AC 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, –4 size)	
hp 112 (15d8+45)	
Fort +14, Ref +13, Will +8	
OFFENSE	
Speed swim 60 ft.	
Melee bite +17 (4d10+15/19–20 plus	
grab)	
Space 20 ft.; Reach 20 ft.	
Special Attacks swallow whole (2d6+15	
damage, AC 17, 11 hp)	
STATISTICS	
Str 30, Dex 15, Con 17, Int 1, Wis 12, Cha 10	
Base Atk +11; CMB +25 (+29 grapple); CMD 37	
Feats Bleeding Critical, Critical Focus,	
Great Fortitude, Improved Critical (bite),	
Improved Initiative, Iron Will, Lightning	
Reflexes, Skill Focus (Perception)	
Skills Perception +25, Swim +18	

ECOLOGY
Environment any ocean
Organization solitary
Treasure none

The true nightmare of the sea is the megalodon, a shark that represents the pinnacle of this species' evolution. Horrifying in its immense size and ruinous appetite, the megalodon is certainly the beast behind many legends of enormous fish who swallow ships whole. A megalodon is 60 feet long and weighs 100,000 pounds.

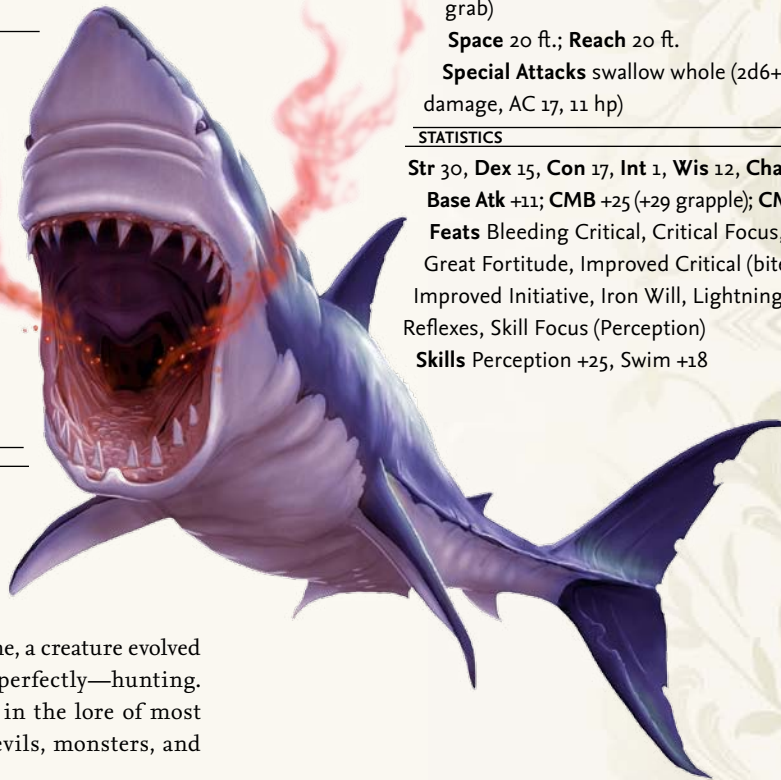


Illustration by Michael Jaeks

SHOCKER LIZARD

This dog-sized lizard has two horns, one on either side of its head, and green scales that crackle with sparks of lightning.

SHOCKER LIZARD

CR 2



XP 600

N Small magical beast

Init +6; **Senses** darkvision 60 ft., electricity sense, low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 19 (3d10+3)

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

Immune electricity

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +4 (1d4)

Special Attacks shock

STATISTICS

Str 10, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +8, Perception +8, Stealth +17, Swim +8; **Racial**

Modifiers +2 Perception, +4 Stealth

ECOLOGY

Environment warm marshes

Organization solitary, pair, clutch (3–6), or colony (7–12)

Treasure incidental

SPECIAL ABILITIES

Electricity Sense (Ex) Shocker lizards automatically detect any electrical discharges within 100 feet.

Shock (Su) Shocker lizards can deliver an electrical shock to a single opponent within 5 feet. This attack deals 1d8 points of nonlethal electricity damage to living opponents (Reflex DC 12 half). This save DC is Constitution-based. Additionally, if two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take 2d8 points of lethal electricity damage for each lizard contributing to the shock, to a maximum of 12d8. A Reflex save (DC 10 + the number of lizards contributing) halves the damage.

A shocker lizard has a pale yellow underside, with bright green scales elsewhere on its 3-foot-long body,

and weighs about 25 pounds. Shocker lizards tend toward group living, as their electrical abilities grow in power when they are close to another lizard.

A shocker lizard colony is usually located near a source of water. Once the colony has settled on a location, the lizards become very territorial and attack anything that intrudes on them. A solitary shocker lizard is a timid and hesitant creature—but when several of them gather they become formidable and fearsome opponents capable of killing creatures several times their own size.

A shocker lizard relies on its electricity abilities in combat, and a lizard tends to bite only after its shock has rendered an opponent unconscious, or when the shock seems to have no effect at all. A solitary lizard flees once it delivers its shocks, but if other shocker lizards are nearby, they all hone in on their comrade's discharges and attempt to administer lethal shocks to their foe.

Many have attempted to capture and tame shocker lizards, but this often proves a difficult and painful task. Alone and in captivity, shocker lizards tend to wither and die swiftly unless their keepers spend a lot of time grooming and playing with the lizards to keep them company. Kept in pairs or larger numbers, captive shocker lizards thrive, but their increasing electrical ability makes them more difficult to manage for keepers who aren't themselves immune to electricity.



SHOCKER LIZARD-SHOGGOTH

SHOGGOTH

This immense mound of black slime thunders forward, eyes and mouths and even stranger things forming in its heaving bulk.

SHOGGOTH CR 19   

XP 204,800

CN Huge ooze (aquatic)

Init +11; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +33

DEFENSE

AC 33, touch 15, flat-footed 26 (+7 Dex, +18 natural, -2 size)

hp 333 (23d8+230); fast healing 10

Fort +19, **Ref** +14, **Will** +15

DR 10/—; **Immune** blindness, charm effects, cold, deafness, ooze traits, sonic; **Resist** acid 20, electricity 20, fire 20; **SR** 30

OFFENSE

Speed 50 ft., climb 30 ft., swim 50 ft.

Melee 4 slams +30 (3d6+15/19–20 plus grab)

Space 15 ft.; **Reach** 30 ft.

Special Attacks constrict (3d6+15), maddening cacophony, engulf (4d6+22 bludgeoning damage plus 8d6 acid damage, AC 19, hp 33), trample (4d8+15, DC 36)

STATISTICS

Str 40, **Dex** 24, **Con** 31, **Int** 5, **Wis** 22, **Cha** 13

Base Atk +17; **CMB** +34 (+39 grapple); **CMD** 51 (cannot be tripped)

Feats Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Staggering Critical

Skills Climb +23, **Perception** +33, **Swim** +23; **Racial Modifiers** +4 Perception

Languages Aklo

SQ amphibious

ECOLOGY

Environment cold aquatic or underground

Organization solitary or tide (2–6)

Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex) A shoggoth's many sense organs grant a +4 racial bonus on Perception and immunity to flanking.

Maddening Cacophony (Su) As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a DC 22 Will save or be confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Engulf (Ex) To use this ability, the shoggoth must begin its turn grappling a creature or must trample. A shoggoth may attempt to engulf as many creatures as it grapples or tramples in a round. This ability otherwise functions as swallow whole, save that a creature that cuts its way out of a shoggoth leaves no hole in the protoplasmic creature's body.

Although even lunatics and doom-saying prophets desperately claim the monstrous shoggoth is nothing more than a drug-induced vision or thankfully unreal nightmare, the truth is altogether more dire. The shoggoths exist, although they keep to the deepest of ocean trenches or the most remote of forgotten caverns and ruins, emerging only rarely to spread madness and destruction in their slime-caked wakes.

The first shoggoths were created in eons past, long before the first gods turned their attentions to the Material Plane. Some hold that the aboleths engineered them, while certain strange texts hint of a race even older that engineered the first shoggoths as slaves. Eventually, these dread beasts developed enough intelligence to rebel against their creators, and now they lurk, patient but potent, in the lightless deep.



Illustration by Christian Pearce

SKELETON

The pile of bones suddenly stirs, rising up to take on a human shape. Its long, bony fingers reach out to claw at the living.

HUMAN SKELETON

CR 1/3



XP 135

NE Medium undead

Init +6; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, Ref +2, Will +2

DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw –3 (1d4+1) or
2 claws +2 (1d4+2)

STATISTICS

Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10

Base Atk +0; CMB +2; CMD 14

Feats Improved Initiative^B

Gear broken chain shirt, broken scimitar

ECOLOGY

Environment any

Organization any

Treasure none

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, they still possess an evil cunning imparted to them by their animating force—a cunning that allows them to wield weapons and wear armor.

Creating a Skeleton

“Skeleton” is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Challenge Rating: Depends on Hit Dice, as follows:

HD	CR	XP
1/2	1/6	65
1	1/3	135
2–3	1	400
4–5	2	600
6–7	3	800
8–9	4	1,200
10–11	5	1,600
12–14	6	2,400
15–17	7	3,200
18–20	8	4,800

Alignment: Always neutral evil.

Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind (such as giant). It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

Armor Class: Natural armor bonus changes as follows:

Skeleton Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Hit Dice: A skeleton drops any HD gained from class levels and changes racial HD to d8s. Creatures without racial HD are treated as if they have 1 racial HD. If the creature has more than 20 Hit Dice, it can’t be made into a skeleton by the *animate dead* spell. A skeleton uses its Cha modifier (instead of its Con modifier) to determine bonus hit points.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: A skeleton loses the base creature’s defensive abilities and gains DR 5/bludgeoning and immunity to cold. It also gains all of the standard immunities and traits possessed by undead creatures.

Speed: A winged skeleton can’t use its wings to fly. If the base creature flew magically, so can the skeleton. All other movement types are retained.

Attacks: A skeleton retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature, except for attacks that can’t work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with each of its claw attacks at its full attack bonus. A claw attack deals damage depending on the skeleton’s size (see pages 301–302). If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it’s better.

Special Attacks: A skeleton retains none of the base creature’s special attacks.

Abilities: A skeleton’s Dexterity increases by +2. It has no Constitution or Intelligence score, and its Wisdom and Charisma scores change to 10.

BAB: A skeleton’s base attack bonus is equal to 3/4 of its Hit Dice.

Skills: A skeleton loses all skill ranks possessed by the base creature and gains none of its own.

Feats: A skeleton loses all feats possessed by the base creature and gains Improved Initiative as a bonus feat.

Special Qualities: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks.

Environment: Any, usually the same as base creature.

Organization: Any.

Treasure: Generally none, although sometimes a skeleton's creator arms it with magical armor or weapons.

VARIANT SKELETONS

Numerous variant skeletons exist, such as those whose bones burn with an unending fire and those who drip with gore and reassemble themselves over time. Both of these variant skeletons can be created using *animate dead*, but they count as twice their normal number of Hit Dice per casting. Once controlled, they count normally against the controller's limit.

Perhaps the most dangerous variant skeleton, though, is the skeletal champion. This skeleton retains its intellect, and often any class levels it possessed in life. A skeletal champion cannot be created with *animate dead*—these potent undead only arise under rare conditions similar to those that cause the manifestation of ghosts or via rare and highly evil rituals.

Each of the following skeleton types modifies the base skeleton in a few key ways. Except as noted, these variations can be stacked with one another—it's possible to have a bloody burning skeletal champion.

Bloody Skeleton

A bloody skeleton is coated in a slick layer of blood and gore infused with negative energy. This gore allows the skeleton to reform and heal itself. In addition to the changes for the skeleton template, make the following adjustments to the base creature.

Challenge Rating: As a normal skeleton + 1.

Fast Healing: A bloody skeleton has fast healing equal to 1 per 2 Hit Dice it possesses (minimum 1).

Saves: A bloody skeleton gains channel resistance +4.

Abilities: A bloody skeleton's Charisma is 14.

Special Qualities: A bloody skeleton gains the deathless special quality.

Deathless (Su): A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

Burning Skeleton

A burning skeleton is surrounded by an aura of flames that deals fire damage to those it strikes. In addition to the changes for the skeleton template, make the following adjustments to the base creature.

Challenge Rating: As a normal skeleton + 1.

Aura: Burning skeletons possess a fiery aura.

Fiery Aura (Ex): Creatures adjacent to a burning skeleton take 1d6 points of fire damage at the start of their turn. Anyone striking a burning skeleton with an unarmed strike or natural attack takes 1d6 points of fire damage.

Defensive Abilities: Burning skeletons lose their immunity to cold but gain immunity to fire. A burning skeleton gains vulnerability to cold damage.

Melee Attacks: A burning skeleton's melee attacks (including both those made with a natural weapon and those made with a manufactured weapon) deal an additional 1d6 points of fire damage.

Abilities: A burning skeleton's Charisma is 12.

Special Qualities: A burning skeleton gains fiery death.

Fiery Death (Su): A burning skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of fire damage per 2 Hit Dice the skeleton possessed (minimum 1d6). A Reflex save (DC = 10 + 1/2 the skeleton's Hit Dice + the skeleton's Cha bonus) halves this damage.



SKELETAL CHAMPION

This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.

SKELETAL CHAMPION

CR 2



XP 600

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (3 HD; 2d8+1d10+3)

Fort +3 **Ref** +1 **Will** +3; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

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

Feats Cleave, Improved Initiative^B, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

ECOLOGY

Environment any

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

Treasure standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

Some skeletons retain their intelligence and cunning, making them formidable warriors. These undead are far more powerful than their mindless kin, and many gain class levels.

Creating a Skeletal Champion

“Skeletal Champion” is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature) and a minimum Intelligence of 3.

CR: A skeletal champion’s CR is +1 higher than a normal skeleton with the same HD (see page 250).

Type: The creature’s type becomes undead. It keeps subtypes save for alignment subtypes and subtypes that indicate kind.

Alignment: Any evil.

Armor Class: Natural armor as per skeleton (see page 250).

Hit Dice: Change all of the creature’s racial HD to d8s, then add 2 racial Hit Dice to this total (creatures without racial HD gain 2). HD from class levels are unchanged.

Defensive Abilities: A skeletal champion gains DR 5/bludgeoning, channel resistance +4, and immunity to cold. It also gains all of the standard undead traits.

Speed: As standard skeleton (see page 250).

Attacks: As standard skeleton (see page 250).

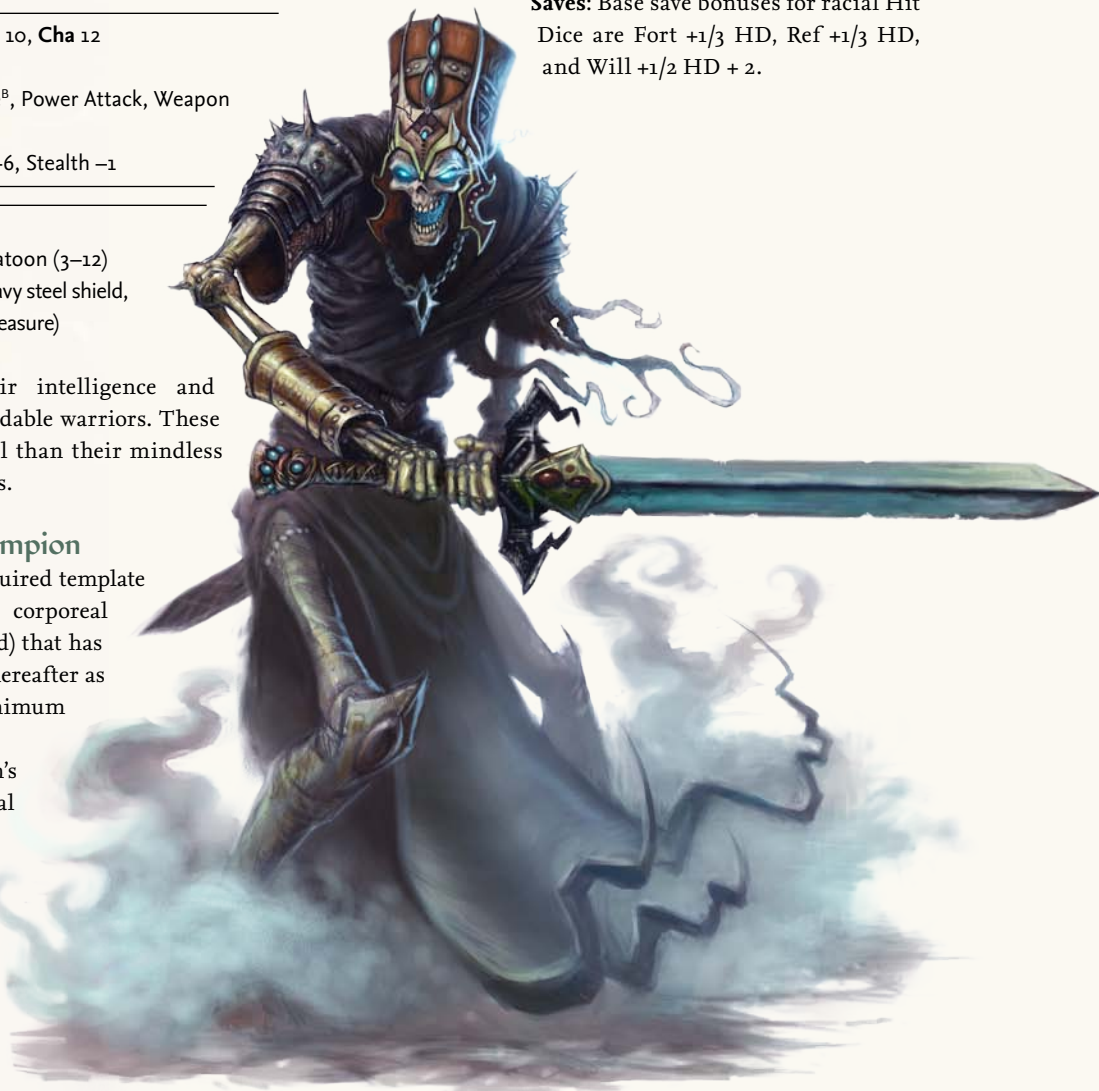
Abilities: Str +2, Dex +2. As undead, it has no Constitution score.

BAB: Its BAB for racial HD equals 3/4 of its HD.

Skills: Gains skill ranks per racial Hit Die equal to 4 + its Int modifier. Class skills for racial HD are Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth. Skills gained from class levels remain unchanged.

Feats: A skeletal champion gains Improved Initiative as a bonus feat.

Saves: Base save bonuses for racial Hit Dice are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.



SKUM

This hunchbacked, green-skinned humanoid has a wide, frog-like head but a mouth more akin to that of a toothy fish.

SKUM (ULAT-KINI)

CR 2



XP 600

LE Medium monstrous humanoid (aquatic)

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

DEFENSE

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

hp 20 (2d10+9)

Fort +3, **Ref** +4, **Will** +3

Resist cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee trident +4 (1d8+2), claw +2 (1d4+1), bite +2 (1d6+1)

Ranged trident +3 (1d8+2)

STATISTICS

Str 15, **Dex** 13, **Con** 17, **Int** 10, **Wis** 10, **Cha** 6

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

Feats Multiattack^B, Toughness

Skills Intimidate +3, Perception +5 (+9 underwater), Stealth +6 (+10 underwater), Swim +15; **Racial Modifiers** +4 Perception and Stealth underwater

Languages Aboleth, Undercommon

SQ amphibious

ECOLOGY

Environment temperate or cold aquatic or underground

Organization solitary, brood (2–5), pack (6–12), or cabal (13–95 plus 50% noncombatants, 1 subchief of 3rd level per 20 adults, 1 sorcerer of 4th–6th level per 40 adults, 1 chieftain of 7th–9th level, and 2–6 oozes)

Treasure NPC gear (trident, other treasure)

Skum are the most prolific and successful of the countless races created by the aboleths to serve as slaves. At the height of the aboleth empire, skum were legion and their armies waged many wars upon the land, yet now that the aboleths are in decline, skum have been set loose to manage on their own.

For the most part, the skum have been less than successful at this endeavor, and today they exist in a shadow of their previous multitude, most of them dwelling deep underground in slowly crumbling ruins left standing only because their enemies have lost interest in pursuing the now-won war against these fish-like humanoids. Skum have even lost their own name—only the most erudite and wise of their kind remember that they were once known as the ulat-kini. Today, most identify themselves with the racial epithet applied to them by surface-dwellers—“skum.”

Skum do not age, and barring death by violence or disease, they can live forever. Unfortunately, this near immortality is crippled by the fact that skum are incapable of reproducing among themselves, for all skum are male. The aboleths did not want their slave race to prosper without their permission. Yet terribly, this does not mean that skum cannot breed. Originally created from human stock, skum can impregnate humans, and the children issued from such unholy unions are invariably deformed. Those who are not born skum undergo gradual transformations throughout their lives, and when they would normally die of old age, such hybrids instead go through “the change,” shedding their wrinkled flesh and transforming into one of the ulat-kini. While most skum tribes lack the drive to perpetuate their race and would prefer to languish in their hideous sunken ruins, tribes settling offshore of remotely populated coastlines seem to be on the rise. Some such communities raid villages for breeding stock, but a few more insidious tribes form alliances with these desperate folk, providing protection and bounty from the sea in return for wives.



Illustration by Warren Mahy



SLUG, GIANT

This massive, gray-brown slug leaves a viscous trail of slime in its wake as a long rasping tongue tastes the air for prey.

GIANT SLUG

CR 8



XP 4,800

N Huge vermin

Init -4; **Senses** blindsight 60 ft.; Perception +0

DEFENSE

AC 20, touch 4, flat-footed 20; (-4 Dex, +16 natural, -2 size)

hp 102 (12d8+48)

Fort +12, **Ref** +0, **Will** +4

DR 10/slashing or piercing **Immune** acid, mind-affecting effects

Weaknesses susceptible to salt

OFFENSE

Speed 20 ft.

Melee tongue +15 (2d10+12 plus 2d8 acid)

Ranged spit acid +3 (10d6 acid)

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

STATISTICS

Str 27, **Dex** 2, **Con** 18, **Int** —, **Wis** 10, **Cha** 1

Base Atk +9; **CMB** +19; **CMD** 25 (can't be tripped)

SQ malleable

ECOLOGY

Environment temperate and warm marshes and underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Spit Acid (Ex) A giant slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes 10d6 points of acid damage (no save).

Malleable (Ex) A giant slug's body is very malleable, allowing it to fit into narrow areas with ease.

A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most giant slugs).

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

No simple garden pests, giant slugs pose a serious threat to those caught in their path. Folk who dwell near swamps and other regions that support giant slugs risk losing livestock and even their homes

to these enormous beasts. Giant slugs constantly wander in search of food, their preference being fleshy organic material, which they slice into smaller, easily gulped chunks with their rasp-like tongues.

What strange influence might have caused the first giant slugs to grow to such monstrous proportions is unknown, but today, giant slugs breed true and birth their oversized offspring after a fleshy, squirming courtship ritual. After mating, a female giant slug lays just over a hundred eggs, each approximately a foot in diameter. The mother slug guards this clutch fiercely and aggressively attacks any creatures that wander too close. Giant slugs inhabiting swamps aboveground mate once a year, and those who live in the area know better than to go into the swamps during this month.

Deep below ground, some subterranean races use giant slugs as mounts or guardians. Creatures like mites, who have a strange empathy with vermin, can be used to keep giant slugs docile, but in most cases, those who would use giant slugs must do so with great care, keeping them well fed until they are needed for battle. Frightened whispers report armies of troglodytes using giant slugs as siege mounts. One particularly disturbing tale mentions a vast underground cavern inhabited by scores of skum and aboleth-controlled aquatic giant slugs with strange, mind-numbing abilities infused into their acidic saliva.



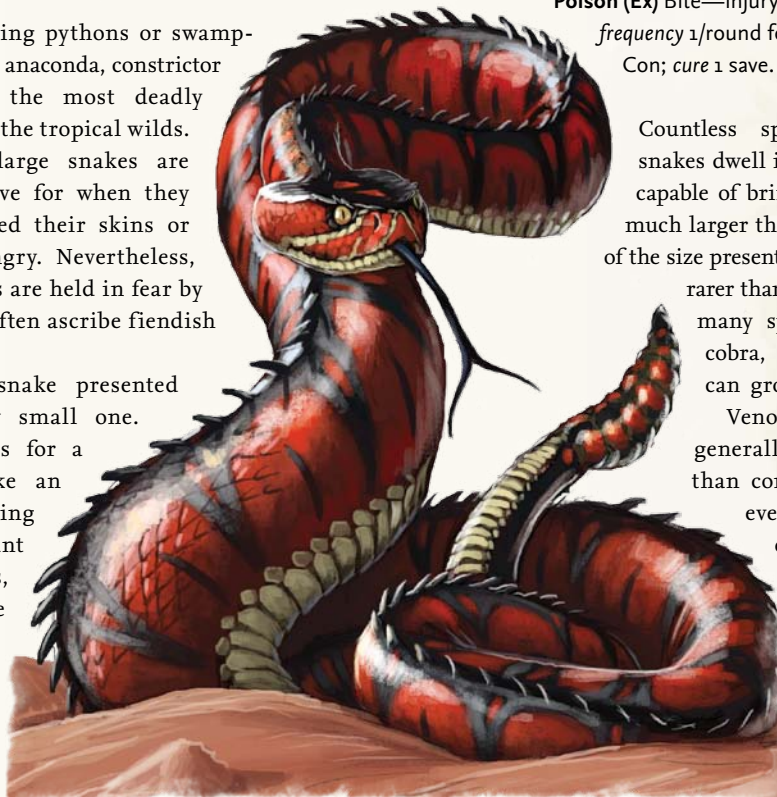
SNAKE, CONSTRICTOR

This large snake has a thick, muscular body and dull green scales decorated with dirty brown stripes.

CONSTRICTOR SNAKE	CR 2			
XP 600				
N Medium animal				
Init +3; Senses scent; Perception +12				
DEFENSE				
AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)				
hp 19 (3d8+6)				
Fort +4, Ref +6, Will +2				
OFFENSE				
Speed 20 ft., climb 20 ft., swim 20 ft.				
Melee bite +5 (1d4+4 plus grab)				
Special Attacks constrict (1d4+4)				
STATISTICS				
Str 17, Dex 17, Con 12, Int 1, Wis 12, Cha 2				
Base Atk +2; CMB +5 (+9 grapple); CMD 18 (can't be tripped)				
Feats Skill Focus (Perception), Toughness				
Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics				
ECOLOGY				
Environment warm forests, swamps, and fresh water				
Organization solitary or nest (2–6)				
Treasure none				

Be they jungle-dwelling pythons or swamp-dwelling boas like the anaconda, constrictor snakes are among the most deadly predatory animals of the tropical wilds. Fortunately, these large snakes are relatively passive, save for when they are preparing to shed their skins or are particularly hungry. Nevertheless, the sinuous creatures are held in fear by many societies who often ascribe fiendish qualities to them.

The constrictor snake presented here is a relatively small one. You can create stats for a larger maneater like an anaconda by applying the advanced and giant simple templates, or by advancing the stats above to a 7 HD Large snake (CR 5), or even a 14 HD Huge snake (CR 10).



SNAKE, VENOMOUS

This brightly colored snake assumes an aggressive posture, its hissing mouth open to display its fangs.

VENOMOUS SNAKE	CR 1			
XP 400				
N Medium animal				
Init +5; Senses low-light vision, scent; Perception +9				
DEFENSE				
AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)				
hp 13 (2d8+4)				
Fort +5, Ref +4, Will +1				
OFFENSE				
Speed 20 ft., climb 20 ft., swim 20 ft.				
Melee bite +2 (1d4–1 plus poison)				
STATISTICS				
Str 8, Dex 13, Con 14, Int 1, Wis 13, Cha 2				
Base Atk +1; CMB +0; CMD 11 (can't be tripped)				
Feats Improved Initiative, Weapon Finesse ^B				
Skills Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity				
ECOLOGY				
Environment any temperate or warm				
Organization solitary, pair, or nest (3–8)				
Treasure none				
SPECIAL ABILITIES				

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Countless species of poisonous snakes dwell in the wild, their bites capable of bringing down creatures much larger than themselves. Snakes of the size presented here are thankfully rarer than their smaller kin, but many species of rattlesnake, cobra, and similar reptiles can grow to this size.

Venomous snakes are generally far more aggressive than constrictor snakes, and even larger variants do exist: you can create stats for a king cobra, for example, by applying the advanced and giant simple templates to the stats given above.

Illustration by Ben Wooten



SPECTRE

This translucent, ghostly figure fades into view from the damp mist, its face distorted by wrath into a hideous mask.

SPECTRE

CR 7



XP 3,200

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

DEFENSE

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

hp 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities incorporeal, channel resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +10 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 16)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

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

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception),
Weapon Focus (touch)

Skills Fly +11, Intimidate +13, Knowledge (history) +10,
Knowledge (religion) +13, Perception +17, Stealth +14,
Survival +11

Languages Common

ECOLOGY

Environment any

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

SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds.

Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of

a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

Spectres are evil undead that hate sunlight and living things. Most are the remnants of murdered or evil humans, their anger preventing them from entering the afterlife. Like ghosts, spectres haunt the places of their deaths, and seek to draw others into the lonely abyss of undeath.

A spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in paintings or drawings. Spectres retain a strong sense of identity, and even ancient, insane spectres generally remain coherent. Evil historians and necromancers often try to ally with spectres for the knowledge they held in life and retain in undeath.



SPHINX

This creature has the body of a lion, the wings of a falcon, and the head and torso of a beautiful human woman.

SPHINX (GYNOSPHINX)

CR 8



XP 4,800

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision;
Perception +21

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 102 (12d10+36)

Fort +11, **Ref** +9, **Will** +10

OFFENSE

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

Melee 2 claws +17 (2d6+6/19-20)

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

Special Attacks pounce, rake (2 claws +17, 2d6+6)

Spell-Like Abilities (CL 12th)

Constant—*comprehend languages*, *detect magic*, *read magic*,
see invisibility

3/day—*clairaudience*/*clairvoyance*

1/day—*dispel magic*, *locate object*, *remove curse*, *legend lore*

1/week—any one of the following: *symbol of fear* (DC 20),
symbol of pain (DC 19), *symbol of persuasion* (DC 20),
symbol of sleep (DC 19), *symbol of stunning* (DC 21); all
symbols last for 1 week maximum

STATISTICS

Str 22, **Dex** 13, **Con** 16, **Int** 18, **Wis** 19, **Cha** 19

Base Atk +12; **CMB** +19; **CMD** 30 (34 vs. trip)

Feats Alertness, Combat Casting, Hover, Improved Critical
(claw), Improved Initiative, Iron Will

Skills Bluff +14, Diplomacy +14, Fly +7, Intimidate +14,
Knowledge (any two) +6, Perception +21, Sense Motive +19,
Spellcraft +12

Languages Common, Draconic, Sphinx

ECOLOGY

Environment warm deserts and hills

Organization solitary, pair, or cult (3-6)

Treasure double

Although there are many different species of sphinx, the one certain scholars refer to as the “gynosphinx” (a name many sphinxes find insulting) is a wise and majestic creature that is nevertheless terrifying when angered. Less moralistic than their male counterparts (the “androsphinx”—a different creature entirely than the sphinx presented here), sphinxes are careful and methodical in their decision-making, and pride themselves on their cold logic and impartiality. They have little patience for the lesser sphinx variants, seeing them as little better than

animals. Sphinxes love riddles and complicated dilemmas, and treasure strange facts and arcane trivia far more than gold or gems

While not great scholars in any traditional sense, sphinxes’ great appreciation of puzzles leads them to research shallowly in a wide variety of subjects, and they can often be invaluable sources of information, especially when making use of their magical abilities. They are usually happy to barter with other races, and regularly trade material goods for information or new and interesting quandaries. They make excellent guardians for temples, tombs, and other important locations, so long as they are kept adequately entertained. Sphinxes place great value on politeness, but can be dangerously temperamental—while they may decide to share their latest riddles with travelers out of altruism, they think little of devouring those who don’t give their dilemmas adequate attention or provide useful insight.

Sphinxes are typically 10 feet long and about 800 pounds. While their wings are capable of holding them aloft for long periods of time, they are poor fliers, and prefer to land before engaging foes, lashing out with their powerful claws. Though fiercely territorial, they tend to give intruders plenty of warning before attacking.



Illustration by Bento Box Studios



SPIDER, GIANT

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

GIANT SPIDER	CR 1
XP 400	
N Medium vermin	
Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4	
DEFENSE	
AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)	
hp 16 (3d8+3)	
Fort +4, Ref +4, Will +1	
Immune mind-affecting effects	
OFFENSE	
Speed 30 ft., climb 30 ft.	
Melee bite +2 (1d6 plus poison)	
Special Attack web (+5 ranged, DC 12, hp 2)	
STATISTICS	
Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2	
Base Atk +2; CMB +2; CMD 15 (27 vs. trip)	
Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs);	
Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb	
ECOLOGY	
Environment any	
Organization solitary, pair, or colony (3–8)	
Treasure incidental	
SPECIAL ABILITIES	
Poison (Ex) Bite—injury; <i>save</i> Fort DC 14; <i>frequency</i> 1/round for 4 rounds; <i>effect</i> 1d2 Strength damage; <i>cure</i> 1 save.	

The statistics above are for a web-spinning spider. Hunting spiders lose the web ability but gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison save DCs.

Other species of giant spiders exist, as detailed below.

Species	CR	Size	HD
Scarlet spider	1/4	Tiny	1d8
Giant crab spider	1/2	Small	2d8
Giant black widow	3	Large	5d8
Ogre spider	5	Huge	7d8
Giant tarantula	8	Gargantuan	10d8
Goliath spider	11	Colossal	14d8

SPIDER SWARM

An awful, scuttling mass of legs and mandibles scrambles forward out of the darkness.

SPIDER SWARM	CR 1
XP 400	
N Diminutive vermin (swarm)	
Init +3; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +4	
DEFENSE	
AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)	
hp 9 (2d8)	
Fort +3, Ref +3, Will +0	
Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage	
OFFENSE	
Speed 20 ft., climb 20 ft.	
Melee swarm (1d6 plus poison and distraction)	
Space 10 ft.; Reach 0 ft.	
Special Attacks distraction (DC 11)	
STATISTICS	
Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2	
Base Atk +1; CMB —; CMD —	
Skills Climb +11, Perception +4; Racial Modifiers +4 Perception; uses Dexterity for Climb checks	
ECOLOGY	
Environment any	
Organization solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)	
Treasure none	
SPECIAL ABILITIES	
Poison (Ex) Swarm—injury; <i>save</i> Fort DC 11; <i>frequency</i> 1/round for 2 rounds; <i>effect</i> 1d2 Str; <i>cure</i> 1 save. The save DC is Constitution-based.	

The sight of a carpet of swarming spiders is unsettling indeed—particularly when the swarm is made up of spiders each the size of a gold coin and possessing blade-like mandibles capable of lacerating flesh with sickening ease. A swarm of spiders is a colonial mass of arachnids that relies on overwhelming much larger prey with sheer numbers rather than catching smaller snacks. While spider swarms spin webs, these webs are incapable of catching larger prey and typically serve the swarm as a lair rather than a method of capturing dinner.

SQUID

This slender red squid darts through the water with alacrity. Two large eyes stare from above the creature's tentacles.

SQUID	CR 1			
XP 400				
N Medium animal (aquatic)				
Init +6; Senses low-light vision; Perception +7				
DEFENSE				
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)				
hp 13 (3d8)				
Fort +3, Ref +7, Will +2				
Defensive Ability ink cloud (5-ft. radius)				
OFFENSE				
Speed swim 60 ft., jet 240 ft.				
Melee bite +4 (1d3+2), tentacles +2 (1d4+1 plus grab)				
STATISTICS				
Str 15, Dex 15, Con 11, Int 2, Wis 12, Cha 2				
Base Atk +2; CMB +4 (+8 grapple); CMD 16				
Feats Improved Initiative, Lightning Reflexes, Multiattack ^B				
Skills Perception +7, Swim +10				
ECOLOGY				
Environment any ocean				
Organization solitary, pair, or school (3–12)				
Treasure none				
SPECIAL ABILITIES				
Ink Cloud (Ex) A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.				
Jet (Ex) A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.				

Squids are aggressive predators that fear little and are more than willing to attack prey larger than themselves.

Squid Companions

Starting Statistics:

Size Medium; **AC** +1

natural; **Speed** swim

60 ft., jet 240 ft.;

Attack tentacles (1d4

plus grab), bite (1d3);

Ability Scores Str 14,

Dex 15, Con 11, Int 2,

Wis 12, Cha 2; **Special**

Qualities low-light vision, ink cloud.

4th-Level Advancement:

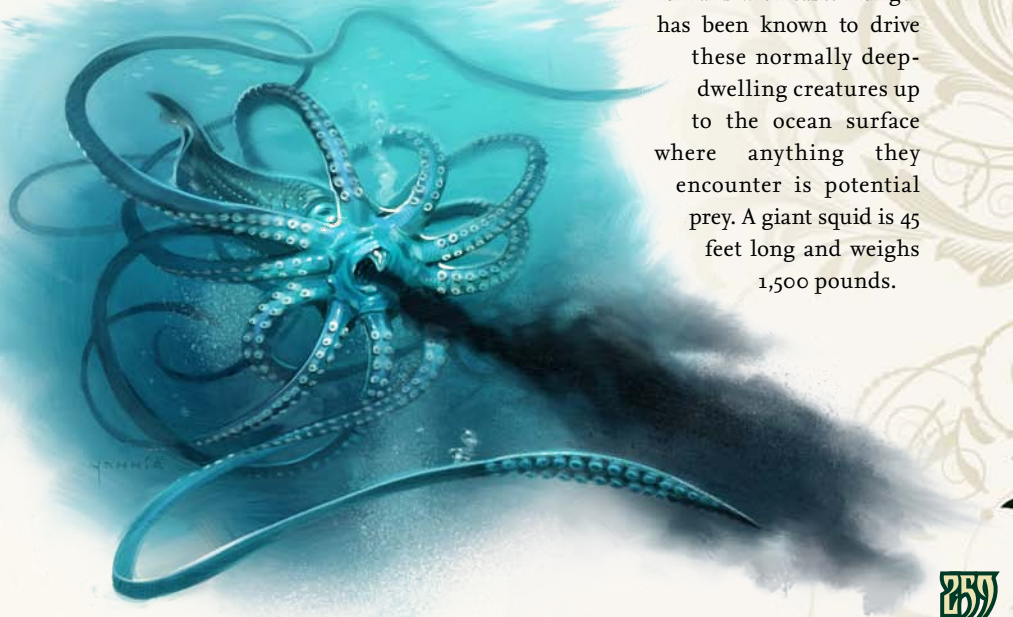
Ability Scores Str +2, Con +2.

SQUID, GIANT

Immense in size, this great squid's tentacles writhe and flash with almost nauseating speed. The beast's eyes are as big as shields.

GIANT SQUID	CR 9			
XP 6,400				
N Huge animal (aquatic)				
Init +7; Senses low-light vision; Perception +22				
DEFENSE				
AC 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, –2 size)				
hp 102 (12d8+48)				
Fort +14, Ref +13, Will +5				
Defensive Ability ink cloud (20-ft. radius)				
OFFENSE				
Speed swim 60 ft., jet 260 ft.				
Melee bite +14 (2d6+7), 2 arms +14 (1d6+7), tentacles +12 (4d6+3/19–20 plus grab)				
Space 15 ft.; Reach 15 ft. (30 ft. with arms and tentacles)				
Special Attacks constrict (4d6+10)				
STATISTICS				
Str 25, Dex 17, Con 19, Int 2, Wis 12, Cha 2				
Base Atk +9; CMB +18 (+22 grapple); CMD 31				
Feats Combat Reflexes, Great Fortitude, Improved Critical (tentacle), Improved Initiative, Lightning Reflexes, Multiattack ^B , Skill Focus (Perception)				
Skills Perception +22, Swim +15				
ECOLOGY				
Environment any ocean				
Organization solitary				
Treasure none				

The giant squid is a legendary beast capable of feeding on humans with ease. Hunger has been known to drive these normally deep-dwelling creatures up to the ocean surface where anything they encounter is potential prey. A giant squid is 45 feet long and weighs 1,500 pounds.



STIRGE

This insectoid creature has two pairs of bat wings, a tangle of thin legs, and a needle-sharp proboscis.

STIRGE

CR 1/2



XP 200

N Tiny magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 5 (1d10)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee touch +7 (attach)

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

Special Attacks blood drain

STATISTICS

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

Feats Weapon Finesse

Skills Fly +8, Stealth +16

SQ diseased

ECOLOGY

Environment temperate and warm swamps

Organization solitary, colony (2–4), flock (5–8), storm (9–14), or swarm (15–40)

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being

exposed to filth fever, blinding sickness, or a similar disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Stirges are vicious, blood-drinking swamp pests that prey on wild animals, livestock, and unwary travelers. While weak individually, swarms of the creatures are capable of draining a man dry in minutes, leaving only a desiccated husk in their wake.

Closer to mammals than insects, stirges carry their bodies through the air on four fleshy wings, searching out warm-blooded prey. They are fond of hiding near watering holes and waiting for travelers to drop their guard, then swooping out to attach and drink their fill by thrusting their long feeding tubes into unprotected veins. After feeding they flap heavily off into the mud and reeds to lay their eggs and rest until hunger drives them to hunt again.

Stirges are usually 1 foot long, with a wingspan of twice that, and weigh just under a pound. Their coloration is rust-red or reddish-brown with a dirty yellow underbelly, though stirges that have not fed in some time are often pale pink, their color deepening as they gorge.



SVIRFNEBLIN

This bald gnome has rocky gray skin and a wiry physique. Its pale eyes are overly large and expressive.

SVIRFNEBLIN

CR 1



XP 400

Svirfneblin ranger 1

N Small humanoid (gnome)

Init +2; **Senses** darkvision 120 ft., low-light vision; Perception +6

DEFENSE

AC 15, touch 15, flat-footed 11 (+2 Dex, +2 dodge, +1 size)

hp 15 (1d10+5)

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

SR 12

OFFENSE

Speed 20 ft. (15 ft. in armor)

Melee heavy pick +3 (1d4+1/x4)

Ranged light crossbow +4 (1d6/19–20)

Special Attacks favored enemy (dwarf +2), +1 to attack vs. dwarven and reptilian humanoids

Spell-Like Abilities (CL 1st)

Constant—*nondetection*

1/day—*blindness/deafness* (DC 12), *blur*, *disguise self*

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 10,

Wis 10, **Cha** 8

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

Feats Toughness

Skills Craft (alchemy) +6,

Heal +4, Knowledge

(dungeoneering) +4,

Perception +6, Stealth +12 (+14

underground), Survival +4 (+5 tracking); **Racial**

Modifiers +2 Craft (alchemy), +2 Perception, +2

Stealth (+4 Stealth underground)

Languages Gnome, Undercommon

SQ stonecunning, track, wild empathy +0

ECOLOGY

Environment any underground

Organization solitary, company (2–4), squad (5–20 plus 1 leader of 3rd–6th level and 2 sergeants of 3rd level), or band (30–50 plus 1 sergeant of 3rd level per 20 adults, 5 lieutenants of 5th level, 3 captains of 7th level, and 2–5 Medium earth elementals)

Treasure NPC Gear (heavy pick, light crossbow with 10 bolts, other treasure)

Svirfneblin, or “deep gnomes,” are a reclusive offshoot of the gnome race. They dwell underground in hidden cities, safe from dark elves and other subterranean

racers. They have skin the color of gray or brown stone. Males are bald, and females have stringy gray hair. A svirfneblin's ties to the eerie realm of the fey are much stronger than those of their surface-dwelling gnome kin, and this makes them either strangely detached from their emotions or violently random in their outbursts. Svirfneblin have long fought wars against the duergar, and have a difficult time seeing the difference between duergar and other dwarves.

Svirfneblin Characters

Svirfneblin are defined by their class levels—they do not possess racial Hit Dice. A svirfneblin's CR is equal to his class level. Svirfneblin have the following racial traits.

–2 **Strength**, +2 **Dexterity**, +2 **Wisdom**, –4 **Charisma**: Svirfneblin are fast and observant, but relatively weak and emotionally distant.

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

Defensive Training: Svirfneblin gain a +2 dodge bonus to Armor Class.

Senses: Svirfneblin have darkvision 120 ft. and low-light vision.

Fortunate: Svirfneblin gain a +2 racial bonus on all saving throws.

Skilled: Svirfneblin gain a +2 racial bonus on Stealth checks; this improves to a +4 bonus underground. They gain a +2 racial bonus on Craft (alchemy) checks and Perception checks.

Hatred: Svirfneblin receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and dwarven subtypes due to training against these hated foes.

Stonecunning: Svirfneblin gain stonecunning as a dwarf (*Pathfinder RPG Core Rulebook* 21).

Spell Resistance: Svirfneblin have SR equal to 11 + class levels.

Svirfneblin Magic: Svirfneblin add +1 to the DC of any illusion spells they cast. Svirfneblin also gain the spell-like abilities listed above; caster level equals the svirfneblin's class levels.

Languages: Svirfneblin begin play speaking Gnome and Undercommon. Those with high Int scores can choose from the following bonus languages: Aklo, Common, Draconic, Dwarven, Elven, Giant, Goblin, Orc, or Terran.



Illustration by Eric Lofgren