

TARRASQUE

This immense reptilian beast towers over the surroundings like a dinosaur, all teeth and horns and claws and thrashing spiked tail.

TARRASQUE

CR 25



XP 1,638,400

N Colossal magical beast

Init +7; **Senses** low-light vision, scent; Perception +43

Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 40, touch 5, flat-footed 37 (+3 Dex, +35 natural, -8 size)

hp 525 (30d10+360); regeneration 40

Fort +31, **Ref** +22, **Will** +12

DR 15/epic; **Immune** ability damage, acid, bleed, disease, energy drain, fire, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 36

OFFENSE

Speed 40 ft.

Melee bite +37 (4d8+15/15-20/x3 plus grab), 2 claws +37 (1d12+15), 2 gores +37 (1d10+15), tail slap +32 (3d8+7)

Ranged 6 spines +25 (2d10+15/x3)

Space 30 ft.; **Reach** 30 ft. (60 ft. with tail slap)

Special Attacks rush, spines, swallow whole (6d6+22 plus 6d6 acid, AC 27, hp 52)

STATISTICS

Str 41, **Dex** 16, **Con** 34, **Int** 3, **Wis** 15, **Cha** 14

Base Atk +30; **CMB** +53 (+57 grapple); **CMD** 66

Feats Awesome Blow, Blind-Fight,

Bleeding Critical, Cleave, Combat

Reflexes, Critical Focus, Great

Cleave, Great Fortitude, Improved

Bull Rush, Improved Critical (bite),

Improved Initiative, Lightning Reflexes,

Power Attack, Run, Staggering Critical

Skills Acrobatics +3 (+43 when jumping),

Perception +43; **Racial Modifiers** +8 Perception

Languages Aklo (cannot speak)

SQ carapace, powerful leaper

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Carapace (Su) The tarrasque's scales deflect cones, lines, rays, and *magic missile* spells, rendering the tarrasque immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

Powerful Leaper (Ex) The tarrasque uses its Strength to modify Acrobatics checks made to jump, and has a +24

racial bonus on Acrobatics checks made to jump.

Regeneration (Ex) No form of attack can suppress the tarrasque's regeneration—it regenerates even if disintegrated or slain by a death effect. If the tarrasque fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is inflicted upon its remains. It can be banished or otherwise transported as a means to save a region, but the method to truly kill it has yet to be discovered.

Rush (Ex) Once per minute for 1 round, the tarrasque can move at a speed of 150 feet. This increases its Acrobatics bonus on checks made to jump to +87.

Spines (Ex) The tarrasque can loose a volley of six spear-like spines from its body as a standard action with a toss of its head or a lash of its tail. Make an attack roll for each spine—all targets must be within 30 feet of each other. The spines have a range increment of 120 ft.




The legendary tarrasque is among the world's most destructive monsters. Thankfully, it spends most of its time in a deep torpor in an unknown cavern in a remote corner of the world—yet when it awakens, kingdoms die.

Although far from intelligent, the tarrasque is smart enough to understand a few words in Aklo (though it cannot speak). Likewise, it isn't mindless in its rampages, but instead focuses on targets that threaten it, and is difficult to distract with trickery.



TENGU

Black feathers cover this crow-headed humanoid, and its hands and legs end in powerful talons.

TENGU	CR 1/2	  
XP 200		
Male tengu rogue 1		
N Medium humanoid (tengu)		
Init +3; Senses low-light vision; Perception +8		
DEFENSE		
AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)		
hp 9 (1d8+1)		
Fort +1, Ref +5, Will +2		
OFFENSE		
Speed 30 ft.		
Melee dagger +3 (1d4+1/19–20), bite –2 (1d3)		
Ranged short bow +3 (1d6/x3)		
Special Attacks sneak attack +1d6		
STATISTICS		
Str 12, Dex 17, Con 12, Int 10, Wis 15, Cha 8		
Base Atk +0; CMB +1; CMD 14		
Feats Weapon Finesse		
Skills Acrobatics +7, Appraise +4, Bluff +3, Climb +5, Knowledge (local) +4, Linguistics +8, Perception +8, Stealth +9; Racial Modifiers +2 Perception, +2 Stealth, +4 Linguistics		
Languages Common, Goblin, Halfling, Tengu		
SQ gifted linguist, swordtrained, trapfinding		
ECOLOGY		
Environment temperate mountains or urban		
Organization solitary, pair, or conspiracy (3–12)		
Treasure NPC gear (leather armor, dagger, short bow and 20 arrows, other treasure)		
SPECIAL ABILITIES		
Gifted Linguist (Ex) Tengus gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.		
Swordtrained (Ex) Tengus are trained from birth in swordplay, and as a result are automatically proficient with sword-like weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).		

Tengus are a race of avian humanoids that resemble crows or ravens, and often bear much of the same stigma. Though they frequently choose to live among other races in densely populated cities, their society is tight and closed, and they rarely allow others to see its inner workings. Tengus often band together in small groups to create roosts in vacant

warehouses or condemned buildings, and these raucous gathering places are generally assumed to be thieves' guilds by outsiders—an assumption that's correct roughly half the time.

Like the crows they share physical traits with, tengus are naturally covetous, especially of shiny or colorful items, and prone to bouts of good-natured kleptomania if they don't carefully keep themselves in check. Vain and prideful creatures, they are easily persuaded with flattery.

Tengu Characters

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

+2 Dexterity, –2 Constitution, +2 Wisdom: Tengus are fast and observant, but relatively fragile and delicate.

Senses: Tengus have low-light vision.

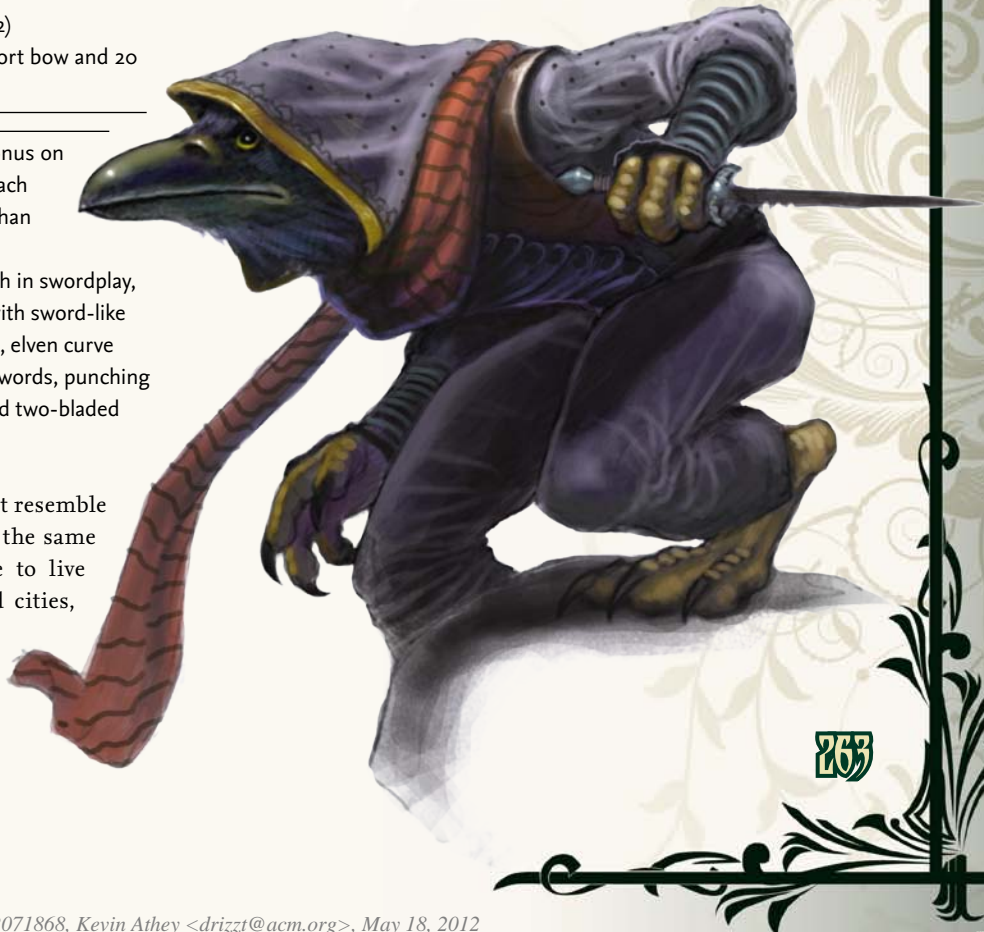
Sneaky: Tengus gain a +2 racial bonus on Perception and Stealth.

Gifted Linguist: See above.

Swordtrained: See above.

Natural Weapon: Tengus possess a bite natural attack that inflicts 1d3 points of damage on a hit. This is a primary attack, or a secondary attack if the tengu wields a manufactured weapon.

Languages: Tengus begin play speaking Common and their own dialect of Tengu. Tengus with high Intelligence scores can choose any language as a bonus language.



TIEFLING

This lanky man sneers as he draws his sword. Tiny horns and a barbed tail reveal that he is something more than human.

TIEFLING

CR 1/2



XP 200

Tiefling rogue 1

NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

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

hp 10 (1d8+2)

Fort +2, **Ref** +5, **Will** +1

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 1st)

1/day—*darkness*

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +6, Bluff +4, Disable Device +6, Escape Artist +6, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ fiendish sorcery, trapfinding

ECOLOGY

Environment any land

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

Treasure NPC gear (studded leather armor, short sword, light crossbow with 20 bolts)

SPECIAL ABILITIES

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities.

Tieflings are humans with demonic, devilish, or other evil outsider blood in their ancestry. Often persecuted for their strange appearance and unnatural mannerisms, most tieflings disguise their nature or are forced to live on the fringes or underbelly of civilized society. Though they are not born evil, it is an easy path for them to find, especially as most suffer at the hands of “normal” folks while growing up. Tieflings look mostly human except for some physical traits that reveal their strange heritage.

Tiefling Characters

Tieflings are defined by their class levels—they do not possess racial HD. They have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Charisma: Tieflings are quick in body and mind, but are inherently strange.

Darkvision: Tieflings see in the dark up to 60 feet.

Skilled: Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Spell-Like Ability: Tieflings can use *darkness* once per day as a spell-like ability. The caster level for this ability equals the tiefling’s class level.

Fiendish Resistance: Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.




Fiendish Sorcery: See above.

Languages Tieflings begin play speaking Common and either Abyssal or Infernal. Tieflings with high Intelligence scores can choose any of the following: Abyssal, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, and Orc.



TIGER

This powerful feline predator moves with a deadly grace, its reddish-orange fur slashed with black stripes.

TIGER	CR 4	  
XP 1,200		
N Large animal		
Init +6; Senses low-light vision, scent; Perception +8		
DEFENSE		
AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)		
hp 45 (6d8+18)		
Fort +8, Ref +7, Will +3		
OFFENSE		
Speed 40 ft.		
Melee 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)		
Space 10 ft.; Reach 5 ft.		
Special Attacks pounce, rake (2 claws +10, 1d8+6)		
STATISTICS		
Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6		
Base Atk +4; CMB +11 (+15 grapple); CMD 23 (27 vs. trip)		
Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)		
Skills Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)		
Environment any forests		
Organization solitary or pair		
Treasure none		

Tigers stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

Tigers are usually the top animal predators in their territories, and have been known to kill bears, crocodiles, giant snakes, wolves, and even other great cats. Even humanoids are far from safe, especially in cases where a tiger has developed a taste for humanoid flesh. Tigers prefer terrain with plenty of cover and proximity to water as their hunting grounds.

While the tiger itself is a fearsome predator, its strength and ferocity pales in comparison to that of the larger dire tiger. Known to many scholars as the smilodon and to tribal societies as the saber-toothed tiger, the dire tiger is invariably one of the region's top predators. Its defining feature is a pair of huge incisors that hang down like fearsome knives from the upper jaw, protruding menacingly even when the creature's mouth is shut.

These immense hunting cats grow to be over 12 feet long and can weigh up to 6,000 pounds.

TIGER, DIRE

This large tiger grumbles a warning as it crouches. Two saber-like fangs jut downward from its powerful jaws.


DIRE TIGER (SMILODON)	CR 8	  
XP 4,800		
N Large animal		
Init +6; Senses low-light vision, scent; Perception +12		
DEFENSE		
AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)		
hp 105 (14d8+42)		
Fort +12, Ref +11, Will +5		
OFFENSE		
Speed 40 ft.		
Melee 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19-20 plus grab)		
Space 10 ft.; Reach 5 ft.		
Special Attacks pounce, rake (2 claws +18, 2d4+8)		
STATISTICS		
Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10		
Base Atk +10; CMB +19 (+23 grapple); CMD 31 (35 vs. trip)		
Feats Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)		
Skills Acrobatics +6, Perception +12, Stealth +15 (+23 in tall grass), Swim +13; Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)		
ECOLOGY		
Environment any forests, plains, and swamps		
Organization solitary or pair		
Treasure none		



Illustration by Kieran Yanner

TREANT

This animated tree's bark is knotted into vaguely humanoid features, with branches for arms and roots for legs.

TREANT

CR 8



XP 4,800

NG Huge plant

Init -1; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 114 (12d8+60)

Fort +13, Ref +3, Will +9

Immune plant traits; DR 10/slashing

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d6+9/19-20)

Ranged rock +7 (2d6+13)

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

Special Attacks rock throwing (180 ft.), trample (2d6+13, DC 25)

STATISTICS

Str 29, Dex 8, Con 21, Int

12, Wis 16, Cha 13

Base Atk +9; CMB +20; CMD 29

Feats Alertness, Improved

Critical (slam), Improved

Sunder, Iron Will, Power

Attack, Weapon Focus

(slam)

Skills Diplomacy +9,

Intimidate +9, Knowledge

(nature) +9, Perception +12,

Sense Motive +9, Stealth -9 (+7

in forests); **Racial Modifiers** +16

Stealth in forests

Languages Common, Sylvan, Treant

SQ animate trees, double damage against

objects, treespeech

ECOLOGY

Environment any forest

Organization solitary or

grove (2-7)

Treasure standard

SPECIAL ABILITIES

Animate Trees (Sp) A treant

can animate any trees

within 180 feet at will,

controlling up to two trees

at a time. It takes 1 full round for a tree

to uproot itself, after which it moves at a

speed of 10 feet and fights as a

treant (although it has only

one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.

Treants are guardians of the forest and speakers for the trees. As long-lived as the forests themselves, and seeing themselves as parents and shepherds rather than gardeners, treants are slow and methodical in most things but terrifying when forced to fight in defense of their flock. Though they rarely seek out the companionship of the short-lived races, and have an inherent distrust of change, they have been known to tolerate those who seek to learn from their long, rambling monologues, especially

if the pupils express a desire to help protect the wildlands. Yet against those who would threaten the forest, especially loggers who seek to harvest wood for lumber or those who try to clearcut a section of forest in order to build a fort or establish a town, the treants' wrath is swift and devastating. They are particularly gifted at tearing down what others build—a trait that serves angry treants well.

Treants are primarily solitary creatures, with a given individual sometimes responsible for an entire forest, but they occasionally come together in small groups called groves to share news and reproduce.

In times of grave danger, all of the groves in a region may gather for a great months-long meeting called a moot, but such events are exceedingly rare, and millennia may go by between them.

The typical treant is 30 feet tall, with a trunk 2 feet in diameter, and weighs 4,500 pounds. Treants tend to resemble the species of trees most common in their woodland territories.



TROGLODYTE

This humanoid's scaly hide is dull gray. Its frame resembles that of a cave lizard, with a long tail and crests on its head and back.

TROGLODYTE		CR 1			
XP 400					
CE Medium humanoid (reptilian)					
Init -1 ; Senses darkvision 90 ft.; Perception $+0$					
Aura stench (30 ft., DC 13, 10 rounds)					
DEFENSE					
AC 15, touch 9, flat-footed 15 (-1 Dex, $+6$ natural)					
hp 13 (2d8+4)					
Fort $+7$, Ref -1 , Will $+0$					
OFFENSE					
Speed 30 ft.					
Melee club $+2$ (1d6+1), claw -3 (1d4), bite -3 (1d4) or 2 claws $+2$ (1d4+1), bite $+2$ (1d4+1)					
Ranged javelin $+0$ (1d6)					
STATISTICS					
Str 12, Dex 9, Con 14, Int 8, Wis 11, Cha 11					
Base Atk $+1$; CMB $+2$; CMD 11					
Feats Great Fortitude					
Skills Stealth $+5$ ($+9$ in rocky areas); Racial Modifiers $+4$ Stealth ($+8$ in rocky areas)					
Languages Draconic					
ECOLOGY					
Environment any underground					
Organization solitary, pair, clutch (3–6), squad (7–12 plus 1 cleric or druid of 3rd level and 1–2 monitor lizards), or band (20–80 plus 20% noncombatants, 1 chieftain of 3rd–6th level, 1–3 clerics or druids of 3rd–6th level, and 3–13 monitor lizards)					
Treasure NPC gear (club, 3 javelins, other treasure)					

The troglodyte is a feral, savage cave dweller. They are among the most populous denizens of the upper reaches of the endless caverns of the underworld, equally at home raiding the settlements of those who dwell above or below ground, yet for all their race's fecundity and sprawl, as a whole they represent only a minor threat. At times, great leaders can draw legions of troglodytes to their command to create vast and deadly armies, but left to their own devices, troglodyte tribes are content to keep each other under control with numerous feuds, cannibalistic raids, and bitter civil wars.

The troglodyte is one of the oldest of intelligent races, and ruins found in some remote caverns testify to the fact that their empire was once among the largest in the world. At the dawn of time, the troglodyte civilization was generations ahead of other humanoid

racess—while those races hid in caves and worshiped fire, the troglodytes raised vast cities of stone ziggurats and twisting canals, kept other races as slaves, and worshiped ancient and inhuman gods and demons. Yet as the other races evolved and grew increasingly civilized, they outstripped their onetime troglodyte oppressors. Today, the roles have changed—now it is the troglodyte that hides in caves and lives the life of a feral savage.

Religion is strong among troglodyte tribes, and their shamans and priests are universally the highest regarded members of a clan. A troglodyte chieftain is not always a cleric or druid, but those who do not have divine power are usually mere mouthpieces and puppet lords that answer to the beck and call of the local seer or shaman. Troglodytes generally worship one of the countless demon lords, particularly those of a reptilian or primeval shape and form or those whose Abyssal domains most closely resemble the tangled caverns troglodytes prefer. Troglodyte druids are usually neutral evil if they dwell with their own kind (and are universally feared and respected for the eerie command they have over beasts).

A typical troglodyte stands about 5 feet tall and weighs 150 pounds.



Illustration by Ben Wooten

TROLL

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

TROLL

CR 5



XP 1,600

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

Special Attacks rend (2 claws, 1d6+7)

STATISTICS

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

ECOLOGY

Environment cold mountains

Organization solitary or gang (2-4)

Treasure standard

Trolls possess incredibly sharp claws and amazing regenerative powers, allowing them to recover from nearly any wound. They are stooped, fantastically ugly, and astonishingly strong—combined with their claws, their strength allows them to literally tear apart flesh to feed their voracious appetites. Trolls stand about 14 feet tall, but their hunched postures often make them appear shorter. An adult troll weighs around 1,000 pounds.

A troll's appetite and its regenerative powers make it a fearless combatant, ever prepared to charge headlong at the nearest living creature and attack with all of its fury. Only fire seems to cause a troll to hesitate, but even this mortal threat is not enough to stop a troll's advance. Those who commonly battle with trolls know to locate and burn any pieces after a fight, for even the smallest scrap of flesh can regrow a full-size troll given enough time. Fortunately, only the largest part of a troll regrows in this way.

Despite their cruelty in combat, trolls are surprisingly tender and kind to their own young. Female trolls work as a group, spending a

great deal of time teaching young trolls to hunt and fend for themselves before sending them off to find their own territories. A male troll tends to live a solitary existence, partnering with a female for only a brief time to mate. All trolls spend most of their time hunting for food, as they must consume vast amounts each day or face starvation. Due to this need, most trolls stake out large territories as their own, and fights between rivals are quite common. While these are usually nonlethal, trolls are aware of each others' weaknesses and will use such knowledge to kill their own kind if food is scarce.

Scrags

Dwelling in both fresh and salt water, these cousins of the troll have the aquatic subtype and the amphibious special quality. Scrags have a base land speed of 20 feet and a swim speed of 40 feet. A scrag's regeneration ability only works if it is in contact with water. Scrags dwell in any body of water in any climate, though they are most common in cold northern rivers and lakes, and are less bestial in appearance than their terrestrial cousins, though no less violent.



UNICORN

This magnificent beast looks like a white horse, but with a goat's beard and a single long ivory horn on its brow.

UNICORN

CR 3



XP 800

CG Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

Aura magic circle against evil

DEFENSE

AC 15, touch 12, flat-footed 12; (+3 Dex, +3 natural, -1 size; +2 deflection vs. evil)

hp 34 (4d10+12)

Fort +7, **Ref** +7, **Will** +6; +2 resistance vs. evil

Immune charm, compulsion, poison

OFFENSE

Speed 60 ft.

Melee gore +8 (1d8+4), 2 hooves +5 (1d3+2)

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

Special Attacks powerful charge (gore, 2d8+8)

Spell-Like Abilities (CL 9th)

At will—*detect evil* (as free action), *light*

3/day—*cure light wounds*

1/day—*cure moderate wounds*, *greater*

teleport (within its forest territory),

neutralize poison (DC 21)

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 11, **Wis** 21, **Cha** 24

Base Atk +4; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Multiattack, Weapon Focus (horn)

Skills Acrobatics +8, Perception +10, Stealth +8,

Survival +7 (+10 in forests); **Racial Modifiers**

+3 Survival in forests, +4 Stealth

Languages Common, Sylvan

SQ magical strike, wild empathy +17

ECOLOGY

Environment temperate forests

Organization solitary, mated pair, or blessing (3–6)

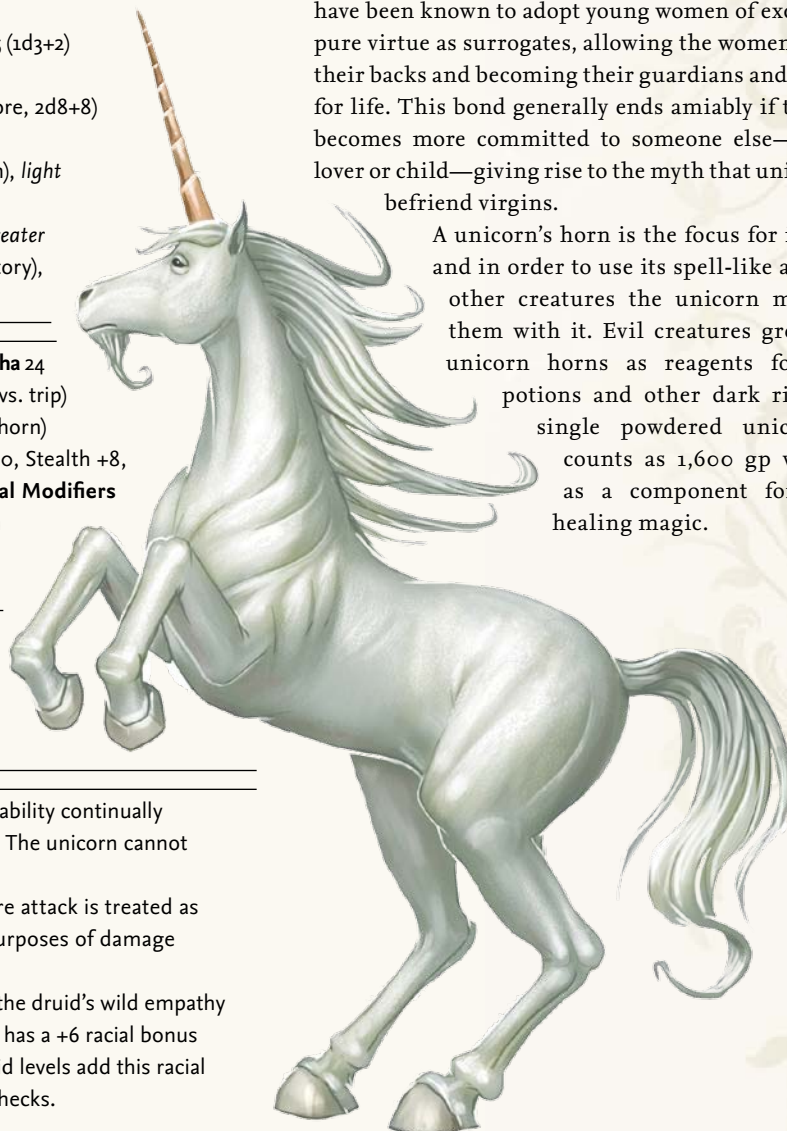
Treasure none

SPECIAL ABILITIES

Magic Circle against Evil (Su) This ability continually duplicates the effect of the spell. The unicorn cannot suppress this ability.

Magical Strike (Ex) A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.



Unicorns are fierce, intelligent creatures of the forest, noble beasts who keep their own counsel and typically appear only to defend their homes against evil. They universally shun all creatures except for good-aligned fey, good-aligned humanoid women, and the woodlands' native animals, though they may fight alongside other good creatures against common enemies. A typical unicorn is 8 feet long and 5 feet tall at the shoulder, weighing 1,200 pounds.

Unicorns mate for life, and the pairs generally make their homes in specific glades or dells within the vast forests they protect (these regions can cover anywhere from a few dozen square miles to hundreds). They allow good and neutral creatures to pass through, hunt for food, or reside in their woods unharmed, but evil creatures and those who damage the local ecosystem more than necessary through sport hunting or commercial logging are swiftly driven out or killed. On rare occasions, lone unicorns without mates or whose partners have been slain have been known to adopt young women of exceptionally pure virtue as surrogates, allowing the women to ride on their backs and becoming their guardians and protectors for life. This bond generally ends amiably if the woman becomes more committed to someone else—such as a lover or child—giving rise to the myth that unicorns only befriend virgins.

A unicorn's horn is the focus for its powers, and in order to use its spell-like abilities on other creatures the unicorn must touch them with it. Evil creatures greatly value unicorn horns as reagents for healing potions and other dark rites, and a single powdered unicorn horn counts as 1,600 gp when used as a component for crafting healing magic.

Illustration by Michael Jaeks

VAMPIRE

This alluring, raven-haired beauty casually wipes a trickle of blood from a pale cheek, then smiles to reveal needle-sharp fangs.

VAMPIRE

CR 9



XP 6,400

Female human vampire sorcerer 8

CE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 23, touch 17, flat-footed 18 (+2 deflection, +4 Dex, +1 dodge, +6 natural)

hp 102 (8d6+72); fast healing 5

Fort +13, **Ref** +11, **Will** +12

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+4 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22)

Bloodline Spell-Like Ability (CL 8th, +7 touch)

11/day—grave touch

Sorcerer Spells Known (CL 8th, +8 ranged touch)

4th (5/day)—greater invisibility

3rd (5/day)—dispel magic, fireball (DC 21), vampiric touch

2nd (8/day)—false life, invisibility, scorching ray, web (DC 20)

1st (8/day)—burning hands (DC 19), chill touch (DC 19),

disguise self, expeditious retreat, mage armor, magic missile

0—acid splash, detect magic, light, mage hand, mending,

message, open/close, read magic

Bloodline undead

STATISTICS

Str 16, **Dex** 18, **Con** —, **Int** 14, **Wis** 16, **Cha** 26

Base Atk +4; **CMB** +7; **CMD** 24

Feats Alertness^B, Blind-Fight, Combat Casting, Combat

Reflexes^B, Dodge^B, Eschew Materials, Extend Spell,

Improved Initiative^B, Lightning Reflexes^B, Silent Spell, Still

Spell, Toughness^B, Weapon Finesse

Skills Bluff +27, Knowledge (arcana) +13, Knowledge (religion)

+10, Perception +21, Sense Motive +13, Spellcraft +13,

Stealth +12, Use Magic Device +19; **Racial Modifiers** +8

Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Draconic

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

ECOLOGY

Environment any

Organization solitary or family (vampire plus 2–8 spawn)

Treasure NPC gear (*cloak of resistance* +3, *headband of alluring charisma* +4, *ring of protection* +2)

Vampires are undead humanoid creatures that feed on the blood of the living. They look much as they did in life, often becoming more attractive, though some have a hardened, feral look instead.

Creating a Vampire

“Vampire” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most vampires were once humanoids, fey, or monstrous humanoids. A vampire uses the base creature’s stats and abilities except as noted here.

CR: Same as the base creature + 2.

AL: Any evil.

Type: The creature’s type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A vampire gains darkvision 60 ft.

Armor Class: Natural armor improves by +6.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, vampires use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A vampire gains channel resistance +4, DR 10/magic and silver, and resistance to cold 10 and electricity 10, in addition to all of the defensive abilities granted by the undead type. A vampire also gains fast healing 5. If reduced to 0 hit points in combat, a vampire assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest, the vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Weaknesses: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don’t harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a vampire’s hit points to 0 or lower incapacitates it but doesn’t always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0

hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire is not unduly harmed by running water.

Melee: A vampire gains a slam attack if the base creature didn't have one. Damage for the slam depends on the vampire's size (see pages 301–302). Its slam also causes energy drain (see below). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A vampire gains several special attacks. Save DCs are equal to 10 + 1/2 vampire's HD + vampire's Cha modifier unless otherwise noted.

Blood Drain (Su): A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su): Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su): A vampire can crush a humanoid opponent's will as a standard action. Anyone the

vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Energy Drain (Su): A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Special Qualities: A vampire gains the following.

Change Shape (Su): A vampire can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex): A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Ability Scores Str +6, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a vampire has no Constitution score.

Skills Vampires gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats Vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

Vampire Spawn

A vampire can elect to create a vampire spawn instead of a full-fledged vampire when she uses her create spawn ability on a humanoid creature only. This decision must be made as a free action whenever a vampire slays an appropriate creature by using blood drain or energy drain. A vampire spawn's statistics are identical to those of a wight, save for the following changes.

- It gains the blood drain and dominate vampire special attacks.
- It gains channel resistance +2, DR 5/silver, resist cold and electricity 10, fast healing 2, and the vampire qualities listed above (gaseous form, shadowless, and spider climb).
- It does not gain the Create Spawn ability.
- A vampire spawn gains all of the standard vampire weaknesses.
- A vampire spawn is CR 4.



VARGOUILLE

This creature is a blackened, bat-winged fiend's head. Tentacles dangle from chin and scalp, and its fanged mouth hangs agape.

VARGOUILLE

CR 2



XP 600

NE Small outsider (evil, extraplanar)

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

Perception +7

DEFENSE

AC 15, touch 12, flat-footed 14; (+1

Dex, +3 natural, +1 size)

hp 19 (3d10+3)

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

OFFENSE

Speed fly 30 ft. (good)

Melee bite +5 (1d4 plus poison)

Special Attacks kiss, poison, shriek

STATISTICS

Str 10, **Dex** 13, **Con** 13, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 13

Feats Skill Focus (Stealth), Weapon

Finesse

Skills Fly +13, Intimidate +5, Perception

+7, Stealth +8

Languages Infernal

ECOLOGY

Environment any

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

(7–12)

Treasure none

SPECIAL ABILITIES

Kiss (Su) A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires *remove disease* or a similar effect. The transformation is a disease

effect. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Su) Bite—injury; save Fort DC 12; frequency once; effect damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; cure 1 save. The save DC is Constitution-based.

Shriek (Su) Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.






A vargouille is larger than a human head, typically between 12 and 20 inches high with a 15- to 35-inch wing span. Vargouilles are not natives of the Material Plane but can often be found there nevertheless, occupying graveyards, ancient battlefields, or anywhere one can find remnants of death and decay. These hideous monsters come from the fiendish outer planes, where they flop and flap through strange and haunted skies in constant search of fresh souls to torment. In these nightmare realms, vargouilles play a role similar to that of a raven or vulture, although they augment these roles with a malevolent delight in causing pain and anguish that no scavenger bird could ever hope to match.

Vargouilles attack by swooping in on their opponents, shrieking them into paralysis, and then biting them with rows of razor-sharp teeth. When multiple vargouilles take up a common cause and fight as allies, they overwhelm their victim with bites and shrieks, tearing it to shreds.

A vargouille's low power and hideous method of reproduction make for a dangerous combination. Vargouilles are relatively easy to summon to the Material Plane, and once here, they can swiftly reproduce, creating more and more of their hideous kind from those who fall victim to their kiss. Vargouilles created on the Material Plane in this manner are still extraplanar creatures, and as such can be banished with the right magic.

VEGEPYGMY

Short, thin, and green, this small humanoid wields a spear. Tendrils of fungus dangle from its arms, midsection, and legs.

VEGEPYGMY	CR 1/2	  
XP 200		
N Small plant		
Init +2; Senses darkvision 60 ft., low-light vision; Perception +7		
DEFENSE		
AC 16, touch 13, flat-footed 14; (+2 Dex, +3 natural, +1 size)		
hp 5 (1d8+1)		
Fort +3, Ref +2, Will +0		
DR 5/slashing or bludgeoning; Immune electricity, plant traits		
OFFENSE		
Speed 30 ft.		
Melee 2 claws +1 (1d4) or longspear +1 (1d6)		
STATISTICS		
Str 11, Dex 14, Con 12, Int 8, Wis 11, Cha 11		
Base Atk +0; CMB –1; CMD 11		
Feats Skill Focus (Perception)		
Skills Perception +7, Stealth +10 (+18 in vegetation); Racial Modifiers +4 Stealth (+12 in vegetation)		
Languages Undercommon, Vegepygmy (cannot speak)		
ECOLOGY		
Environment any underground		
Organization solitary, gang (2–6), or tribe (7–30 plus 1 chieftain)		
Treasure standard (longspear, other treasure)		

Vegepygmies are created by a dangerous fungus known as russet mold—creatures slain by russet mold serve as incubators for the mold's spores, and a day later, the dead body bursts to release 1d6 fully grown vegepygmies. A vegepygmy has no real relation to the body from which it emerges, but the creature may yet retain a strange sort of reverence for its "birth corpse" and carry with it a grisly memento from the body, typically a few bones or teeth. Often, a vegepygmy uses such bones to craft a crude spear or some other weapon.



Vegepygmy tribes live in tightly knit communities and fiercely guard their patches of russet mold. Vegepygmies cannot speak—they communicate via a crude language of rhythmic taps, beats, and clicks. Hunting parties echo these exchanges through the caves they travel. Vegepygmies stand 2 to 4 feet tall and weigh between 15 to 45 pounds.

Approximately 1 in 20 vegepygmies are chieftains. A vegepygmy chieftain is an advanced vegepygmy (often one with class levels) that carries an infestation of russet mold spores in its flesh. A vegepygmy chieftain infects any creature it hits with its natural weapons with russet mold spores (see below).

Russet Mold (CR 6)

This hazardous fungus can be found in dark, wet areas, and often grows in great abundance at the heart of a vegepygmy lair. When a creature approaches within 5 feet of a patch of russet mold, the fungus releases a cloud of spores in a 5-foot radius burst. Everyone in the area must make a DC 15 Fortitude save or the spores quickly take root in their victims, inflicting 2 points of Constitution damage per round. A new Fortitude save can be attempted each round to halt the growth. Although immunity to disease won't protect against russet mold spores, the growth can be halted by *remove disease* and similar effects.

Exposure to sunlight also halts the spores' growth.

Plants are immune to russet mold spores.

After 24 hours, a fully grown vegepygmy bursts from the body of any creature slain by russet mold, provided the creature was Small or larger. For each size

category larger than Small, the body produces one additional vegepygmy. A patch of russet mold is unharmed by all effects save for acid, alcohol, or *remove disease* (or a similar magical effect, such as *heal*), all of which can kill a single patch of russet mold on contact.

Sunlight doesn't kill the mold, but does render it dormant and harmless as long as the sunlight persists.

Illustration by Matt Dixon



VIOLET FUNGUS

This mushroom grows from a bed of tentacular roots. Deep violet tendrils slither out of the dozens of fissures in its pointed cap.

VIOLET FUNGUS

CR 3



XP 800

N Medium plant

Init -1; **Senses** low-light vision; Perception +0

DEFENSE

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

hp 30 (4d8+12)

Fort +7, **Ref** +0, **Will** +1

Immune plant traits

OFFENSE

Speed 10 ft.

Melee 4 tentacles +4 (1d4+1 plus rot)

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

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** —, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +4; **CMD** 13

ECOLOGY

Environment any underground

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

Treasure incidental

SPECIAL ABILITIES

Rot (Ex) A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

The violet fungus is one of the most notorious and feared dangers of the world's caves. A traveler can often see signs of the violet fungus in those who dwell or hunt in places where these carnivorous fungi lurk. In these folk, deep and hideous scars mar bodies where entire furrows of flesh seem scooped away—the marks of a close encounter with a violet fungus.

A violet fungus feeds on the rot and decay of organic matter, but unlike most fungi, they are not passive consumers of corruption. A violet fungi's tendrils can strike with

unexpected swiftness, and are coated with a virulent venom that causes flesh to rot and decay with nauseating speed. This potent poison, if left untreated, can cause the flesh of an entire arm or leg to drop away in no time at all, leaving behind only warm bones that soon rot into corruption as well.

Although violet fungi are mobile, they only move to attack or to hunt for prey. A violet fungus that has a steady supply of rot to sup upon is generally content to remain in one place. Many underground-dwelling cultures take advantage of this penchant, particularly troglodytes and vegepygmies, and keep multiple violet fungi in key junctions and entrances to their caverns as guardians, making sure to keep them well fed with carrion to prevent them wandering farther into the den in search of food.

Some species of shriekers (*Pathfinder RPG Core Rulebook* 416) are relatively similar in appearance to violet fungi, although they lack the tentacular branches. It's not uncommon to find shriekers and violet fungi growing in the same grove—especially in areas where other creatures cultivate the fungi as guardians.

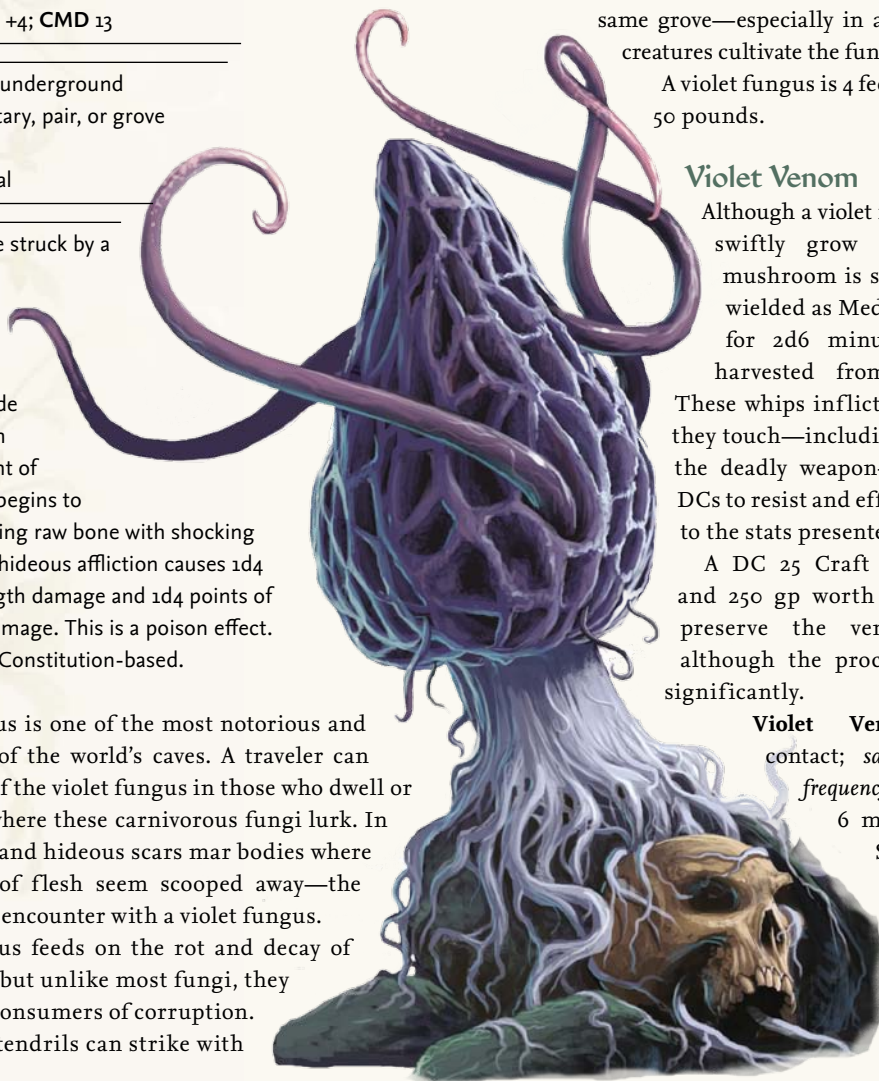
A violet fungus is 4 feet tall and weighs 50 pounds.

Violet Venom

Although a violet fungus's tentacles swiftly grow inert after the mushroom is slain, they can be wielded as Medium-sized whips for 2d6 minutes after being harvested from the creature. These whips inflict rot on anything they touch—including the wielder of the deadly weapon—and both save DCs to resist and effects are identical to the stats presented above.




A DC 25 Craft (alchemy) check and 250 gp worth of reagents can preserve the venom somewhat, although the procedure dilutes it significantly.

Violet Venom: Poison—contact; *save* Fort DC 13, *frequency* 1/minute for 6 minutes, *effect* 1d2 Strength and 1d2 Con damage; *cure* 1 save; *cost* 800 gp.



WASP, GIANT

This horse-sized wasp is covered in yellow and black vertical stripes—its stinger is the size of a sword and drips with venom.




GIANT WASP	CR 3	  
XP 800		
N Large vermin		
Init +1; Senses darkvision 60 ft.; Perception +9		
DEFENSE		
AC 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, -1 size)		
hp 34 (4d8+16)		
Fort +8, Ref +2, Will +2		
Immune mind-affecting effects		
OFFENSE		
Speed 20 ft., fly 60 ft. (good)		
Melee sting +6 (1d8+6 plus poison)		
Space 10 ft.; Reach 5 ft.		
STATISTICS		
Str 18, Dex 12, Con 18, Int —, Wis 13, Cha 11		
Base Atk +3; CMB +8; CMD 19		
Skills Fly +3, Perception +9; Racial Modifiers +8 Perception		
ECOLOGY		
Environment temperate forests		
Organization solitary, pair, group (3–6), or nest (7–19)		
Treasure none		
SPECIAL ABILITIES		
Poison (Ex) Sting—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.		

Giant wasps nearly always form nests, though not like their much smaller cousins. Each nest functions with one leader (the queen), a few workers, and several soldiers. The workers and the queen produce offspring while the soldiers protect the nest and hunt for food. Giant wasp nests are typically found in caves, abandoned houses, or any complex large enough to fit a dozen 10-foot-tall insects.

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young—the experience of lying in a wasp nest, paralyzed while its grubs feed, is one of nature's cruelest inventions. Even when part of a nest, giant wasps tend toward solitary hunting, and it's rare to see more than one at a time.

WASP SWARM

A low, ominous buzz announces the arrival of a mass of many thousands of angry, stinging wasps.

WASP SWARM	CR 3	  
XP 800		
N Diminutive vermin (swarm)		
Init +1; Senses darkvision 60 ft.; Perception +9		
DEFENSE		
AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)		
hp 31 (7d8)		
Fort +5, Ref +3, Will +3		
Defensive Abilities swarm traits; Immune weapon damage		
OFFENSE		
Speed 5 ft., fly 40 ft. (good)		
Melee swarm (2d6 plus poison)		
Space 10 ft.; Reach 0 ft.		
Special Attacks distraction (DC 13), poison		
STATISTICS		
Str 1, Dex 13, Con 10, Int —, Wis 12, Cha 9		
Base Atk +5; CMB —; CMD —		
Skills Fly +11, Perception +9; Racial Modifiers +8 Perception		
SQ swarm traits, vermin traits		
ECOLOGY		
Environment temperate forests		
Organization solitary, pair, fury (3–6 swarms), maelstrom (7–12 swarms)		
Treasure none		
SPECIAL ABILITIES		
Poison (Ex) Swarm—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save. The save DC is Constitution-based.		

A wasp swarm is a flying mass of thousands of carnivorous wasps. In such large numbers, they become voracious hunters, capable of taking down large creatures with their venom-filled stings. While a wasp swarm is capable of inflicting hundreds of stings, its true danger arises from its insatiable appetite for meat.

Wasp swarms surround and attack any living prey in their paths, and are swift to seek out new prey once their anger is aroused. An enraged wasp swarm often loses track of its hive or the original source of its anger, and presented with a constant series of new targets to swarm and sting, a swarm can continue its rampage nonstop until it is destroyed or dispersed.

Illustration by Matt Dixon

WIGHT

The flesh of this walking corpse is rotting and putrid, its body skeletal in places and its eye sockets glowing with red light.

WIGHT		CR 3
XP 800		
LE Medium undead		
Init +1; Senses darkvision 60 ft.; Perception +11		
DEFENSE		
AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)		
hp 26 (4d8+8)		
Fort +3, Ref +2, Will +5		
Defensive Abilities undead traits		
Weaknesses resurrection vulnerability		
OFFENSE		
Speed 30 ft.		
Melee slam +4 (1d4+1 plus energy drain)		
Special Attacks create spawn, energy drain (1 level, DC 14)		
STATISTICS		
Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15		
Base Atk +3; CMB +4; CMD 15		
Feats Blind-Fight, Skill Focus (Perception)		
Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; Racial Modifier +8 Stealth		
Languages Common		
SQ create spawn		
ECOLOGY		
Environment any		
Organization solitary, pair, gang (3–6), or pack (7–12)		
Treasure standard		
SPECIAL ABILITIES		
Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.		

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

Wights are humanoids who rise as undead due to necromancy, a violent death, or an extremely malevolent personality. In some cases, a wight arises when an evil undead spirit permanently bonds with a corpse, often the corpse of a slain warrior. They are barely recognizable to those who knew them in life; their flesh is twisted by evil and undeath, the eyes burn with hatred, and the teeth become beast-like. In some ways, a wight bridges the gap between a ghoul and a spectre—a warped animated corpse whose touch steals living energy.

As undead, wights do not need to breathe, so they are sometimes found underwater, though they are not particularly good swimmers unless they were originally swimming creatures such as aquatic elves or merfolk.

Underwater wights prefer low-ceilinged caves where their limited swimming isn't as much of a liability.

The wight presented here is a typical example of its kind, but sometimes when a wight creates spawn from particularly unusual humanoids, the resulting wights are quite different in power, such as the following three variants.

Brute Wight (CR 5): Giants that are killed by wights become hunchbacked, simple-minded undead. Brute wights are giant advanced wights, but cannot create spawn of their own.

Cairn Wight (CR 4): Some societies deliberately create these specialized wights to serve as guardians for barrows or other burial sites. A cairn wight is an advanced wight that fights with a weapon, typically a sword, that channels its energy drain attack and affects creatures damaged by the weapon as if they had been struck by the wight's slam attack.

Frost Wight (CR 4): Wights created in cold environments sometimes become pale undead with blue-white eyes and ice in their hair. Frost wights have the cold subtype and their slam attacks deal 1d6 cold damage in addition to the normal effects. A creature touching a frost wight with natural weapons or unarmed strikes takes 1d6 cold damage.



WILL-O'-WISP

This faintly glowing ball of light bobs gently in the air, the nebulous image of what might be a skull visible somewhere in its depths.

WILL-O'-WISP

CR 6



XP 2,400

CE Small aberration (air)

Init +13; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 26, touch 26, flat-footed 16; (+5 deflection, +9

Dex, +1 dodge, +1 size)

hp 40 (9d8)

Fort +3, Ref +12, Will +9

Defensive Abilities natural invisibility; Immune magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +16 touch (2d8 electricity)

STATISTICS

Str 1, Dex 29, Con 10, Int 15,

Wis 16, Cha 14

Base Atk +6; CMB +0; CMD 24

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +21, Bluff +11, Escape

Artist +21, Fly +31, Perception +17,

Stealth +25

Languages Aklo, Common

SQ feed on fear

ECOLOGY

Environment any swamp

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

Treasure incidental

SPECIAL ABILITIES

Feed on Fear (Su) Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex) Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Every trapper and bog farmer living near marshes or swamps has his own name for these faintly glowing balls of light—jack o' the lanterns, corpse candles, walking fires, pine lights, spooklights, rushlights—but all recognize them as dangerous predators and false guides in the darkness.



Evil creatures that feed on the strong psychic emanations of terrified creatures, will-o'-wisps delight in tempting gullible travelers into dangerous situations. In the wild lands where they're most common, will-o'-wisps favor simple tactics like positioning themselves over cliffs or quicksand where they can easily be mistaken for lanterns (especially if they can set their traps near actual signal lanterns), allowing them to lure unwary travelers into perilous situations. On rare occasions, will-o'-wisps seeking easier pickings will move into a city and take up residence near gallows or follow along invisibly behind an army in order to harvest the fear of the dying men; why the vast majority choose to remain in the swamps where victims are scarce remains a mystery. Will-o'-wisps only use their electric shock ability under extreme duress, preferring to let other creatures or hazards claim their victims while they float nearby and feast.

Will-o'-wisps can glow any color they choose, but are most frequently yellow, white, green, or blue. They can even vary their luminosity to create patterns—many will-o'-wisps are fond of creating vague skull-like shapes in their glow to further terrify their victims. Their actual bodies are barely visible globes of translucent spongy material 1 foot across and weighing 3 pounds, capable of emitting light from every surface. A will-o'-wisp's light is approximately as bright as a torch, and though they do not seem to use sound to communicate with each other, they hear perfectly and can vibrate their bodies rapidly to simulate speech.

While vilified by most other sentient creatures, will-o'-wisps are actually quite intelligent, if utterly alien in their reasoning. Sometimes organized into groups called "strings," their society and goals remain complete unknowns to outsiders, as do their origins, though they have sometimes been known to strike bargains with those who can offer them vast quantities of appropriately frightened victims. As will-o'-wisps do not age, and are effectively immortal unless killed by violence, particularly ancient will-o'-wisps can serve as fantastic repositories of knowledge from the ancient past, although convincing one of these cruel creatures to cooperate with an interrogation can be a trick in and of itself.