

DUNGEONFINDER

Book of Monsters



A Book of Monsters for the *DUNGEONFINDER* role-playing game, a streamlined version of the Primary Fantasy SRD rules, for use by itself or in combination with other Primary Fantasy SRD compatible games.

M20
microlite 20



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Special thanks to;

Greywulf for creating Microlite20.

The authors of the Purest Essence rules.

The Microlite20 community for all their
enthusiasm and ideas.

Seth Drebitko for keeping the legacy alive.

*“The goal was to create a simpler game but
one where all the resources of the Primary
Fantasy SRD (monsters, spells, adventures and
equipment) could be used without conversion.”*

- The authors of Microlite20 Purest Essence.

On October 14th 2006 Greywulf (Robin V.
Stacey) replied to a thread on the ENWorld
forums and placed a link to his simplified
version of the World’s Most Popular Role-
Playing Game. Two days later he started his
own thread on those very forums, “Microlite20:
The Smallest Thing in Gaming.” This thread
spanned 82 pages and 1,217 posts over a year
and four months before it was closed and
restarted due to the extreme length of the
thread.

You could say Microlite20 met with some
success.

On March 12th 2010 it was announced that
Microlite20 was sold to Seth Drebitko and...

...the adventure’s just begun.

What is the DUNGEONFINDER role-playing game?

To those new to role-playing games
DUNGEONFINDER is a fantasy game where one
person, called the Game Master, creates an
adventure, controlling the people and monsters
in it, while the other people play heroes they
create who will explore the cities and castles
and ruins in the adventure.

To the people with more experience with
RPG’s, *DUNGEONFINDER* is the Primary Fantasy
SRD streamlined into a slimmer package and
then having the Microlite20 rules dropped in on
top to trim things down even further. A fast-
paced game that may be easily used with
adventures made for the *World’s Most Popular
Role-Playing Game* or the *World’s Second Most
Popular Role-Playing Game* based on the 3.5
edition rules.

Or, just use the *DUNGEONFINDER* Player’s Guide,
DUNGEONFINDER Game Master’s Guide and
DUNGEONFINDER Book of Monsters to create your
own adventures. Everything you need is there,
character creation and advancement, equipment,
spells, monsters, treasure and magic-items, and a
random adventure creator to help you along or for
solo play.

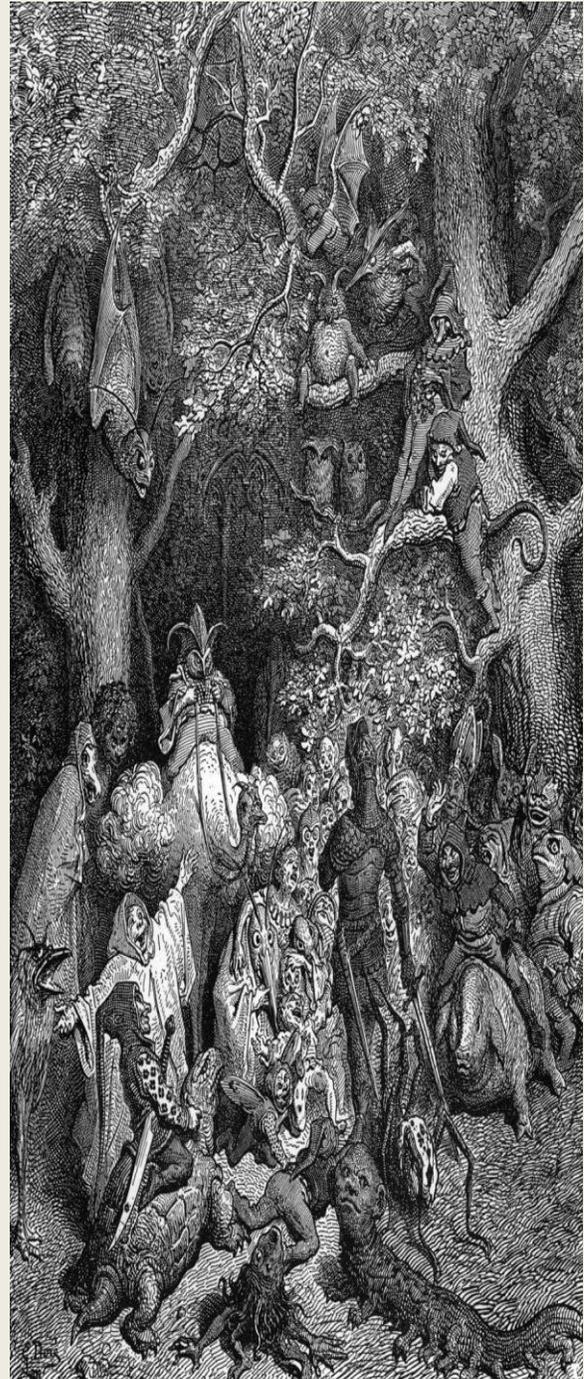
So what changes have been made to create a
slimmer, trimmer, even more streamlined game?
Well, the major changes are; the inclusion of only
the four major classes, the elimination of feats, a
streamlined skill system, a reduction to the spell
lists, efficient monster listings, and a treasure and
magic-item section that instead of being 100 pages
long has been nicely reduced to just 5 pages!

Read on, fill your adventure with monsters and
prepare for epic fantasy!

*“Written rules by themselves cannot make for
great adventure. The game master must
envision a fantastic world and the players
breathe life into it and only then will everyone
be lost in epic fantasy.”*

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Monsters



Monsters in Microlite20 don't have levels like characters do but instead have what are called Hit Dice (HD). Hit Dice are a representation of how strong a monster is because the number of Hit Dice is the same number of times a die is rolled to determine the monster's Hit Points (HP).

The monsters in the tables below are grouped together by their Hit Dice, i.e. 1 Hit Die monsters are found in the Hit Die 1 table, 2 Hit Die in the Hit Die 2 table, etc.

Reading the Monster Entries

Each monster description is organized in the same general format, as outlined below.

Name, Size and Type – This is the name by which the creature is generally known. The descriptive text may provide other names. This line also describes the creature's size. A creature's size also determines how much space it occupies in a fight and how far it can reach to make a melee attack. A medium or smaller monster occupies a 5 ft. area and can attack anything within 5 ft., a large monster occupies a 10 ft. area and can attack anything up to 10 ft. away, Huge 15' area, and 15' attack, Gargantuan a 20 ft. area, and 20 ft. attack, and Colossal occupying a 30 ft. area and attacking up to 30 ft. away. Type determines how magic affects a creature.

Hit Dice – This line gives the creature's number and type of Hit Dice (the die rolled to generate hit points), and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature and its maximum ranks in a skill.

Speed – This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature has other modes of movement, these are given after (or in place of) the land speed.

Armor Class – The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor).

Attack/Damage – This line shows the single attack the creature makes with an attack action. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack

bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or". The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Special Attacks and Special Qualities – Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text.

Explanations of abilities not given here will be found in the, "Monsters Special Abilities," section found after the monster listings.

Abilities – This line lists the creature's ability scores, in the customary order: STR, DEX, and Mind.

Skills – This line gives the creatures Skill ranks.

Challenge Rating – This shows the average level of a party of four adventurers for which one creature would make an encounter of moderate difficulty.

Additional Notes

Monster Skills

All creatures have a bonus to all skills (*Physical, Subterfuge, Knowledge and Communication*) equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you

need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement

To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (e.g. *d4->d6, d6->d8*, etc).

Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create Your Own

Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.



Monsters Hit Die 1

DARKMANTLE - Small Magical Beast

Hit Dice: 1d10+1 (6HP)

Speed: 4/6 (fly)

AC: 17 (+1 size, +6 natural)

Attack/Damage:

Slam +5 (1d4+4 & grab)

Special Attacks:

Grab – If slam attack hits may grapple and constrict

Constrict – 1d4+4

Darkness – 1x/day as spell caster level 5th

Special Qualities:

Blindsight 90 ft.

Abilities:

STR16(+3), DEX10, MIND 10

Skills: all @ 1

CR: 1

A Darkmantle is about 4' long and resembles an aerial squid with webbing between its tentacles that allow it to fly.

DIRE RAT - Small Animal

Hit Dice: 1d8+1 (5HP)

Speed: 8/4 (climb)

AC: 15 (+1 size, +3DEX, +1 natural)

Attack/Damage:

Bite +4 (1d4 & disease)

Disease – Filth Fever incubation 1d3 days 1d3 DEX/1d3 STR (Fort. DC11 neg.)

Special Attacks:

Disease – Filth Fever incubation 1d3 days 1d3 DEX/1d3 STR (Fort. DC11 neg.)

Special Qualities:

Low-light vision, scent

Abilities:

STR10, DEX17(+3), MIND 12 (+1)

Skills: all @ 1

CR: 1/3

This rat is the size of a small dog, about 4 feet long and 50 pounds, with a coat of coarse fur, a long a scabby tail and two glowing red eyes.

DROW - Medium Humanoid

Hit Dice: 1d8 (4HP)

Speed: 6

AC: 16 (+1DEX, +4 chain shirt, +1 light shield)

Attack/Damage:

Rapier +3 (1d6+1) or

Hand Crossbow +2 (1d4 & posion)

Poison – unconscious/ unconscious 2d4 hr. (Fort. DC13 neg.)

Special Attacks:

Spell-like Abilities – dancing lights/ darkness

Special Qualities:

Darkvision 120 ft., spell resistance 12, light blindness – such as sunlight or daylight spell causes blindness 1 round then dazzled

Abilities:

STR13(+1), DEX13 (+1), MIND 12 (+1)

Skills: all @ 1

CR: 1

White is the most common hair color among Drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

DUERGER - Medium Humanoid

Hit Dice: 1d8+5 (9)

Speed: 4

AC: 17 (+5 chainmail, +2 heavy shield)

Attack/Damage:

Warhammer +2 (1d8+1) or

Light Crossbow +1 (1d8)

Special Attacks:

Spell-like Abilities – 1x/day enlarge person/ invisibility

Special Qualities:

Darkvision 120 ft., immunity paralysis/ phantoms/ poison, light sensitivity – dazzled in sunlight/ daylight spell

Abilities:

STR13(+1), DEX11, MIND 10

Skills: all @ 1

CR: 1

Sometimes called gray dwarves, these evil beings dwell in the underground. Most Duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. In their lairs they may wear jewelry, but it is always kept dull. They war with other dwarves, even allying with other underground creatures from time to time.

DWARF – Medium Humanoid

Hit Dice: 1d8+2

Speed: 4

AC: 16 (+4 scale mail, +2 heavy shield)

Attack/Damage:

Dwarven waraxe +3 (1d10+1) or

Shortbow +1 (1d6)

Special Qualities:

Darkvision 60 ft.

Abilities:

STR13(+1), DEX11, MIND 10

Skills: all @ 1

CR: ½

Short and stocky men and woman from under the mountains with ruddy skin, dark hair and dark eyes.

ELF – Medium Humanoid

Hit Dice: 1d8 (4)

Speed: 6

AC: 15 (+1 DEX, +3 studded leather, +1 light shield)

Attack/Damage:

Longsword +2 (1d8+1) or

Longbow +3 (1d8)

Special Qualities:

Immunity sleep spells, low-light vision

Abilities:

STR13(+1), DEX13(+1), MIND 10

Skills: all @ 1

CR: ½

Elves average 5 feet tall and typically weigh just over 100 pounds. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest.

GNOME – Small Humanoid

Hit Dice: 1d8+2 (6)

Speed: 4

AC: 15 (+1 size, +4 chain shirt, +1 light shield)

Attack/Damage:

Longsword +2 (1d6) or

Light Crossbow +3 (1d6)

Special Qualities:

Low-light vision

Abilities:

STR11, DEX11, MIND10

Skills: all @ 1

CR: 1/2

Gnomes stand 3 to 3½ feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry.

GOBLIN – Small Humanoid

Hit Dice: 1d8+1 (5HP)

Speed: 6

AC: 15 (+1 size, +1 DEX, +2 leather armor, +1 light shield)

Attack/Damage:

Morningstar +2 (1d6) or

Javelin +3 (1d4)

Special Qualities:

Darkvision 60 ft.

Abilities:

STR11, DEX13(+1), MIND10

Skills: all @ 1

CR: 1/3

A goblin stands 3 to 3½ feet tall and weighs 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors.

HALFLING – Small Humanoid
Hit Dice: 1d8+1 (5)
Speed: 4
AC: 15 (+1 size, +1 DEX, +3 studded leather, +1 light shield)
Attack/Damage: Longsword +3 (1d6) or Light Crossbow +3 (1d6)
Abilities: STR11, DEX13(+1), MIND10
Skills: all @ 1
CR: ½
<i>Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen.</i>

HOBGOBLIN – Medium Humanoid
Hit Dice: 1d8+2 (6HP)
Speed: 6
AC: 15 (+1 DEX, +3 studded leather, +1 light shield)
Attack/Damage: Longsword +2 (1d8+1) or Javelin +3 (1d6+1)
Special Qualities: Darkvision 60 ft.
Abilities: STR13(+1), DEX13(+1), MIND10
Skills: all @ 1
CR: ½
<i>Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair.</i>

KOBOLD – Small Humanoid
Hit Dice: 1d8 (4HP)
Speed: 6
AC: 15 (+1 size, +1 DEX, +1 nat., +2 leather)
Attack/Damage: Spear +1 1d6-1)
Special Qualities: Darkvision 60 ft., light sensitivity
Abilities: STR9(+0), DEX13(+1), MIND10(+0)
Skills: all @ 1
CR: ¼
<i>Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is non-prehensile. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2½ feet tall and weighs 35 to 45 pounds.</i>

MERFOLK – Medium Humanoid
Hit Dice: 1d8+2 (6)
Speed: 1/10 (swim)
AC: 15 (+1 DEX, +2 leather armor)
Attack/Damage: Trident +2 (1d8+1) or Heavy Crossbow +2 (1d10)
Special Qualities: Amphibious, low-light vision
Abilities: STR13(+1), DEX13(+1), MIND10
Skills: all @ 1
CR: ½
<i>Slipping in and out of the crashing waves, this beautiful creature has the lower torso of a long, slender fish. A Merfolk is about 8 feet long from the top of the head to the end of the tail, and weighs about 400 pounds.</i>

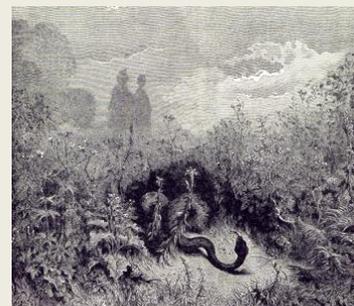
ORC – Medium Humanoid
Hit Dice: 1d8+1 (5HP)
Speed: 6
AC: 13 (+3 studded leather)
Attack/Damage: Falchion +4 (2d4+4) or Javelin +1 (1d6+3)
Special Qualities: Darkvision 60 ft., light sensitivity – dazzled in daylight or by daylight spell
Abilities: STR17(+3), DEX11(+0), MIND8(-1)
Skills: all @ 1
CR: ½
<i>An Orc's hair usually is black. It has lupine ears, reddish eyes, a high forehead, and a prominent jaw with jutting teeth. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male Orc is a little over 6 feet tall and weighs about 210 pounds.</i>

PIXIE - Small Fey
Hit Dice: 1d6 (3HP)
Speed: 4/12 (fly)
AC: 16 (+1 size, +4 DEX, +1 nat.)
Attack/Damage: Short sword +5 (1d4-2) or Longbow +5 (1d6-2)
Special Attacks: Spell-like Abilities – dancing lights/ dispel magic/ entangle (CL1) Special arrows – memory loss arrow (Will DC15 neg,) sleep arrow as Sleep spell (Fort. DC15 neg.)
Special Qualities: Damage reduction 10/cold iron, greater invisibility as spell, low-light vision, spell resistance 15
Abilities: STR7(-1), DEX18(+4), MIND 16(+3)

Skills: all @ 1
CR: 4
<i>A Pixie stands about 2½ feet tall and weighs about 30 pounds, with long, pointy ears and small wings. Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes.</i>

SKELETON – Medium Undead
Hit Dice: 1d12 (6HP)
Speed: 6
AC: 15 (+1 DEX, +2 nat., +2 heavy steel shield)
Attack/Damage: Scimitar +1 (1d6+1) or 2 Claws +1 (1d4+1)
Special Qualities: Damage Reduction 5/bludgeoning, darkvision 60 ft., immunity cold, undead traits
Abilities: STR13(+1), DEX13(+1), MIND10
Skills: all @ 1
CR: 1/3
<i>Literally a creature of sinew and bone clad in various bits and pieces of armor and clothing with a dull glow in its empty eye sockets.</i>

STIRGE – Tiny Magical Beast
Hit Dice: 1d10 (5HP)
Speed: 2/8 (fly)
AC: 16 (+2 size, +4 DEX)
Attack/Damage: Touch +7 (attach)
Special Attacks: Attach – grapple and blood drain Blood Drain - 1d4 STR (max 4)
Special Qualities: Darkvision 60 ft.
Abilities: STR3(-4), DEX19(+4), MIND12(+1)
Skills: all @ 1
CR: ½
<i>A Stirge's hairy body is about 1 foot long, with a wingspan of about 2 feet and it weighs about 1 pound. It has eight clawed legs and a long stinger protruding from the front of its head.</i>



TIEFLING – Medium Outsider
Hit Dice: 1d8+1 (5)
Speed: 6
AC: 15 (+1 DEX, +3 studded leather, +1 light shield)
Attack/Damage: Rapier +3 (1d6+1) or Light Crossbow +2 (1d8)
Special Attacks: Darkness – as spell 1x/day
Special Qualities: Darkvision 60 ft., resistance cold/ electricity/ fire 5
Abilities: STR13(+1), DEX13(+1), MIND12(+1)
Skills: all @ 1
CR: ½
<i>Planetouched is a general word to describe someone who can trace his or her bloodline back to an outsider, usually a fiend or celestial. This lanky man sneers as he draws his sword. Tiny horns and a barbed tail reveal that he is something more than human. The effects of having a supernatural being in one's heritage last for many generations.</i>

Monsters Hit Die 2

GHOUL - Medium Undead
Hit Dice: 2d10 (13HP)
Speed: 6
AC: 14 (+2 DEX, +2 nat.)
Attack/Damage: Bite +2 (1d6+1 & paralysis & disease) and 2 Claws +0 (1d3 & paralysis)
Special Attacks: Paralysis – paralyzed 1d4 rnds (Fort. DC12 neg.) Disease – Ghoul Fever – incubation 1 day 1d3STR/ 1d3 DEX (Fort. DC12 neg.) becomes Ghoul
Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance
Abilities: STR13(+1), DEX15 (+2), MIND 14 (+2)
Skills: all @ 2
CR: 1
<i>Drawn and rotting skin is pulled tight over this dead creatures bones while an eerie glow emanates from its eyes.</i>

GNOLL - Medium Humanoid
Hit Dice: 2d8+2 (11)
Speed: 6
AC: 14 (+1 natural, +2 leather armor, +2 heavy steel shield)
Attack/Damage: Battleaxe +3 (1d8+2) or Shortbow +1 (1d6)

Special Qualities: Darkvision 60 ft.
Abilities: STR15(+2), DEX10, MIND 11
Skills: all @ 2
CR: 1
<i>Gnolls are tall, hyena-headed, evil humanoids with dirty yellow or reddish-brown fur that wander in loose tribes. A Gnoll is about 7½ feet tall and weighs 300 pounds.</i>

GRICK - Medium Aberration
Hit Dice: 2d8 (9)
Speed: 6/4 (climb)
AC: 16 (+2DEX, +4 natural)
Attack/Damage: 4 Tentacles +3 (1d4+2) and Bite (1d3+1)
Special Qualities: Damage reduction 10/ magic, darkvision 60 ft., scent
Abilities: STR14(+2), DEX14 (+2), MIND 14 (+2)
Skills: all @ 2
CR: 3
<i>An adult Grick is about 8 feet long from the tips of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark, its mouth a sickening tangle of tentacles and hooked jaws.</i>

GRIMLOCK - Medium Monstrous Humanoid
Hit Dice: 2d8+2 (11)
Speed: 6
AC: 15 (+1DEX, +4 natural)
Attack/Damage: Battleaxe +4 (1d8+3)
Special Qualities: Blindsight 40 ft., Immunity gaze attacks, visual effects, illusions, and other attack forms that rely on sight, scent
Abilities: STR15(+2), DEX13 (+1), MIND 10
Skills: all @ 2
CR: 1
<i>A muscular humanoid stares with dark, eyeless sockets using exceptional senses of smell and hearing to notice foes nearby. Brandishing a notched, stone battleaxe it emits a low growl.</i>

KRENSHAR - Medium Magical Beast
Hit Dice: 2d10 (11HP)
Speed: 8
AC: 15 (+2DEX, +3 nat.)
Attack/Damage: Bite +2 (1d6) and 2 Claws +0 (1d4)
Special Attacks: Scare – sonic, frightened Will DC13 neg.

Special Qualities: Darkvision 60 ft., low-light vision, scent
Abilities: STR11, DEX14 (+2), MIND 12 (+1)
Skills: all @ 2
CR: 1
<i>The Krenshar is a strange, catlike carnivore with extremely flexible skin on its head. A typical Krenshar measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.</i>

LIZARDFOLK - Medium Humanoid
Hit Dice: 2d8+2 (11)
Speed: 6
AC: 17 (+5 natural, +2 heavy shield)
Attack/Damage: 2 Claws +2 (1d4+1) and Bite +0 (1d4) or Club +2 (1d6+1) and Bite +0 (1d4) or Javelin +1 (1d6+1)
Special Qualities: Hold Breath - A lizardfolk can hold its breath for a number of rounds equal to four times its STR score before it risks drowning.
Abilities: STR13(+1), DEX10, MIND 10
Skills: all @ 2
CR: 1
<i>Lizardfolk resemble reptilian humans standing between 6' and 7' tall with brown, grey or green scales and a 3'-4' long tail, though some tribes dock their tails for religious beliefs.</i>

PSEUDODRAGON – Tiny Dragon
Hit Dice: 2d12+2 (15)
Speed: 3/12 (fly)
AC: 18 (+2 size, +2 DEX, +4 natural)
Attack/Damage: Sting +6 (1d3-2 & poison) and Bite +1 (1)
Special Attacks: Poison – sleep 1 min/ sleep 3 hr. (Fort. DC14 neg.)
Special Qualities: Blindsight 60 ft., darkvision 60 ft., immunity sleep/ paralysis, low-light vision, spell resistance 19, telepathy - can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.
Abilities: STR6 (-2), DEX15(+2), MIND12(+1)
Skills: all @ 2
CR: 1
<i>This housecat-sized miniature dragon has fine scales, sharp horns, wicked little teeth, and a tail tipped with a barbed stinger. A Pseudodragon has a body about 1 foot long, with a 2-foot tail. It weighs about 7 pounds.</i>

SHOCKER LIZARD – Small Magical Beast**Hit Dice:** 2d10+2 (13)**Speed:** 8/4/4 (climb/swim)**AC:** 16 (+1 size, +2 DEX, +3 natural)**Attack/Damage:**

Bite +3 (1d4)

Special Attacks:

Stunning Shock - 5 ft., (2d8 nonlethal damage Reflex DC12 ½)

Lethal Shock - Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Special Qualities:

Darkvision 60 ft., immune electricity, low-light vision

Abilities:

STR10, DEX15(+2), MIND12(+1)

Skills: all @ 2**CR:** 2*A Shocker Lizard has a pale gray or blue underside, shading to a darker hue on its back. It has blue-black markings along its back and tail. A Shocker Lizard is about 1 foot tall at the shoulder and weighs about 25 pounds.***SHRIEKER – Medium Plant****Hit Dice:** 2d8+2 (11)**Speed:** 0**AC:** 8 (-5 DEX, +3 natural)**Attack/Damage:**

-

Special Attacks:

Shriek - Movement or a light source within 10 feet of a Shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near Shriekers come to learn that the fungus's noise means there is food nearby.

Special Qualities:

Low-light vision, plant traits

Abilities:

STR0(-5), DEX0(-5), MIND0(-5)

Skills: all @ 2**CR:** 1*A shrieker is a stationary fungus that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, often in the company of violet fungi, whose poison they are immune to. Shriekers come in of shades of purple.***TROGLODYTE – Medium Humanoid****Hit Dice:** 2d8+4 (13)**Speed:** 6**AC:** 15 (-1 DEX, +6 natural)**Attack/Damage:**Club +1 (1d6) and
Claw -1 (1d4) or
2 Claws +1 (1d4) and
Bite -1 (1d4) or
Javelin +1 (1d6)**Special Attacks:**

Stench – 30 ft. sickened 10 rnds. (Fort. DC13 neg.)

Special Qualities:

Darkvision 90 ft.

Abilities:

STR10, DEX9(-1), MIND10

Skills: all @ 2**CR:** 1*A Troglodyte stands about 5 feet tall, weighs about 150 pounds and resembles Lizardfolk but are slightly smaller and even more reptilian looking.***VIOLET FUNGUS – Medium Plant****Hit Dice:** 2d8+6 (15)**Speed:** 2**AC:** 13 (-1 DEX, +4 natural)**Attack/Damage:**

4 Tentacles +3 (1d6+2 & poison)

Special Attacks:

Poison – 1d4STR/ 1d4 STR (Fort. DC 14 neg.)

Special Qualities:

Low-light vision, plant traits

Abilities:

STR14(+2), DEX8(-1), MIND11

Skills: all @ 2**CR:** 3*A Violet Fungus's coloration ranges from purple overall to dull gray or violet covered with purple spots. A violet fungus flails about with its tentacles at living creatures that come within its reach.***WOLF - Medium Animal****Hit Dice:** 2d8+4 (13HP)**Speed:** 10**AC:** 14 (+2DEX, +2 nat.)**Attack/Damage:**

Bite +3 (1d6+1 & trip)

Special Attacks:

Trip – If bite attack hits trip +1

Special Qualities:

Low-light vision, scent

Abilities:

STR13 (+1), DEX15 (+2), MIND 12 (+1)

Skills: all @ 2**CR:** 1*This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.***ZOMBIE - Medium Humanoid****Hit Dice:** 2d12+3 (16HP)**Speed:** 6 (can't run)**AC:** 11 (-1 DEX, +2 nat)**Attack/Damage:**Slam +2 (1d6+1) or
Club +2 (1d6+1)**Special Qualities:**

Single actions only, DR5/slashing, darkvision 60 ft., undead traits

Abilities:

STR12(+1), DEX8(-1), MIND10

Skills: all @ 2**CR:** ½*Literally a creature of sinew and bone clad in various bits and pieces of armor and clothing with a dull glow in its empty eye sockets.*

Monsters Hit Die 3

ANKHEG – Large Magical Beast**Hit Dice:** 3d10+12 (28HP)**Speed:** 6/4 (burrow)**AC:** 18 (-1 size, +9 natural)**Attack/Damage:**

Bite +7 (2d6+7 & 1d4 acid & grab)

Special Attacks:Spit Acid – 30 ft. line, 4d4 acid, (Reflex DC14 ½)
Grab – If hits with bite attack may grapple**Special Qualities:**

Darkvision 60 ft., low-light vision, tremorsense 60 ft.

Abilities:

STR21 (+5), DEX10, MIND13(+1)

Skills: all @ 3**CR:** 3*The Ankheg is a segmented burrowing monster with a taste for fresh meat. An Ankheg has six clawed legs, mandibles, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.*

BUGBEAR – Medium Humanoid
Hit Dice: 3d8+3 (16HP)
Speed: 6
AC: 17 (+1 DEX, +3 natural, +2 leather, +1 light wooden shield)
Attack/Damage: Morningstar +5 (1d8+2) or Javelin +3 (1d6+2)
Special Qualities: Darkvision 60 ft., scent
Abilities: STR15 (+2), DEX12(+1), MIND10
Skills: all @ 3
CR: 2
<i>Taller than a man, a Bugbear's muscular body is covered in thick coarse fur and they have long, sharp fangs and claws.</i>

CHOKER – Small Aberration
Hit Dice: 3d10+3 (16HP)
Speed: 4/2 (climb)
AC: 17 (+1 size, +2 DEX, +4 natural)
Attack/Damage: 2 Tentacles +6 (1d3+3 & grab)
Special Attacks: Grab – If hits with bite attack may grapple and constrict Cosntrict – (1d3+3)
Special Qualities: Darkvision 60 ft., quickness – may make additional standard or move
Abilities: STR16 (+3), DEX14(+2), MIND13(+1)
Skills: all @ 3
CR: 2
<i>These vicious little predators lurk underground, grabbing whatever prey happens by. The size of a human child its long-limbed hands and feet have spiny pads that help the choker grip almost any surface.</i>

HIPPOGRIFF – Large Magical Beast
Hit Dice: 3d10+9 (25)
Speed: 10/20 (fly)
AC: 15 (-1 size, +2 DEX, +4 natural)
Attack/Damage: 2 Claws +6 (1d4+4) and Bite +1 (1d8+2)
Special Qualities: Darkvision 60 ft., low-light vision, scent
Abilities: STR18(+4), DEX15(+2), MIND13(+1)
Skills: all @ 3
CR: 2
<i>Hippogriffs are aggressive flying creatures with the torso and hind end of a horse and front legs, wings and head of a giant eagle.</i>

SEA HAG – Medium Monstrous Humanoid
Hit Dice: 3d8+6 (19)
Speed: 6/8 (swim)
AC: 14 (+1 DEX, +3 natural)
Attack/Damage: 2 Claws +7 (1d4+4)
Special Attacks: Horrorific Appearance - The sight of a sea hag is so revolting that anyone who sets eyes upon one loses 2d6 STR (Fort. DC13 neg.) Will not drop targets STR below 0. Evil Eye – 3x/day, a sea hag can cast its dire gaze upon any single creature within 30 ft, dazed 3 days (Will DC13 neg.)
Special Qualities: Amphibious, spell resistance 14, darkvision 60 ft.
Abilities: STR19 (+4), DEX12(+1), MIND13(+1)
Skills: all @ 3
CR: 4
<i>A Sea Hag appears as a weatherworn old woman but the bent shape belies the maliciousness within.</i>

SHADOW - Medium Undead
Hit Dice: 3d12 (19)
Speed: 8 (fly)
AC: 13 (+2 DEX, +1 deflection)
Attack/Damage: Incorporeal Touch +3 (1d6 STR)
Special Attacks: Strength Damage - The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect. Create Spawn - Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.
Special Qualities: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
Abilities: STR0(-5), DEX14(+2), MIND12(+1)
Skills: all @ 3
CR: 3
<i>A gloomy patch of moving darkness in roughly the shape of a human.</i>

THOQUA – Medium Elemental
Hit Dice: 3d8+3 (16HP)
Speed: 6/4 (burrow)
AC: 18 (+1 DEX, +7 natural)
Attack/Damage: Slam +4 (1d6+3 & 2d6 fire (Burn))

Special Attacks: Heat - 2d6 fire if touching or touched by Burn - 1d4 rnds (Reflex DC12 avoid)
Special Qualities: Darkvision 60 ft., elemental traits, immunity fire, tremorsense, vulnerability cold
Abilities: STR15 (+2), DEX13(+1), MIND12(+1)
Skills: all @ 3
CR: 2
<i>This creature's thick, serpentine body is protected by dense, horny plates. A visible haze of heat rises from its red-hot scales.</i>

YETH HOUND – Medium Outsider
Hit Dice: 3d8+6 (19HP)
Speed: 8/12 (fly)
AC: 20 (+2 DEX, +8 natural)
Attack/Damage: Bite +6 (1d8+4 & trip)
Special Attacks: Bay - sonic, panicked 2d4 rnds. (Will DC11 neg.) Trip - +3 to trip Skill check
Special Qualities: DR10/silver, Darkvision 60 ft., scent
Abilities: STR17 (+3), DEX15(+2), MIND14(+2)
Skills: all @ 3
CR: 3
<i>A Yeth Hound stands 5 feet tall at the shoulder and weighs about 400 pounds. This emaciated, hairless canine has a strange air of menace and cruelty about it.</i>

Monsters Hit Dice 4

AIR ELEMENTAL – Medium Elemental
Hit Dice: 4d8+8 (26)
Speed: 20 (fly)
AC: 18 (+5 DEX, +3 natural)
Attack/Damage: Slam +8 (1d6+1)
Special Attacks: Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental. Whirlwind – 30 ft. tall (see Monster Special Abilities)
Special Qualities: Darkvision 60 ft., elemental traits
Abilities: STR12 (+1), DEX21(+5), MIND11
Skills: all @ 4
CR: 3
<i>This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.</i>

ASSASSIN VINE - Large Plant**Hit Dice:** 4d8+12 (30HP)**Speed:** 1**AC:** 15 (-1 size, +6 natural)**Attack/Damage:**

Slam +7 (1d6+7 & grab)

Special Attacks:

Grab – If slam attack hits may grapple causing constrict damage
 Constrict – 1d6+7
 Entangle – 30 ft. (Reflex DC13 avoid), otherwise DC 20 STR or Escape Artist check to break free.

Special Qualities:

Blindsight 30 ft., camouflage DC20 Spot check to notice, immunity electricity, plant traits, resistance cold/fire 10

Abilities:

STR20 (+5), DEX10, MIND 13 (+1)

Skills: all @ 4**CR:** 3

A vine about 20' long with smaller vines branching off that end in clusters of flat leaves with five finger-like shoots.

CENTAUR - Large Monstrous Humanoid**Hit Dice:** 4d8+8 (26)**Speed:** 10**AC:** 14 (-1 size, +2 DEX, +3 nat.)**Attack/Damage:**

Longsword +7 (2d6+6) and
 2 Hooves +3 (1d6+2) or
 Longbow +5 (2d6+4)

Special Qualities:

Darkvision 60 ft.

Abilities:

STR18(+4), DEX14(+2), MIND 13 (+1)

Skills: all @ 4**CR:** 3

A Centaur has the upper body of a human and the lower body of a heavy horse.

DOPPELGANGER - Medium Monstrous Humanoid**Hit Dice:** 4d8+4 (22)**Speed:** 6**AC:** 14 (+1 DEX, +4 natural)**Attack/Damage:**

Slam +5 (1d6+1)

Special Attacks:

Detect thoughts – as spell (Will DC13 neg.)

Special Qualities:

Change shape – any small or med. humanoid, darkvision 60 ft., immunity sleep/ charm

Abilities:

STR12(+1), DEX13(+1), MIND 14 (+2)

Skills: all @ 4**CR:** 3

In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slit pupils.

DRYAD – Medium Fey**Hit Dice:** 4d6 (14)**Speed:** 6**AC:** 17 (+4 DEX, +3 natural)**Attack/Damage:**

Dagger +6 (1d4) or
 Longbow +7 (1d8)

Special Attacks:

Spell-like abilities entangle/ suggestion

Special Qualities:

Damage reduction 5/ cold iron

Abilities:

STR10, DEX19(+4), MIND 15 (+2)

Skills: all @ 4**CR:** 3

A Dryad's delicate features are much like a female elf's, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons.

EAGLE, GIANT – Large Magical Beast**Hit Dice:** 4d10+4 (26)**Speed:** 2/16 (fly)**AC:** 15 (-1 size, +3 DEX, +3 natural)**Attack/Damage:**

2 Claws +7 (1d6+4) and
 Bite +2 (1d8+2)

Special Qualities:

Low-light vision, evasion

Abilities:

STR18 (+4), DEX17(+3), MIND14

Skills: all @ 4**CR:** 3

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds.

EARTH ELEMENTAL – Medium Elemental**Hit Dice:** 4d8+12 (30)**Speed:** 4**AC:** 18 (-1 DEX, +9 natural)**Attack/Damage:**

Slam +8 (1d8+7)

Special Attacks:

Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.
 Push – An earth elemental can start a

bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Special Qualities:

Darkvision 60 ft., earth glide, elemental traits

Abilities:

STR21 (+5), DEX8(-1), MIND11

Skills: all @ 4**CR:** 3

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

GARGOYLE - Medium Monstrous Humanoid**Hit Dice:** 4d8+19 (37)**Speed:** 8/12 (fly)**AC:** 16 (+2 DEX, +4 natural)**Attack/Damage:**

2 Claws +6 (1d4+2) and
 Bite +4 (1d6+1) and
 Gore +4 (1d6+1)

Special Qualities:

Damage reduction 10/magic, darkvision 60 ft., freeze - A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Abilities:

STR15(+2), DEX14(+2), MIND 11

Skills: all @ 4**CR:** 4

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes.



GELATINOUS CUBE - Large Ooze**Hit Dice:** 4d10+32 (54)**Speed:** 3**AC:** 4 (-1 size, -5 DEX)**Attack/Damage:**

Slam +2 (1d6 & 1d6 acid)

Special Attacks:

Acid – does not harm metal or stone.

Engulf - Although it moves slowly, a Gelatinous Cube can simply mow down large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

Paralysis - A Gelatinous Cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Special Qualities:

Blindsight 60 ft., immunity electricity, Ooze traits, transparent - Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Abilities:

STR10, DEX1 (-5), MIND1(-5)

Skills: all @ 4**CR:** 3

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10 feet on a side and weighs about 15,000 pounds, though much larger specimens are not unknown.

GHAST - Medium Undead**Hit Dice:** 4d12+3 (29)**Speed:** 6**AC:** 17 (+3 DEX, +4 nat.)**Attack/Damage:**

Bite +2 (1d8+3 & paralysis & disease) and
2 Claws +3 (1d4+1 & paralysis)

Special Attacks:

Paralysis – paralyzed 1d4 rnds. (Fort. DC15 neg.)

Disease – Ghoul Fever – incubation 1 day 1d3STR/ 1d3 DEX (Fort. DC15 neg.)

becomes Ghoul

Stench – 10 ft. 1d6+4 min. (Fort. DC15 neg.)

Special Qualities:

Darkvision 60 ft., undead traits, +2 turn resistance

Abilities:

STR17(+3), DEX17 (+3), MIND 14 (+2)

Skills: all @ 4**CR:** 3

Eyes glow from deep within this creatures withered body as a sharp stench and toothy grin greets you.

GIBBERING MOUTHER - Medium Aberration**Hit Dice:** 4d8+24 (42)**Speed:** 2/4 (swim)**AC:** 17 (+1 DEX, +8 natural)**Attack/Damage:**

6 Bites +4 (1 & Grab) and
Spittle +4 30 ft. touch attack(1d4 acid & blindness(spittle))

Special Attacks:

Grab – if bite attack hits may Grapple
Spittle – blinded 1d4 rnds (Fort. DC18 neg.)

Gibbering – sonic 60 ft. confusion 1d2 rnds (Will DC13 neg.)

Swallow Whole - can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check.

Blood Drain - A swallowed opponent automatically takes 1d4 points of Strength damage each round.

Ground Manipulation - can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Special Qualities:

Amorphous, damage reduction 5/
bludgeoning, darkvision 60 ft.

Abilities:

STR10, DEX13 (+1), MIND 13 (+1)

Skills: all @ 4**CR:** 5

A Gibbering Mouter is a horrible creature seemingly drawn from a lunatic's nightmares with eyes and toothy mouths opening and closing all over the creature's doughy body.

OGRE - Large Giant**Hit Dice:** 4d8+11 (29)**Speed:** 6**AC:** 17 (-1 size, -1 DEX, +5 natural, +3 hide armor)**Attack/Damage:**

Greatclub +8 (2d8+7) or
Javelin +1 (1d8+5)

Special Qualities:

Darkvision 60 ft., low-light vision

Abilities:

STR21(+5), DEX8 (-1), MIND10

Skills: all @ 4**CR:** 3

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

OWL, GIANT - Large Magical Beast**Hit Dice:** 4d10+4 (26)**Speed:** 2/14 (fly)**AC:** 15 (-1 size, +3 DEX, +3 natural)**Attack/Damage:**

2 Claws +7 (1d6+4) and
Bite +2 (1d8+2)

Special Qualities:

Low-light vision

Abilities:

STR18(+4), DEX17 (+3), MIND14(+2)

Skills: all @ 4**CR:** 3

Nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size.

PEGASUS - Large magical Beast**Hit Dice:** 4d10+12 (34)**Speed:** 12/22 (fly)**AC:** 16 (-1 size, +2 DEX, +3 natural)**Attack/Damage:**

2 Hooves +7 (1d6+4) and
Bite +2 (1d3+2)

Special Qualities:

Darkvision 60 ft., low-light vision, scent

Abilities:

STR18(+4), DEX15(+2), MIND 13(+1)

Skills: all @ 4**CR:** 3

A magnificent winged horse highly prized as an aerial steed, Pegasi are wild and shy creatures not easily tamed. A typical Pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Pegasi cannot speak, but they understand Common.

HELLHOUND - Medium Outsider**Hit Dice:** 4d8+4 (22)**Speed:** 8**AC:** 16 (+1 DEX, +5 natural)**Attack/Damage:**

Bite +5 (1d8+1 & 1d6 fire)

Special Attacks:

Breath Weapon – fire 10 ft. cone 1x/2d4 rnds. (2d6 fire) (Reflex DC13 ½)

Special Qualities:

Darkvision 60 ft., immunity fire, scent, vulnerability cold

Abilities:

STR13(+1), DEX13(+1), MIND 10

Skills: all @ 4**CR:** 3*A typical hell hound stands 4½ feet high at the shoulder and weighs 120 pounds with reddish fur and black markings and features, white claws, and burning, fiery red eyes.***SHADOW MASTIFF – Medium Outsider****Hit Dice:** 4d8+12 (30)**Speed:** 10**AC:** 14 (+1 DEX, +3 natural)**Attack/Damage:**

Bite +7 (1d6+4)

Special Attacks:

Bay - When a shadow mastiff howls or barks, all creatures within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect.

Trip – can attempt trip +3 with successful bite attack

Special Qualities:Darkvision 60 ft., shadow blend - In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving total concealment. Artificial illumination, such as a light spell, does not negate this ability. A *daylight* spell, however, will, scent**Abilities:**

STR17(+3), DEX13(+1), MIND12(+1)

Skills: all @ 4**CR:** 5*This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth. A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds.***SPIDER, LARGE – Large Spider****Hit Dice:** 4d8+4 (22)**Speed:** 6/4 (climb)**AC:** 14 (-1 size, +3 DEX, +2 natural)**Attack/Damage:**

Bite +4 (1d8+3 & poison)

Special Attacks:

Poison – 1d6STR/ 1d6STR (Fort. DC13 neg.)

Web - This is similar to an attack with a

net but has a maximum range of 50 feet, with a range increment of 10 feet. An entangled creature can escape with a successful Escape Artist (DC13) check or burst it with a Strength check (DC17). The web has 12 hit points.

Special Qualities:

Darkvision 60 ft., tremorsense 60 ft., vermin traits

Abilities:

STR15(+2), DEX17(+3), MIND10

Skills: all @ 4**CR:** 2*All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey. Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can.***UNICORN – Large Magical Beast****Hit Dice:** 4d10+20 (42)**Speed:** 12**AC:** 18 (-1 size, +3 DEX, +6 natural)**Attack/Damage:**

Horn +11 (1d8+8) and

2 Hooves +3 (1d4+2)

Special Qualities:

Darkvision 60 ft., spell-like abilities – cure light wounds/ neutralize poison/ teleport, immunity poison/ charm, low-light vision, scent

Abilities:

STR20 (+5), DEX17(+3), MIND21(+5)

Skills: all @ 4**CR:** 3*This magnificent beast looks like a white horse, 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds, but with a single long ivory horn on its forehead.***VAMPIRE SPAWN – Medium Undead****Hit Dice:** 4d12+3 (29)**Speed:** 6**AC:** 15 (+2 DEX, +3 natural)**Attack/Damage:**

Slam +5 (1d6+4 & energy drain)

Special Attacks:

Energy Drain – one negative level and vampire gains 5hp (Fort. DC14 neg.)

Domination - A vampire spawn can crush an opponent's will just by looking onto his or her eyes 30 ft. (Will DC14 neg.) or fall instantly under the vampire's influence. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected.

Blood Drain - A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of STR drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit

pints.

Special Qualities:

+2 Turn Resistance, damage reduction 5/ silver, darkvision 60 ft., fast healing 2, gaseous form, resistance cold/ electricity 10, spider climb – as the spell Wiz2, undead traits

Abilities:

STR16 (+3), DEX14(+2), MIND13(+1)

Skills: all @ 4**CR:** 4*Vampire spawn are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves. Vampire spawn appear much as they did in life, although their features are often hardened, with a predatory look.***WATER ELEMENTAL – Medium Elemental****Hit Dice:** 4d8+12 (30)**Speed:** 4/18 (swim)**AC:** 19 (+1 DEX, +8 natural)**Attack/Damage:**

Slam +6 (1d8+4)

Special Attacks:

Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.

An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental).

Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex – A whirlpool, 30 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)

Special Qualities:

Darkvision 60 ft., elemental traits

Abilities:

STR16 (+3), DEX12(+1), MIND11

Skills: all @ 4**CR:** 3*This translucent creature's shape shifts between a spinning column of water and a crashing wave.*

WIGHT – Medium Undead
Hit Dice: 4d12 (26)
Speed: 6
AC: 15 (+1 DEX, +4 natural)
Attack/Damage: Slam +3 (1d4+1 & energy drain)
Special Attacks: Energy Drain – one negative level and Wight gains 5hp (Fort. DC14 neg.) Create Spawn - Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death.
Special Qualities: Darkvision 60 ft., undead traits
Abilities: STR12(+1), DEX12(+1), MIND13(+1)
Skills: all @ 4
CR: 3
<i>A Wight is about the height and weight of a human but the appearance is a weird and twisted reflection of the form it had in life compared to its debased self now.</i>

WORG – Medium Magical Beast
Hit Dice: 4d10+8 (30HP)
Speed: 10
AC: 14 (+2 DEX, +2 natural)
Attack/Damage: Bite +7 (1d6+4 & Trip)
Special Attacks: Trip – If bite attack hits may trip +3
Special Qualities: Darkvision 60 ft., low-light-vision, scent
Abilities: STR17 (+3), DEX15(+2), MIND14(+2)
Skills: all @ 4
CR: 2
<i>More intelligent than their smaller cousins, the wolf, a Worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds.</i>

Monsters Hit Die 5

COCKATRICE - Small Magical Beast
Hit Dice: 5d10 (27)
Speed: 4/12 (fly)
AC: 14 (+1 size, +3 DEX)
Attack/Damage: Bite +9 (1d4-2 & petrification)
Special Attacks: Petrification – turn to stone (Fort. DC12 neg.)
Special Qualities: Darkvision 60 ft., low-light vision
Abilities: STR6(-2), DEX17(+3), MIND 13 (+1)
Skills: all @ 5
CR: 3
<i>A male cockatrice has wattles and a comb, just like a rooster and resembles one as such except for its bat-like wings and long reptilian tail. Females, much</i>

rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds.

ETTERCAP - Medium Aberration
Hit Dice: 5d8+5 (27)
Speed: 6/6 (climb)
AC: 14 (+3 DEX, +1 natural)
Attack/Damage: Bite +5 (1d8+2 & poison) and 2 Claws +3 (1d3+1)
Special Attacks: Poison – 1d6DEX/ 2d6DEX (Fort. DC15 neg.) Web – (see Monster Special Abilities)
Special Qualities: Low-light vision
Abilities: STR14(+2), DEX17(+3), MIND 15 (+2)
Skills: all @ 5
CR: 5
<i>An ettercap is a hideous purple creature that walks upright like a man, but its face is that of a spider, and its hands are sickle-shaped claws. It stands about 6 feet tall and weighs about 200 pounds.</i>

OGRE MAGE – Large Giant
Hit Dice: 5d8+15 (37)
Speed: 8/ 8 (fly)
AC: 15 (-1 size, +5 natural, +4 chain shirt)
Attack/Damage: Greatsword +7 (3d6+7) or Longbow +2 (2d6)
Special Attacks: Spell-like Abilities – darkness/ cone of cold/ gaseous form
Special Qualities: Change shape - an ogre mage can assume the form of any Small, Medium, or Large humanoid or giant, darkvision 60 ft., low-light vision, regeneration 5 –, fire and acid deal normal damage, spell resistance 19, flight – can cease or resume flight as a free action
Abilities: STR21 (+5), DEX10, MIND14(+2)
Skills: all @ 5
CR: 8
<i>An ogre mage stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, its hair is black or very dark brown and tusks glisten from between its lips. A pair of stunted horns grows from its head. Ogre mages favor loose, comfortable clothing and lightweight armor.</i>

OWLBEAR – Large magical Beast
Hit Dice: 5d10+25 (52)
Speed: 6
AC: 15 (-1 size, +1 DEX, +5 natural)
Attack/Damage: 2 Claws +9 (1d6+5 & grab) and Bite +4 (1d8+2)
Special Attacks:

Grab – if hits with claw may grapple
Special Qualities: Scent
Abilities: STR21 (+5), DEX12(+1), MIND12(+1)
Skills: all @ 5
CR: 4
<i>An amalgam of fur and feathers, an Owlbear's coat ranges in color from brown-black to yellowish brown, this bizarre half-bear, half-owl monstrosity can stand as tall as 8 feet and weigh up to 1,500 pounds with huge, ursine claws and its beak is a dull ivory color. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.</i>

PHASE SPIDER - Large Magical Beast
Hit Dice: 5d10+15 (42)
Speed: 8/4 (climb)
AC: 15 (-1 size, +3 DEX, +3 natural)
Attack/Damage: Bite +7 (1d6+4 & poison)
Special Attacks: Poison – 1d8STR/ 1d8STR (Fort. DC17 neg.)
Special Qualities: Darkvision 60 ft., ethereal jaunt - a phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action), low-light vision
Abilities: STR17(+3), DEX17(+3), MIND13(+1)
Skills: all @ 5
CR: 5
<i>This large spider-like monster has an eerie, humanoid face surrounded by a shaggy mane of fur. Phase spiders are aggressive predators that can move quickly from the Ethereal Plane to attack opponents on the Material Plane. A typical phase spider's body is 8 feet long. It weighs about 700 pounds.</i>



RUST MONSTER - Medium Aberration**Hit Dice:** 5d8+5 (27)**Speed:** 8**AC:** 18 (+3 DEX, +5 natural)**Attack/Damage:**

Antennae touch (rust) and Bite -2 (1d3)

Special Attacks:

Rust - A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved.

Special Qualities:

Darkvision, scent

Abilities:

STR10, DEX17(+3), MIND13(+1)

Skills: all @ 5**CR:** 3

This insect-like monster has four legs, a bumpy almost shell like back, strange triangular-shaped protrusion at the end of its tail, and two long, feathery antennae. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact. The typical Rust Monster is the size of a small horse.

SATYR - Medium Fey**Hit Dice:** 5d6+5 (22)**Speed:** 8**AC:** 15 (+1 DEX, +4 natural)**Attack/Damage:**

Head Butt +2 (1d6) and Dagger -3 (1d4) or Shortbow +3 (1d6)

Special Attacks:

Pipes - Satyrs can play a variety of magical tunes on their pan pipes. When it plays, all creatures within a 60-foot spread must succeed on a DC 13 Will save or be affected by *charm person*, *sleep*, or *fear*.

Special Qualities:

Damage reduction 5/ cold iron, low-light vision

Abilities:

STR10, DEX13(+1), MIND13(+1)

Skills: all @ 5**CR:** 4

This handsome, grinning man has the furry legs of a goat and a set of curling ram horns extending from his temples. A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf.

SCORPION, LARGE - Large Vermin**Hit Dice:** 5d8+10 (32)**Speed:** 10**AC:** 16 (-1 size, +7 natural)**Attack/Damage:**

2 Claws +6 (12d6+4 & grab) and Sting +1 (1d6+2 & poison)

Special Attacks:

Grab - if claw attack hits may grab and constrict
 Constrict - on a successful grapple deals constrict damage (1d6+4)
 Poison - 1d4STR/ 1d4STR (Fort. DC14 neg.)

Special Qualities:

Darkvision 60 ft., tremorsense 60 ft., vermin traits

Abilities:

STR19(+4), DEX10, MIND10

Skills: all @ 5**CR:** 3

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

WRAITH - Medium Undead (incorporeal)**Hit Dice:** 5d12 (32HP)**Speed:** 12 (fly)**AC:** 15 (+3 DEX, +2 Deflection)**Attack/Damage:**

Incorporeal touch +5 (1d4 & drain)

Special Attacks:

Drain - Fort. 1d6 STR DC14 Wraith gains 5HP

Special Qualities:

Darkvision 60 ft., daylight powerlessness - Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it, incorporeal traits, +2 turn resistance, undead traits, unnatural aura

Abilities:

STRO (-5), DEX16(+3), MIND14(+2)

Skills: all @ 5**CR:** 5

Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance reflects the shape it had in life. A wraith is about as tall as a human and is weightless.

XILL - Medium Elemental**Hit Dice:** 5d8+10 (32HP)**Speed:** 8**AC:** 20 (+3 DEX, +7 natural)**Attack/Damage:**

2 Short swords +7 (1d6+2) and 2 Claws +7 (1d4+2 & Grab) or 4 Claws +5 (1d4+2 & Grab) or 2 Longbows +4 (1d8)

Special Attacks:

Grab - (Grapple +2 (Bite 0d0 & par.))
 Paralysis - 1d4 hr. (Fort. DC14 neg.)

Special Qualities:

Darkvision 60 ft., planewalk, SR21

Abilities:

STR15 (+2), DEX16(+3), MIND12(+1)

Skills: all @ 5**CR:** 6

This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.

Monsters Hit Die 6

BASILISK - Medium Magical Beast**Hit Dice:** 6d10+12 (45HP)**Speed:** 4**AC:** 16 (-1 DEX, +7 natural)**Attack/Damage:**

Bite +8 (1d8+3)

Special Attacks:

Petrifying Gaze - Turn to stone, 30 ft., Fort. DC13 neg.

Special Qualities:

Darkvision 60 ft., low-light vision

Abilities:

STR15 (+2), DEX8(-1), MIND12(+1)

Skills: all @ 6**CR:** 5

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

CLOAKER - Large Aberration**Hit Dice:** 6d8+18 (45)**Speed:** 2/8 (fly)**AC:** 19 (-1 size, +3 DEX, +7 natural)**Attack/Damage:**

Tail slap +8 (1d6+5) and Bite +3 (1d4+2)

Special Attacks:

Moan - 30 ft. cone prone and nauseated 1d4+1 rnds (Fort. DC15 neg.)
 Engulf - On successful grapple bites +4 and may still attack with tail

Special Qualities:

Darkvision 60 ft., shadow shift - concealment 1d4 rnds

Abilities:

STR21(+5), DEX16(+3), MIND 15 (+2)

Skills: all @ 6**CR:** 5

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the Cloaker's Ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent.

DIRE WOLF - Large Animal**Hit Dice:** 6d8+18 (45)**Speed:** 10**AC:** 14 (-1 size, +2 DEX, +3 natural)**Attack/Damage:**

Bite +11 (1d8+10 & trip)

Special Attacks:

Trip – if bite attack hits +11 to trip

Special Qualities:

Low-light vision, scent

Abilities:

STR25(+7), DEX15(+2), MIND 12 (+1)

Skills: all @ 6**CR:** 3*A huge wolf about the size of a horse with coarse fur and glowing eyes. Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.***DRIDER – Large Aberration****Hit Dice:** 6d8+18 (45)**Speed:** 6/3 (climb)**AC:** 17 (-1 size, +2 DEX, +6 natural)**Attack/Damage:**2 Daggers +3 (1d6+2) and
Bite +1 (1d4+1 & poison) or
Shortbow +5 (1d8)**Special Attacks:**Poison – 1d6 STR/ 1d6 STR (Fort. DC16
neg.)Spells – as 6th Cleric/ WizardSpell-like Abilities darkness/ dispel
magic/ suggestion**Special Qualities:**

Darkvision 60 ft., spell resistance 17

Abilities:

STR15(+2), DEX15(+2), MIND 16 (+3)

Skills: all @ 6**CR:** 7*A Drider has the torso and head of a Drow and the lower body of a huge spider.***HOWLER - Large Outsider****Hit Dice:** 6d8+12 (39)**Speed:** 12**AC:** 17 (-1 size, +3 DEX, +5 natural)**Attack/Damage:**Bite +10 (2d8+5) and
1d4 quills +5 (1d6+2 & lodged)**Special Attacks:**Quills - each lodged quill gives -1
attacks, saves, checks (Reflex DC16 neg.)
DC20 heal check and 1d6 damage to
remove quill.**Special Qualities:**

Darkvision 60 ft.

Abilities:

STR21(+5), DEX17(+3), MIND 14 (+2)

Skills: all @ 6**CR:** 3*Howlers live on planes where chaos and evil hold sway. A howler is about 8 feet long and weighs about 2,000 pounds. This vile predator has a hide as thick and tough as leather. A howler's neck bristles with wicked ebony quills running from its head,**down its back, and to its tail.***HYDRA (5 heads) - Huge Magical Beast****Hit Dice:** 6d10+33 (66)**Speed:** 4/4 (swim)**AC:** 16 (-2 size, +1 DEX, +7 natural)**Attack/Damage:**

6 Bites +8 (1d10+3)

Special Qualities:Darkvision 60 ft., fast healing 16, low-
light vision, scent**Abilities:**

STR17(+4), DEX12(+1), MIND10

Skills: all @ 6**CR:** 5*Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.***MANTICORE - Large Magical Beast****Hit Dice:** 6d10+24 (57)**Speed:** 6/10 (fly)**AC:** 17 (-1 size, +2 DEX, +6 natural)**Attack/Damage:**2 Claws +10 (2d4+5) and
Bite +8 (1d8+2) or
6 Spikes +8 (1d8+2)**Special Attacks:**Spikes - With a snap of its tail, a
manticore can loose a volley of six
spikes as a standard action (make an
attack roll for each spike). This attack
has a range of 180 feet with no range
increment. All targets must be within 30
feet of each other.**Special Qualities:**

Darkvision 60 ft., low-light vision, scent

Abilities:

STR20(+5), DEX15(+2), MIND 12 (+1)

Skills: all @ 6**CR:** 5*This creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its back has a row of spikes and its tail ends in long, sharp spikes.***MEDUSA – Medium Monstrous Humanoid****Hit Dice:** 6d8+6 (33)**Speed:** 6**AC:** 15 (+2 DEX, +3 natural)**Attack/Damage:**Shortbow +8/+3 (1d6) or
Dagger +8/+3 (1d4) and
Snakes +3 (1d4 & poison)**Special Attacks:**Poison – 1d6STR/ 2d6STR (Fort. DC15
neg.)Petrifying Gaze – 30 ft. turn to stone
(Fort. DC15 neg.)**Special Qualities:**

Darkvision 60 ft., immunity cold, low-

light vision, scent, vulnerability fire

Abilities:

STR18 (+4), DEX13(+1), MIND13(+1)

Skills: all @ 6**CR:** 5*This slender, attractive woman has strangely glowing eyes from a hideous face and a full head of writhing, hissing snakes for hair. A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.***MINOTAUR – Large Monstrous Humanoid****Hit Dice:** 6d8+12 (39)**Speed:** 6**AC:** 14 (-1 size, +5 natural)**Attack/Damage:**Greataxe +9/+4 (3d6+6) and
Gore +4 (1d8+2)**Special Attacks:**Powerful Charge - A minotaur typically
begins a battle by charging at an
opponent, lowering its head to bring its
mighty horns into play. In addition to
the normal benefits and hazards of a
charge, this allows the beast to make a
single gore attack with a +9 attack
bonus that deals 4d6+6 points of
damage.**Special Qualities:**

Darkvision 60 ft., scent

Abilities:

STR19 (+4), DEX10, MIND10

Skills: all @ 6**CR:** 4*With the body of a powerfully built man covered in thick hair and the head of a snarling bull, this creature stamps its hooves and its eyes gleam as if preparing to charge.*

NYMPH – Medium Fey
Hit Dice: 6d6+6 (27)
Speed: 6/4 (swim)
AC: 14 (+3 DEX, +4 deflection)
Attack/Damage: Dagger +6 (1d4)
Special Attacks: Blinding Beauty – This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the blindness spell. A nymph can suppress or resume this ability as a free action. Spells – Cleric Spell-like Abilities – dimension door Stunning Glance - As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds.
Special Qualities: Damage reduction 10/ cold iron, low-light vision, unearthly grace - +4 to all saving throws
Abilities: STR10, DEX17(+3), MIND17(+3)
Skills: all @ 6
CR: 7
<i>A Nymph is about the height and weight of a delicate female elf that is both captivating and dangerous. She has long hair, large eyes and pointed, swept back ears.</i>

OTYUGH – Large Aberration
Hit Dice: 6d8+9 (36)
Speed: 4
AC: 17 (-1 size, +8 natural)
Attack/Damage: 2 Tentacles +4 (1d6 & grab) and Bite -2 (1d4 & disease)
Special Attacks: Grab – if hits with tentacle may grapple and constrict. Constrict – on successful grapple check deals automatic tentacle damage (1d6) Disease – Filth Fever, incubation 1d3 days, 1d3DEX/ 1d3STR (Fort. DC14 neg.)
Special Qualities: Darkvision 60 ft., scent
Abilities: STR11, DEX10, MIND12(+1)
Skills: all @ 6
CR: 4
<i>This three-legged creature is mostly mouth with rows of short sharp teeth. Three tentacles, two ending in round, flat hands with spiked barbs extend from its sides while the other one has eyes and extends from its rock –like back. A typical Otyugh has a body 8 feet in diameter and weighs about 500 pounds.</i>

TROLL – Large Giant
Hit Dice: 6d8+36 (63)
Speed: 6
AC: 15 (-1 size, +2 DEX, +5 natural)
Attack/Damage: 2 Claws +9 (1d6+6 & rend) and Bite +4 (1d6+3)
Special Attacks: Rend – if both claw attacks hit additional (2d6+9)
Special Qualities: Darkvision 90 ft., low-light vision, regeneration 5, scent
Abilities: STR23(+6), DEX14(+2), MIND9(-1)
Skills: all @ 6
CR: 5
<i>A typical adult troll is tall and thin standing about 9 feet tall and weighing 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray and their hair is usually greenish black or iron gray. Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and clawed hands drag along the ground. For all this seeming awkwardness, trolls are very agile.</i>

WINTER WOLF – Large Magical Beast
Hit Dice: 6d10+18 (51HP)
Speed: 10
AC: 15 (-1 size, +1 DEX, +5 natural)
Attack/Damage: Bite +9 (1d8+6 & 1d6 cold & trip)
Special Attacks: Trip – If bite attack hits may trip +8 Breath Weapon – 15 ft. cone 4d6 cold, Reflex DC16 ½ .
Special Qualities: Darkvision 60 ft., immunity cold, low-light vision, scent, vulnerability fire
Abilities: STR18 (+4), DEX13(+1), MIND13(+1)
Skills: all @ 6
CR: 5
<i>This bear-sized wolf, about 8 feet long and 4 1/2 feet at the shoulder, has white fur and ice-frost around its muzzle that tinkles as it moves its head. Its eyes are pale blue, almost white in color, and an icy-cold air comes out of its mouth in freezing breaths.</i>

Monsters Hit Die 7

DJINNI – Large Outsider
Hit Dice: 7d8+14 (45)
Speed: 4/12 (fly)
AC: 16 (-1 size, +4 DEX, +3 natural)
Attack/Damage: 2 Slams +10 (1d8+4)
Special Attacks: Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against a Djinni. Spell-like Abilities – invisibility/ create food and water/ gaseous form

Whirlwind – 50 ft. tall, (see Monster Special Abilities)
Special Qualities: Darkvision 60 ft., immunity acid, plane shift, telepathy 100 ft.
Abilities: STR18 (+4), DEX19(+4), MIND15(+2)
Skills: all @ 7
CR: 5
<i>This creature stands nearly twice as tall as a human with darkish skin and its lower torso trails away in a smoky vortex.</i>

GRIFFON – Large Magical Beast
Hit Dice: 7d10+21 (59)
Speed: 6/16 (fly)
AC: 17 (-1 size, +2 DEX, +6 natural)
Attack/Damage: Bite +11 (2d6+4) and 2 Claws +8 (1d4+2)
Special Attacks: Pounce – If Griffon dives or charges foe may add two rake attacks. Rake – (1d6+2)
Special Qualities: Darkvision 60 ft., low-light vision, scent
Abilities: STR18 (+9), DEX15(+2), MIND13(+1)
Skills: all @ 7
CR: 4
<i>Griffons are powerful, majestic creatures with the characteristics of both a lion, the body, and an eagle, the head and forelegs. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerges from the creature's back and span 25 feet or more. A griffon weighs about 500 pounds.</i>

HARPY – Medium Monstrous Humanoid
Hit Dice: 7d8 (31)
Speed: 6/16 (fly)
AC: 13 (+2 DEX, +1 natural)
Attack/Damage: Club +7/+2 (1d6) and 2 Claws +2 (1d3)
Special Attacks: Captivating Song – 300 ft. sonic, mind-affecting charm as long as Harpy sings +1 rnd. victim takes no actions except to defend self (Will DC16 neg.)
Special Qualities: Darkvision 60 ft.
Abilities: STR10, DEX15(+2), MIND12(+1)
Skills: all @ 7
CR: 4
<i>Save for the tattered wings and taloned feet, this creature resembles a feral woman with a reptilian look about her. Harpies like to enthrall hapless travelers with their magical songs and lead them to unspeakable torments. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and consuming them.</i>

MIMIC – Large Aberration**Hit Dice:** 7d8+21 (52)**Speed:** 2**AC:** 15 (-1 size, +1 DEX, +5 natural)**Attack/Damage:**

2 Slams +9 (1d8+4)

Special Attacks:

Adhesive - A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples and crushes any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off. Crush – on a successful grapple (1d8+4)

Special Qualities:

Darkvision 60 ft., immunity acid, mimic shape - A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame.

Abilities:

STR19 (+4), DEX12(+1), MIND13(+1)

Skills: all @ 7**CR:** 4

A mimic appears as a normal object, chest, chair, or table and can have almost any dimensions, but usually is not more than 10 feet long. A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 4,500 pounds. When prey comes close the mimic grows appendages and a large mouth with many sharp teeth appears.

RAKSHASA – Medium Outsider**Hit Dice:** 7d8+21 (52)**Speed:** 8**AC:** 21 (+2 DEX, +9 natural)**Attack/Damage:**

2 Claws +8 (1d4+1) and Bite +3 (1d6)

Special Attacks:

Detect Thoughts - A Rakshasa can continuously use *detect thoughts* as the spell (Will DC 15 neg.).

Spells - Wizard

Special Qualities:

Change shape - A Rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a Rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead), damage reduction 15/ good and piercing, darkvision 60 ft., spell resistance 27

Abilities:

STR12 (+1), DEX14(+2), MIND13(+1)

Skills: all @ 7**CR:** 10

A Rakshasa is about the same height and weight as a human, has the features of a tiger and its palms and backwards-bending fingers are on the tops of its hands. It's bestial, snarling visage leave little doubt as to its fiendish nature.

REMORHAZ – Huge Magical Beast**Hit Dice:** 7d10+35 (73)**Speed:** 6/4 (borrow)**AC:** 20 (-2 size, +1 DEX, +11 natural)**Attack/Damage:**

Bite +13 (2d8+12 & grab)

Special Attacks:

Grab – if bite hits may grapple

Swallow Whole - When a Remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the Remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15).

Special Qualities:

Darkvision 60 ft., heat - an enraged Remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a Remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the Remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a Remorhaz is allowed a DC 18 Fortitude save to avoid destruction, low-light vision, tremorsense 60 ft.

Abilities:

STR26 (+13), DEX13(+1), MIND12(+1)

Skills: all @ 7**CR:** 7

An immense centipede-like beast erupts from the snow, rows of chitinous plates on its back glowing red-hot. A Remorhaz is whitish-blue in color but pulses with a reddish glow from the heat its body produces. The creature is a little more than 20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds.

SPECTRE – Medium Undead**Hit Dice:** 7d12 (45)**Speed:** 8/16 (fly)**AC:** 15 (+3 DEX, +2 deflection)**Attack/Damage:**

Incorporeal Touch +6 (1d8 & energy drain)

Special Attacks:

Energy Drain – Spectre's touch deals two negative levels (Fort. DC15 neg.)

Create Spawn - Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command

of the spectre that created them and remain enslaved until its death.

Special Qualities:

Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness - powerless in natural sunlight and flee from it. A spectre caught in sunlight cannot attack and can take only a single move action or standard action in a round, undead traits, unnatural aura – animals 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.

Abilities:

STR0, DEX16(+3), MIND15(+2)

Skills: all @ 7**CR:** 7

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 a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A Spectre is roughly human-sized and is weightless.

TREANT – Huge Plant**Hit Dice:** 7d8+35 (66)**Speed:** 6**AC:** 20 (-2 size, -1 DEX, +13 natural)**Attack/Damage:**

2 Slams +12 (2d6+9)

Special Attacks:

Animate Trees - A Treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a Treant in all respects. Animated trees lose their ability to move if the Treant that animated them is incapacitated or moves out of range.

Trample – 2d6+13 (Reflex DC22 ½)

Special Qualities:

Damage reduction 10/ slashing, low-light vision, plant traits, vulnerability fire

Abilities:

STR29(+9), DEX8(-1), MIND16(+3)

Skills: all @ 7**CR:** 8

This animated tree's bark is knotted into vaguely humanoid features, with branches for arms and roots for legs. A Treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

WYVERN – Large Dragon
Hit Dice: 7d12+14 (59HP)
Speed: 4/10 (fly)
AC: 18 (-1 size, -1 DEX, +8 nat.)
Attack/Damage: Sting +10 (1d6+4 & poison) and Bite +8 (2d8+4) and 2 Wings +8 (1d8+2) and 2 Talons +8 (2d6+4)
Special Attacks: Poison – 2d6 STR/ 2d6 STR (Fort. DC17 neg.) Talons – if both hit grapple attempt
Special Qualities: Darkvision 60 ft., immunity sleep/paralysis, low-light vision, scent
Abilities: STR19 (+4), DEX12(+1), MIND12(+1)
Skills: all @ 7
CR: 6
<i>A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton.</i>

XORN - Medium Outsider
Hit Dice: 7d8+17 (48HP)
Speed: 4/4 (burrow)
AC: 24 (+14 nat.)
Attack/Damage: Bite +10 (4d6+3) and 3 Claws +8 (1d4+1)
Special Qualities: All-around vision, earth glide, DR5/bludgeoning, darkvision 60 ft., immunity cold/fire, resistance electricity 10, tremorsense 60 ft.
Abilities: STR17(+3), DEX10, MIND11
Skills: all @ 7
CR: 6
<i>This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.</i>

Monsters Hit Die 8

AIR ELEMENTAL – Large Elemental
Hit Dice: 8d8+24 (60)
Speed: 20 (fly)
AC: 20 (-1 size, +7 DEX, +4 natural)
Attack/Damage: 2 Slams +12 (2d6+2)
Special Attacks: Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental. Whirlwind – 40 ft. tall (see Monster Special Abilities)
Special Qualities: Damage reduction 5/-, darkvision 60 ft., elemental traits

Abilities: STR14 (+2), DEX25(+7), MIND11
Skills: all @ 8
CR: 5
<i>This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.</i>

EARTH ELEMENTAL – Large Elemental
Hit Dice: 8d8+32 (68)
Speed: 4
AC: 18 (-1 size, -1 DEX, +10 natural)
Attack/Damage: 2 Slams +12 (2d8+7)
Special Attacks: Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. Push – An earth elemental can start a bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.
Special Qualities: Damage reduction 5/-, darkvision 60 ft., earth glide, elemental traits
Abilities: STR25 (+7), DEX8(-1), MIND11
Skills: all @ 8
CR: 5
<i>This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.</i>

FIRE ELEMENTAL – Large Elemental
Hit Dice: 8d8+24 (60)
Speed: 10
AC: 18 (-1 size, +5 DEX, +4 natural)
Attack/Damage: 2 Slams +6 (2d6+2 & 2d6 fire (Burn))
Special Attacks: Burn - A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save, DC17, or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.
Special Qualities: Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity fire, vulnerability cold
Abilities: STR14 (+2), DEX21(+5), MIND11
Skills: all @ 8
CR: 5
<i>This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.</i>

GORGON – Large Magical Beast
Hit Dice: 8d10+40 (85)
Speed: 6
AC: 20 (-1 size, +11 natural)
Attack/Damage: Gore +12 (1d8+7)
Special Attacks: Breath Weapon – 60 ft. cone, 1x/1d4 rnds., turn to stone, (Fort. DC19 neg.) Trample – (Reflex DC19 ½) (see Monster Special Abilities)
Special Qualities: Darkvision 60 ft., low-light vision, scent
Abilities: STR21 (+5), DEX10, MIND12(+1)
Skills: all @ 8
CR: 8
<i>This bull-like creature seems to be made of interlocking metallic plates. Faint plumes of green smoke puff from its mouth. A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds.</i>

HYDRA (8 heads) – Huge Magical Beast
Hit Dice: 8d10+40 (85)
Speed: 4/ 4 (swim)
AC: 18 (-2 size, +1 DEX, +9 natural)
Attack/Damage: 8 Bites +11 (1d10+4)
Special Qualities: Darkvision 60 ft., fast healing 18, low-light vision, scent
Abilities: STR19 (+4), DEX12(+1), MIND10
Skills: all @ 8
CR: 7
<i>Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.</i>

INVISIBLE STALKER – Large Elemental
Hit Dice: 8d8+16 (52)
Speed: 6/6 (fly)
AC: 17 (-1 size, +4 DEX, +4 natural)
Attack/Damage: 2 Slams +10 (2d6+4)
Special Qualities: Darkvision 60 ft., elemental traits, natural invisibility - this ability is constant, allowing a stalker to remain invisible even when attacking.
Abilities: STR18 (+4), DEX19(+2), MIND15(+2)
Skills: all @ 8
CR: 7
<i>A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.</i>

MUMMY – Medium Undead
Hit Dice: 8d12+3 (55)
Speed: 4
AC: 20 (+10 natural)
Attack/Damage: Slam +11 (1d6+10 & disease)
Special Attacks: Disease – Mummy Rot 1d6STR/ 1d6COM (Fort. DC16 neg.) (see Diseases) Despair - At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.
Special Qualities: Damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability fire
Abilities: STR24 (+7), DEX10, MIND14(+2)
Skills: all @ 8
CR: 5
<i>Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten and wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.</i>

SHAMBLING MOUND - Large Plant
Hit Dice: 8d8+24 (60)
Speed: 4/4 (swim)
AC: 20 (-1 size, +11 natural)
Attack/Damage: 2 Slams +11 (2d6+7 & grab)
Special Attacks: Grab – if hits with both slams may grapple and constrict Constrict – a successful grapple deals (2d6+7)
Special Qualities: Darkvision 60 ft., immunity electricity, low-light vision, plant traits, resistance fire 10
Abilities: STR21(+5), DEX10, MIND10
Skills: all @ 8
CR: 6
<i>A mass of tangled vines and dripping slime rises on two trunk-like legs, reeking of rot and freshly turned earth. Shambling mounds, also called Shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants. A Shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds.</i>

SPIDER, HUGE – Huge Vermin
Hit Dice: 8d8+16 (52)
Speed: 6/4 (climb)
AC: 16 (-2 size, +3 DEX, +5 natural)
Attack/Damage: Bite +9 (2d6+6 & poison)

Special Attacks: Poison – 1d6STR/ 1d6STR (Fort. DC13 neg.) Web - This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet. An entangled creature can escape with a successful Escape Artist (DC16) check or burst it with a Strength check (DC20). The web has 14 hit points.
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Abilities: STR19(+4), DEX17(+3), MIND10
Skills: all @ 8
CR: 5
<i>This translucent creature's shape shifts between a spinning column of water and a crashing wave.</i>

WATER ELEMENTAL – Large Elemental
Hit Dice: 8d8+32 (68)
Speed: 4/18 (swim)
AC: 20 (-1 size, +2 DEX, +9 natural)
Attack/Damage: 2 Slams +10 (2d8+5)
Special Attacks: Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental). Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD). Vortex – A whirlpool, 40 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)
Special Qualities: Damage reduction 5/-, darkvision 60 ft., elemental traits
Abilities: STR20 (+5), DEX14(+2), MIND11
Skills: all @ 8
CR: 5
<i>This translucent creature's shape shifts between a spinning column of water and a crashing wave.</i>

Monsters Hit Die 9

BULETTE - Huge Magical Beast
Hit Dice: 9d10+45 (94)
Speed: 8/ 2 (burrow)
AC: 22 (-2 size, +2 DEX, +12 nat.)

Attack/Damage: Bite +16 (2d8+8) and 2 Claws +10 (2d6+4)
Special Attacks: Leap – may make 4 claw attacks
Special Qualities: Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.
Abilities: STR27(+8), DEX15(+2), MIND 13 (+1)
Skills: all @ 9
CR: 7
<i>This armor-plated creature's toothy maw gapes wide as a fin-like dorsal plate rises between its shoulders. Also known as the landshark, the Bulette is a terrifying predator that lives only to eat.</i>

CHIMERA - Large Magical Beast
Hit Dice: 9d10+27 (76)
Speed: 6/10 (fly)
AC: 19 (-1 size, +1 DEX, +9 nat.)
Attack/Damage: Bite +12 (2d6+4) and Bite +12 (1d8+4) and Gore +12 (1d8+4) and 2 Claws +10 (1d6+2)
Special Attacks: Breath weapon – 40 ft. line acid 3d8 (Reflex DC17 ½)
Special Qualities: Darkvision 60 ft., low-light vision, scent
Abilities: STR19(+4), DEX13(+1), MIND 13 (+1)
Skills: all @ 9
CR: 7
<i>This winged monster has the body of a lion, though two more heads flank its central feline one—a dragon and a horned goat. A Chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds.</i>

FLESH GOLEM – Large Construct
Hit Dice: 9d10+30 (79)
Speed: 6
AC: 18 (-1 size, -1 DEX, +10 natural)
Attack/Damage: 2 Slams +10 (2d8+5)
Special Qualities: Construct traits, damage reduction 5/ adamantine, darkvision 60 ft., immunity magic or spell-like abilities with spell resistance, low-light vision
Abilities: STR25 (+7), DEX9, MIND11
Skills: all @ 11
CR: 10
<i>A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds.</i>

GREEN HAG - Medium Monstrous Humanoid**Hit Dice:** 9d8+9 (49)**Speed:** 6/6 (swim)**AC:** 22 (+1 DEX, +11 natural)**Attack/Damage:**

2 Claws +13 (1d4+4)

Special Abilities:

Spell-like Abilities – dancing lights/ disguise self

Weakness - A green hag can weaken a foe by making a special touch attack, 2d4 STR (Fort. DC16 neg.)

Mimicry - A green hag can imitate the sounds of almost any animal found near its lair.

Special Qualities:

Darkvision 90 ft., spell resistance 18, water breathing

Abilities:

STR19(+4), DEX12(+1), MIND 13(+1)

Skills: all @ 9**CR:** 5*Knots of dark, moldering hair spill over the features of this sickly, thin, green-skinned crone. Green hags are found in desolate swamps and dark forests. A green hag is about the same height and weight as a female human.***SALAMANDER - Medium Outsider****Hit Dice:** 9d8+18 (58)**Speed:** 4**AC:** 18 (+1 DEX, +7 natural)**Attack/Damage:**

Spear +11 (1d8+3 & 1d6 fire) and Tail Slap +9 (2d6+1 & 1d6 fire & grab)

Special Attacks:

Grab – if tail slap attack hits may grapple and constrict.

Constrict - A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check.

Special Qualities:

Damage reduction 10/ magic, darkvision 60 ft., immunity fire, vulnerability cold

Abilities:

STR14(+2), DEX13(+1), MIND15(+2)

Skills: all @ 9**CR:** 6*This snake-bodied humanoid hisses with anger. Spines of crackling flame dance along the creature's blackened, fiery-red scales.***WILL-O-WISP - Small Aberration****Hit Dice:** 9d8 (40)**Speed:** 10 (fly)**AC:** 29 (+1 size, +9 DEX, +9 deflection)**Attack/Damage:**

Shock +16 touch (2d8 electricity)

Special Qualities:

Darkvision 60 ft., immunity magic, natural invisibility - A startled or frightened will-o'-wisp can extinguish its

glow, effectively becoming invisible as the spell.

Abilities:

STR1(-5), DEX29(+9), MIND 16(+3)

Skills: all @ 9**CR:** 6*Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch.*

Monsters Hit Die 10

BLACK PUDDING - Huge Ooze**Hit Dice:** 10d10+60 (115)**Speed:** 4/2 (climb)**AC:** 3 (-2 size, -5 DEX)**Attack/Damage:**

Slam +8 (2d6+4 & 2d6 acid & grab)

Special Attacks:

Acid - The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save.

Grab – if hits with slam may grapple and constrict

Constrict - A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Special Qualities:

Blindsight 60 ft., split - slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points, Ooze traits

Abilities:

STR17(+3), DEX1(-5), MIND 1(-4)

Skills: all @ 10**CR:** 7*This black, amorphous blob piles up on itself, a quivering mound of midnight sludge that glistens darkly before surging forward. The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.***ETTIN - Large Giant****Hit Dice:** 10d8+20 (65)**Speed:** 6**AC:** 18 (-1 size, -1 DEX, +7 natural, +3

hide)

Attack/Damage:

2 Morningstars +12/+7 (2d6+6) or 2 Javelins +5 (1d8+6)

Special Qualities:

Low-light vision

Abilities:

STR23(+6), DEX8(-1), MIND 10

Skills: all @ 10**CR:** 6*Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. The filthy giant wears tattered remnants of leather armor and clutches a large morningstar in each fist. Adult ettins are about 13 feet tall and weigh 5,200 pounds.***GRAY RENDER - Large Magical Beast****Hit Dice:** 10d10+70 (125)**Speed:** 6**AC:** 19 (-1 size, +10 natural)**Attack/Damage:**

Bite +15 (2d6+6 & grab) and 2 Claws +10 (1d6+3)

Special Attacks:

Grab – if bite attack hits may grapple and rend.

Rend – if grapple successful rends target (2d6+9)

Special Qualities:

Darkvision 60 ft., low-light vision, scent

Abilities:

STR23(+6), DEX10, MIND 12 (+1)

Skills: all @ 10**CR:** 8*A gray render stands about 9 feet tall in spite of its hunched posture and is about 4 feet wide. This hulking beast has slick, gray, hairless skin. Its numerous yellow eyes and wide toothy maw are its only facial features. It weighs about 4,000 pounds.***HYDRA (10 heads) - Huge Magical Beast****Hit Dice:** 10d10+53 (108)**Speed:** 4/4 (swim)**AC:** 20 (-2 size, +1 DEX, +11 natural)**Attack/Damage:**

10 Bites +14 (1d10+5)

Special Qualities:

Darkvision 60 ft., fast healing 20, low-light vision, scent

Abilities:

STR21(+5), DEX12(+1), MIND10

Skills: all @ 10**CR:** 9*Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.*

ROPER - Large Magical Beast
Hit Dice: 10d10+30 (85)
Speed: 2
AC: 24 (-1 size, +1 DEX, +14 natural)
Attack/Damage: 6 Strands +11 ranged touch (drag & weakness) and Bite +13 (2d6+6)
Special Attacks: Drag - If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points. Strands - The creature can have up to six strands at once, and they can strike up to 50 feet away. If a strand is severed, the roper can extrude a new one on its next turn as a free action. Weakness - A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage.
Special Qualities: Darkvision 60 ft., immunity electricity, low-light vision, resistance cold 10, spell resistance 30, vulnerability fire
Abilities: STR19(+4), DEX13(+1), MIND16(+3)
Skills: all @ 10
CR: 12
<i>A huge eye opens in this conical creature's front, just above a toothy mouth. Long strands of fibrous material whip from its sides. A roper stands some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,200 pounds. A roper's coloration and temperature change to match the features of the surrounding cave.</i>

SCORPION, HUGE – Huge Vermin
Hit Dice: 10d8+30 (75)
Speed: 10
AC: 20 (-2 size, +12 natural)
Attack/Damage: 2 Claws +11 (1d8+6) and Sting +6 (2d4+3 poison)
Special Attacks: Grab – if claw attack hits may grab and constrict Constrict – on a successful grapple deals constrict damage (1d8+6) Poison – 1d6STR/ 1d6STR (Fort. DC18 neg.)
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits

Abilities: STR23(+6), DEX10, MIND10
Skills: all @ 10
CR: 7
<i>Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.</i>

Monsters Hit Dice 11

CLAY GOLEM – Large Construct
Hit Dice: 11d10+30 (90)
Speed: 4
AC: 22 (-1 size, -1 DEX, +14 natural)
Attack/Damage: 2 Slams +14 (2d10+7 & cursed wound)
Special Attacks: Cursed wound - The damage a clay golem deals doesn't heal naturally and resists healing spells. Casting a healing spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect.
Special Qualities: Construct traits, damage reduction 10/ adamantite and bludgeoning, darkvision 60 ft., haste 1x/day as the spell, immunity magic or spell-like abilities with spell resistance, low-light vision
Abilities: STR25 (+7), DEX9, MIND11
Skills: all @ 11
CR: 10
<i>This lumbering figure is sculpted from soft clay. It wears filthy rags and its face is only vaguely humanoid. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.</i>

GUARDIAN NAGA – Large Aberration
Hit Dice: 11d8+44 (93)
Speed: 8
AC: 18 (-1 size, +2 DEX, +7 natural)
Attack/Damage: Bite +12 (2d6+7 & poison) or Spit +9 (poison)
Special Attacks: Poison – 1d10STR/ 1d10STR (Fort. DC19 neg.) Spit – 30' touch attack (poison) Spells – Cleric and Wizard
Special Qualities: Darkvision 60 ft.
Abilities: STR21 (+5), DEX14(+2), MIND19(+4)
Skills: all @ 11
CR: 10
<i>A contemplative humanoid face framed by a cobra-like hood adorns the body of this long, brightly colored serpent.</i>

LICH - Medium Undead
Hit Dice: 11d12 (66)

Speed: 6
AC: 23 (+2 DEX, +4 chain shirt, +5 natural, +2 deflection)
Attack/Damage: Touch +5 (1d8+5 negative energy & paralysis)
Special Attacks: Paralysis – permanent (Fort. DC18 neg.) Spells – Cleric, or, Wizard.
Special Qualities: Turn resistance +4, damage reduction 15/ bludgeoning or magic, immunity cold, electricity, polymorph and mind affecting attacks.
Abilities: STR10, DEX14(+2), MIND 22 (+6)
Skills: all @ 11
CR: 12
<i>A lich is an undead spellcaster, usually a wizard but sometimes a cleric, who has used its magical powers to unnaturally extend its life. A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. Once fine robes hang in tatters from this withered corpse's frame.</i>

Monsters Hit Die 12

BARBED DEVIL (HAMATULA) – Medium Outsider
Hit Dice: 12d8+72 (126)
Speed: 6
AC: 29 (+6 DEX, +13 natural)
Attack/Damage: 2 Claws +18 (2d8+6 & fear & grab)
Special Attacks: Fear – on successful attack, as the spell, (Will DC20 neg.) Grab – on successful claw attack may grapple and impale Impale - A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.
Special Qualities: Barbed defense - Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way, damage reduction 10/ good, darkvision 60 ft., immunity fire/ poison, resistance acid/ cold 10, spell resistance 23, spell-like abilities – teleport, telepathy
Abilities: STR23 (+6), DEX23(+6), MIND14(+2)
Skills: all @ 12
CR: 11
<i>From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs. A barbed devil is about 7 feet tall and weighs about 300 pounds.</i>

DIRE BEAR - Large Animal
Hit Dice: 12d8+51 (105)
Speed: 8
AC: 17 (-1 size, +1 DEX, +7 natural)
Attack/Damage: 2 Claws +19 (2d4+10 & grab) and Bite +13 (2d8+5)
Special Attacks: Grab – if hits with claw attack may grapple
Special Qualities: Low-light vision, scent
Abilities: STR31(+10), DEX13(+1), MIND 12(+1)
Skills: all @ 14
CR: 7
<i>Spittle drips from this feral bear's roaring maw, and its matted fur is broken in places by wicked, bony growths. The omnivorous dire bear usually does not bother creatures that try to avoid it, but will aggressively defend a kill or other source of food. It will not hesitate to rip apart anything that might contain something edible. A typical dire bear is 12 feet long and weighs as much as 8,000 pounds.</i>

HILL GIANT - Large Giant
Hit Dice: 12d8+48 (102)
Speed: 6
AC: 20 (-1 size, -1 DEX, +9 natural, +3 hide armor)
Attack/Damage: Greatclub +16/+11 (2d8+10) or 2 Slams +15 (1d4+7) or Rock +8 (2d6+7)
Special Attacks: Rock Throwing
Special Qualities: Low-light vision, rock catching
Abilities: STR25(+7), DEX8(-1), MIND 10
Skills: all @ 12
CR: 7
<i>This hunched giant exudes power and a crude, stupid anger, its filthy fur clothing bespeaking a brutish and backwoods lifestyle. Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adults are about 10½ feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.</i>

HYDRA (12 heads) - Huge Magical Hydra
Hit Dice: 12d10+63 (129)
Speed: 4/4 (swim)
AC: 22 (-2 size, +1 DEX, +13 natural)
Attack/Damage: 12 Bites +17 (2d8+6)
Special Qualities: Darkvision 60 ft., fast healing 22, low-light vision, scent
Abilities: STR23(+6), DEX12(+1), MIND10

Skills: all @ 12
CR: 11
<i>Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.</i>

Monsters Hit Die 13

DRAGON, RED (Old) – Gargantuan Dragon
Hit Dice: 23d12+161 (310)
Speed: 8/50 (fly)
AC: 23 (-1 size, -1 DEX, +8 natural, +7 half-plate armor)
Attack/Damage: Bite +32 (4d6+19) and 2 Claws +32 (2d8+13) and 2 Wings +30 (2d6+6) and Tail Slap +30 (2d8+19)
Special Attacks: Breath Weapon – 60 ft. cone 18d10 fire (Reflex DC31 ½) Tail Sweep – 30 ft. (2d6+19)(Reflex DC31 ½)
Special Qualities: Immunity fire, low-light vision, rock catching, vulnerability cold
Abilities: STR31 (+10), DEX9, MIND11
Skills: all @ 16
CR: 10
<i>This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard seem to be made of fire. Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.</i>

Monsters Hit Die 14

FROST GIANT - Large Giant
Hit Dice: 14d8+70 (133)
Speed: 8
AC: 21 (-1 size, -1 DEX, +9 natural, +4 chain shirt)
Attack/Damage: Greataxe +18/+13 (3d6+13) or 2 Slams +18 (1d4+9) or Rock +9 (2d6+9)
Special Attacks: Rock Throwing
Special Qualities: Immunity cold, low-light vision, rock catching vulnerability fire
Abilities: STR29(+9), DEX9, MIND 14 (+2)
Skills: all @ 14
CR: 9
<i>This giant looks like a thick, muscular human. It has</i>

frost-white skin and long, light blue hair that it wears braided. A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers. An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

FROST WORM – Huge Magical Beast
Hit Dice: 14d10+70 (147)
Speed: 6/2 (burrow)
AC: 18 (-2 size, +10 natural)
Attack/Damage: Bite +21 (2d8+12 & 1d8 cold)
Special Attacks: Cold - A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed take this same cold damage each time one of their attacks hits. Trill - This sonic mind-affect affects all creatures within a 100-foot radius. Creatures must succeed on a DC 17 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Breath Weapon - 30-foot cone, 1x/hr., damage 15d6 cold, (Reflex DC22 ½). Opponents held motionless by the frost worm's trill get no saving throw.
Special Qualities: Darkvision 60 ft., immunity cold, low-light vision, vulnerability fire
Abilities: STR26 (+8), DEX10, MIND11
Skills: all @ 14
CR: 12
<i>This immense white worm has a single circular eye in the center of its head. Wisps of icy fog waft up from between its mandibles. A frost worm is about 40 feet long, 5 feet in diameter, and weighs about 8,000 pounds.</i>



STONE GIANT - Large Giant
Hit Dice: 14d8+56 (119)
Speed: 6
AC: 25 (-1 size, +2 DEX, +11 natural, +3 hide)
Attack/Damage: Greatclub +17/+12 (2d8+12) or 2 Slams +17 (1d4+8) or Rock +11 (2d8+12)
Special Attacks: Rock Throwing
Special Qualities: Darkvision 60 ft., low-light vision, rock catching
Abilities: STR27(+8), DEX15(+2), MIND 12 (+1)
Skills: all @ 14
CR: 8
<i>This giant has chiseled, muscular features and a flat, forward-sloping head, looking almost as if it were carved of stone. Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.</i>

STONE GOLEM - Large Construct
Hit Dice: 14d10+30 (107)
Speed: 4
AC: 26 (-1 size, -1 DEX, +18 natural)
Attack/Damage: 2 Slams +18 (2d10+9)
Special Attacks: Slow – 10 ft., as the spell, 1x/2 rnds., lasts 7 rnds., (Will DC17 neg.)
Special Qualities: Construct traits, damage reduction 10/ adamantine, darkvision 60 ft., immunity magic and spell-like abilities with spell resistance, low-light vision
Abilities: STR29(+9), DEX9, MIND 11
Skills: all @ 14
CR: 11
<i>This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps. This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.</i>

Monsters Hit Die 15

FIRE GIANT – Large Giant
Hit Dice: 16d8+64 (136)
Speed: 6
AC: 23 (-1 size, -1 DEX, +8 natural, +7 half-plate armor)
Attack/Damage: Greatsword +20/+15/+10 (3d6+15) or 2 Slams +20 (1d4+10) or Rock +10 (2d6+10 & 2d6 fire)

Special Attacks: Rock Throwing
Special Qualities: Immunity fire, low-light vision, rock catching, vulnerability cold
Abilities: STR31 (+10), DEX9, MIND11
Skills: all @ 16
CR: 10
<i>This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard seem to be made of fire. Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.</i>

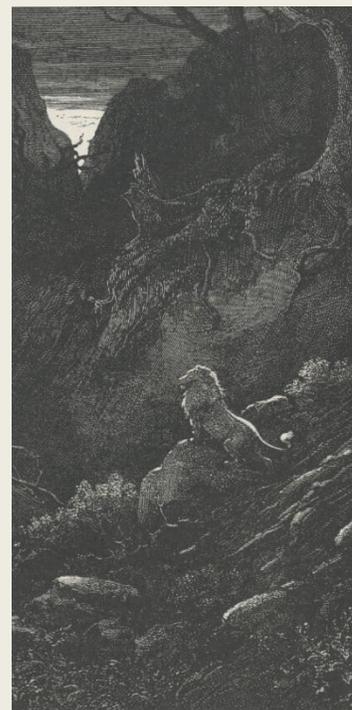
Monsters Hit Die 16

AIR ELEMENTAL – Huge Elemental
Hit Dice: 16d8+64 (136)
Speed: 20 (fly)
AC: 21 (-2 size, +9 DEX, +4 natural)
Attack/Damage: 2 Slams +19 (2d8+4)
Special Attacks: Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental. Whirlwind – 50 ft. tall (see Monster Special Abilities)
Special Qualities: Damage reduction 5/-, darkvision 60 ft., elemental traits
Abilities: STR18 (+5), DEX29(+9), MIND11
Skills: all @ 16
CR: 7
<i>This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.</i>

EARTH ELEMENTAL – Huge Elemental
Hit Dice: 16d8+80 (152)
Speed: 6
AC: 18 (-2 size, -1 DEX, +11 natural)
Attack/Damage: 2 Slams +19 (2d10+9)
Special Attacks: Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. Push – An earth elemental can start a bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.
Special Qualities: Damage reduction 5/-, darkvision 60 ft.,

earth glide, elemental traits
Abilities: STR29 (+9), DEX8(-1), MIND11
Skills: all @ 16
CR: 7
<i>This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.</i>

FIRE ELEMENTAL – Huge Elemental
Hit Dice: 16d8+64 (136)
Speed: 12
AC: 19 (-2 size, +7 DEX, +4 natural)
Attack/Damage: 2 Slams +17 (2d8+4 & 2d8 fire (Burn))
Special Attacks: Burn - A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save, DC22, or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.
Special Qualities: Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity fire, vulnerability cold
Abilities: STR18 (+4), DEX17(+3), MIND11
Skills: all @ 16
CR: 7
<i>This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.</i>



PURPLE WORM – Gargantuan Magical Beast**Hit Dice:** 16d10+112 (200)**Speed:** 4/4/2 (borrow/swim)**AC:** 19 (-4 size, -2 DEX, +15 natural)**Attack/Damage:**Bite +25 (2d8+12 & grab) and
Sting +20 (2d6+6 & posion)**Special Attacks:**

Grab – if bite attacks hits may grapple
Swallow Whole - can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17).
Poison – 1d6STR/ 2d6STR (Fort. DC25 neg.)

Special Qualities:

Tremorsense 60 ft.

Abilities:

STR35 (+12), DEX6(-2), MIND8(-1)

Skills: all @ 16**CR:** 12

This enormous worm is covered with dark purple plates of chitinous armor. Its giant, tooth-filled mouth is the size of an ox. The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

WATER ELEMENTAL – Huge Elemental**Hit Dice:** 16d8+80 (152)**Speed:** 6/22 (swim)**AC:** 21 (-2 size, +4 DEX, +9 natural)**Attack/Damage:**

2 Slams +17 (2d10+7)

Special Attacks:

Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.

An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental).

Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex – A whirlpool, 50 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)

Special Qualities:

Damage reduction 5/-, darkvision 60 ft.,

elemental traits

Abilities:

STR24 (+7), DEX18(+4), MIND11

Skills: all @ 16**CR:** 7

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Monsters Hit Die 17**CLOUD GIANT – Huge Giant****Hit Dice:** 17d8+102 (178)**Speed:** 10**AC:** 25 (-2 size, +1 DEX, +12 natural, +4 chain shirt)**Attack/Damage:**

Gargantuan Morningstar +22/+17/+12 (4d6+18) or
2 Slams +22 (1d6+12) or
Rock +12 (2d8+12)

Special Attacks:

Rock throwing – (see Monster Special Abilities)

Spell-like Abilities – levitate/ fog cloud

Special Qualities:

Low-light vision, rock catching, scent

Abilities:

STR35 (+12), DEX13(+1), MIND16(+3)

Skills: all @ 17**CR:** 11

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old. Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station. The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite).

Monsters Hit Die 18**IRON GOLEM – Large Construct****Hit Dice:** 18d10+30 (129)**Speed:** 4**AC:** 30 (-1 size, -1 DEX, +22 natural)**Attack/Damage:**

2 Slams +23 (2d10+11)

Special Attacks:

Breath Weapon – 10 ft. cube poisonous gas, lasts 1 rnd., 1d4STR/ 3d4STR (Fort. DC19 neg.)

Special Qualities:

Construct traits, damage reduction 15/ adamantine, darkvision 60 ft., immunity magic and spell-like abilities with spell resistance, low-light vision

Abilities:

STR33 (+11), DEX9, MIND11

Skills: all @ 18**CR:** 13

This iron automaton stands twice as tall as a normal human. Its heavy footsteps shake the ground with

*bone-jarring force.***ROC – Gargantuan Animal****Hit Dice:** 18d8+126 (207)**Speed:** 4/16 (fly)**AC:** 17 (-4 size, +2 DEX, +9 natural)**Attack/Damage:**2 Talons +21 (2d6+12) and
Bite +19 (2d8+6)**Special Qualities:**

Low-light vision

Abilities:

STR34 (+12), DEX15(+2), MIND13(+1)

Skills: all @ 18**CR:** 9

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

Monsters Hit Die 19**STORM GIANT – Huge Giant****Hit Dice:** 19d8+114 (199)**Speed:** 7/6 (swim)**AC:** 27 (-2 size, +2 DEX, +12 natural, +5 breastplate)**Attack/Damage:**

Greatsword +26/+21/+16 (4d6+21) or
2 Slams +26 (1d6+14) or
Longbow +14/+9/+4 (3d6+14)

Special Attacks:

Spell-like abilities – chain lightning/ levitate

Special Qualities:

Freedom of movement - Storm giants have a continuous freedom of movement ability as the spell, immunity electricity, low-light vision, rock catching, water breathing

Abilities:

STR39 (+14), DEX14(+2), MIND20(+5)

Skills: all @ 19**CR:** 13

This giant is a towering, muscular human of heroic proportions, with bronze skin, dark hair, and sparkling green eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

Monsters Hit Die 20

BALOR – Large Outsider
Hit Dice: 20d8+200 (290)
Speed: 8/18 (fly)
AC: 35 (-1 size, +7 DEX, +19 natural)
Attack/Damage: +1 vorpal longsword +31/ +26/ +21/ +16 (2d6+13) and +1 Flaming Whip +30/ +25 (1d4+6 & 1d6 fire & entangle) or 2 Slams +31 (1d10+12)
Special Attacks: Entangle – A balor's +1 flaming whip entangles foes much like an attack with a net. The whip has 20 hit points. If it hits, the target and the Balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip. Spell-Like Abilities – teleport/ un(Holy) Aura/ Implosion Vorpal Sword – On a natural 20 severs foes head.
Special Qualities: Damage reduction 15/ cold iron and good, darkvision 60 ft., flaming body - The body of a balor is wreathed in flame. Anyone grappling a Balor takes 6d6 points of fire damage each round, immunity electricity/ fire/ poison, resistance acid/ cold 10, spell resistance 28, telepathy, true seeing - Balors have a continuous <i>true seeing</i> ability, as the spell CL5.
Abilities: STR35 (+12), DEX25(+7), MIND24(+7)
Skills: all @ 20
CR: 20
<i>This winged fiend's horned head and fanged visage present the perfection of the demonic form, about 12 feet tall and dark red skin with fire spurting from its flesh.</i>

KRAKEN – Gargantuan Magical Beast (Aquatic)
Hit Dice: 20d10+180 (290)
Speed: 4 (swim)
AC: 20 (-4 size, +14 natural)
Attack/Damage: 2 Tentacles +28 (2d8+12 & grab) and 6 Arms +23 (1d6+6 & grab) and Bite +23 (4d6+6)
Special Attacks: Grab – if tentacles or arm attack hits may start grapple and constrict. Constrict – a Kraken deals automatic constrict damage (2d8+12 or 1d6+6) with a successful grapple check.
Special Qualities: Darkvision 60 ft., ink cloud - A kraken

can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment and creatures within the cloud are considered to be in darkness, jet - A kraken can jet backward once per round as a full-round action, at a speed of 280 feet, spell-like abilities - resist energy
Abilities: STR34 (+12), DEX10(+1), MIND21(+5)
Skills: all @ 20
CR: 12
<i>This tremendous leviathan resembles a vast squid, yet the markings on its body are strangely unsettling to look upon. Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body.</i>

TITAN – Huge Outsider
Hit Dice: 20d8+280 (370)
Speed: 8
AC: 38 (-2 size, +19 natural, +11 +4 half-plate armor)
Attack/Damage: Gargantuan +3 adamantite warhammer +37/ +32/ +27/ +22 (4d6+27) or Javelin +22 (2d6+19) or 2 Slams +34 (1d8+16)
Special Attacks: Spell-like abilities – chain lightning/ levitate/ meteor swarm
Special Qualities: Change shape – any small or med. humanoid, damage reduction 15/ good, darkvision 60 ft., spell resistance 32
Abilities: STR43(+16), DEX12(+1), MIND28(+9)
Skills: all @ 20
CR: 21
<i>This titanic humanoid wears gilt-edged armor of ancient make and carries an immense hammer made of gleaming metal. A Titan is about 25 feet tall and weighs about 14,000 pounds.</i>

Monsters Hit Die 24

AIR ELEMENTAL ELDER – Huge Elemental
Hit Dice: 24d8+96 (204)
Speed: 20 (fly)
AC: 27 (-2 size, +11 DEX, +8 natural)
Attack/Damage: 2 Slams +27 (2d6+6)
Special Attacks: Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental. Whirlwind – 30 ft. tall (see Monster Special Abilities)
Special Qualities: Damage reduction 10/-, darkvision 60 ft., elemental traits

Abilities: STR22 (+6), DEX33(+11), MIND11
Skills: all @ 24
CR: 11
<i>This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.</i>

EARTH ELEMENTAL – Huge Elemental
Hit Dice: 24d8+120 (228)
Speed: 6
AC: 22 (-2 size, -1 DEX, +15 natural)
Attack/Damage: 2 Slams +27 (2d10+11)
Special Attacks: Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. Push – An earth elemental can start a bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.
Special Qualities: Damage reduction 10/-, darkvision 60 ft., earth glide, elemental traits
Abilities: STR33 (+11), DEX8(-1), MIND11
Skills: all @ 24
CR: 11
<i>This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.</i>

FIRE ELEMENTAL ELDER – Huge Elemental
Hit Dice: 24d8+96 (204)
Speed: 12
AC: 25 (-2 size, +9 DEX, +8 natural)
Attack/Damage: 2 Slams +26 (2d8+6 & 2d8 fire (Burn))
Special Attacks: Burn - A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save, DC26, or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.
Special Qualities: Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity fire, vulnerability cold
Abilities: STR22 (+6), DEX29(+9), MIND11
Skills: all @ 24
CR: 11
<i>This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.</i>

WATER ELEMENTAL ELDER – Huge Elemental

Hit Dice: 24d8+120 (228)

Speed: 6/22 (swim)

AC: 23 (-2 size, +6 DEX, +9 natural)

Attack/Damage:

2 Slams +25 (2d10+9)

Special Attacks:

Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.

An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental).

Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex - A whirlpool, 40 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)

Special Qualities:

Damage reduction 10/-, darkvision 60 ft., elemental traits

Abilities:

STR28 (+9), DEX22(+6), MIND11

Skills: all @ 24

CR: 11

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Monsters Hit Die 31

DRAGON, RED (Very Old) – Gargantuan Dragon

Hit Dice: 31d12+248 (449)

Speed: 8/40 (fly)

AC: 36 (-4 size, +30 natural)

Attack/Damage:

Bite +40 (4d6+19) and
2 Claws +35 (2d8+13) and
2 Wings +35 (2d6+6) and
Tail Slap +35 (2d8+19)

Special Attacks:

Breath Weapon - Cone of fire, 60 feet long, every 1d4 rounds; damage 18d10, Reflex half DC 33.

Frightful Presence - Dragons can unsettle foes with their mere presence. This ability takes effect automatically (radius 270 ft) whenever the dragon attacks, charges, or flies overhead. A potentially affected creature (one with less than 31 HD) that succeeds at a Will save (DC 31) remains immune to that

dragon's frightful presence for one day.

On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with more than 5 HD become shaken for 4d6 rounds.

Spells - Wiz

Special Qualities:

Damage reduction 15/magic, blindsense 60 ft., darkvision 120 ft., immunity fire/sleep/paralysis, vulnerability cold, spell resistance 26

Abilities:

STR37(+13), DEX10, MIND23(+6)

Skills: all @ 31

CR: 21

The small scales of a wyrmling Red Dragon are a bright glossy scarlet, making the dragon easily spotted by predators and hunters, so it stays underground and does not venture outside until it is more able to take care of itself. Toward the end of young age, the scales turn a deeper red, and the glossy texture is replaced by a smooth, dull finish. As the dragon grows older, the scales become large, thick, and as strong as metal. The neck frill and wings are an ash blue or purple-gray toward the edges, becoming darker with age. The pupils of a red dragon fade as it ages; the oldest red dragons have eyes that resemble molten lava orbs.

Monsters Hit Die 48

TERRASQUE – Colossal Magical Beast

Hit Dice: 48d10+594 (858)

Speed: 4

AC: 35 (-8 size, +3 DEX, +30 natural)

Attack/Damage:

Bite +57 (4d8+17 & grab) and
2 Horns +52 (1d10+8) and
2 Claws +52 (1d12+8) and
Tail Slap +52 (3d8+8)

Special Attacks:

Augmented critical - The Tarrasque's bite threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Grab - if bite attack successful may grapple and swallow whole

Swallow Whole - The Tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the Tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the Tarrasque's digestive tract (AC 25).

Frightful Presence - can inspire terror by charging or attacking causing shaken condition (Will DC36 neg.) until 60 ft. away.

Rush - 1x/min. can move at Speed 30

Special Qualities:

Carapace - The Tarrasque's armor-like carapace is exceptionally tough and highly reflective, deflecting all rays,

lines, cones, and even *magic missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance, damage reduction 15/-, immunity fire, poison, disease, energy drain and ability damage, regeneration 40, scent, spell resistance 32

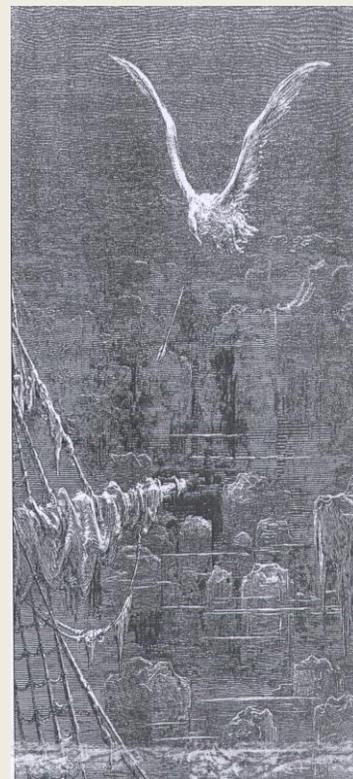
Abilities:

STR45(+17), DEX16(+3), MIND14(+2)

Skills: all @ 48

CR: 20

This immense reptilian beast towers over the surroundings like a dinosaur, all teeth and horns and claws and thrashing spiked tail. The Tarrasque is 70 feet long and 50 feet tall, and it weighs about 130 tons.



Monster Special Attacks and Qualities

Ability Damage and Drain - Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

All-Around Vision - The creature sees in all directions at once. It cannot be flanked.

Amorphous - The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Amphibious - Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Alternate Form - A creature with this special quality has the ability to assume one or more specific alternate forms.

Antimagic - An antimagic field spell or effect cancels magic altogether.

Attach - The creature automatically latches onto its target when it successfully makes the listed attack. The creature is considered grappling, but the target is not.

Blindsense - Using non-visual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see.

Blindsight - This ability is similar to blindsense, but is far more discerning. Using non-visual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature.

Blood Drain - The creature drains blood at the end of its turn if it grapples a foe, inflicting Strength damage.

Breath Weapon - Some creatures can exhale a cone, line, or cloud of energy or other magical effects.

Burn - A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. A creature affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage at the start of its turn for an additional 1d4 rounds. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Burrow - A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise.

Change Shape - A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities.

Charm and Compulsion - A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Climb - Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Constrict - A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check.

Construct Traits - Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage,

ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Curse of Lycanthropy - A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates).

Damage Reduction (DR) - A creature with this special quality ignores damage from most weapons and natural attacks. The creature takes normal damage from spells. The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability. When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

Darkvision - Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature.

Death Attacks - In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

Disease - A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description

Earth Glide - When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

Elemental Traits - Immunity to poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

Energy Drain - This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels. A draining creature

gains 5 temporary hit points for each negative level it bestows on an opponent.

Engulf - The creature can engulf creatures in its path as part of a standard action. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Etherealness - Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. Invisibility and true seeing reveal ethereal creatures.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Evasion and Improved Evasion - If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save. Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

Fast Healing - A creature with fast healing regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry

Fear - Fear attacks can have various effects, see below.

Fear Aura – A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone and Ray – These effects usually work like the fear spell. All fear attacks are mind-affecting fear effects.

Ferocity - A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. The creature still dies when its hit point total reaches a negative amount equal to its STR score.

Flight - A creature with this ability can cease or resume flight as a free action.

Freeze - The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on).

Frightful Presence - This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken.

Gaseous Form - Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check.

Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

Gaze - A gaze attack takes effect when foes look at the attacking creature's eyes. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Opponents can avoid the need to make the saving throw by not looking at the creature.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Grab - If a creature with this special attack hits with the indicated attack it deals normal damage and attempts to start a grapple.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Heat - The creature generates so much heat that its mere touch deals additional fire damage. The creature's metallic melee weapons also conduct this heat.

Hold Breath - The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Immunity - A creature with immunities takes no damage from listed sources.

Incorporeal - An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or spells. It is immune to all nonmagical attack forms.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures.

Invisibility - Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any).

Jet - The creature can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting.

Keen Scent - The creature can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Lifesense - The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Light Blindness - Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Light Sensitivity - Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Low-Light Vision - A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Lycanthropic Empath - In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Natural Invisibility - This ability is constant—the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell.

Negative Energy Affinity - The creature is alive, but reacts to positive and negative energy as if it were undead—positive energy harms it, negative energy heals it.

Paralysis - This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions.

Planewalk - These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile.

Plant Traits - Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Poison - A creature with this ability can poison those it attacks. The effects of the poison,

including its save, frequency, and cure, are included in the creature's description.

Pounce - When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Polymorph - Magic can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

Powerful Charge - When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

Rage - When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 to the Physical Skill and +2 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Rake - A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Rays - All ray attacks require the attacker to make a successful ranged touch attack against the target.

Regeneration - A creature with this ability is difficult to kill. creatures with regeneration heal damage at a fixed rate, as with fast healing, but

they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally.

Rend - If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description.

Resistance - A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

Rock Catching - The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Rock Throwing - This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. The creature can hurl rocks up to two categories Smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five

range increments. The size of the range increment varies with the creature.

Scent - This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

See in Darkness - Some devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.

Sonic Attacks - Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws.

Spell-Like Abilities - Spell-like abilities are magical and work just like spells. They are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. If no caster level is specified, the caster level is equal to the creature's Hit Dice.

Spell Resistance (SR) - A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine whether a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw if the spell would normally permit one.

Spells - Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject

to the same spellcasting rules that characters are.

Split - The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

Stench - A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive.

Summon - A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry).

Sunlight Powerlessness - If the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.

Swallow Whole - If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new grapple check. If it succeeds, it swallows its prey, and the opponent takes bite damage. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's Statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Telepathy - The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language

Trample - As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets can attempt to avoid the trampling creature and receive a Reflex save to take half damage. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense - A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Trip - A creature with the trip special attack can attempt to trip its opponent if it hits with the specified attack

Turn Resistance - A creature with this special quality (usually an undead) is less easily affected by channeled negative or positive energy. The creature adds the listed bonus to its hit dice, and therefore additional hit points, when resisting the effects of turn undead.

Undead Traits - Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Unnatural Aura - Animals do not willingly approach the creature unless the animal's

master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Vulnerabilities - A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor).

Water Breathing - Creatures with this ability can breathe water as well as air.

Web - Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Attempts to burst a web by those caught in it take a -4 penalty.

Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Whirlwind - Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form; otherwise it gains a fly speed equal to its base land speed while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half its height. The creature controls the exact height, but it must be at least 10 feet high.

A creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

A creature that comes in contact with the whirlwind must succeed on a Reflex save (DC 10 + 1/2 the monster's HD + the monster's Strength modifier) or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round on its turn to escape the whirlwind. The creature still takes damage that round but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. As a free action, the whirlwind can eject any carried creatures whenever it wishes, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.



Monsters by Challenge Ratings

The monsters are listed here in their entirety by Challenge Rating (CR). This Challenge Rating shows the average level of a party of four adventurers for which one monster would make an encounter of moderate difficulty.

For encounters of more than one monster with the same Challenge Rating figure that each time you double the number of monsters you add 2 to the Challenge Rating.

To make an encounter with monsters of different Challenge Ratings choose one monster with a Challenge Rating one less than the character's Party Encounter Level (PEL) and then pick another monster whose CR is three less than the PEL.

CR <1 Monsters

CR <1 Monsters	Hit Dice
Dire Rat	1
Elf	1
Gnome	1
Goblin	1
Halfling	1
Hobgoblin	1
Kobold	1
Merfolk	1
Orc	1
Skeleton	1
Stirge	1
Tiefling	1
Zombie	2

CR 1 Monsters

CR 1 Monsters	Hit Dice
Darkmantle	1
Drow	1
Duerger	1
Dwarf	2
Ghoul	2
Grimlock	2
Krenshar	2
Lizardfolk	2

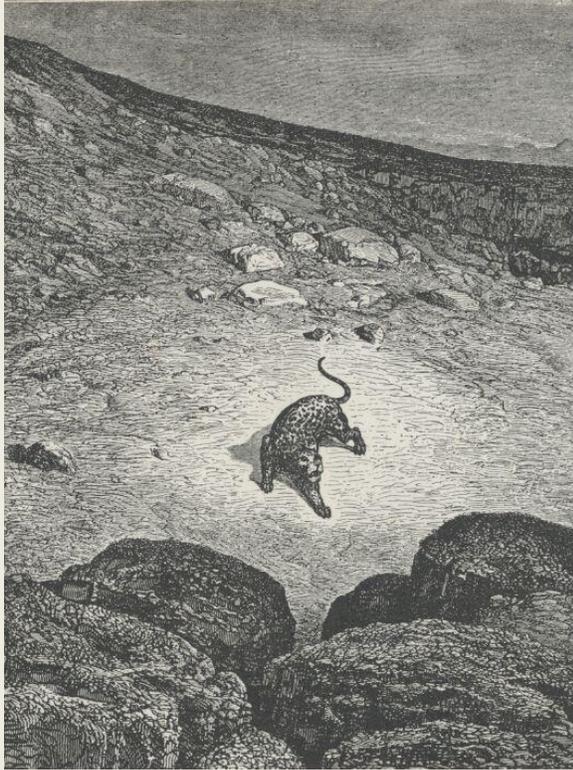
Pseudodragon	2
Shrieker	2
Troglodyte	2
Wolf	2

CR 2 Monsters

CR 2 Monsters	Hit Dice
Bugbear	3
Hippogriff	3
Shocker Lizard	2
Spider, Large	4
Thoqqua	3
Worg	4

CR 3 Monsters

CR 3 Monsters	Hit Dice
Air Elemental	4
Ankheg	3
Centaur	4
Cockatrice	5
Dire Wolf	6
Doppelganger	4
Dryad	4
Eagle, Giant	4
Earth Elemental	4
Gelatinous Cube	4
Ghast	4
Grick	2
Hellhound	4
Howler	6
Ogre	4
Owl, Giant	4
Pegasus	4
Rust Monster	5
Scorpion, Large	5
Shadow	3
Unicorn	4
Violet Fungus	2
Water Elemental	4
Wight	4
Yeth Hound	3



CR 4 Monsters

CR 4 Monsters	Hit Dice
Pixie	1
Sea Hag	3
Gargoyle	4
Vampire Spawn	4
OwlBear	5
Satyr	5
Minotaur	6
Otyugh	6
Griffon	7
Harpy	7
Mimic	7

CR 5 Monsters

CR 5 Monsters	Hit Dice
Air Elemental	8
Cloaker	6
Djinni	7
Earth Elemental	8
Ettercap	8
Fire Elemental	8
Gibbering Moulder	4

Green Hag	9
Hydra (5 heads)	6
Manticore	6
Medusa	6
Mummy	8
Phase Spider	5
Shadow Mastiff	4
Spider, Huge	8
Troll	6
Water Elemental	8
Winter Wolf	6
Wraith	5

CR 6 Monsters

CR 6 Monsters	Hit Dice
Basilisk	6
Ettin	10
Salamander	9
Shambling Mound	8
Will-O-Wisp	9
Wyvern	7
Xill	5
Xorn	7

CR 7 Monsters

CR 7 Monsters	Hit Dice
Air Elemental	16
Black Pudding	10
Bulette	9
Chimera	9
Dire Bear	12
Drider	6
Earth Elemental	16
Fire Elemental	16
Hill Giant	12
Hydra (8 heads)	8
Invisible Stalker	8
Nymph	6
Remorhaz	7
Scorpion, Huge	10
Spectre	7
Water Elemental	16

CR 8 Monsters

CR 8 Monsters	Hit Dice
Gorgon	8
Grey Render	10
Ogre Mage	5
Stone Giant	14
Treant	7

CR 9 Monsters

CR 9 Monsters	Hit Dice
Frost Giant	14
Hydra (10 heads)	10
Roc	18

CR 10 Monsters

CR 2 Monsters	Hit Dice
Clay Golem	11
Fire Giant	16
Flesh Golem	9
Naga, Guardian	11
Rakshasa	7

CR 11 Monsters

CR 11 Monsters	Hit Dice
Air Elemental	24
Barbed Devil	12
Cloud Giant	17
Earth Elemental	24
Fire Elemental	24
Hydra (12 heads)	12
Stone Golem	14
Water Elemental	24

CR 12 Monsters

CR 12 Monsters	Hit Dice
Frost Worm	14
Kraken	20
Lich	11
Purple Worm	16
Roper	10

CR 13 Monsters

CR 13 Monsters	Hit Dice
Iron Golem	18
Storm Giant	19

CR 20 Monsters

CR 2 Monsters	Hit Dice
Balor	20
Terrasque	48

CR 21 Monsters

CR 2 Monsters	Hit Dice
Dragon, Red	31
Titan	20



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