

ENCOUNTER AT BLACKWALL KEEP

XP 1,600

N Large aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 51 (6d8+24)**Fort** +5, **Ref** +4, **Will** +8**Immune** disease

OFFENSE

Speed 20 ft.**Melee** bite +9 (1d8+6 plus disease), 2 tentacles +5 (1d6+3 plus grab)**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)**Special Attacks** constrict (tentacle, 1d6+3)

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 9, **Wis** 17, **Cha** 10**Base Atk** +4; **CMB** +11 (+15 grapple); **CMD** 23 (25 vs. trip)**Feats** Alertness, Toughness, Weapon Focus (tentacle)**Skills** Perception +11, Stealth +4 (+12 in lair); **Racial Modifiers** +8 Stealth in lair**Languages** Common

SPECIAL ABILITIES

Disease (Ex)

Filth fever: Bite—injury; *save* Fortitude DC 16; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

XP 1,600

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +9**Aura** fear aura (40 ft., DC 16)

DEFENSE

AC 15, touch 11, flat-footed 13 (+1 Dex, +4 natural)

hp 38 (4d8+20); fast healing 5**Fort** +5, **Ref** +2, **Will** +6**Defensive Abilities** channel resistance +2; **Immune** undead traits**Weaknesses** curative transformation

OFFENSE

Speed 30 ft.**Melee** 2 slams +10 (1d6+4 plus create spawn plus disease) or touch +9 (create spawn)**Ranged** worm throw +4 touch (create spawn)

STATISTICS

Str 22, **Dex** 13, **Con** —, **Int** 6, **Wis** 15, **Cha** 19**Base Atk** +3; **CMB** +9; **CMD** 20**Feats** Toughness, Weapon Focus (slam)**Skills** Perception +9, Stealth +8**Languages** Common

SPECIAL ABILITIES

Disease (Su)

Kyuss' Gift: Slam—injury; *save* Fort DC 16; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Con and 1d4 Wis damage, target gets only half the benefits of natural and magical healing; *cure* 2 consecutive saves. The save DC is Charisma-based.

Fear Aura (Su)

All creatures within a 40-foot radius that see a spawn of Kyuss must make a DC 16 Will save or become panicked for 4 rounds. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for one round. Any creature that makes a successful saving throw against the effect cannot be affected again by the fear aura of that spawn of Kyuss for 24 hours.

Create Spawn (Su)

Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer by means of a successful melee touch attack or a ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet.

Each worm is a Fine vermin with AC 10 and 1 hit point. It can be killed with normal damage or by the touch of silver. On the spawn's next action, the worm burrows into its host's flesh. (A creature with a natural armor bonus of +5 or higher is immune to this burrowing effect.) The worm makes its way toward the host's brain, dealing 1 point of

damage per round for 1d4+1 rounds. At the end of that period, it reaches the brain. While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it, and a *dispel evil* or *neutralize poison* effect delays its progress for 10d6 minutes. A successful Heal check (DC 20) extracts the worm and kills it.

Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it either is killed (by *remove curse* or *remove disease*) or slays its host (death occurs at 0 Intelligence). A Small, Medium-size, or Large creature slain by a worm rises as a new spawn of Kyuss 1d6+4 rounds later; a Tiny or smaller creature quickly putrefies; and a Huge or larger creature becomes a normal zombie of the appropriate size. Newly created spawn are not under the control of their parent, but they usually follow whatever spawn of Kyuss created them.

Curative Transformation (Ex)

Any *remove curse* or *remove disease* effect, or a more powerful version of either of these effects, transforms a son of Kyuss into a normal zombie.

XP 1,600

CE Medium humanoid (reptilian)

Init +1; **Senses** Perception +7

DEFENSE

AC 22, touch 11, flat-footed 21 (+1 Dex, +6 natural, +5 armor)**hp** 63 (2d8+4d12+24+4)**Fort** +11, **Ref** +2, **Will** +1**Defensive Abilities** uncanny dodge, trap sense +1; **Resist** acid 5

OFFENSE

Speed 40 ft., swim 15 ft.**Melee** 2 claws +9 (1d6+3), bite +8 (1d4+3)**Ranged** javelin +6 (1d6+3)**Special attacks** rage (+4 Str and Con, +2 Will, +12 hp, -2 AC, 14 rounds), rage powers (superstition +3, powerful blow +2)

STATISTICS

Str 16, **Dex** 13, **Con** 18, **Int** 6, **Wis** 10, **Cha** 12**Base Atk** +5; **CMB** +8; **CMD** 19**Feats** Improved Natural Attack (claw), Multiattack, Weapon Focus (claw)**Skills** Acrobatics +12, Perception +7, Swim +10; **Racial Modifiers** +4 Acrobatics**Languages** Draconic**SQ** hold breath**Gear** +1 *hide armor*, *amulet of natural armor* +1, 5 javelins, 2 *potions of cure moderate wounds*, pouch (320 cp, 75 sp and 81 gp)

SPECIAL ABILITIES

Hold Breath (Ex)

A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

XP 4,800

CE Medium humanoid (reptilian)

Init +6; **Senses** Perception +xx

DEFENSE

AC 23, touch 13, flat-footed 20 (+2 Dex, +3 armor, +7 natural, +1 dodge)**hp** 90 (2d8+7d10+36+7)**Fort** +12, **Ref** +4, **Will** +5**Defensive Abilities** bravery +2; **Resist** acid 15

OFFENSE

Speed 30 ft., swim 15 ft.**Melee** +1 *returning trident* +15/+10 (1d8+8/19-20), bite +10 (1d4+2), claw +10 (1d4+2) or bite +12 (1d4+4), 2 claws +12 (1d4+4)**Ranged** +1 *returning trident* +13 (1d8+8/19-20)**Special attacks** weapon training (spears +1)

STATISTICS

Str 18, **Dex** 15, **Con** 18, **Int** 11, **Wis** 12, **Cha** 12**Base Atk** +8; **CMB** +12; **CMD** 25**Feats** Dodge, Improved Critical (trident), Improved Initiative, Improved Natural Armor, Iron Will, Multiattack, Power Attack (-3/+6), Weapon Focus (trident), Weapon Specialization (trident)**Skills** Acrobatics +xx, Intimidate +xx, Perception +xx, Sense Motive +xx, Swim +xx;**Racial Modifiers** +4 Acrobatics**Languages** Common, Draconic**SQ** hold breath, armor training 2**Gear** +1 *returning trident*, *amulet of natural armor* +1, *bracers of armor* +3, *potion of cure moderate wounds*, pouch (31 cp, 35 sp and 210 gp)

SPECIAL ABILITIES

Hold Breath (Ex)

A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

XP 4,800

NE Large outsider (aquatic, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., *detect magic*; **Perception** +15

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, –1 size)

hp 95 (10d10+40)

Fort +11, **Ref** +9, **Will** +3

DR 10/cold iron or silver; **Immune** acid, death effects, disease, poison, waters of the River Styx; **Resist** cold 10, electricity 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 40 ft. (average; see glide, below), swim 60 ft.

Melee bite +13 (1d8+4 plus grab), 2 claws +13 (1d6+4)

Ranged sleep spittle +11 (sleep)

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

Special Attacks rake (2 claws +13, 1d6+4)

Spell-Like Abilities (CL 9th; concentration +11)

Constant—*detect magic*, *water walk*

At will—*acid arrow*, *deeper darkness*

3/day—*control water*, *greater teleport* (self plus 50 lbs. of objects only), *summon monster* V (Large water elemental only)

1/day—*desecrate*, *summon* (level 3, 1 hydrodaemon 50%)

STATISTICS

Str 18, **Dex** 15, **Con** 18, **Int** 9, **Wis** 11, **Cha** 14

Base Atk +10; **CMB** +15 (+9* grapple); **CMD** 27

Feats Cleave, Point-Blank Shot, Power Attack, Precise Shot, Skill Focus (Perception)

Skills Fly +0, Intimidate +14, Knowledge (planes) +10, Perception +15, Sense Motive +12, Stealth +10, Swim +21

Languages Abyssal, Infernal; telepathy 100 ft.

SQ amphibious, glide

SPECIAL ABILITIES

Glide (Ex)

A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet with average maneuverability. While gliding, the hydrodaemon gains the pounce ability.

Sleep Spittle (Su)

A hydrodaemon can spit at a single target within 20 feet, making a ranged touch attack as a standard action. A target hit by this spittle must succeed on a DC 19 Will save or fall asleep for 6 rounds. The save DC is Constitution-based.

HALL OF HARSH REFLECTIONS

XP 3,200

N Medium monstrous humanoid (shapechanger)

Init +7; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 14, flat-footed 19 (+ 3 armor, +2 shield, +3 Dex, +1 dodge, +4 natural)

hp 68 (8d10+24)

Fort +10, **Ref** +8, **Will** +8; +1 vs. fear

Defensive Abilities bravery +1; **Immune** charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d8+6) or +1 *longsword* +16/+11 (1d8+9/17-20)

Spell-Like Abilities (CL 18th)

At will—*detect thoughts* (DC 14)

STATISTICS

Str 22, **Dex** 17, **Con** 16, **Int** 13, **Wis** 16, **Cha** 15

Base Atk +8; **CMB** +14; **CMD** 28

Feats Dodge, Great Fortitude, Weapon focus (longsword), Weapon specialization (longsword), Improved critical (longsword), Improved Initiative, Power Attack

Skills Bluff +13 (+17 while using change shape ability), Diplomacy +8, Disguise +13 (+33 while using change shape ability), Perception +13, Sense Motive +10, Stealth +9;

Racial Modifiers +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*alter self*), perfect copy, mimicry

SPECIAL ABILITIES

Mimicry (Ex)

A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Su)

When a doppelganger uses change shape, it can assume the appearance of specific individuals.

XP 1600

N Medium aberration (shapechanger)

Init +5; **Senses** darkvision 60 ft.; **Perception** +14**DEFENSE****AC** 18, **touch** 11, **flat-footed** 17 (+1 Dex, +7 natural)**hp** 84 (10d8+40)**Fort** +5, **Ref** +5, **Will** +6;**Immune** acid;**OFFENSE****Speed** 10 ft.**Melee** slam +13 (2d6+7 plus adhesive)**Space** 5 ft. **Reach** 5 ft.**Special Attacks** constrict (slam, 2d6+7)**STATISTICS****Str** 20, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10;**Base Atk** 7; **CMB** 11; **CMD** 22**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)**Skills** Climb +18, Disguise +14 (+34 when mimicking objects), Knowledge (dungeoneering) +11, Perception +18; **Racial Modifiers** +20 Disguise when mimicking objects**Languages** Common**SQ** mimic object, mutable attacks**SPECIAL ABILITIES**

Adhesive (Ex) 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 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 20 Reflex save. A successful DC 20 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

XP 6,400

N Medium monstrous humanoid (shapechanger)

Init +7; Senses darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 16, flat-footed 20 (+4 armor, +3 Dex, +1 dodge, +2 deflection, +4 natural)

hp 98 (13d10+26)

Fort +8, Ref +11, Will +11; +4 vs. spells/sp-like abilities/supernatural

Immune charm, sleep;

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (1d8+5)

Space 5 ft. Reach 5 ft.

Spell-Like Abilities (CL 18th) At will-detect thoughts (DC 17)

STATISTICS

Str 20, Dex 17, Con 14, Int 21, Wis 17, Cha 21;

Base Atk +13; CMB +18; CMD 34

Feats Dodge, Great Fortitude, Blind-Fight, Improved Initiative, Power Attack

(-4/+8/+12), Weapon Focus (Greataxe), Improved Critical (Greataxe)

Skills Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +9 (+29 while using change shape ability), Perception +9, Sense Motive +6, Stealth +17;

Racial Modifiers +4 Bluff, +4 Disguise

Languages Common

SQ change shape (alter self), perfect copy, mimicry

ECOLOGY

Environment any

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

Treasure +1 frost greataxe, ring of protection +2, scroll of fireball (CL 8th), wand of cure moderate wounds (26 charges).

SPECIAL ABILITIES

Wizard: Spells Known (CL 8th; concentration +13; ranged touch +16)

4th (3/day)—*confusion* (DC 19), *wall of fire*, *black tentacles* (+13, 23, 1d6+4)

3rd (4/day)—*clairvoyance*, *dispel magic*, *fireball* (DC 18), *slow* (DC 18)

2nd (4/day)—*extended mage armor*, *resist energy* (20 points), *scorching ray* (2 rays)

1st (6/day)—*charm person* (DC 16), *grease*, *magic missile* (2, 4 missiles), *ray of enfeeblement* (DC 16), *shield*

0 (4/day)—*daze* (DC 15), *detect magic*, *mage hand*, *read magic*

Barbarian: +1 frost greataxe +23/+18/+13 (1d12+13/19-20x3) and +17 (1d4+4)

DR 1/-, Speed 40 ft., Improved Uncanny Dodge, Trap Sense +2, +2 hp/HD (**124**), +2 Fort/Will Saves, CA 22, touch 14, flat-footed 18.

Rage powers: Superstition: +4 against spells/sp-like abilities/supernatural, Animal Fury, Surprise Accuracy (attack +3), Guarded Stance (+2 dodge AC).

THE CHAMPION'S BELT

XP 25,600

N Huge aberration

Init +5; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +18

DEFENSE

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, -2 size)**hp** 184 (16d8+112)**Fort** +12, **Ref** +8, **Will** +15**Immune** electricity (partial); **Resist** fire 30**Weaknesses** slowed by electricity

OFFENSE

Speed 20 ft., swim 30 ft.**Melee** bite +20 (2d6+15/15-20 plus grab), 4 tentacles +18 (2d6+10 plus grab), tongue +18 (1d8+5 plus grab)**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tongue)**Special Attacks** constrict (tentacle, 2d6+15), swallow whole (3d6+10 damage, AC 19, hp 18)

STATISTICS

Str 30, **Dex** 13, **Con** 24, **Int** 2, **Wis** 16, **Cha** 11**Base Atk** +12; **CMB** +24 (+28 grapple); **CMD** 35**Feats** Improved Critical (bite), Improved Initiative, Improved Natural Attack (tentacle), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Stealth)**Skills** Perception +18, Stealth +14 (+22 in marshes), Swim +18; **Racial Modifiers** +8 Perception, +8 Stealth in marshes

SPECIAL ABILITIES

All-Around Vision (Ex)

A froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

Slowed by Electricity (Ex)

Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.

A GATHERING OF WINDS

XP 25,600

CE large dragon (water)

Init +6; **Senses** dragon senses (darkvision 120 ft., blindsense 60 ft.); Perception +29

Aura frightful presence (180 ft., DC 21)

DEFENSE

AC 30, touch 11, flat-footed 28 (+2 Dex, +19 natural, -1 size)

hp 237 (19d12+114)

Fort +17, **Ref** +13, **Will** +14

DR 5/magic; **Immune** acid, paralysis, poison, sleep, **SR** 24

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +28 (3d6+13), 2 claws +27 (1d8+9), 2 wings +25 (1d6+4), tail slap +25 (1d8+13)

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

Special Attacks breath weapon (80 ft. line, DC 25, 12d6 acid plus poison)

Spell-Like Abilities (CL 14th, concentration +16)

At will—*darkness* (60-ft. radius)

Spells Known (CL 3rd, concentration +5)

1st (6/day)—*alarm*, *charm person* (DC 13), *mage armor*

0 (at will)—*dancing lights*, *detect magic*, *mending*, *message*, *read magic*

STATISTICS

Str 28, **Dex** 14, **Con** 23, **Int** 14, **Wis** 17, **Cha** 14

Base Atk +19; **CMB** +29; **CMD** 41 (45 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative, Improved Natural Attack (Bite), Power Attack (-5/+10/+15), Multiattack, Vital Strike, Weapon Focus (bite), Improved Natural Armor, Wingover

Skills Fly +17, Handle Animal +21, Intimidate +24, Knowledge (arcana) +24, Perception +29, Spellcraft +24, Stealth +25, Swim +37; **Racial Modifiers** +8 Swim

Languages Common, Draconic, Aquan

SQ corrupt water, speak with reptiles, swamp stride, water breathing

SPECIAL ABILITIES

Poison (Ex)

Breath Weapon—injury; *save* Fort DC 25; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based.

Corrupt Water (Sp)

Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 21) or become ruined. This ability is the

equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

Speak with Reptiles (Sp)

A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as *speak with animals*, but only with reptilian animals.

Swamp Stride (Ex)

Ilthane can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex)

Ilthane can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

XP 9,600

CE Medium undead (extraplanar)

Init +7; Senses blindsight 90 ft, *deathwatch* 90 ft; Perception +xx

DEFENSE

AC 28, **touch** 14, **flat-footed** 28; (+3 Dex, +14 natural, +1 dodge); uncanny dodge

hp 128 (16d8+64 HD)

Fort +11 **Ref** +10 **Will** +12

Immune electricity; undead traits **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 40 ft.

Melee 2 claws +19 (1d6+7/19-20 plus grab plus disease), 2 rear claws +19 (2d4+7 plus disease)

Special Attacks sneak attack +5d6, wisdom drain (drain 1d6 Wis on a successful grapple check)

STATISTICS

Str 25, **Dex** 16, **Con** -, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +12; **CMB** +19 (+23 grab); **CMD** 32

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Improved Natural Attack (claws), Great Fortitude, Improved Critical (claws)

Skills Balance +20, Climb +20, Hide +20, Jump +23, Move Silently +20, Tumble +20

Languages Abyssal

SQ bound to the portal

SPECIAL ABILITIES

Disease (Ex)

Claws—injury; *save* Fort DC 22, *onset* 1 day, *frequency* 1 day, effect 1d6 Con damage, *cure* 2 consecutive saves. Each time a creature suffers Constitution damage, it must make a DC 22 Fortitude save or 1 point of the damage taken becomes Constitution drain instead.

Bound to the Portal (Su)

The ghoul has total concealment and can move freely out of the portal inside the Whispering Cairn. The portal's hardness 16 is applied to the attacks against the ghoul. Only a *true seeing* or *see invisibility* effect can negate the total concealment. If the portal is destroyed, the abyssal ghoul loses this benefit.

Grab (Ex)

When the abyssal ghoul succeeds on a grapple check, it deals damage with both of his claws and drains 1d6 points of wisdom using his smoking tongue.

XP 3,200

NE Large outsider (air, elemental, evil)

Init +7; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 24, touch 16, flat-footed 17 (+7 Dex, +8 natural, –1 size)**hp** 84 (8d10+40)**Fort** +11, **Ref** +13, **Will** +4**DR** 5/—

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)**Melee** bite +14 (1d6+4), 2 claws +14 (1d6+4), 2 wings +12 (1d6+2)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** smoke claws

STATISTICS

Str 18, **Dex** 25, **Con** 21, **Int** 10, **Wis** 15, **Cha** 14**Base Atk** +8; **CMB** +13; **CMD** 30 (can't be tripped)**Feats** Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse**Skills** Acrobatics +18, Fly +24, Perception +13, Stealth +18; **Racial Modifiers** +4

Stealth

Languages Auran**SQ** smoke form

SPECIAL ABILITIES

Smoke Claws (Ex)

A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a DC 19 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another DC 19 Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

Smoke Form (Su)

A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a *gaseous form* spell, except that it retains its natural fly speed of 50 feet (perfect).

XP 12,800

CE Large outsider (extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

AC 25, **touch** 10, **flat-footed** 24 (+1 Dex, +15 natural, -1 size)**hp** 172 (15d10+90)**Fort** +11, **Ref** +10, **Will** +13;**DR** 10/magic; **Immune** fire;**Weaknesses** vulnerability to cold

OFFENSE

Speed 20 ft.**Melee** spear +25/+20/+15 (2d6+15/19-20 x3 plus 1d8 fire), tail slap +20 (2d8+4 plus 1d8 fire and grab)**Space** 10 ft. **Reach** 10 ft. (20 ft. with tail)**Special Attacks** constrict (2d8+12 plus 1d8 fire), heat**Spell-Like Abilities** (CL 15th, concentration +17)3/day—*burning hands* (DC 17), *quicken fireball* (DC 19), *flaming sphere* (DC 18), *wall of fire* (DC 20)1/day—*dispel magic*, summon (level 5, 1 Huge fire elemental)

STATISTICS

Str 26, **Dex** 13, **Con** 22, **Int** 14, **Wis** 15, **Cha** 22;**Base Atk** +15; **CMB** 24 (28 grapple); **CMD** 34**Feats** Multiattack^B, Vital Strike, Iron Will, Power Attack (-4/+12), Skill Focus (Perception), Quicken Spell-Like Ability (*fireball*), Improved Critical (spear), Critical Focus, Improved Initiative.**Skills** Acrobatics +12, Bluff +12, Craft (weaponsmithing) +17, Intimidate +14, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +12; **Racial****Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)**Languages** Common, Ignan**Gear** +3 *longspear*

SPECIAL ABILITIES

Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d8 points of fire damage. A salamander's metallic weapons also conduct this heat.

XP 19,200

N Gargantuan ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5**DEFENSE****AC** 11, **touch** 1, **flat-footed** 11 (-4 size, -5 Dex, +10 natural)**hp** 267 (17d8+191)**Fort** +13, **Ref** +0, **Will** +0;**Defensive Abilities** split, ooze traits;**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** slam +18 (2d8+12 plus 3d6 acid plus grab)**Space** 20 ft. **Reach** 15 ft.**Special Attacks** constrict (2d8+12 plus 3d6 acid), corrosion**STATISTICS****Str** 26, **Dex** 1, **Con** 27, **Int** -, **Wis** 1, **Cha** 1;**Base Atk** +14; **CMB** 25 (+29 grapple); **CMD** 30 (40 vs. bull rush, can't be tripped)**Skills** Climb +25**SQ** ooze traits, suction**ECOLOGY****Environment** any underground**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

Acid (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 26 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 26 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 26 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex) An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex) 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.

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

XP 25,600

LE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +28

Aura unnatural aura (30 ft.)

DEFENSE

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, –1 size)

hp 184 (16d8+112)

Fort +12, **Ref** +14, **Will** +15

Defensive Abilities channel resistance +4; incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +20 (3d6 negative energy plus 1d8 Con drain [Fort DC 23])

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

Special Attacks create spawn

STATISTICS

Str —, **Dex** 28, **Con** —, **Int** 14, **Wis** 20, **Cha** 25

Base Atk +12; **CMB** +22; **CMD** 40

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack

Skills Diplomacy +18, Fly +24, Intimidate +26, Knowledge (planes) +13, Perception +28, Sense Motive +28, Stealth +24

Languages Common, Infernal

SPECIAL ABILITIES

Create Spawn (Su)

A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch.

Constitution Drain (Su)

Creatures hit by a wraith's touch attack must succeed on a DC 23 Fortitude save or take 1d8 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su)

A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex)

A wraith caught in sunlight cannot attack and is staggered.

XP 25,600

LN Huge magical beast (extraplanar)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +xx

DEFENSE

AC 28, touch 13, flat-footed 23 (+5 Dex, +5 armor, +10 natural, -2 size)**hp** 178 (13d10+3d6+96)**Fort** +17, **Ref** +16 **Will** +9**DR** 10/magic; **SR** 24

OFFENSE

Speed 50 ft., climb 30 ft.**Melee** 4 claws +20 (2d4+8 plus grab), bite +20 (2d6+8 plus paralysis)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** silk slick, paralysis (DC 24, 4 rounds), shadow ambush, shadow jaunt**Spells Known** (CL 3rd)**1st** (6/day)-*comprehend languages*, *shield*, *true strike***0** (6/day)-*detect magic*, *ghost sound* (DC 12), *mage hand*, *prestidigitation*, *read magic*

STATISTICS

Str 26, **Dex** 20, **Con** 22, **Int** 8, **Wis** 10, **Cha** 14**Base Atk** +14; **CMB** +24; **CMD** 39 (47 vs. trip)**Feats** Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Blind-Fight, Combat Reflexes, Power Attack (-4/+8)**Skills** Bluff +xx, Climb +xx, Perception +xx, Stealth +xx (+20 in shadows)**Languages** Common**Gear** *bracers of armor* +5

SPECIAL ABILITIES

Silk Slick (Su)

As a full-round action, a shadow spider can spray a layer of spider silk over any solid surface. It can cover up to 100 square feet with this substance, which dries and evaporates in 13 rounds. The silk slick functions in all other respects like a *grease* spell (CL 13th, Reflex save DC 20).

Shadow Ambush (Ex)

A shadow spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Shadow Plane.

Shadow Jaunt (Su)

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

Corporeal Instability (Su)

Injury—contact (curse); *save* Fort DC 22; *effect* amorphous body and 1 Wisdom drain per round (see below); *cure* 3 consecutive saves. The save DC is Cha-based.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for an entropic reaper with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Master of the Scythe (Su)

The entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt in a round.

Spell-Like Abilities: 1/day—*plane shift*. Caster level equals the entropic reaper's HD. The save DCs are Charisma-based.

XP 19,200

CE Large outsider (chaotic, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft.; **Perception** +21

DEFENSE

AC 28, touch 16, flat-footed 21 (+6 Dex, +1 dodge, +12 natural, -1 size)**hp** 184 (16d10+96)**Fort** +13, **Ref** +16, **Will** +12**Defensive Abilities** obscuring cloud; **Immune** electricity, fire**Weaknesses** vulnerability to recitation

OFFENSE

Speed 40 ft., fly 60 ft. (average)**Melee** 2 claws +24 (2d6+8/19-20 plus 1d10 electricity), gore +23 (2d8+8)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** create spawn, dust vortex, shocking touch

STATISTICS

Str 26, **Dex** 22, **Con** 22, **Int** 12, **Wis** 15, **Cha** 17**Base Atk** +16; **CMB** +25; **CMD** 42**Feats** Combat Reflexes, Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative^B, Mobility, Power Attack, Spring Attack, Weapon Focus (claw)**Skills** Acrobatics +25, Bluff +22, Fly +23, Intimidate +22, Knowledge (religion) +20, Perception +21, Stealth +21**Languages** Aquan, Auran, Common, Ignan, Terran**SQ** aligned weapons (chaos, evil)

SPECIAL ABILITIES

Create Spawn (Su)

A humanoid or genie slain by a black jinni's searing touch rises 1d4 rounds later as an undead spawn. Humanoids rise as zombies; jann rise as ghuls; and djinn, efreet, shaitans, and marids rise as great ghuls. Spawn created by a black jinni are under its control.

Dust Vortex (Su)

Once per day, as a full-round action, a black jinni can cause the obscuring cloud that surrounds it to become a vortex of electrically-charged dust. This vortex is 20 feet high and radiates to a range of 30 feet, with the black jinni at the vortex's center. The winds within this area are considered a windstorm, making normal ranged attacks impossible and causing a -4 penalty to siege weapon attacks against creatures in the vortex.

Creatures within the vortex are subjected to wind effects — those who are blown back are instead drawn toward the center to a square adjacent to the black jinni. A creature that ends its turn within the dust vortex takes 10d6 points of electricity damage (DC 24 Reflex save halves). Once the dust vortex is created, it remains stationary, allowing the black jinni to move around in it or even leave it. The vortex remains in place for 1d6 rounds, or until the black jinni dismisses it as a move action. The save DC is Constitution-based.

Obscuring Cloud (Ex)

A black jinni is continually surrounded by a cloud of obscuring dust and scouring wind. This cloud gives it a +8 racial bonus to its Stealth check while within a sandstorm or other area of blowing dust. In addition, a black jinni has concealment while the cloud is in effect. Any strong (or stronger) wind can suppress the obscuring cloud as long as the wind persists.

Shocking Touch (Su)

Any creature hit by a black jinni's claw attack takes an additional 1d10 points of electricity damage—on a critical hit, this additional electricity damage increases to 2d10 points of damage and the creature must make a DC 24 Fortitude save or the electricity lingers on his body, inflicting an additional 1d10 points of electricity damage each round on the start of the victim's turn for 1d6 additional rounds. Immersion in any liquid ends this ongoing damage, as does contact with a metal object of at least Medium or larger size that is in contact with the ground. The save DC is Constitution-based.

Stormwalk (Ex)

A black jinni is able to move about in any storm of natural or unnatural origin of hurricane velocity (75–174 mph wind speed) or less without suffering any of its effects.

Vulnerability to Recitation (Ex)

As cursed genies of evil and chaos, black jinn are strangely susceptible to certain recitations of holy tracts belonging to good or lawful deities or philosophies. These include the spells *dictum* and *holy word*, but also forceful recitations of nonmagical holy sermonizing. If a cleric or paladin of a lawful or good deity makes a successful opposed Knowledge (religion) check against a black jinni as a standard action, the black jinni must make a DC 20 Fortitude save or be instantly destroyed, leaving behind only a small spot of charred ash. If this save is successful, the black jinni instead takes 5d6 points of damage.

XP 4,800

N Medium outsider (air, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +xx

DEFENSE

AC 21, touch 17, flat-footed 14 (+6 Dex, +4 natural, +1 dodge)

hp 105 (14d10+28)

Fort +6, **Ref** +17, **Will** +11

Immune elemental traits

OFFENSE

Speed 30 ft., fly 80 ft. (good)

Melee masterwork longsword +21/+16/+11 (1d8+5 /19-20), masterwork longsword +21 (1d8+5 /19-20)

Ranged masterwork light crossbow +22/+17/+12 (1d8 /19-20)

Special Attacks sonic blast, superior two-weapon fighting

STATISTICS

Str 20, **Dex** 22, **Con** 14, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +14; **CMB** +17; **CMD** 33

Feats Dodge, Lightning Reflexes, Mobility, Rapid Reload, Weapon Focus (longsword), Iron Will, Improved Initiative

Skills Acrobatics +xx, Fly +xx, Perception +xx, Stealth +xx

Languages Auran (cannot speak)

SQ body suffusion

SPECIAL ABILITIES

Sonic Blast (Su)

As a standard action, a wind warrior can clang its longswords together to produce a discordant sonic blast in a 20-foot line. This effect deals 4d6 sonic damage to all within the area (DC 19 Reflex halves). The save DC is Constitution-based.

Superior Two-Weapon Fighting (Ex)

A wind warrior's essence suffuses its entire body, granting it supreme control over its movements. Wind warriors do not take a penalty on attack or damage rolls for attacking with two weapons.

Body Suffusion (Ex)

A wind warrior's spirit keeps its body together. If disarmed, its weapons age thousands of years in an instant, crumbling to dust before they hit the floor. At any time thereafter, the wind warrior may generate a replacement weapon as a standard action.

XP 12,800

LE Medium undead

Init +9; **Senses** darkvision 120 ft., lifesense 60 ft.; Perception +xx

DEFENSE

AC 24, touch 17, flat-footed 19 (+5 armor, +5 Dex, +2 natural, +2 deflection)**hp** 153 (15d8+86+11)**Fort** +12, **Ref** +11, **Will** +14**Defensive Abilities** channel resistance +4; **Immune** undead traits

OFFENSE

Speed 30 ft.**Melee** +2 *bastard sword* +20/+15/+10 (1d10+10 /17-20), claw +15 (1d4+3 plus paralysis), bite +15 (1d6+3 plus paralysis plus disease)**Special Attacks** paralysis (1d6+1 rounds, DC 21), Arcane pool (12 points, +3 enhancement, 10 rounds), Improved Spell combat, Spellstrike, Magus Arcana (Accurate Strike [2 points], Wand Wielder, Familiar), Improved Spell Recall,**Magus Spells Prepared** (CL 11th; concentration +15, +19 defensively, +21 spell combat; +17 melee touch, +16 ranged touch)**4th**—*fire shield* (1d6+11)**3rd**—*fireball* (CD 20), *fly, haste, slow* (CD 20), *vampiric touch* (2)**2nd**—intensified *shocking grasp* (4) (DC 19), *glitterdust* (CD 19), *blur***1st**—*shield, feather fall, magic missile* (4), *ray of enfeeblement* (DC 18, 1d6+5)**0 (at will)**—*daze* (DC 17), *detect magic, spark, read magic*

STATISTICS

Str 23, **Dex** 20, **Con** —, **Int** 25, **Wis** 16, **Cha** 19**Base Atk** +11; **CMB** +17; **CMD** 24**Feats** Multiattack, Toughness, Lightning Reflexes, Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Initiative, Combat Casting, Weapon Specialization (bastard sword), Intensified Spell (+1),**Skills** Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, Stealth ()**Languages** Common, Abyssal, Draconic, Infernal, Undercommon, Auran**SQ** spectral transformation, Knowledge Pool, Familiar (Bat)**Combat Gear** *wand of enervation* (14 charges), *wand of halt undead* (20 charges), potion of inflict moderate wounds (4); **Other Gear** +2 *studded leather armor*, +2 *ring of protection, cloak of the bat*.

SPECIAL ABILITIES

Disease (Su)*Ghoul Fever*: Bite—injury; *save* Fort DC 21; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con and 1d4 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

XP 25,600

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +13; **Senses** all-around vision, darkvision 120 ft., *true seeing*, *greater arcane sight*; **Perception** +xx

DEFENSE

AC 29, touch 20, flat-footed 19 (+9 Dex, +9 natural, +1 dodge)

hp 202 (15d10+120)

Fort +17, **Ref** +18, **Will** +11

DR 10/cold iron and good; **Defensive Abilities** negative energy affinity; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 24

OFFENSE

Speed 30 ft., fly 70 ft. (perfect)

Melee +1 *unholy longsword* +22/+17/+12 (1d8+7 /17-20), claw +16 (1d8+3)

Ranged 3 eyebolts +24 touch (2d8 plus special)

Special Attacks eyebolts, paralyzing gaze,

Spell-Like Abilities (CL 15th; concentration +19)

Constant—*true seeing*, *greater arcane sight*

At will—*blindness/deafness* (DC 13), *detect law*, *dispel magic*, *invisibility*, *dimension door*, *protection from law*, *tongues*, *vampiric touch*

3/day—*chaos hammer* (DC 15), *dispel law*, *mirror image*.

STATISTICS

Str 23, **Dex** 28, **Con** 26, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +15; **CMB** +21; **CMD** 40

Feats Dodge, Improved Critical (longsword), Mobility, Point Blank Shot, Precise Shot, Flyby Attack, Iron Will, Improved Initiative

Skills Diplomacy +xx, Fly +xx, Intimidate +xx, Perception +xx, Sense Motive +xx, Stealth +xx; **Racial Modifier** +8 on Perception

Languages Abyssal; telepathy 100 ft.

Combat Gear +1 *unholy longsword*

SPECIAL ABILITIES

Eyebolts (Su)

As a free action that doesn't provoke attacks of opportunity, an oculus demon can project three separate beams of pale gray negative energy from any three of the eyes that cover its body. Each ray has a range of 70 feet. On a successful ranged touch attack, an eyebolt deals 2d8 points of negative energy damage. A creature damaged by an eyebolt must make a DC 25 Fortitude save to avoid the mind-numbing fear and nausea the energy inflicts on living souls. On a failed save, the victim's body becomes wracked with pain and fever—the creature becomes sickened and takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. These effects persist for 1 hour, or until they are removed by anything that removes a fear effect. A creature that is already sickened by an eyebolt becomes panicked for 1d4 rounds if struck by another eyebolt and it fails to make the DC 25 Fortitude save. A creature that is already panicked by an eyebolt is rendered unconscious if struck by another eyebolt and it fails to make the DC 25 Fortitude save. A DC 20 Heal check or any form of magic healing restores consciousness to the victim; otherwise, he remains

unconscious for 1d4 hours. These additional eyebolt effects are mind-affecting necromantic fear effects.

Paralyzing Gaze (Su)

Paralysis for 1d4 rounds, 30 feet; Will DC 18 negates. The save DC is Charisma-based. This is a mind-affecting fear effect.

THE SPIRE OF LONG SHADOWS

XP 9,600

CE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +21**Aura** maddening chitter (DC 21, 120 ft.)

DEFENSE

AC 27, touch 12, flat-footed 24 (-1 size, +3 Dex, +15 natural)**hp** 117 (18d8+36)**Fort** +10, **Ref** +11, **Will** +13**DR** 10/silver; **Immune** undead traits

OFFENSE

Speed 60 ft.**Melee** bite +23 (4d6+11/15-20 plus 2d6 negative energy), 2 claws +23 (1d6+11)**Special Attacks** necrotic bite

STATISTICS

Str 32, **Dex** 16, **Con** —, **Int** 2, **Wis** 10, **Cha** 14**Base Atk** +13; **CMB** +25; **CMD** 38 (42 against trip)**Feats** Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Power Attack (-4/+8), Improved Great Fortitude, Vital Strike**Skills** Perception +21**Languages** -**SQ** augmented critical, obey the wormtouched, worm healing

SPECIAL ABILITIES

Maddening Chitter (Su)

The clicking chatter of the eviscerator beetle's mandibles is hypnotic, and living creatures enthralled by the sound do nothing but clutch at their skulls, trying in vain to rid their minds of the terrible sound. At the beginning of the beetle's action, all living creatures within 120 feet that can hear the beetle's chittering must make a DC 21 Will save or be unable to take any actions that round. For every additional beetle within range of the target creature, the DC to resist the maddening chitter is increased by 2. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

Obey the Wormtouched (Su)

Although they are nearly mindless, eviscerator beetles unerringly follow simple commands given by other undead servants of Kyuss.

Worm Healing (Su)

Eviscerator beetles are healed by the horrid power caught in the writhing worms of Kyuss. As a full-round action that provokes attacks of opportunity, a hound of Kyuss can consume an adjacent wormswarm. This heals the hound of Kyuss of all damage and

removes any conditions removed by the heal spell. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption.

Augmented Critical (Ex)

An eviscerator beetle's bite attack threatens a critical hit on an 18-20; since most eviscerator beetles also have Improved Critical (bite), their threat range with a bite attack is 15-20.

Necrotic Bite (Ex)

Necrotic energy courses through the eviscerator beetle. This energy infuses the creature's mandibles with the raw energy of undeath, causing them to inflict an extra 2d6 points of damage from the negative energy with each successful melee attack. This extra damage is not multiplied on a successful critical hit, and heals undead rather than harms them.

XP 9,600

CE Medium undead

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

DEFENSE

AC 26, touch 11, flat-footed 25 (+1 Dex, +6 natural, +9 armor)

hp 147 (14d8+84)**Fort** +9, **Ref** +5, **Will** +11**Defensive Abilities** channel resistance +2; **DR** 10/silver; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft; 20 ft. in armor**Melee** Wormblade +25/+20 (2d6+14 plus 1d6 acid/17-20)**Special Attacks** invocation of the worm (240 ft., 20 ft. radius spread, 14d6 damage, DC 22 Reflex half damage)

STATISTICS

Str 28, **Dex** 12, **Con** —, **Int** 12, **Wis** 14, **Cha** 16**Base Atk** +10; **CMB** +19; **CMD** 30**Feats** Ability Focus (invocation), Improved Initiative, Power Attack (-3/+9), Weapon Focus (greatsword), Improved Critical (greatsword), Great Fortitude, Vital Strike**Skills** Intimidate +x, Knowledge (religion) +x, Sense motive +xx, Perception +xx**Languages** Abyssal, Netherese**SQ** martial calling, unholy toughness, wormblade, worm healing**Gear** +1 *full plate*, masterwork greatsword

SPECIAL ABILITIES

Invocation of the Worm (Su)

Three times per day, a sword of Kyuss can unleash a blast of negative energy. The blast fills a 20-foot-radius spread anywhere within a range of 100 feet + 10 feet per HD of the sword of Kyuss. The blast deals 1d6 points of damage per Hit Die possessed by the sword of Kyuss (maximum 20d6). The blast of a typical sword has a range of 240 ft. and inflicts 14d6 damage. Living creatures caught in the blast can make a Reflex save (DC 22) for half damage. Undead in the blast are instead healed of damage equal to the amount inflicted. The save DC is Charisma-based.

Martial Calling (Su)

A sword of Kyuss gains a profane bonus equal to 1/4 of its Hit Dice on all melee weapon attacks.

Unholy Toughness (Ex)

A sword of Kyuss gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Worm Healing (Su)

Swords of Kyuss are healed by the horrid power caught in the writhing worms of Kyuss. As a full-round action that provokes attacks of opportunity, a sword of Kyuss can consume an adjacent wormswarm. This heals the sword of Kyuss of all damage and removes any conditions removed by the heal spell. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption.

Wormblade (Su)

Each sword of Kyuss carries a masterwork greatsword. Their unholy energies infuse this greatsword, transforming into a *+1 greatsword* that inflicts an additional 1d6 points of acid damage on a hit, as long as the sword of Kyuss wields the greatsword. It is said that each death caused by a wormblade adds to Kyuss' tally of souls, increasing his power and drawing the dreaded Age of Worms closer to its fulfillment.

XP 9,600

CE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +xx

DEFENSE

AC 27, touch 15, flat-footed 22 (+5 Dex, +6 natural, +6 armor)

hp 126 (12d8+72)**Fort** +10, **Ref** +11, **Will** +14**Defensive Abilities** channel resistance +6; **DR** 10/silver; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft**Melee** 2 slams +10 (1d6+1), bite +10 (1d6+1)**Ranged** *slashing darkness* +14 touch (5d8)**Special Attacks** channel negative energy (9/day, 6d6, DC 22)**Spell-Like Abilities** (CL 12th; concentration +18, +22 defensively)**At will**— *hold person* (DC 18), *slashing darkness***3/day**— *air walk*, empowered *slashing darkness*, *flame strike* (DC 21, 12d6), *greater dispel magic* (3 spells), *mass inflict moderate wounds* (DC 21, 2d8+12), *invisibility purge* (60 ft.), *protection from energy* (120 pts), quickened *hold person* (DC 18), *suggestion* (DC 19).

STATISTICS

Str 13, **Dex** 20, **Con** —, **Int** 16, **Wis** 22, **Cha** 22**Base Atk** +9; **CMB** +10; **CMD** 25**Feats** Combat Casting, Empower Spell-like Ability (*slashing darkness*), Improved Initiative, Iron Will, Quicken Spell-like Ability (*hold person*), Lightning Reflexes**Skills** Knowledge (arcana) +x, Knowledge (religion) +x, Sense motive +xx, Spellcraft +x, Perception +xx**Languages** Abyssal, Netherese**SQ** worm healing**Gear** +1 mithral breastplate

SPECIAL ABILITIES

Worm Healing (Su)

Wormcallers are healed by the horrid power caught in the writhing worms of Kyuss. As a full-round action that provokes attacks of opportunity, a wormcaller can consume an adjacent wormswarm. This heals the wormcaller of all damage and removes any conditions removed by the heal spell. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption.

XP 25,600

CE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +xx

DEFENSE

AC 31, touch 10, flat-footed 31 (+7 natural, +11 armor, +3 shield)

hp 232 (16d8+160)**Fort** +15, **Ref** +10, **Will** +17**Defensive Abilities** channel resistance +4; **DR** 10/silver; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft; 20 ft. in armor**Melee** +1 *unholy bastard sword* +27/+22/+17 (1d10+10/17-20), 2 bites +17 (1d4+4 plus 1d4 intelligence drain)**Special Attacks** gifts of Kyuss**Spell-Like Abilities** (CL 16th; concentration +21)**At will**— *detect good***1/day**— *bull's strength*, *death knell* (DC 17), *protection from energy* (120 pts.)

STATISTICS

Str 28, **Dex** 10, **Con** —, **Int** 12, **Wis** 15, **Cha** 20**Base Atk** +12; **CMB** +21; **CMD** 31**Feats** Blind Fight, Iron Will, Power Attack (-4/+8), Weapon Focus (bastard sword, bite), Improved Critical (bastard sword), Vital Strike, Improved Vital Strike**Skills** Intimidate +x, Knowledge (religion) +x, Perception +xx**Languages** Abyssal, Netherese**SQ** dark blessing, martial calling, unholy toughness, worm healing**Gear** +2 *full plate*, +1 *heavy steel shield*, +1 *unholy bastard sword*

SPECIAL ABILITIES

Gifts of Kyuss (Su)

Each Kyuss knight possesses two unique gifts granted to them by their divine patron.

- **Nezzarim's** gifts: Constant *true seeing*, +20 bonus on perception and initiative rolls.
- **Barnos Idarna's** gifts: Once per round his shadow can cast one spell-like ability or invoke visions of the worm (range 60 ft., stunned 1 round, DC 23 Will save negates) as a free action.
- **Kardic's** gifts: Three times a day as a free action (once per round) can resolve one attack as a touch attack. Three times a day can slip into shadow form as a free action, granting him a 50% miss chance against a particular attack. Must be used before damage is determined.
- **Markath's** gifts: When scoring a critical hit with a melee attack, a targeted *greater dispel magic* affects the target (CL 16th, 4 spells). Bite attacks drain 2d4 points of Intelligence on a hit.

- **Rinn Graddah's** gifts (Dawn of a New Age): Constant *see invisibility*, spell resistance aura (SR 30) that applies to himself and any of his allies within 30 feet.
- **Nameless Kyuss Knight's gifts** (Dawn of a New Age): Fast healing 10, resolve bite attacks as touch attacks.

Intelligence Drain (Su)

Anyone that is bitten by one of the Kyuss Knight's "eyes" takes 1d4 points of Intelligence drain. The Kyuss Knight heals 5 points of damage each time it drains Intelligence from a creature.

Martial Calling (Su)

A Kyuss knight gains a profane bonus equal to 1/4 of its Hit Dice on all melee weapon attacks

Unholy Toughness (Ex)

A Kyuss Knight gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Dark Blessing (Su)

A Kyuss Knight applies his Charisma modifier as a bonus on all saving throws.

Worm Healing (Su)

Kyuss Knights are healed by the horrid power caught in the writhing worms of Kyuss. As a full-round action that provokes attacks of opportunity, a Kyuss Knight can consume an adjacent wormswarm. This heals the Kyuss Knight of all damage and removes any conditions removed by the heal spell. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption.

XP 51,200

CE Gargantuan magical beast

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +22

DEFENSE

AC 26, touch 5, flat-footed 26 (–1 Dex, +21 natural, –4 size)**hp** 250 (20d10+140)**Fort** +19, **Ref** +11, **Will** +7**DR** 15/silver; **Immune** mind affecting effects, poison

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.**Melee** bite +32 (4d6+22/19–20 plus grab)**Space** 20 ft.; **Reach** 15 ft.**Special Attacks** swallow whole (4d6+15 bludgeoning damage plus worm infested, AC 20, 25 hp), call of the wormgod (120 ft., stunned, DC 21 Will save negates)

STATISTICS

Str 40, **Dex** 8, **Con** 24, **Int** 1, **Wis** 12, **Cha** 8**Base Atk** +20; **CMB** +39 (+43 grapple); **CMD** 48 (can't be tripped)**Feats** Awesome Blow, Improved Bull Rush, Improved Critical (bite), Blind-fight, Improved Natural Attack (bite), Power Attack (–6/+18), Weapon Focus (bite), Vital Strike, Improved Vital Strike, Ability Focus (call of the wormgod)**Skills** **Perception** +22, **Swim** +25**SQ** obey the wormtouched, worm infested

SPECIAL ABILITIES

Call of the Wormgod (Su)

Although themselves relatively unintelligent, an overworm carries within it the writhing and malignant will of its god and creator. Once per round as a free action, an overworm can project this foul and cancerous will into other living creatures, targeting anyone living creature within 120ft. The target must make a DC 21 Will save or be stunned, its mind filled with the horrid visions that writhe within the divine consciousness of Kyuss. Each round at the start of its turn, the victim may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. This is a mind-affecting effect. The save DC is Charisma-based

Obey the Wormtouched (Su)

Although they are nearly mindless, overworms unerringly follow simple commands given by other undead servants of Kyuss.

Worm infested (Ex)

An overworm is host to hundreds of smaller worms of Kyuss. Any creature that attacks an overworm with a natural weapon, unarmed strike, or light melee weapon must make a DC 19 Reflex save or a number of worms latch onto his flesh and begin burrowing into his body. The save DC is Dexterity-based.

Once infested, the victim takes 1d6 points of damage per round for 1d4+1 rounds. At the end of that period, the worms reach the host's brain. While the worms are inside a victim, a *remove curse* or *remove disease* effect destroys them, and a *dispel evil* or *neutralize poison* effect delays their progress for 10d6 minutes. A successful DC 20 Heal check extracts the worms and kills them, although this check takes 1d3 rounds to perform and the worms may reach the brain before the Heal check succeeds.

Once the worms reach the brain, the victim takes 2d4 points of Intelligence damage per round until the worms are killed (by *remove curse* or *remove disease*) or they slay the host (death occurs at 0 Intelligence). A Small, Medium, or Large humanoid slain by these worms rises as a sword of Kyuss 1d6+4 rounds later. A Tiny or smaller creature quickly putrefies, and a Huge or larger creature (or any non-humanoid creature) becomes a normal zombie of the appropriate size. Newly created undead are not under the overworm's control.

XP 12,800

NE Large aberration

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

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, –1 size)**hp** 126 (11d8+77)**Fort** +10, **Ref** +5, **Will** +11**Immune** mind-affecting effects

OFFENSE

Speed 20 ft., swim 20 ft.**Melee** bite +12 (2d6+7 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** feeblemind gaze (DC 22)**Spells Known** (CL 10th; concentration +15, defensively +19, +9 ranged touch)**5th** (4/day)—*slay living* (DC 21)**4th** (6/day)—*air walk*, *enervation***3rd** (7/day)—*bestow curse* (DC 19), *dispel magic*, *ray of exhaustion* (DC 19)**2nd** (7/day)—*blindness/deafness* (DC 18), *command undead* (DC 18), *invisibility*, *scorching ray* (2 rays)**1st** (8/day)—*divine favor* (+3), *cure light wounds*, *mage armor*, *shield*, *shield of faith* (+3)**0 (at will)**—*detect magic*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*

STATISTICS

Str 21, **Dex** 14, **Con** 25, **Int** 16, **Wis** 19, **Cha** 20**Base Atk** +8; **CMB** +14; **CMD** 26 (can't be tripped)**Feats** Ability Focus (feeblemind gaze), Combat Casting, Eschew Materials^B, Skill Focus (Perception), Empower Spell, Improved Initiative, Spell Focus (necromancy)**Skills** Bluff +13, Escape Artist +13, Intimidate +9, Knowledge (arcana) +14, Perception +22, Spellcraft +11, Stealth +15, Swim +12**Languages** Abyssal, Common, Infernal**SQ** worm affinity

SPECIAL ABILITIES

Feeblemind Gaze (Su)As *feeblemind*, 30 feet, Will DC 22 negates. The save DC is Charisma-based.**Poison (Ex)**Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *initial effect* paralysis for 1 minute *secondary effect* 1d6 Int damage; *cure* 1 save.

Spells

A worm naga casts spells as a 10th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a spirit naga.

Worm affinity

A worm naga is immune to the corrupting effects of the various Kyuss worms (including wormswarms).

XP 9,600

N Diminutive vermin (swarm)

Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +0

DEFENSE

AC 20, touch 20, flat-footed 14 (+6 Dex, +4 size)

hp 102 (12d8+48)**Fort** +12, **Ref** +10, **Will** +4**Immune** mind-affecting effects, swarm traits, weapon damage**Weaknesses** swarm weaknesses

OFFENSE

Speed 30 ft., burrow 10 ft., swim 30 ft.**Melee** swarm (3d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 20, nauseated 1 rd, Fortitude negates)

STATISTICS

Str 1, **Dex** 22, **Con** 18, **Int** —, **Wis** 10, **Cha** 8**Base Atk** +9; **CMB** —; **CMD** —**Skills** Stealth +xx, Swim +xx; **Racial Modifiers** uses Dexterity to modify Swim checks**SQ** obey the wormtouched

SPECIAL ABILITIES

Poison (Ex)Swarm—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d2 Intelligence; *cure* 1 save.

XP 51,200

NE Large aberration

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

DEFENSE

AC 30, touch 12, flat-footed 24 (+3 Dex, +14 natural, +4 armor, –1 size)

hp 189 (11d8+4d6+120)**Fort** +13, **Ref** +7, **Will** +16**Immune** mind-affecting effects

OFFENSE

Speed 20 ft., swim 20 ft.**Melee** bite +14 (2d6+7 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** feeblemind gaze (DC 26)**Spells Known** (CL 14th; concentration +21, defensively +25, +12 ranged touch)**7th** (4/day)—*finger of death* (DC 26)**6th** (6/day)—*heal*, *harm* (DC 25)**5th** (7/day)—*slay living* (DC 24), *spell resistance*, *telekinesis* (DC 22)**4th** (7/day)—*air walk*, *enervation*, *cure critical wounds*, *fear* (DC 23)**3rd** (8/day)—*bestow curse* (DC 22), *dispel magic*, *ray of exhaustion* (DC 22), *create food and water***2nd** (8/day)—*blindness/deafness* (DC 21), *command undead* (DC 21), *invisibility*, *scorching ray* (3 rays), *false life***1st** (8/day)—*divine favor* (+4), *cure light wounds*, *mage armor*, *shield*, *shield of faith* (+3)**0 (at will)**—*detect magic*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *read magic***Bloodline** Aberrant

STATISTICS

Str 21, **Dex** 16, **Con** 27, **Int** 20, **Wis** 17, **Cha** 24**Base Atk** +10; **CMB** +16; **CMD** 29 (can't be tripped)**Feats** Ability Focus (feeblemind gaze), Combat Casting, Eschew Materials^B, Skill Focus (Perception), Empower Spell, Improved Initiative, Spell Focus (necromancy), Greater Spell Focus (necromancy), Iron Will**Skills** Bluff +13, Escape Artist +13, Intimidate +9, Knowledge (arcana) +14, Perception +22, Spellcraft +11, Stealth +15, Swim +12**Languages** Abyssal, Common, Draconic, Infernal, Terran**SQ** worm affinity

SPECIAL ABILITIES

Feeblemind Gaze (Su)As *feeblemind*, 30 feet, Will DC 26 negates. The save DC is Charisma-based.**Poison (Ex)**

Bite—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *initial effect* paralysis for 1 minute *secondary effect* 1d6 Int damage; *cure* 1 save.

Spells

A worm naga casts spells as a 10th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a spirit naga. Sruggut has the aberrant sorcerer bloodline.

Worm affinity

A worm naga is immune to the corrupting effects of the various Kyuss worms (including wormswarms).

XP 12,800

NE Large outsider (archon, extraplanar, good, lawful)

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

Aura aura of menace (DC 20, 20 ft.), *magic circle against good* (10 ft.)

DEFENSE

AC 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, –1 size) (+2 deflection vs. good)
hp 137 (11d10+77)

Fort +14, **Ref** +10, **Will** +11; +4 vs. poison

DR 10/good; **Immune** electricity, petrification; **SR** 26

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee 2 armblasses +21/+16 (2d6+11/17-20 plus 1d6 fire plus 2d6 unholy)

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

Special Attacks disincorporating dive (DC 22)

Spell-Like Abilities (CL 11th; concentration +14)

Constant--*magic circle against good*

At will--*aid, continual flame, divination, greater teleport* (CL 14th, self plus 50 lbs. of objects only), *locate creature, locate object, message*

3/day-- *commune, dispel chaos* (DC 18), *mark of justice, mass suggestion* (DC 19)

1/day-- *blade barrier* (DC 19)

STATISTICS

Str 25, **Dex** 17, **Con** 25, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +11; **CMB** +17; **CMD** 30

Feats Improved Initiative, Flyby Attack, Power Attack, Iron Will, Improved Critical (armblade), Weapon Focus (armblade), Weapon Specialization (armblade)^B

Skills Acrobatics +xx, Diplomacy +14, Fly +7, Intimidate +14, Knowledge (religion) +14, Perception +15, Sense Motive +15, Stealth +1, Survival +15

Languages Celestial, Infernal; truespeech

SQ armblasses, corrupted

SPECIAL ABILITIES

Armblasses (Su)

As a free action, the corrupted sword archon can mold its arms into unholy sword blades. The corrupted archon wields the blades like longswords and they gain the properties of a +2 *unholy flaming longsword*. A sword archon's weapons cannot be disarmed or sundered.

Corrupted (Su)

These sword archons have been corrupted by evil. They retain the good subtype (and do not gain the evil subtype), but many of their abilities have changed focus, as indicated in this stat block. Creatures killed by a corrupted sword archon's disincorporating dive can be brought back to life normally (unlike those killed by uncorrupted sword archons).

Discorporating Dive (Su)

Three times per day, a sword archon can attempt to destroy a living enemy through a powerful dive attack, literally flying through its opponent. Resolve a flying charge attack as normal. If the attack misses, the discorporating dive attack is wasted. If the attack hits, the target must make a DC 22 Fortitude saving throw or be slain instantly. Those who make the save suffer 4d6+22 points of damage from the attack. The save DC is Constitution-based.

Aura of Menace (Su)

A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

XP 25,600

NE Medium outsider (azata, chaotic, extraplanar, good)

Init +5; **Senses** darkvision 60 ft., *detect good*, low-light vision, *see invisibility*; **Perception** +20**Aura** *unholy aura* (DC 21, 20 ft.), *lesser globe of invulnerability* (20 ft.)

DEFENSE

AC 34, touch 16, flat-footed 32 (+6 armor, +4 deflection, +1 Dex, +1 dodge, +12 natural)**hp** 136 (13d10+65)**Fort** +17, **Ref** +11, **Will** +16**DR** 10/cold iron and good; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 25

OFFENSE

Speed 50 ft., 35 ft. in armor**Melee** +4 *unholy greatsword* +24/+19/+14 (2d6+14/17-20 plus 2d6 *unholy*)**Special Attacks** gaze**Spell-Like Abilities** (CL 14th, concentration +17, defensively +21)**Constant**—*detect good*, *unholy aura* (DC 21), *lesser globe of invulnerability* (20 ft), *see invisibility***At will**—*aid*, *charm monster* (DC 17), *continual flame*, *cure light wounds*, *dancing lights*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *greater teleport* (self plus 50 lbs. of objects only)**1/day**—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force***Spells Prepared** (CL 14th, concentration +18, defensively +22; +20 touch, +14 ranged touch)**7th**—*blasphemy* (DC 21), *mass cure serious wounds*, *destruction*^o (DC 21)**6th**—*greater dispel magic*, *harm* (140, DC 20), *heal* (140 points), *slay living*^o (DC 19)**5th**—*flame strike* (14d6, DC 19), *righteous might*, *true seeing*, *slay living*^o (DC 19)**4th**—*cure critical wounds*, *death ward*, *divine power* (+4, 14 temp.), *restoration*, *unholy blight*^o (5d8, DC 18)**3rd**—*cure serious wounds*, *protection from energy* (120 points), *searing light* (3, 5d8), *magic circle against good*^o**2nd**—*silence* (DC 16), *bull's strength*, *bear's endurance*, *lesser restoration*, *remove paralysis*, *death knell*^o**1st**—*bless*, *cure light wounds* (2), *divine favor*, *obscuring mist*, *sanctuary* (DC 15), *protection from good*^o**0 (at will)**—*detect magic*, *purify food and drink*, *stabilize*, *virtue***D** Domain spell; **Domains** Death, Evil

STATISTICS

Str 25, **Dex** 12, **Con** 20, **Int** 16, **Wis** 19, **Cha** 17**Base Atk** +13; **CMB** +20; **CMD** 31**Feats** Combat Casting, Combat Expertise, Dodge, Improved Critical (greatsword), Improved Initiative, Power Attack (-4/+12), Lightning Reflexes**Skills** Diplomacy +19, Escape Artist +17, Fly +25, Handle Animal +19, Knowledge (nature) +16, Knowledge (planes) +19, Perception +20, Sense Motive +20, Stealth +17**Languages** Celestial, Draconic, Infernal; truespeech**SQ** corrupted

Gear +4 *unholy greatsword*, masterwork breastplate

SPECIAL ABILITIES

Gaze (Su)

In humanoid form, a ghaele's gaze attack slays good creatures of 5 HD or less (range 60 feet, Will DC 18 negates, shaken for 2d10 rounds on a successful save). Nongood creatures, and good creatures with more than 5 HD, must succeed on a DC 18 Will save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mind-affecting fear effect. The save DCs are Charisma-based.

Corrupted (Su)

Kelvos has been corrupted by evil. He retains the good subtype (and do not gain the evil subtype), but many of his abilities have changed focus, as indicated in this stat block. He has lost his alternate form completely. In exchange, Kyuss has granted Kelvos access to the Death and Evil domains but only to cast spells.

Spells

Kelvos casts divine spells as a 14th-level cleric.

XP 102,400

CE Medium undead

Init +8; **Senses** darkvision 60 ft., *see invisibility*; Perception +xx**Aura** fear (60-ft. radius, DC 26)

DEFENSE

AC 29, touch 16, flat-footed 25 (+4 armor, +2 shield, +2 deflection, +4 Dex, +7 natural)**hp** 217 (15d8+135)**Fort** +19, **Ref** +18, **Will** +19**Defensive Abilities** channel resistance +4; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, mind affecting, polymorph, undead traits; **SR** 26

OFFENSE

Speed 30 ft.**Melee** touch +13 (1d8+7 plus paralyzing touch)**Spell-Like Abilities** (CL 17th; concentration +26)**Constant**--*see invisibility***At will**--*detect magic, invisibility***1/day**-- *plane shift* (DC 26) (as long as obsidian ringward is intact, Mak'ar cannot use this spell-like ability on himself, but he can still use it on others)**Spells Known** (CL 17th; concentration +26, defensively +30, +19 ranged touch)**8th** (5/day)—*maze, power word stun***7th** (7/day)—*limited wish, power word blind, prismatic spray* (DC 27)**6th** (7/day)—*chain lightning* (17d6, DC 26), *greater dispel magic, repulsion* (DC 26)**5th** (8/day)—*contact other plane, cone of cold* (17d6, DC 25), *hold monster* (DC 24), *wall of force***4th** (8/day)—*charm monster* (DC 23), *confusion* (DC 23), *enervation, fire shield* (1d6+15 cold)**3rd** (8/day)—*displacement, fireball* (10d6, DC 23), *slow* (DC 22), *vampiric touch* (8d6)**2nd** (8/day)—*command undead* (DC 21), *false life, eagle's splendor, mirror image* (1d4+5), *scorching ray* (3 rays)**1st** (9/day)—*expeditious retreat, mage armor**, *magic missile, protection from good, ray of enfeeblement***0 (at will)**—*acid splash, mage hand, message, prestidigitation, ray of frost, read magic*

STATISTICS

Str 7, **Dex** 18, **Con** —, **Int** 24, **Wis** 21, **Cha** 29**Base Atk** +15; **CMB** +13; **CMD** 27**Feats** Craft Rod, Craft Wondrous Item, Combat Casting, Empower Spell, Extend Spell, Forge Ring, Improved Initiative, Toughness, Spell Focus (Abjuration)^B, Spell Focus (Evocation)^B, Spell Penetration^B**Skills** Fly +xx, Knowledge (arcana) +xx, Knowledge (religion) +xx, Knowledge (the planes) +xx, Perception +xx, Sense Motive +xx, Spellcraft +xx, Use Magic Device +xx, Stealth +xx; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Telepathy 1,000 miles**SQ** shielded mind, spell weaving**Gear** *cloak of resistance* +5, *ring of force shield, rod of fury* +2, *rod of extend metamagic, headband of alluring charisma* +6

SPECIAL ABILITIES

Fear Aura (Su)

Creatures of less than 5 HD in a 60-foot radius that look at Mak'ar must succeed on a DC 26 Will save or become frightened. Creatures with 5 HD or more must succeed at a DC 26 Will save or be shaken for 12 rounds. A creature that successfully saves cannot be affected again by Mak'ar's fear aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su)

Any living creature Mak'ar hits with his touch attack must succeed on a DC 26 Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, DC 26). The effect cannot be dispelled. Anyone paralyzed by Mak'ar seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Shielded Mind (Ex)

Attempts made by other creatures to communicate telepathically with a spell weaver or to read its mind always fail unless the spell weaver allows the communication to function. A creature making such an attempt must succeed at a DC 22 Will save or be confused for 1d6 days. This effect can be dispelled (caster level 17) or removed with *heal* or *greater restoration*. The save DC is Wisdom-based.

Spell Weaving (Ex)

Mak'ar can cast more than one spell at a time. Casting a spell occupies a number of the spell weaver's arms equal to the spell's level. A spell weaver can cast more than one spell simultaneously, as long as the sum of the spell levels is six or less. It could, for example, cast one 6th-level spell, one 4th-level spell and one 2nd-level spell, or one 3rd-level and three 1st-level spells. A single 0-level spell occupies one arm. If Mak'ar casts a spell of 6th-level or higher, he may cast only one spell that round. Hands that wield objects do not impede this ability.

ALTERNATE SPELL LIST

Spells Known (CL 17th; concentration +26, defensively +30, +19 ranged touch)

8th (5/day)—*maze*, *horrid wilting* (17d6, DC 27)

7th (7/day)—*limited wish*, *delayed blast fireball* (17d6, DC 27), *prismatic spray* (DC 27)

6th (7/day)—*chain lightning* (17d6, DC 26), *greater dispel magic*, *repulsion* (170 ft, DC 26)

5th (8/day)—*contact other plane*, *cone of cold* (DC 25), *hold monster* (DC 24), *wall of force*

4th (8/day)—*charm monster* (DC 23), *confusion* (DC 23), *enervation*, *fire shield* (1d6+15 cold)

3rd (8/day)—*displacement*, *fly*, *slow* (DC 22), *vampiric touch* (8d6)

2nd (8/day)—*command undead* (DC 21), *false life*, *eagle's splendor*, *mirror image* (1d4+5), *scorching ray* (3 rays)

1st (9/day)—*expeditious retreat*, *mage armor**, *magic missile*, *protection from good*, *ray of enfeeblement*

PRINCE OF REDHAND

XP 25,600

CE Huge outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., *true seeing*; Perception +xx**DEFENSE****AC** 26, touch 8, flat-footed 26 (+18 natural, –2 size)**hp** 315 (30d10+150) fast healing 20**Fort** +22, **Ref** +12, **Will** +20**Defensive Abilities** blessing of Myrkul; **DR** 15/epic; **Immune** cold, poison; **Resist** acid 10, electricity 10, fire 10; **SR** 28**OFFENSE****Speed** 40 ft., climb 20 ft., fly 60 ft. (average)**Melee** bite +40 (3d6+11/19–20), 3 claws +40 (1d8+11/19–20)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rend (3 claws, 1d8+16), bloodthirst of Bhaal**Spell-Like Abilities** (CL 20th; concentration +25)**Constant**—*true seeing*, *fly***At will**—*standard of Bane*, *greater teleport* (self plus 50 lbs. of objects only)**STATISTICS****Str** 33, **Dex** 10, **Con** 20, **Int** 12, **Wis** 16, **Cha** 20**Base Atk** +30; **CMB** +43; **CMD** 53**Feats** Awesome Blow, Blind-Fight, Improved Bull Rush, Improved Critical (bite, claws), Improved Initiative, Improved Natural Attack (bite, claws), Power Attack (–8/+16), Weapon Focus (bite, claws), Critical Focus, Staggering Critical, Stunning Critical (DC 40), Lightning Reflexes**Skills** Acrobatics +xx, Fly +xx, Intimidate +xx, Knowledge (religion) +xx, Perception +xx, Sense Motive +xx, Spellcraft +xx; **Racial Modifiers** +8 Intimidate, +8 Perception**Languages** Abyssal, Common, Infernal; telepathy 100 ft.**SQ** master of the Well**SPECIAL ABILITIES****Bloodthirst of Bhaal (Su)**

Once every 1d4 rounds as a free action, the Overgod can enter a terrific fury for the duration of one round. During this round, the Overgod gains a +8 profane bonus on attack rolls and damage rolls.

Standard of Bane (Sp)

As a free action the Overgod can cast *spiritual weapon* as a spell-like ability. The weapon that appears is Bane's black gauntlet. The *spiritual weapon* attack has a +33/+28/+23/+18 attack roll and inflicts 1d8+5 points of force damage per hit.

Blessing of Myrkul (Su)

If a caster fails to overcome the Overgod's spell resistance with a spell, the Overgod can remove all adverse conditions currently affecting it, as by the *heal* spell.

Master of the Well (Su)

While inside the Well of Triptych Knowledge, the Overgod can use its *greater teleport* spell-like ability as a move action. In addition, whenever the Overgod must make a saving throw while inside the Well, it can roll twice and take the better result.

XP 9,600

CE medium dragon (water)

Init +6; **Senses** dragon senses; **Perception** +24

DEFENSE

AC 25, touch 12, flat-footed 23 (+2 Dex, +13 natural)**hp** 157 (15d12+60)**Fort** +13, **Ref** +11, **Will** +11**Immune** acid, paralysis, sleep

OFFENSE

Speed 60 ft., fly 150 ft. (average), swim 60 ft.**Melee** bite +22 (1d8+9), 2 claws +21 (1d6+6), 2 wings +19 (1d4+3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (60 ft. line, DC 21 half, 8d6 acid, every 1d4 rounds)**Spell-Like Abilities** (CL 15th, concentration +16)**At will**--*darkness* (40 ft. radius)

STATISTICS

Str 22, **Dex** 14, **Con** 19, **Int** 12, **Wis** 15, **Cha** 12**Base Atk** +15; **CMB** +21; **CMD** 33 (37 vs. trip)**Feats** Improved Initiative, Power Attack (-4/+8;+12), Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite), Flyby Attack, Hover, Multiattack**Skills** Fly +20, Handle Animal +16, Intimidate +19, Knowledge (Arcana) +19,**Perception** +24, **Stealth** +26, **Swim** +32; **Racial Modifiers** +8 **Swim****Languages** Common, Draconic**SQ** speak with reptiles, swamp stride, water breathing

SPECIAL ABILITIES

Speak with Reptiles (Sp)

A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as *speak with animals*, but only with reptilian animals.

Swamp Stride (Ex)

A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex)

A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

XP 76,800

CE Large undead (incorporeal, water)

Init +14; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +xx

Aura corrupting aura (10 ft.)

DEFENSE

AC 27, touch 27, flat-footed 16 (+7 deflection, +10 Dex, +1 dodge, -1 size)

hp 253 (22d8+154); fast healing 15

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

Defensive Abilities incorporeal; **Immune** acid, electricity, sonic, undead traits; **Resist** fire 20; **SR** 28; **Weaknesses** liquid dependency

OFFENSE

Speed fly 60 ft. (perfect)

Melee bite +25 (6d6+10 plus 2d6 acid), 4 tendrils +23 touch (3d6 acid)

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

Special Attacks breath weapon

STATISTICS

Str —, **Dex** 30, **Con** —, **Int** 15, **Wis** 12, **Cha** 25

Base Atk +16; **CMB** +27; **CMD** 47

Feats Ability Focus (breath weapon), Combat Reflexes, Dodge, Improved Initiative, Mobility, Flyby Attack, Improved Natural Attack (bite, tendrils), Multiattack, Vital Strike, Improved Vital Strike

Skills Acrobatics +xx, Craft (Alchemy) +xx, Fly +xx, Knowledge (arcana) +xx, Perception +xx, Stealth +xx

Languages Aquan, Common

SQ acidic body

SPECIAL ABILITIES

Acidic Body (Ex)

Anyone striking an acidwraith with a natural attack or unarmed strike takes 2d6 points of acid damage. Likewise, any weapon that strikes an acidwraith takes 2d6 points of acid damage each time it hits.

Breath Weapon (Su)

Once every 1d4 rounds, an acidwraith can exhale a 30- foot-long cone of burning, noxious vapor. The cloud of vapor is acidic and poisonous. Creatures in the area of effect take 18d6 acid damage (Reflex DC 30 half) and must make a DC 30 Fortitude save to avoid inhaling poison:

Breath weapon—inhalation; *save* Fort DC 30; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength damage; *cure* 2 saves. The save DC is Charisma-based.

If a target in the cone is protected against acid or poison by a dispellable effect (such as *resist energy*), the acidwraith's breath attempts to dispel one such effect with *greater dispel magic* (CL 17th).

Corrupting Aura (Su)

All water within 10 feet of an acidwraith is quickly converted into acid. In a large body of water, this merely surrounds the acidwraith with diluted acid that inflicts 1d6 points of acid damage per round to anything within the area. Creatures with the water subtype who are within 10 feet of an acidwraith take 6d6 acid damage per round as their bodies are eaten away. Magic water (and non-water liquid such as blood and potions) is not affected by an acidwraith's corrupting aura.

Powerful Bite (Ex)

An acidwraith applies 1-1/2 its Charisma modifier to bite damage.

Liquid Dependency (Ex)

An acidwraith must remain in contact with a body of liquid at least as large as its space. Each round it is not in contact with liquid, it suffers 2d6 points of damage. An acidwraith loses its fast healing when not in contact with a body of liquid.

XP 19,200

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft., see in darkness, *detect mortals*, *true seeing*;

Perception +17

DEFENSE

AC 27, touch 17, flat-footed 20 (+4 armor, +6 Dex, +1 dodge, +6 natural)**hp** 153 (9d10+4d10+78+4)**Fort** +18, **Ref** +21, **Will** +13**DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 23

OFFENSE

Speed 30 ft., fly 50 ft. (good)**Melee** +1 *longsword* +21/+16/+11 (1d8+11/19–20)**Ranged** +1 *flaming composite longbow* +24/+19/+14 (1d8+8/×3 plus 1d6 fire) or rope +22 touch (entangle)**Special Attacks** favored enemy (mortals +2), hunter's bond (companions, 5 rounds), smite mortals 1/day (+5 attack, +13 damage)**Spell-Like Abilities** (CL 12th; concentration +17)**Constant**—*true seeing***At will**—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19)**1/day**—summon (level 3, 2 bearded devils, 50%)**Ranger Spells Prepared** (CL 1st; concentration +6)**1st** — (2)

STATISTICS

Str 24, **Dex** 28, **Con** 23, **Int** 14, **Wis** 20, **Cha** 21**Base Atk** +13; **CMB** +20; **CMD** 39**Feats** Iron Will, Dodge^B, Endurance^B, Mobility^B, Rapid Shot^B, Point-Blank Shot, Precise Shot, Manyshot, Flyby Attack, Weapon Focus (longbow), Deadly Aim (-4/+8)**Skills** Acrobatics +21, Bluff +17, Diplomacy +14, Escape Artist +15, Fly +19, Intimidate +17, Knowledge (local) +14, Knowledge (nobility) +14, Perception +21, Sense Motive +18, Stealth +20, Survival +15**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**SQ** track (+2), wild empathy (+9), combat style (archery), favored terrain (urban +2), change shape (humanoid, *alter self*)**Gear** +1 *longsword*, +1 *flaming composite longbow* [+7 Str bonus], rope, +2 *leather armor*, *cloak of resistance* +2, *potions of cure serious wounds* (2), *elixirs of truth* (2)

SPECIAL ABILITIES

Entangle (Su)

Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 21). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

Mortal Hunter (Ex)

The blessed angels only have mortals as their favored enemy. They cannot select a different favored enemy when advancing as rangers, but the mortals' bonus increases by +2 at 5th level and every five levels thereafter. “Mortals” are any creature that aren’t outsiders, undead, constructs or fey.

Detect Mortals (Su)

This ability duplicates the effect of *detect undead* cast by a 15th-level caster, except that mortals are detected.

Smite Mortals (Su)

Once per day, the mortal hunter may smite a mortal creature. As a swift action, the mortal hunter chooses one target within sight to smite. If this target is a mortal, the mortal hunter adds its Charisma bonus (+5) to attack rolls and gains a damage bonus equal to its HD (+13) against that foe. This effect persists until the target is dead or the mortal hunter rests.

THE LIBRARY OF LAST RESORT

XP 76,800

NE Gargantuan plant

Init +0; **Senses** blindsense 60 ft., tremorsense 120 ft., low-light vision; Perception +xx

Aura frightful presence (30 ft., DC 26, shaken 5d6 rounds)

DEFENSE

AC 30, touch 2, flat-footed 30 (-4 Dex, +28 natural, -4 size)

hp 351 (26d8+208)

Fort +23, **Ref** +4, **Will** +12; regeneration 10 (fire or cold)

DR 10/slashing; **Immune** acid, plant traits

OFFENSE

Speed 20 ft., swim 50 ft.

Melee 8 tentacles +30 (4d6+14/19-20 plus grab), bite +30 (4d8+14/19-20 plus grab)

Space 20 ft.; **Reach** 20 ft. (30 ft. with tentacle)

Special Attacks fast swallow, swallow whole (4d8+14 bludgeoning damage plus 2d6 acid, AC 24, 32 hp)

Spell-Like Abilities (CL 20th; concentration +23)

At will—*diminish plants*, *entangle* (DC 14), *obscuring mist*, *plant growth*, *tree shape*, *warp wood* (DC 15)

3/day—*call lightning storm* (DC 18), *repel wood*, *wall of thorns*

STATISTICS

Str 38, **Dex** 3, **Con** 26, **Int** 8, **Wis** 15, **Cha** 16

Base Atk +19; **CMB** +37 (+45 grapple); **CMD** 47 (cannot be tripped)

Feats Skill Focus (Stealth, Perception), Iron Will, Improved Critical (tentacle, bite), Improved Initiative, Improved Natural Attack (tentacle), Power Attack (-5/+10), Weapon Focus (tentacle, bite), Toughness, Critical Focus, Staggering Critical (DC 29)

Skills Perception +xx, Stealth +xx, Swim +xx **Racial Modifiers** +16 Stealth in seas

Languages Common (cannot speak)

SPECIAL ABILITIES

Tentacles (Ex)

The octopus tree tentacles are considered primary attacks. It can use swallow whole on a victim grappled by a tentacle, transferring it to its mouth. The octopus tree has a +8 racial bonus on grapple checks rather than the normal +4 bonus most creatures with grab possess.

XP 19,200

LE Huge magical beast

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

DEFENSE

AC 28, touch 10, flat-footed 16 (+1 Dex, +1 dodge, +18 natural, -2 size)

hp 291 (18d10+192)

Fort +16, **Ref** +14, **Will** +9

Defensive Abilities displacement, resistance to ranged attacks

OFFENSE

Speed 40 ft.

Melee 2 tentacles +25 (2d6+8 plus bleed), bite +24 (2d6+8)

Space 15 ft.; **Reach** 10 ft. (20 ft. with tentacles)

Special Attacks pounce, bleed (2d6), lash out

STATISTICS

Str 26, **Dex** 13, **Con** 20, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +18; **CMB** +28 (+32 grapple); **CMD** 39 (47 vs. trip)

Feats Skill Focus (Perception), Combat Reflexes, Dodge, Mobility, Iron Will, Lightning Reflexes, Weapon Focus (tentacle), Improved Initiative, Improved Natural Attack (tentacle)

Skills Acrobatics +xx, Perception +xx, Stealth +xx; **Racial Modifiers** +8 Stealth

Languages Aklo

SPECIAL ABILITIES

Displacement (Su)

A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su)

A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Lash Out (Ex)

A displacer beast pack lord can make two tentacle attacks as a standard action.

XP 25,600

NE Huge magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +10

DEFENSE

AC 27, touch 15, flat-footed 22 (+4 Dex, +1 dodge, +14 natural, -2 size)

hp 200 (16d10+112)

Fort +17, **Ref** +14, **Will** +10

OFFENSE

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

Melee bite +25 (1d8+11), 2 claws +25 (1d6+11), snakes +20 (1d6+5)

Space 15 ft.; **Reach** 10 ft. (20 ft. with snakes)

Special Attacks breath weapon (30-ft. cone, *sleep*, Fortitude DC 25 negates, usable every 1d4 rounds), pounce

STATISTICS

Str 32, **Dex** 18, **Con** 24, **Int** 9, **Wis** 16, **Cha** 13

Base Atk +16; **CMB** +24; **CMD** 38 (42 vs. trip)

Feats Iron Will, Dodge, Flyby Attack, Improved Initiative, Improved Natural Armor (4)

Skills Acrobatics +11 (+15 when jumping), Fly +11, Perception +10, Stealth +15;

Racial Modifiers +4 Stealth

Languages Aklo

SPECIAL ABILITIES

Breath Weapon (Su)

A winged kamadan can exhale a cone of gas that makes living creatures fall asleep for 5 minutes (Fortitude DC 25 negates). Slapping or wounding awakens a creature put to sleep by this attack, but normal noise does not. This is a *sleep* effect. The save DC is Constitution-based.

Snakes (Ex)

A winged kamadan's snakes attack simultaneously; this is always a secondary attack.

XP 102,400

N Gargantuan magical beast

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

DEFENSE

AC 28, touch 10, flat-footed 24 (+4 Dex, +18 natural, -4 size)**hp** 348 (24d10+192)**Fort** +23, **Ref** +19, **Will** +11

DEFENSE

Speed 40 ft., climb 40 ft.**Melee** bite +34 (3d6+14), 4 claws +34 (2d6+14/19-20)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** rend (4 claws, 2d6+21)

STATISTICS

Str 38, **Dex** 18, **Con** 26, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +24; **CMB** +42; **CMD** 56**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Toughness, Combat Reflexes, Improved Critical (claw), Improved Natural Attack (claw), Improved Natural Armor (5), Power Attack (-7/+14)**Skills** Climb +xx, Perception +xx, Stealth +xx

XP 76,800

N Gargantuan magical beast

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

DEFENSE

AC 30, touch 9, flat-footed 27 (+3 Dex, +21 natural, -4 size)

hp 364 (27d10+216)

Fort +23, **Ref** +18, **Will** +12

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +37 (4d8+19/17-20), 2 claws +37 (4d6+13) or 4 claws +37 (4d6+13)

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

Special Attacks leap, savage bite

STATISTICS

Str 36, **Dex** 16, **Con** 26, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +27; **CMB** +44; **CMD** 57 (61 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite, claw), Improved Critical (bite), Improved Natural Armor (5), Improved Natural Attack (bite, claw), Power Attack (-7/+21;+14)

Skills Acrobatics +x (+8 jumping), **Perception** +xx; **Racial Modifiers** +4 on Acrobatics checks made to jump

SPECIAL ABILITIES

Leap (Ex)

A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex)

A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

XP 38,400

CN Gargantuan magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE

AC 28, touch 11, flat-footed 23 (+4 Dex, +1 dodge, +17 natural, -4 size)**hp** 248 (16d10+160)**Fort** +20, **Ref** +14, **Will** +8

OFFENSE

Speed 30 ft., fly 50 ft. (average)**Melee** 2 claws +26 (2d6+14/19-20 plus grab), bite +26 (2d6+14)**Space** 20 ft.; **Reach** 10 ft.

STATISTICS

Str 39, **Dex** 18, **Con** 31, **Int** 6, **Wis** 16, **Cha** 14**Base Atk** +16; **CMB** +34 (+38 grapple); **CMD** 49 (53 vs. trip)**Feats** Bleeding Critical, Critical Focus, Dodge, Improved Critical (claw), Improved Natural Armor (3), Vital Strike**Skills** Fly +9, Perception +14

XP 614,400

CE Colossal outsider (chaotic, evil, extraplanar)

Init +4; **Senses** darkvision 120 ft., *true seeing*; **Perception** +31

DEFENSE

AC 38, touch 2, flat-footed 38 (+12 armor, +24 natural, –8 size)**hp** 471 (23d10+345)**Fort** +22, **Ref** +15, **Will** +20; +8 resistance vs. mind-affecting**DR** 15/lawful and epic; **Immune** aging, death effects, disease; **SR** 33

OFFENSE

Speed 60 ft. (40 ft. in armor)**Melee** +3 *adamantine warhammer* +37/+32/+27/+22 (6d6+31/19–20/×3) or 2 slams +34 (2d8+19)**Ranged** rock +16/+11/+6/+1 (4d6+28)**Space** 30 ft.; **Reach** 30 ft.**Special Attacks** godslayer, rock throwing (100 ft.), trample (2d8+28, DC 40)**Spell-Like Abilities** (CL 20th; concentration +27)**Constant**—*air walk*, *mind blank*, *spell turning*, *true seeing***At will**—*bestow curse* (DC 21), *break enchantment*, divination, *greater dispel magic*, *sending***3/day**—*disintegrate* (DC 23), *greater scrying* (DC 24), *heal*, *mass suggestion* (DC 23)**1/day**—*greater planar ally*, *imprisonment* (DC 26), *meteor swarm* (DC 26), *true resurrection*

STATISTICS

Str 49, **Dex** 10, **Con** 41, **Int** 27, **Wis** 20, **Cha** 24**Base Atk** +23; **CMB** +50; **CMD** 60**Feats** Awesome Blow, Staggering Critical (DC 33), Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (warhammer), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack (–6/+18;+12), Vital Strike
Skills Bluff +33, Craft (any one) +34, Diplomacy +30, Intimidate +33, Knowledge (arcana, history, and planes) +34, Knowledge (religion) +31, Perception +31, Perform (any one) +30, Ride +18, Sense Motive +31, Spellcraft +34, Stealth +5, Use Magic Device +33**Languages** Abyssal, Celestial, Common; telepathy 300 ft.**SQ** change shape (any humanoid, *alter self*)**Gear** +3 *full plate*, +3 *adamantine warhammer*

SPECIAL ABILITIES

Godslayer (Su)

When a thanatotic titan damages a creature capable of casting divine spells, that creature must make a DC 28 Will save or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. A thanatotic titan's attacks are treated as epic and evil for the purposes of overcoming damage reduction. The save DC is Charisma-based.

XP 25,600

CE Medium outsider (chaotic, demodand, evil, extraplanar)

Init +9; **Senses** darkvision 120 ft., *detect good*, *detect magic*; **Perception** +22

DEFENSE

AC 27, touch 13, flat-footed 24 (+7 armor, +3 Dex, +7 natural)**hp** 171 (18d10+72)**Fort** +15, **Ref** +13, **Will** +12; +4 vs. divine spells**DR** 10/good and magic; **Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft., fly 40 ft. (average)**Melee** +1 *short sword* +27/+22/+17/+12 (1d6+10/18-20), +1 *short sword* +27/+22/+17 (1d6+10/18-20), bite +22 (1d8+4)**Special Attacks** adhesion, faith-stealing strike (Will DC 22, 1 round)**Spell-Like Abilities** (CL 13th; concentration +24)**Constant**—*detect good*, *detect magic***3/day**—*dispel magic***1/day**—*chaos hammer* (DC 17), summon (level 4, 1d2 tarry demodands 40%)

STATISTICS

Str 28, **Dex** 21, **Con** 18, **Int** 12, **Wis** 13, **Cha** 17**Base Atk** +18; **CMB** +27; **CMD** 42 (46 vs. disarm)**Feats** Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (short sword), Double Slice, Two-Weapon Rend (1d10+13), Improved Critical (short sword), Lightning Reflexes**Skills** Bluff +16, Climb +19, Fly +23, Intimidate +24, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +22, Sense Motive +14, Stealth +17, Survival +14**Languages** Abyssal, Celestial, Common**SQ** heretical soul**Gear** +1 *breastplate*, 2 +1 *short swords*

SPECIAL ABILITIES

Adhesion (Ex)

A creature striking a tarry demodand with a manufactured weapon must make a DC 23 Reflex save; failure means the weapon sticks to the demodand and cannot be used to make attacks until freed. Freeing a stuck weapon requires a successful grapple check. This adhesion grants a +4 racial bonus to CMD against disarm attempts.

XP 204,800

CE Colossal plant

Init +8; **Senses** blindsight 30 ft., darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +32

DEFENSE

AC 34, touch 10, flat-footed 26 (+8 Dex, +24 natural, –8 size)**hp** 333 (23d8+230); fast healing 10**Fort** +23, **Ref** +17, **Will** +13**Defensive Abilities** death throes, electrical jolt; **DR** 15/cold iron and slashing; **Immune** electricity, plant traits; **Resist** cold 30, fire 30; **SR** 30**Weaknesses** vulnerable to sonic

OFFENSE

Speed 50 ft., climb 30 ft.**Melee** 2 slams +25 (4d10+16/19–20 plus 4d6 electricity)**Ranged** 4 thorns +17 (2d8+16 plus poison)**Space** 30 ft.; **Reach** 30 ft.**Spell-Like Abilities** (CL 20th; concentration +27)

At will—*control weather*, *lightning bolt* (DC 20), *tree shape* (Colossal tree),
transport via plants

3/day—*chain lightning* (DC 23), quickened *lightning bolt* (DC 20)

1/day—*storm of vengeance* (DC 26), *whirlwind* (DC 25)

STATISTICS

Str 42, **Dex** 27, **Con** 30, **Int** 9, **Wis** 22, **Cha** 25**Base Atk** +17; **CMB** +41; **CMD** 59 (67 vs. trip)**Feats** Awesome Blow, Improved Bull Rush, Improved Critical (slam), Improved Lightning Reflexes, Improved Precise Shot, Improved Sunder, Lightning Reflexes, Point-Blank Shot, Power Attack, Precise Shot, Quicken Spell-Like Ability (*lightning bolt*), Vital Strike**Skills** Climb +24, Perception +32; **Racial Modifiers** +8 Climb**Languages** Aklo, Sylvan**SQ** planar acclimation

SPECIAL ABILITIES

Death Throes (Su)

When a sard dies, its remains explode with a blast of lightning into razor-sharp splinters of wood. All creatures within 30 feet of a sard when it explodes in this manner take 12d6 points of electricity damage and 12d6 points of piercing damage. A DC 31 Reflex save halves this damage. The save DC is Constitution-based.

Poison (Ex)

Thorn—injury; save Fort DC 31; frequency 1/round for 6 rounds; effect 1d2 Dex and 4d6 electricity; cure 2 consecutive saves.

Electrical Jolt (Su)

Every time a creature strikes a sard with a metal melee weapon, arcs of electricity deal 1d10 points of damage to the attacker.

Planar Acclimation (Ex)

A sard is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Thorns (Ex)

A sard's thorns have a range of 180 feet with no range increment.

XP 204,800

N Gargantuan magical beast

Init +11; **Senses** blindsense 120 ft., darkvision 120 ft., low-light vision, scent;

Perception +26

DEFENSE

AC 33, touch 13, flat-footed 26 (+7 Dex, +20 natural, -4 size)

hp 310 (23d10+184); fast healing 10

Fort +21, **Ref** +20, **Will** +11

DR 10/cold iron; **Defensive Abilities** quick recovery, quill defense; **Immune** *fear*, paralysis, poison, *sleep*; **Resist** fire 30; **SR** 30

OFFENSE

Speed 60 ft., climb 20 ft.

Melee bite +32 (2d8+13 plus grab), 2 claws +32 (2d6+13/19-20), tail slap +27 (2d8+19/x3 plus pain)

Ranged 4 quills +26 (1d10+13/19-20)

Space 20 ft.; **Reach** 15 ft. (20 ft. with tail slap)

Special Attacks bounding charge, brutal tail, gaze, lash out, pounce, rake (4 claws, +32, 2d6+13/19-20), rend (2 claws, 2d6+19)

STATISTICS

Str 36, **Dex** 25, **Con** 27, **Int** 2, **Wis** 15, **Cha** 18

Base Atk +23; **CMB** +40 (+44 grapple); **CMD** 57 (65 vs. trip)

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Critical Mastery, Improved Critical (claws, quills), Improved Initiative, Improved Iron Will, Iron Will, Power Attack (-6/+12;+18), Skill Focus (Stealth), Staggering Critical (DC 33)

Skills Acrobatics +19 (+31 when jumping), Climb +21, Perception +26, Stealth +18 (+26 mountains and caverns), Survival +3 (+23 tracking); **Racial Modifiers** +8

Acrobatics, +10 Perception, +4 Stealth (+12 mountains and caverns), +20 Survival when tracking

SQ fury, planar acclimation, relentless tracker

SPECIAL ABILITIES

Bounding Charge (Ex)

A frumious bandersnatch can move through difficult terrain when it charges.

Brutal Tail (Ex)

The quills and barbs on a frumious bandersnatch's tail cause triple damage on a critical hit from its tail slap. A bandersnatch adds 1-1/2 times its strength bonus on damage rolls when using its tail slap.

Fury (Su)

A frumious bandersnatch seethes with barely repressed rage and anger. If it misses with its bite attack or falls below half of its hit points, it succumbs to such uncontrollable fury that it bursts into flame. While engulfed in these flames, a frumious bandersnatch is affected as by a *haste* spell (this effect cannot be dispelled) and causes an additional 2d6

points of fire damage with each of its melee attacks and its quill defense ability. The fury lasts for 5 rounds, after which the bandersnatch cannot enter a fury again for another 5 rounds.

Gaze (Su)

Confused, range 30 feet, Fortitude DC 29 negates. A frumious bandersnatch can direct its gaze attack against a single foe as a swift action. This is a mind-affecting compulsion effect. The save DC is Constitution-based.

Lash Out (Ex)

As a swift action, a frumious bandersnatch can make a single attack with a bite, claw, or tail slap. A frumious bandersnatch cannot lash out on the same round it charges.

Pain (Ex)

Whenever a creature takes damage from a frumious bandersnatch's tail slap attack, quills, or quill defense, that creature must make a DC 28 Reflex save or a quill lodges in its flesh, causing the creature to become sickened until the quill is removed. Removing one quill requires a DC 20 Heal check made as a full-round action. For every 5 by which the check exceeds the DC, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d10+6 points of damage to the victim. The save DC is Dexterity-based.

Planar Acclimation (Ex)

A frumious bandersnatch is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Quill Defense (Ex)

Any creature that strikes a frumious bandersnatch with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d10+6 points of piercing damage from the frumious bandersnatch's quills and suffers from the bandersnatch's pain attack, plus 2d6 fire damage if the frumious bandersnatch is raging.

Quick Recovery (Su)

A debilitated frumious bandersnatch recovers with frightening speed. If a frumious bandersnatch starts its turn affected by any or all of the following conditions, these conditions end at the end of its turn: blinded, confused, dazed, dazzled, exhausted, fatigued, nauseated, sickened, and stunned. Furthermore, a frumious bandersnatch affected by ability damage, ability drain, or a mind-affecting effect that allows a save receives a single additional save against the effect of its choice at the original DC at the end of its turn in order to shake off the effect.

Quills (Ex)

With a snap of its tail, a frumious bandersnatch can loose a volley of four quills as a standard action (make an attack roll for each spike). This attack has a range of 300 feet with no range increment. All targets must be within 30 feet of each other. Launched quills regrow in a single round, during which the frumious bandersnatch's defensive abilities are unaffected.

Relentless Tracker (Ex)

A frumious bandersnatch can move at up to double its speed and still track without penalty. It gains a +10 competence bonus on Survival checks made to track creatures it has wounded.

XP 51,200

N Huge magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +26

DEFENSE

AC 35, touch 13, flat-footed 28 (+4 Dex, +1 dodge, +22 natural, -2 size)**hp** 270 (20d10+160); fast healing 10**Fort** +20, **Ref** +16, **Will** +13;**Defensive Abilities** adaptive defense; **Immune** acid; **SR** 27

OFFENSE

Speed 50 ft., fly 20 ft. (poor)**Melee** bite +33 (3d6+22/19-20/x3 plus grab), 2 talons +33 (1d8+15)**Space** 15 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** deadly bite, shriek, swallow whole (3d6+22 bludgeoning plus 2d6 acid damage, AC 21, 27 hp)

STATISTICS

Str 41, **Dex** 19, **Con** 26, **Int** 2, **Wis** 20, **Cha** 17**Base Atk** +20; **CMB** +37 (+41 grapple); **CMD** 52**Feats** Blind-Fight, Improved Initiative, Combat Reflexes, Dodge, Improved Critical (bite), Iron Will, Mobility, Power Attack (-6/+18;+12), Run, Spring Attack**Skills** Acrobatics +16 (+24 when jumping), Fly +9, **Perception** +26; **Racial Modifiers** +12 Acrobatics, +8 Perception**SQ** planar acclimation

SPECIAL ABILITIES

Adaptive Defense (Su)

When first encountered, a jubjub bird has no energy resistance. When damaged by an attack that causes cold, electricity, fire, or sonic damage, it gains resistance 30 to that energy type until the end of its next turn. If an attack causes more than one type of energy damage, the jubjub bird gains resistance 30 to all the types of energy damage dealt.

Deadly Bite (Ex)

A jubjub bird applies 1-1/2 times its Strength modifier to damage dealt by its bite attack. A successful critical hit decapitates and instantly slays a Large or smaller victim (DC 35 Fort negates decapitation; creatures without a head are immune to this effect) and deals triple normal damage regardless of the decapitation result. The save DC is Strength-based.

Shriek (Ex)

Once every 1d6 rounds as a standard action, a jubjub bird can voice a piercing screech. All creatures (other than jubjub birds) within a 60-foot-radius spread must succeed at a DC 28 Fortitude save or be stunned for 1d4 rounds. This is a sonic effect. The save DC is Constitution-based.

Planar Acclimation (Ex)

A jubjub bird is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

XP 153,600

LE Large outsider (extraplanar, fire)

Init +9; **Senses** darkvision 60 ft., *detect magic*; Perception +20

DEFENSE

AC 35, touch 15, flat-footed 29 (+9 armor, +5 Dex, +1 dodge, +11 natural, –1 size)**hp** 249 (13d10+8d10+126+8)**Fort** +16, **Ref** +15, **Will** +14; +2 against fear**Immune** fire; **Weaknesses** vulnerability to cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)**Melee** +2 *flaming burst falchion* +32/+27/+22/+17 (2d6+17 plus 2d6 fire/15-20 plus 1d10 fire) or 2 slams +28 (1d8+8 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** change size, heat (1d6 fire when it hits in melee or grapples)**Spell-Like Abilities** (CL 15th; concentration +17, +25 ranged touch)**Constant**—*detect magic***At will**—*plane shift* (wills targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray***3/day**—*fireball* (DC 15), *heat metal*, *invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)**1/day**—grant up to 3 wishes (to non-genies only), *gaseous form*, *greater invisibility*, *permanent image* (DC 18), *pyroclastic storm* (as *ice storm*, with fire instead of cold damage)

STATISTICS

Str 27, **Dex** 20, **Con** 22, **Int** 12, **Wis** 18, **Cha** 15**Base Atk** +21; **CMB** +30; **CMD** 45**Feats** Combat Reflexes, Deceitful, Dodge, Improved Initiative, Power Attack (–6/+18;+12), Quicken Spell-Like Ability (*scorching ray*), Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Improved Critical (falchion), Weapon Focus (falchion), Weapon Specialization (falchion), Critical Focus, Blinding Critical (DC 31)**Skills** Bluff +22, Craft (armor) +17, Disguise +13, Fly +14, Intimidate +25, Perception +20, Ride +20, Sense Motive +20, Spellcraft +17, Stealth +10**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.**SQ** change shape (humanoid or giant, *alter self* or *giant form I*), bravery 2, armor training 2, weapon training (heavy blades +1)**Gear** +3 *breastplate*, +2 *flaming burst falchion*, *amulet of natural armor* +3, ornate brass bracelets and anklets studded with fire opals (6 total, each worth 2,000 gp each), brilliant white and red cloak made from enameled dragon scales (worth 4,000 gp)

SPECIAL ABILITIES

Change Size (Sp)Twice per day, a noble efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the

ability), except that the ability can work on the efreeti. A DC 14 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

XP 12,800

NE Huge outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE

AC 26, touch 10, flat-footed 24 (+2 Dex, +16 natural, –2 size)**hp** 175 (14d10+98)**Fort** +16, **Ref** +11, **Will** +7

OFFENSE

Speed 40 ft., fly 90 ft. (good)**Melee** bite +22 (2d6+10), 2 hooves +17 (2d6+5 plus 1d6 fire)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** smoke (DC 24)**Spell-Like Abilities** (CL 15th)1/hour (self plus 1 rider only)—*ethereal jaunt*, *plane shift*

STATISTICS

Str 31, **Dex** 15, **Con** 24, **Int** 16, **Wis** 12, **Cha** 12**Base Atk** +14; **CMB** +26; **CMD** 38 (42 vs. trip)**Feats** Alertness, Armor Proficiency (light), Improved Initiative, Improved Overrun, Iron Will, Power Attack, Run**Skills** Acrobatics +19, Bluff +18, Fly +19, Intimidate +18, Knowledge (arcana, planes) +20, Perception +22, Sense Motive +22, Stealth +11**Languages** Abyssal, Infernal

SPECIAL ABILITIES

Smoke (Su)

In battle, a cauchemar exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 24 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as *obscuring mist* for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.

XP 76,800

LE Large outsider (devil, evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +24

Aura fear aura (5 ft., DC 23)

DEFENSE

AC 35, touch 17, flat-footed 27 (+8 Dex, +18 natural, –1 size)

hp 217 (15d10+135); regeneration 5 (good weapons, good spells)

Fort +18, **Ref** +17, **Will** +13

DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee +1 *unholy spiked chain* +26/+21/+16 (2d6+16 plus stun), bite +22 (2d8+5), tail +22 (2d6+5 plus infernal wound) or 2 claws +24 (2d6+10), bite +24 (2d8+10), tail +22 (2d6+5 plus infernal wound)

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

Spell-Like Abilities (CL 16th)

At will—*dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 21)

3/day—*fireball* (DC 19), *lightning bolt* (DC 19)

1/day—*summon* (level 6, 3 barbed devils, 35%)

STATISTICS

Str 31, **Dex** 27, **Con** 28, **Int** 14, **Wis** 22, **Cha** 23

Base Atk +15; **CMB** +26; **CMD** 44

Feats Improved Bull Rush, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack (–4/+12;+8), Vital Strike, Weapon Focus (spiked chain)

Skills Bluff +24, Diplomacy +21, Fly +15, Intimidate +24, Knowledge (planes) +20, Perception +24, Sense Motive +21, Spellcraft +20, Stealth +22

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Gear +1 *unholy spiked chain*

SPECIAL ABILITIES

Infernal Wound (Su)

The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a DC 26 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

Stun (Su)

Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength-based

XP 102,400

CE Huge magical beast (fire)

Init +5; **Senses** darkvision 120 ft., low-light vision, *see invisibility*; **Perception** +28

DEFENSE

AC 32, touch 9, flat-footed 31 (+1 Dex, +23 natural, –2 size)

hp 279 (18d10+180); regeneration 15 (acid or cold)

Fort +21, **Ref** +14, **Will** +15

DR 15/cold iron and slashing; **Immune** fire, sonic; **Resist** electricity 30; **SR** 28

Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft., climb 50 ft.

Melee 2 bites +26 (2d6+10), 4 claws +26 (1d8+10), gore +26 (2d6+10)

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

Special Attacks breath weapon (80-foot cone, 20d8 fire damage, Reflex DC 29 half, usable once every 1d4 rounds), entangling chains, powerful charge (gore, 4d8+24)

Spell-Like Abilities (CL 18th; concentration +23)

Constant—*air walk*, *see invisibility*

1/day—*greater teleport* (self plus 50 lbs. of objects only, and only to a master's side)

STATISTICS

Str 30, **Dex** 13, **Con** 31, **Int** 5, **Wis** 24, **Cha** 20

Base Atk +18; **CMB** +30; **CMD** 41 (49 vs. trip)

Feats Critical Focus, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike

Skills Climb +18, **Perception** +28; **Racial Modifiers** +8 Climb

Languages Aklo, Sylvan

SQ master's bond, planar acclimation

SPECIAL ABILITIES

Entangling Chains (Su)

A thrasfyr can control the six chains that hang from its body as if they were its own limbs. As a standard action, it can cause these chains to snake outward to a radius of 30 feet. All creatures in this area take 10d6 points of slashing damage and become entangled—a DC 20 Reflex save halves the damage and negates the entangled condition. An entangled creature can escape with a DC 20 Reflex save or a DC 30 Escape Artist check made as a full-round action. The chains can also be sundered (hardness 10, hp 20, Break DC 28). The thrasfyr creates these chains from its own body—destroyed chains regrow in 24 hours. The save DC is Dexterity-based.

Master's Bond (Su)

A thrasfyr can form a bond with a willing creature by touching that creature. This allows the thrasfyr to communicate telepathically with the bonded creature with no range restriction (provided the thrasfyr and its master are on the same plane). Both

thrasfyr and master can sense the other's condition as if both were under the effect of a *status* spell. A thrasfyr can maintain a bond with only one master at a time.

Planar Acclimation (Ex)

A thrasfyr is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

XP 102,400

CE Gargantuan undead

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

DEFENSE

AC 33, touch 9, flat-footed 30 (+2 Dex, +1 dodge +24 natural, -4 size)**hp** 285 (30d8+150); fast healing 10**Fort** +16, **Ref** +12, **Will** +24**DR** 10/—; **Immune** undead traits; **SR** 28

OFFENSE

Speed 20 ft., fly 60 ft. (good)**Melee** bite +33 (4d8+21/19-20 plus grab plus bone subsumption)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** summon skeletons, utter subsumption

STATISTICS

Str 39, **Dex** 14, **Con** —, **Int** 18, **Wis** 20, **Cha** 18**Base Atk** +22; **CMB** +40 (+44 grapple); **CMD** 52 (cannot be tripped)**Feats** Ability Focus (bone subsumption), Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Toughness, Weapon Focus (bite), Vital Strike, Improved Vital Strike, Greater Vital Strike**Skills** Acrobatics +xx, Climb +xx, Fly +xx, Perception +xx, Stealth +xx,**Languages** Abyssal, Common, Terran

SPECIAL ABILITIES

Bone Subsumption (Su)

Whenever a boneyard damages a creature with its bite, the victim must make a DC 31 Fortitude save (undead instead must make a Will save). On a failed save, the victim's bones melt away to meld with the boneyard's body, inflicting 2d4 points of damage to Strength, Dexterity, and Constitution. This ability only works on creatures with a skeletal structure. The save DC is Charisma-based.

Summon Skeletons (Su)

A boneyard can summon 1d4+2 troll skeletons or 1d3+1 young adult red dragon skeletons once per day. The undead arrive in 1d10 rounds and serve for 1 hour before they are reabsorbed.

Utter Subsumption (Su)

If a boneyard wins a grapple check after using its grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a pinned victim that makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

XP 204,800

N Medium fey

Init +16; **Senses** low-light vision, *true seeing*; Perception +xx**Aura** swarm aura (DC 32, 10 ft.)

DEFENSE

AC 38, touch 22, flat-footed 26 (+12 Dex, +16 natural)

hp 325 (26d6+234); fast healing 10**Fort** +19, **Ref** +27, **Will** +20**DR** 15/cold iron and magic; **Immune** fear, poison; **Resist** acid 30, cold 30, electricity 30, fire 30; **SR** 30

OFFENSE

Speed 30 ft.**Melee** +5 *shocking burst spear* +27/+22/+17 (1d8+17 plus 1d6 electricity/19-20 x3 plus 2d10 electricity)**Special Attacks** elemental standards**Spell-Like Abilities** (CL 19th; concentration +27)**At will**—*baleful polymorph* (DC 25), *barkskin* (+5), *gaseous form*, *greater dispel magic*, *greater invisibility*, *gust of wind*, *pass without trace*, *transport via plants*, *wall of thorns***3/day**—quicken *barkskin* (+5), quicken *baleful polymorph* (DC 25), *fire shield* (1d6+15), *insect plague***1/day**—*call lightning storm* (DC 23), *commune with nature*, *creeping doom* (DC 25)

STATISTICS

Str 27, **Dex** 34, **Con** 29, **Int** 20, **Wis** 21, **Cha** 27**Base Atk** +13; **CMB** +25 (+37 disarm/ trip); **CMD** 43 (47 vs. disarm/trip)**Feats** Combat Expertise (-4/+4), Improved Critical (spear), Improved Disarm, Improved Initiative, Improved Trip, Quicken Spell-Like Ability (*barkskin*, *baleful polymorph*), Weapon Focus (spear), Ability Focus (*baleful polymorph*), Greater Disarm, Greater Trip, Great Fortitude, Power Attack (-4/+12), Agile Maneuvers^B**Skills** Acrobatics +xx, Bluff +xx, Climb +xx, Diplomacy +xx, Escape Artist +xx, Knowledge (nature) +xx, Perception +xx, Sense Motive +xx, Stealth +xx, Survival +xx, Swim +xx**Languages** Aquan, Auran, Common, Druidic, Ignan, Sylvan, Terran**SQ** gift of the watcher, summon spear, thorny cloak**Gear** +5 *shocking burst spear*

SPECIAL ABILITIES

Elemental Standards (Su)

Every wild watcher wears four elemental standards on his back, each one corresponding to one of the elements. Each banner grants a different benefit as long as the wild watcher wears it. The air banner grants electricity resistance 30 and the ability to cast a quickened *air walk* once per day as a spell-like ability. The fire banner grants fire resistance 30 and the ability to cast a quickened *flame strike* once per day as a spell-like ability. The water banner grants cold resistance 30 and the constant ability to breathe

water. The earth banner grants acid resistance 30 and the ability to cast *stoneskin* once per day as a spell-like ability. Spell-like abilities function at caster level 19th.

Gift of the Watcher (Su)

A wild watcher may grant any other creature one (or more) of its banners to be used by that creature in defense of the natural world. The receiver of the banner must either hold it in hand or wear it on his back (in the shoulders item slot) to gain its benefits. Only a wild watcher may wear multiple standards on its back. A watcher cannot be forced to grant its gift of the watcher through magical means, nor through intimidation, but if a watcher is caught in a bet or in a broken promise, he may begrudgingly yield up a banner. A gifted banner remains in the possession of the creature as long as the wild watcher wills it; he may reclaim the banner at any time as a free action, at which time the banner returns to the wild watcher across any distance. If the wild watcher is killed, the creature who gained the gift can keep the banner indefinitely, but if he tries to give it away or sell it, the banner is destroyed.

Summon Spear (Su)

A watcher may summon a +5 *shocking burst spear* into its hands as a free action. This spear is real as long as it remains in contact with the wild watcher; the instant he releases it, it vanishes. A wild watcher's spear has the disarm and trip special features, and grants a +2 bonus when making a trip combat maneuver.

Swarm Aura (Su)

A wild watcher is constantly surrounded by a swarm of flying vermin. Anyone within 10 feet of a wild watcher must make a DC 32 Fortitude save to avoid becoming nauseated for 1 round. All creatures who begin their turn within 10 feet of a wild watcher take 3d6 points of damage from being exposed to the biting and stinging insects. A wild watcher is immune to swarm damage, and can move through swarms without fear of being harmed or distracted. The save DC is Constitution-based.

Thorny Cloak (Ex)

The cloak of woven thorns, briars, and nettles that surrounds a wild watcher possesses a life of its own and serves the watcher diligently at all times. Any creature making a melee attack against the watcher is automatically subjected to a disarm attempt by the wild watcher. In addition, the thorny cloak snatches arrows and other small projectiles and thrown weapons out of the air, launching them back at the attacker. The cloak makes disarm attempts and ranged attacks using the wild watcher's CMB and ranged attack bonuses. It can attempt a disarm or return fire a captured ranged weapon attack only once per character per round, always attempting to do so on that character's first attack.

True Seeing (Su)

The wild watcher is continuously under the effect of *true seeing*. This effect cannot be dispelled.

KINGS OF THE RIFT

XP 19,200

NE Large humanoid (giant)

Init +4; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 29, touch 9, flat-footed 29 (+8 armor, +3 shield, +9 natural, -1 size)**hp** 171 (12d8+5d10+85+5)**Fort** +17, **Ref** +5, **Will** +9; +1 vs. fear**Defensive Abilities** rock catching, bravery +1

OFFENSE

Speed 40 ft. (30 ft. in armor)**Melee** mwk warhammer +26/+21/+16 (2d6+13/19-20 x3) or 2 slams +23 (1d8+10)**Ranged** rock +14 (2d6+15) or crawler load +13 touch (paralysis 2d4 rds, Fort DC 24)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.), weapon training (hammers +1)

STATISTICS

Str 30, **Dex** 10, **Con** 21, **Int** 6, **Wis** 14, **Cha** 7**Base Atk** +14; **CMB** +25; **CMD** 35**Feats** Improved Initiative, Improved Critical (warhammer), Intimidating Prowess, Iron Will, Power Attack (-4/+12;+8), Weapon Focus (warhammer), Critical Focus, Shield Focus, Weapon Specialization (warhammer), Staggering Critical (DC 24), Dazzling Display, Shatter Defenses**Skills** Climb +11, Intimidate +20, Perception +10**Languages** Giant**SQ** armor training 1**Gear** masterwork warhammer, masterwork half-plate, masterwork heavy steel shield, *potions of cure moderate wounds*, *potion of levitate*, *potion of resist fire*, 100 gp

XP 307,200

LE Gargantuan dragon (air, extraplanar)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Perception +43

Aura frightful presence (240 ft., DC 27)

DEFENSE

AC 33, touch 6, flat-footed 33 (+27 natural, -4 size)

hp 325 (26d12+156)

Fort +21, **Ref** +17, **Will** +21

DR 10/magic and good; **Immune** acid, paralysis, sleep; **Resist** cold 15, fire 15; **SR** 30

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy), swim 40 ft.

Melee bite +35 (4d6+18/19-20), 2 claws +35 (2d8+13/19-20), 2 wings +33 (2d6+8), tail slap +33 (2d8+18)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks smite good 1/day (+4 attack, +26 damage), breath weapon (60-ft. cone, DC 29, 16d6 acid), crush (Medium creatures, DC 29, 4d6+15), tail sweep (Small creatures, DC 29, 2d6+15)

Spell-Like Abilities (CL 19th; concentration +30)

At will—*charm person* (DC 15), *entangle* (DC 15), *plant growth*, *suggestion* (DC 17)

Spells Known (CL 9th; concentration +13)

4th (5/day)—*bestow curse* (DC 18), *phantasmal killer* (DC 18)

3rd (7/day)—*dispel magic*, *haste*, *vampiric touch* (4d6)

2nd (7/day)—*darkness*, *flaming sphere* (DC 16), *summon swarm*, *web* (DC 16)

1st (7/day)—*mage armor*, *magic missile*, *protection from good*, *shield*, *true strike*

0 (at will)—*bleed*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *resistance*, *prestidigitation*

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 18, **Wis** 19, **Cha** 18

Base Atk +26; **CMB** +40; **CMD** 50 (54 vs. trip)

Feats Alertness, Flyby Attack, Hover, Iron Will, Multiattack, Power Attack (-7/+21;+14), Quicken Breath (+4 rds.), Skill Focus (Perception, Stealth), Lightning Reflexes, Improved Critical (bite, claws), Improved Initiative

Skills Bluff + 33, Fly +15, Intimidate +33, Knowledge (the planes) +33, Perception +43, Spellcraft +33, Stealth +22, Survival +33, Swim +47, Use Magic Device +33;

Racial Modifiers +8 Swim

Languages Abyssal, Auran, Common, Draconic, Infernal

SQ camouflage, trackless step, water breathing, woodland stride

Gear *amulet of mighty fists* +3, *ring of invisibility*

SPECIAL ABILITIES

Camouflage (Ex)

An old or older green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Trackless Step (Ex)

An adult or older green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

Water Breathing (Ex)

A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Woodland Stride (Ex)

A very young or older green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Smite Good (Su)

Once per day, Necrozyte may smite a good-aligned creature. As a swift action, she chooses one target within sight to smite. If this target is good, Necrozyte adds its Charisma bonus to attack rolls and gains a damage bonus equal to its HD against that foe. This effect persists until the target is dead or Necrozyte rests.

XP 153,600

LE Gargantuan dragon (earth)

Init +4; **Senses** dragon senses; Perception +27**Aura** electricity (10ft., 1d6 electricity), frightful presence (240 ft., DC 27)

DEFENSE

AC 35, touch 7, flat-footed 35 (+28 natural, +1 insight, -4 size)**hp** 337 (27d12+162)**Fort** +21, **Ref** +17, **Will** +19**DR** 10/magic; **Immune** electricity, paralysis, sleep; **SR** 29

OFFENSE

Speed 40 ft., burrow 20 ft., fly 250 ft. (clumsy)**Melee** bite +33 (6d6+15/19-20), 2 claws +33 (2d8+10), 2 wings +31 (2d6+5), tail slap +31 (2d8+15)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** breath weapon (120-ft. line or 60-ft. cone, DC 31, 16d8 electricity), crush (Medium creatures, DC 31, 4d6+15), desert thirst (DC 27), mirage (27 rds.), tail sweep (Small creatures, DC 31, 2d6+15)**Spell-Like Abilities** (CL 27th; concentration +31)**At will**—*ghost sound* (DC 14), *hallucinatory terrain* (DC 18), *minor image* (DC 16), *ventriloquism* (DC 15)**Spells Known** (CL 10th; concentration +14, defensively +18)**4th** (5/day)—*dimension door*, *greater invisibility***3rd** (7/day)—*dispel magic*, *fireball* (DC 17), *gaseous form***2nd** (7/day)—*detect thoughts* (DC 16), *fog cloud*, *mirror image* (1d4+3), *resist energy***1st** (7/day)—*grease* (DC 15), *mage armor*, *protection from good*, *shield*, *ray of enfeeblement***0** (at will)—*arcane mark*, *bleed* (DC 14), *detect magic*, *light*, *mage hand*, *mending*, *read magic*, *resistance*

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 18, **Wis** 19, **Cha** 18**Base Atk** +27; **CMB** +41; **CMD** 50 (54 vs. trip)**Feats** Ability Focus (breath weapon), Blind-Fight, Hover, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack (-7/+21;+14), Quicken Breath (+4 rds.), Recover Breath (-1 rd.), Shape Breath (+1 rd.), Lightning Reflexes, Improved Critical (bite), Flyby Attack, Combat Casting**Skills** Bluff +34, Fly +16, Intimidate +34, Knowledge (arcana) +34, Knowledge (geography) +34, Knowledge (local) +34, Perception +34, Spellcraft +34, Stealth +17, Survival +34**Languages** Common, Draconic, Infernal, Giant, Orc**SQ** sound imitation**Gear** *ring of telekinesis*, *dusty rose prism ioun stone*, *orange prism ioun stone*

SPECIAL ABILITIES

Desert Thirst (Su)

A blue dragon can cast *create water* at will (CL 20). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 27) or be destroyed.

Electricity Aura (Su)

An old blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 points of electricity damage at the beginning of the dragon's turn.

Mirage (Su)

An old blue dragon can make itself appear to be in two places at once as a free action for 20 rounds per day. This ability functions as *project image* but the dragon can use its breath weapon through the mirage.

Sound Imitation (Ex)

A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

XP 204,800

CN Gargantuan dragon

Init +4; **Senses** dragon senses; Perception +42**Aura** frightful presence (330 ft., DC 30)

DEFENSE

AC 43, touch 6, flat-footed 43 (+37 natural, -4 size)**hp** 412 (33d12+198); fast healing 2**Fort** +29, **Ref** +23, **Will** +29**Defensive Abilities** evasion; **DR** 20/magic; **Immune** paralysis, sleep; **SR** 30

OFFENSE

Speed 60 ft., fly 250 ft. (clumsy)**Melee** bite +41 (6d8+18/19-20 plus ability drain), 2 claws +41 (6d6+12/19-20 plus trip), 2 wings +39 (3d8+6), tail slap +39 (6d6+18/19-20 plus trip)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite, 45 ft. with tail)**Special Attacks** crush (Medium creatures, DC 30, 4d8+18), tail sweep (Small creatures, DC 30, 2d8+18 plus trip)**Spell-Like Abilities** (CL 33th; concentration +37)**At will**—*shield, telekinesis, dispel magic, spell turning***Spells Known** (CL 13th; concentration +17)**6th** (4/day)—*chain lightning* (DC 20, 13d6), *greater dispel magic***5th** (6/day)—*feblemind* (DC 19), *sending, teleport***4th** (7/day)—*confusion* (DC 18), *death ward, black tentacles, greater invisibility***3rd** (7/day)—*displacement, fireball* (DC 17), *haste, stinking cloud* (DC 17)**2nd** (7/day)—*death knell* (DC 16), *acid arrow, mirror image* (1d4+4), *resist energy, see invisibility***1st** (7/day)—*burning hands* (DC 15), *mage armor, ray of enfeeblement, sanctuary* (DC 15), *unseen servant***0** (at will)—*arcane mark, bleed* (DC 14), *detect magic, light, mage hand, mending, read magic, resistance*

STATISTICS

Str 35, **Dex** 10, **Con** 23, **Int** 18, **Wis** 23, **Cha** 18**Base Atk** +33; **CMB** +49 ; **CMD** 59 (63 vs. trip)**Feats** Bleeding Critical, Blind-Fight, Critical Focus, Flyby Attack, Hover, Improved Critical (bite, claws, tail slap), Improved Initiative, Improved Natural Attack (bite, claws, wings, tail slap), Power Attack (-9/+27;+18), Stealthy, Vital Strike, Improved Vital Strike**Skills** Bluff +40, Escape Artist +40, Fly +22, Intimidate +40, Knowledge (geography) +40, Perception +42, Sense Motive +42, Spellcraft +40, Stealth +27, Survival +42**Languages** Common, Draconic, Dwarven, Orc, Undercommon**SQ** increased damage, sound imitation**Gear** *amulet of natural armor* +5, *cloak of resistance* +5, *ring of evasion*

SPECIAL ABILITIES

Sound Imitation (Ex)

A very young or older fang dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

Increased Damage (Ex)

Because of their sharp claws, teeth, and scales, fang dragons deal damage as if they were one size category larger.

Ability Drain (Su)

A fang dragon does not have a breath weapon, but its bite drains 2d6 Constitution if the victim fails a DC 30 Fortitude save. The save DC is Constitution-based.

XP 102,400

CE Large humanoid (giant)

Init +4; **Senses** low-light vision; Perception +15

DEFENSE

AC 32, touch 9, flat-footed 32 (+14 armor, +9 natural, -1 size)**hp** 251 (12d8+10d10+132+10)**Fort** +20, **Ref** +9, **Will** +11; +3 vs. fear**Defensive Abilities** rock catching, bravery +3

OFFENSE

Speed 40 ft.**Melee** +1 *speed greataxe* +36/+36/+31/+26/+21 (3d6+24/19-20 x3) or 2 slams +32 (1d8+14)**Ranged** rock +19 (2d6+19) or crawler load +18 touch (paralysis 2d4 rds, Fort DC 24)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.), weapon training (axes +2, natural +1)

STATISTICS

Str 36, **Dex** 10, **Con** 22, **Int** 6, **Wis** 14, **Cha** 7**Base Atk** +19; **CMB** +30 (+32 bull rush); **CMD** 40**Feats** Improved Initiative, Improved Critical (greataxe), Intimidating Prowess, Iron Will, Power Attack (-5/+15/+10), Weapon Focus (greataxe), Critical Focus, Lightning Reflexes, Weapon Specialization (greataxe), Staggering Critical, Stunning Critical (DC 29), Improved Bull Rush, Awesome Blow, Greater Weapon Focus (greataxe), Blind-Fight, Vital Strike, Improved Vital Strike**Skills** Climb +11, Intimidate +20, Perception +15**Languages** Giant**SQ** armor training 2**Gear** +5 *full plate*, +1 *speed greataxe*, *belt of giant strength* +6, *potions of cure serious wounds* (3), *potions of fly* (2), 6 rocks, 4 crawler loads

XP 307,200

N Colossal aberration

Init +5; **Senses** darkvision 120 ft., scent; Perception +31

DEFENSE

AC 41, touch 3, flat-footed 40 (+1 Dex, +38 natural, –8 size)**hp** 666 (43d8+473) ; fast healing 20**Fort** +26, **Ref** +17, **Will** +25**DR** 15/epic; **Immune** disease, mind affecting, poison; **Resist** acid 30; **SR** 31

OFFENSE

Speed 30 ft., climb 15 ft., fly 100 ft. (average)**Melee** 8 tentacles +39 (1d6+16/19-20 plus paralysis), bite +40 (3d6+16/19-20)**Ranged** acid ray +25 touch (15d6 acid/19-20)**Space** 40 ft.; **Reach** 40 ft.**Special Attacks** paralysis (2d4 rds, Fort DC 41), acid ray

STATISTICS

Str 42, **Dex** 13, **Con** 30, **Int** 2, **Wis** 15, **Cha** 26**Base Atk** +32; **CMB** +56; **CMD** 67 (cannot be tripped)**Feats** Blind-Fight, Critical Focus, Great Fortitude, Improved Critical (tentacles, bite, acid ray), Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Improved Natural Armor (5), Improved Natural Attack (bite, tentacle), Lightning Reflexes, Power Attack (-9/+18/+9), Skill Focus (Perception, Stealth), Staggering Critical (DC 42), Toughness, Weapon Focus (tentacles), Multiattack**Skills** Climb +28, Fly +12, Perception +31, Stealth +14

SPECIAL ABILITIES

Acid Ray (Su)

Once every 1d4 rounds, the mother worm can generate a ray of acid from her mouth. She makes a ranged touch attack with this ray against any target within 300 feet, inflicting 15d6 acid damage on a hit. The mother worm is immune to damage from her own acid ray attack, but not to acid from other sources (although her acid resistance 30 still applies).

XP 38,400

LE Large humanoid (fire, giant)

Init +4; **Senses** low-light vision; **Perception** +21

DEFENSE

AC 27, touch 9, flat-footed 27 (+10 armor, +8 natural, –1 size)**hp** 245 (15d8+4d10+114+4)**Fort** +20, **Ref** +8, **Will** +11; +1 vs. fear**Defensive Abilities** rock catching, bravery +1; **Immune** fire**Weaknesses** vulnerability to cold

OFFENSE

Speed 40 ft. (30 ft. in armor)**Melee** masterwork greatsword +29/+24/+19 (3d6+21/18-20) or 2 slams +27 (1d8+13)**Ranged** masterwork composite longbow +15/+10/+5 (2d6+13/x3) or rock +15/+10/+5 (2d6+19 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** heated rock, rock throwing (120 ft.)

STATISTICS

Str 36, **Dex** 10, **Con** 24, **Int** 10, **Wis** 17, **Cha** 10**Base Atk** +15; **CMB** +29 (+31 sunder/overrun); **CMD** 39 (41 vs. sunder/overrun)**Feats** Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack (-4/+12;+8), Quick Draw, Weapon Focus (greatsword), Weapon Specialization (greatsword), Improved Critical (greatsword), Point Blank Shot, Precise Shot, Toughness**Skills** Climb +19, Craft (any one) +8, Intimidate +15, Perception +21**Languages** Common, Giant**SQ** armor training 1**Gear** +1 *full plate*, masterwork greatsword, masterwork composite longbow (+13 Str) with 50 arrows, bag of 3d4 rocks and miscellaneous treasures worth 1d4x100 gp, *oils of magic weapon* (2), *potion of cure moderate wounds* (2), tanglefoot bag (2), flask of alchemist's fire (5)

SPECIAL ABILITIES

Heated Rock (Su)

Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

XP 19,200

N Gargantuan ooze

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

DEFENSE

AC 1, touch 1, flat-footed 1 (-5 Dex, -4 size)**hp** 420 (24d8+288)**Fort** +19, **Ref** +2, **Will** +2**Immune** electricity, ooze traits

OFFENSE

Speed 15 ft.**Melee** slam +22 (2d6+12 plus 1d6 acid plus paralysis)**Space** 20 ft.; **Reach** 15 ft.**Special Attacks** engulf, paralysis

STATISTICS

Str 26, **Dex** 1, **Con** 34, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +18; **CMB** +30; **CMD** 35 (can't be tripped)**SQ** transparent

SPECIAL ABILITIES

Engulf (Ex)

Although it moves slowly, a gelatinous cube can simply engulf Gargantuan or smaller creatures in its path 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 can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 31 Reflex save to avoid being 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, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex)

A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 34 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex)

Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 30 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

XP 153,600

LE Large humanoid (fire, giant)

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

DEFENSE

AC 28, touch 12, flat-footed 25 (+7 armor, +2 Dex, +1 shield, +1 dodge, +8 natural, –1 size)**hp** 257 (15d8+8d10+138+8)**Fort** +20, **Ref** +15, **Will** +12**Defensive Abilities** rock catching; **Immune** fire**Weaknesses** vulnerability to cold

OFFENSE

Speed 40 ft. (30 ft. base)**Melee** +2 *flaming burst battleaxe* +31/+26/+21/+16 (2d6+14 plus 1d6 fire/19-20 x3 plus 2d10 fire) and +2 *flaming burst handaxe* +31/+26 (1d8+14 plus 1d6 fire/19-20 x3 plus 2d10 fire) or 2 slams +30 (1d8+12)**Ranged** +1 *returning spear* +21 (2d6+13/x3) or rock +21/+16/+11/+6 (2d6+18 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** heated rock, rock throwing (120 ft.), favored enemy (human +4, dragon +2)**Ranger Spells Prepared** (CL 5th; concentration +4)**2nd**—(2)**1st**—*longstrider*, (1)

STATISTICS

Str 35, **Dex** 15, **Con** 23, **Int** 10, **Wis** 16, **Cha** 10**Base Atk** +19; **CMB** +32; **CMD** 44**Feats** Endurance^B, Two-Weapon Fighting^B, Improved Two-Weapon Fighting^B, Iron Will, Two-Weapon Defense, Double Slice, Improved Initiative, Dodge, Improved Critical (battleaxe, handaxe), Lightning Reflexes, Weapon Focus (battleaxe, handaxe), Quick Draw, Power Attack (–5/+10;+5)**Skills** Climb +16, Craft (any one) +8, Intimidate +19, Perception +25, Survival +21, Knowledge (arcana) +15**Languages** Common, Giant**SQ** track (+4), wild empathy (+8), combat style (two weapon), favored terrain (mountain +4, swamp +2), hunter's bond (companions, 4 rounds), woodland strike, swift tracker**Gear** +3 *cold resistance chain shirt*, +2 *flaming burst battleaxe*, +2 *flaming burst handaxe*, +1 *returning spear*, *potions of cure serious wounds* (3), *potion of fly*, *wand of protection from energy* (16 charges)

SPECIAL ABILITIES

Heated Rock (Su)

Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

XP 38,400

N Huge magical beast (fire)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19

DEFENSE

AC 26, touch 11, flat-footed 23 (+3 Dex, +15 natural, -2 size)

hp 162 (12d10+96); fast healing 22 (only body)

Fort +15, **Ref** +13, **Will** +8

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 12 bites +19 (2d8+8)

Space 15 ft.; **Reach** 10 ft.

Special Attacks pounce, 12 breath weapons (15-ft. cone, DC 25, 3d6 fire), rend (2 bites, 2d8+12)

STATISTICS

Str 27, **Dex** 16, **Con** 24, **Int** 2, **Wis** 15, **Cha** 13

Base Atk +12; **CMB** +22; **CMD** 35 (can't be tripped)

Feats Combat Reflexes^B, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (bite), Improved Natural Attack (bite), Ability Focus (breath weapon)

Skills Perception +19, Swim +14; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

SPECIAL ABILITIES

Feats (Ex)

A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Hydra Traits (Ex)

A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and 12 hit points. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals 12 points of damage to the hydra's body. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex)

When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid damage must be dealt to the stump (a touch attack to hit) before they appear. Acid damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid.

XP 153,600

LE Large humanoid (fire, giant)

Init +6; **Senses** low-light vision; **Perception** +20

DEFENSE

AC 33, touch 14, flat-footed 30 (+11 armor, +2 Dex, +1 dodge, +2 deflection, +8 natural, -1 size)**hp** 307 (15d8+13d8+140+13)**Fort** +22, **Ref** +20, **Will** +17**Defensive Abilities** rock catching, improved uncanny dodge, improved evasion, trap sense +4; **DR** 5/evil; **Immune** fire; **Weaknesses** vulnerability to cold

OFFENSE

Speed 40 ft.**Melee** +2 *keen dragon bane greataxe* +35/+30/+25/+20 (3d6+21/19-20 x3) or 2 slams +32 (1d8+13)**Ranged** +1 *javelin* +22 (1d8+12) or rock +22 (2d6+19 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** sneak attack +7d6, heated rock, rock throwing (120 ft.)

STATISTICS

Str 36, **Dex** 14, **Con** 23, **Int** 13, **Wis** 17, **Cha** 10**Base Atk** +20; **CMB** +34; **CMD** 46**Feats** Iron Will, Martial Weapon Proficiency (greataxe), Weapon Focus (greataxe)^B, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack (-6/+18/+12)^B, Spring Attack, Lightning Reflexes, Combat Expertise, Improved Feint, Skill Focus (acrobatics, bluff, stealth), Intimidating Prowess, Vital Strike**Skills** Acrobatics +31, Bluff +29, Climb +21, Craft (any one) +9, Diplomacy +8, Intimidate +24, Knowledge (arcana) +6, Perception +20, Sense Motive +26, Stealth +27, Survival +8**Languages** Common, Draconic, Giant**SQ** trapfinding (+6), rogue talents (Stand Up, Weapon Training, Fast Stealth, Combat Trick), advanced talents (Improved Evasion, Fast Tumble)**Gear** +5 *mithral breastplate*, +2 *keen dragon bane greataxe*, 5 +1 *javelins*, *mantle of faith*, *ring of protection* +2, *ring of resistance* +3 (as *cloak of resistance* +3), *belt of mighty constitution* +2, *cape of the mountebank*, *potion of barkskin* (2), *potion of displacement*, *potion of haste* (2), *potion of cure serious wounds* (3), vault key

SPECIAL ABILITIES

Heated Rock (Su)

Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

XP 102,400

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., *true seeing*; **Perception** +31**Aura** *unholy aura* (DC 25)

DEFENSE

AC 36, touch 17, flat-footed 32 (+4 armor, +4 deflection, +4 Dex, +15 natural, –1 size)**hp** 264 (16d10+176)**Fort** +25, **Ref** +18, **Will** +13**DR** 10/cold iron and good; **Immune** electricity and poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

OFFENSE

Speed 40 ft.**Melee** +1 *scimitar* +26/+21/+16/+11 (1d8+10/15–20), 5 +1 *scimitars* +26

(1d8+10/15–20), tail slap +22 (2d6+4 plus grab) or 6 slams +24 (1d8+9), tail slap +22 (2d6+4 plus grab)

Space 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (tail slap, 2d6+13 plus crushing coils), infuse weapon, multiweapon mastery**Spell-Like Abilities** (CL 16th, concentration +23)**Constant**—*true seeing*, *unholy aura* (DC 25)**At will**—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 24), *telekinesis* (DC 22)**3/day**—*blade barrier* (DC 23), *fly***1/day**—*summon* (level 5, 1 marilith 20%, 1 nalfeshnee at 35%, or 1d4 hezrous at 60%)

STATISTICS

Str 29, **Dex** 19, **Con** 32, **Int** 18, **Wis** 18, **Cha** 25**Base Atk** +16; **CMB** +26 (+30 grapple); **CMD** 44 (can't be tripped)**Feats** Ability Focus (crushing coils), Bleeding Critical, Combat Reflexes, Critical Focus, Improved Critical (scimitar), Multiattack, Power Attack (–5/+10), Weapon Focus (scimitar)**Skills** Acrobatics +23, Bluff +26, Diplomacy +26, Fly +18, Intimidate +26, Knowledge (engineering) +20, Perception +31, Sense Motive +23, Stealth +19, Use Magic Device +26; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**Gear** 6 masterwork scimitars, *bracers of armor* +4

SPECIAL ABILITIES

Crushing Coils (Ex)

A creature that takes damage from a marilith's constrict attack must succeed on a DC 29 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

Infuse Weapon (Su)

Any weapon a marilith wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).

Multiweapon Mastery (Ex)

A marilith never takes penalties to her attack and damage rolls when fighting with multiple weapons.

XP 307,200

CE Large humanoid (cold, giant)

Init +5; **Senses** low-light vision; **Perception** +17

DEFENSE

AC 29, touch 10, flat-footed 27 (+6 armor, +1 Dex, +13 natural, –1 size)**hp** 360 (14d8+16d6+180+16)**Fort** +20, **Ref** +12, **Will** +18**Defensive Abilities** rock catching; **Immune** cold**Weaknesses** vulnerability to fire

OFFENSE

Speed 40 ft.**Melee** +2 *icy burst earth breaker* +30/+25/+20/+15 (3d6+18/x3) or 2 slams +28 (1d8+11)**Ranged** rock +19 (2d6+16)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.)**Spells Known** (CL 16th; concentration +23, +27 defensively, +18 ranged touch)**8th** (3/day)—*maze***7th** (6/day)—*prismatic spray* (DC 28), *spell turning*, *greater teleport***6th** (7/day)—*chain lightning* (DC 27), *greater dispel magic*, *freezing sphere* (DC 27), *true seeing*, *transformation* (+14 attack, +3 damage, +6 AC, +60 hp, +7 Fort, +2 Ref, +14 CMB, +16 CMD)**5th** (7/day)—*cloudkill* (DC 22), *cone of cold* (DC 26), *sending*, *wall of force*, *overland flight***4th** (7/day)—*dimension door*, *confusion* (DC 21), *ice storm*, *wall of ice* (DC 25), *fire shield* (1d6+15), *stoneskin* (150 points of damage)**3rd** (8/day)—*greater magic weapon* (+4), *haste*, *fly*, *lightning bolt* (10d6, DC 24), *dispel magic***2nd** (8/day)—*fox cunning*, *gust of wind* (DC 23), *locate object*, *mirror image* (1d4+5), *shatter* (DC 23), *invisibility***1st** (8/day)—*disguise self*, *expeditious retreat*, *magic missile*, *shocking grasp*, *shield*, *identify***Bloodline** arcane

STATISTICS

Str 33, **Dex** 12, **Con** 23, **Int** 10, **Wis** 14, **Cha** 24**Base Atk** +18; **CMB** +30; **CMD** 41**Feats** Improved Initiative^B, Martial Weapon Proficiency (earth breaker), Power Attack (–5/+15;+10), Spell Focus (evocation)^B, Greater Spell Focus (evocation), Lightning Reflexes, Craft Wondrous Item, Iron Will, Vital Strike, Improved Vital Strike, Combat Casting, Maximize Spell, Empower Spell, Improved Natural Armor (4)**Skills** Bluff +15, Climb +11, Craft (any one) +7, Fly +15, Intimidate +10, Knowledge (arcana) +10, Perception +17, Spellcraft +10**Languages** Common, Giant**SQ** bloodline arcana (+1 DC when applying metamagic feat), arcane bond (hawk named Teskian), metamagic adept (4/day), new arcana, school power (+2 DC evocation)**Gear** +2 *icy burst earth breaker*, *bracers of armor* +6, *headband of alluring charisma* +6, *potion of cure serious wounds* (4)

XP 820,000

CE Gargantuan dragon (fire)

Init +4; **Senses** dragon senses, smoke vision; **Perception** +44**Aura** fire (10 ft., 2d6 fire), frightful presence (300 ft., DC 34)

DEFENSE

AC 39, touch 6, flat-footed 39 (+33 natural, -4 size)**hp** 527 (34d12+306)**Fort** +28, **Ref** +21, **Will** +26**DR** 15/magic; **Immune** fire, paralysis, sleep; **Resist** cold 30; **SR** 34**Weaknesses** Vulnerability to cold

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)**Melee** bite +44 (4d6+21/19-20), 2 claws +44 (2d8+14/19-20), 2 wings +42 (2d6+7), tail slap +42 (2d8+21/19-20)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** breath weapon (60-ft. cone, DC 38, 20d10 fire), crush (Medium Creatures, DC 38, 4d6+21), manipulate flames, melt stone, tail sweep (Small Creatures, DC 38, 2d6+21)**Spell-Like Abilities** (CL 25th, concentration +32)**At will**--*detect magic, discern location, find the path, locate object, pyrotechnics* (DC 19), *suggestion* (DC 20), *wall of fire***Spells Known** (CL 15th, concentration +22, +44 touch, +30 ranged touch)**7th** (5/day)--*insanity, word of chaos***6th** (7/day)--*chain lightning, greater dispel magic, mass suggestion***5th** (7/day)--*feeblemind, teleport, transmute rock to mud, wall of force***4th** (7/day)--*confusion, crushing despair, unholy blight, wall of fire***3rd** (8/day)--*deeper darkness, dispel magic, protection from energy, slow***2nd** (8/day)--*cat's grace, invisibility, mirror image, scorching ray, see invisibility***1st** (8/day)--*chill touch, identify, mage armor, magic missile, shield***0** (at will)--*arcane mark, bleed, light, mage hand, mending, message, open/close, prestidigitation, read magic*

OFFENSE

Str 39, **Dex** 10, **Con** 29, **Int** 24, **Wis** 25, **Cha** 24**Base Atk** +34; **CMB** +52; **CMD** 62 (66 vs. trip)**Feats** Ability Focus (breath weapon), Flyby Attack, Heighten Spell, Hover, Improved Critical (bite, claw, tail), Improved Initiative, Lightning Reflexes, Multiattack, Multisnatch, Power Attack (-9/+27/+18), Quicken Breath (+4 rds.), Quicken Spell, Snatch, Tempest Breath (+1 rd.), Wingover**Skills** Acrobatics +30, Appraise +44, Bluff +44, Diplomacy +44, Fly +19, Intimidate +44, Knowledge (arcana) +44, Knowledge (geography) +40, Knowledge (history) +44, Knowledge (nature) +34, Knowledge (religion) +44, Knowledge (the planes) +34, Perception +44, Sense Motive +44**Languages** Abyssal, Common, Draconic, Drow Sign Language, Dwarven, Elven, Giant, Undercommon

Gear *ring of major spell storing* (contains *heal*, *sending*), *ring of greater cold resistance*, 5 gold earrings worth 1,000 gp each, 666 ornamental gemstones embedded into his hide (each is worth 100 gp)

SPECIAL ABILITIES

Fire Aura (Su)

An ancient red dragon is surrounded by an aura of intense heat. All creatures within 10 feet take 2d6 points of fire damage at the beginning of the dragon's turn.

Manipulate Flames (Su)

An ancient red dragon can control any fire spell within 100 feet as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Melt Stone (Su)

An ancient red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 50-foot-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

Smoke Vision (Ex)

An ancient red dragon can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

XP 102,400

NE Huge undead

Init +6; **Senses** darkvision 60 ft.; Perception +xx**Aura** *fear* (DC 25, 30 ft.)

DEFENSE

AC 35, touch 10, flat-footed 33 (+2 Dex, +25 natural, -2 size)

hp 212 (25d8+100)**Fort** +13, **Ref** +12, **Will** +19**DR** 10/—; **Immune** cold, electricity, undead traits

OFFENSE

Speed 40 ft.**Melee** 2 slams +33 (3d6+16/19-20 plus strength damage)**Ranged** rock +20 (2d8+16)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rock throwing (180 ft.), trample (1d6+24, DC 38)

STATISTICS

Str 43, **Dex** 15, **Con** —, **Int** 8, **Wis** 20, **Cha** 16**Base Atk** +18; **CMB** +36; **CMD** 48**Feats** Ability Focus (Strength Damage) Awesome Blow, Combat Reflexes, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam, rock), Power Attack (-5/+10), Weapon Focus (slam), Lightning Reflexes, Toughness**Skills** Climb +xx, Disguise +xx, Stealth +xx, Perception +xx, Knowledge (history) +xx, Perform (song) +xx**Languages** Giant**SQ** rock catching**Fear Aura (Su)**

A raam exudes an aura of necromantic menace when it attacks. Any creature within a 30-foot radius of a raam when it attacks must succeed on a DC 25 Will save or become panicked for 2d4 rounds. A creature that successfully saves cannot be affected by that particular raam's aura for 24 hours. The save DC is Charisma-based.

Strength Damage (Su)

The touch of a raam deals 1d6 points of Strength damage to a living foe unless it succeeds on a DC 27 Fortitude Save, or 2d6 points of Strength damage on a critical hit. The raam heals 5 points of damage whenever it drains Strength. A creature reduced to Strength 0 by a raam dies.

INTO THE WORMCRAWL FISSURE

XP 51,200

CE Huge undead

Init +6; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent; Perception +xx**Aura** *fear* (40 ft., DC 25)

DEFENSE

AC 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, -2 size)

hp 202 (27d8+81)**Fort** +17, **Ref** +17, **Will** +12**Defensive Abilities** channel resistance +3; **DR** 10/silver and magic; **Immune** bleed, fire, undead traits; **SR** 26

OFFENSE

Speed 30 ft., fly 50 ft. (poor)**Melee** bite +39 (4d6+14/19-20 plus grab plus disease), bite +39 (4d6+14/19-20 plus burn plus disease), 2 claws +39 (3d6+14 plus disease), gore +39 (3d6+14 plus disease)**Ranged** worm +27 touch (create spawn)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** breath weapon (60-ft. cone, 13d8 fire damage plus noxious breath, Reflex DC 27 for half, usable every 1d4 rounds), burn (2d8, DC 25), swallow whole (4d6 bludgeoning plus 8d8 fire damage, AC 19, 17 hp)

STATISTICS

Str 39, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 14**Base Atk** +27; **CMB** +43 (+47 grapple); **CMD** 55 (59 vs. trip)**Feats** Ability Focus (breath weapon), Hover, Improved Critical (bite), Improved Initiative, Improved Natural Armor (4), Improved Natural Attack (bite), Iron Will, Power Attack (-7/+14), Skill Focus (Perception), Toughness**Skills** Fly +x, Perception +xx, Stealth +x (+x in scrubland or brush); **Racial Modifiers** +4 Stealth in scrubland or brush**Languages** Draconic**Disease (Su)****Kyuss' Gift:** Natural Attacks—injury; *save* Fort DC 25, *onset* 1 day, *frequency* 1 day, effect 1d6 Con and 1d4 Wis damage, creature gets only half the benefits of natural and magical healing *cure* 2 consecutive saves. The save DC is Charisma-based.**Noxious Breath (Su)**

When the Kyuss chimera uses its breath weapon, creatures inside the area must make a DC 27 Fortitude save or be nauseated for 1d4 rounds.

Create Spawn (Su)

Once per round as a free action, a Kyuss chimera can transfer a Kyuss worm to an opponent whenever it hits with a natural attack. Alternately, it may do so as a melee touch attack or ranged touch attack, hurling a worm at a foe up to 10 feet away. Each

worm is a Fine vermin with AC 10 and 1 hit point that can be killed by damage or the touch of silver. On the Kyuss chimera's next action, the worm burrows into its host's flesh. A creature with a natural armor bonus of +5 or better is immune to this burrowing effect. The worm deals 1 point of damage per round for 1d4+1 rounds, during which time *remove curse* or *remove disease* destroys it and a *dispel evil* or *neutralize poison* delays its progress for 10d6 minutes. A successful DC 20 Heal check can extract and kill it. Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it either is killed or slays its host (death occurs at 0 Intelligence). A Small, Medium, or Large creature slain by a worm rises as a spawn of Kyuss (not a favored spawn) in 1d6+4 rounds; smaller creatures simply putrefy while larger creatures become zombies.

XP 409,600

CE Gargantuan undead

Init +9; **Senses** darkvision 60 ft.; Perception +xx**Aura** tendrils (40 ft.)

DEFENSE

AC 31, touch 11, flat-footed 26 (+5 Dex, +20 natural, -4 size)**hp** 577 (17d8+18d6+420+18); fast healing 3**Fort** +24, **Ref** +18, **Will** +27**DR** 10/magic and piercing; **Immune** acid, cold, undead traits; **SR** 32

OFFENSE

Speed 40 ft.**Melee** bite +31 (4d6+19/19-20 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** breath weapon, swallow whole (3d6+19 bludgeoning plus necromantic acid, AC 20, 57 hp), spawn skeletons**Spell-Like Abilities** (CL 35th, concentration +46, +50 defensively)**1/day**--quicken *hold monster* (DC 26)**Spells Known** (CL 18th; concentration +29, +33 defensively, +22 ranged touch)**9th** (4/day)—*wail of the banshee* (DC 34)**8th** (6/day)—*create greater undead*, *horrid wilting* (DC 33), *power word stun*, *protection from spells***7th** (8/day)—*control undead*, *finger of death* (DC 32), *limited wish* (has enough diamonds to cast 12 times), *greater teleport***6th** (8/day)—*create undead*, *greater dispel magic*, *eyebite* (DC 31), *true seeing*, *disintegrate* (DC 27)**5th** (8/day)—*contact other plane*, *magic jar* (DC 30), *mind fog* (DC 26), *waves of fatigue*, *overland flight***4th** (8/day)—*bestow curse* (DC 29), *enervation*, *hallucinatory terrain* (DC 25), *dimension door*, *fear* (DC 29)**3rd** (9/day)—*displacement*, *fly*, *ray of exhaustion* (DC 28), *vampiric touch* (DC 9d6), *dispel magic***2nd** (9/day)—*blindness/deafness* (DC 27), *command undead*, *false life*, *mirror image* (1d4+5), *resist energy*, *invisibility***1st** (9/day)—*alarm*, *chill touch* (DC 26), *mage armor*, *ray of enfeeblement*, *shield*, *identify***0 (at will)**—*acid splash*, *detect magic*, *mage hand*, *message*, *prestidigitation*, *open/close*, *read magic*, *resistance*, *touch of fatigue* (DC 25)**Bloodline** arcane

STATISTICS

Str 36, **Dex** 20, **Con** —, **Int** 26, **Wis** 23, **Cha** 32**Base Atk** +21; **CMB** +38 (+42 grapple); **CMD** 52 (cannot be tripped)**Feats** Combat Casting^B, Combat Reflexes, Empower Spell, Extend Spell, Quicken Spell, Quicken Spell-like Ability (*hold monster*), Weapon Focus (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack, Great Fortitude, Lightning Reflexes, Spell Focus (necromancy), Greater Spell Focus (necromancy), Toughness, Vital Strike, Eschew Materials^B, Spell penetration**Skills** Intimidate +xx, Knowledge (arcana, dungeoneering, history, nature, religion, the

planes) +xx, Perception +xx, Spellcraft +xx

Languages Abyssal, Common, Draconic, Infernal, Undercommon

SQ necromantic acid, bloodline arcana (+1 DC when applying metamagic feat), arcane bond, metamagic adept (4/day), new arcana, school power (+2 DC necromancy)

Breath Weapon (Su)

Once per day, 60 ft. cone, Reflex DC 38, 3d6 Constitution drain (or 1d6 Constitution damage on a successful save). Any undead skeletons inside the ulgurstasta are vomited up as well, and immediately animate.

Necromantic Acid (Su)

A swallowed victim takes 1d8 points of Constitution drain each round he remains inside the ulgurstasta. Upon death, a victim transforms into an undead skeleton, but remains dormant until the ulgurstasta vomits it up. When an ulgurstasta uses its breath weapon, swallowed victims are not subject to this necromantic acid for 1 day.

Tendrils (Ex)

The millions of pores on an ulgurstasta's body each contain a coiled, 40-foot-long hair-thin tendril. When the creature is angered, these whipping tendrils are extended. This storm of tendrils grants him immunity to nonmagical projectiles (like arrows) and deals 1d12 points of slashing damage each round to any creature within range.

Creatures in this area take a –2 penalty on attack rolls.

Spawn Skeletons (Su)

As a full-round action, an ulgurstasta can regurgitate dormant undead skeletons. At any one time, an ulgurstasta has 2d4 skeletons of various sizes in its gut. These undead obey the ulgurstasta's mental commands without fail and can function in the round after regurgitation. For 1d6 rounds after being vomited up, these skeletons are covered with necromantic acid. They deal 1 point of Constitution drain with each successful attack in addition to other damage dealt. N'vesh-n'kar currently has one young adult red dragon skeletal champion in his gut.

XP 25,600

NE Gargantuan undead

Init +8; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +24**Aura** earthcancer (DC 26, 60 ft.)

DEFENSE

AC 31, touch 16, flat-footed 26 (+4 Dex, +1 dodge +15 natural, +5 haste, -4 size)**hp** 156 (24d8+48); fast healing 10**Fort** +12, **Ref** +19, **Will** +16**Defensive Abilities** evasion; **DR** 15/silver; **Immune** undead traits

OFFENSE

Speed 60 ft., burrow 60 ft.**Melee** 2 bites +28 (6d6+13/19-20 plus poison)**Space** 20 ft.; **Reach** 15 ft.

STATISTICS

Str 28, **Dex** 18, **Con** —, **Int** 2, **Wis** 10, **Cha** 14**Base Atk** +18; **CMB** +31; **CMD** 45 (cannot be tripped)**Feats** Ability Focus (poison, earthcancer aura), Combat Reflexes, Dodge, Mobility, Spring Attack, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes**Skills** Perception +24**Languages** -**SQ** alacrity, obey the wormtouched, worm healing**Alacrity (Su)**

An earthcancer centipede moves and attacks with supernatural swiftness. It has a +5 haste bonus to its Armor Class, Reflex saves and attack rolls; the evasion ability; and a +30 ft. enhancement bonus to its land speed and burrow speed. When it makes a melee attack, it can make a second melee attack as a swift action.

Earthcancer Aura (Su)

The earthcancer centipede is surrounded by an aura of supernatural energy that invades and corrupts nearby earth and stone. Leprous growths of rancid fungi and aberrant rock formations writhe out of any stony or earthen surface within 60 feet of an earthcancer centipede. This condition does not alter the structural integrity of the surrounding stone, and thus does not damage structures. It does count as difficult terrain to move through. Additionally, contact with the tainted earth and stone nauseates living creatures. Any creature who touches this tainted earth or stone (including those who walk upon it) must make a DC 26 Fortitude save each round to avoid becoming nauseated for that round. Creatures with the earth subtype within 60 feet of an earthcancer centipede must also make a DC 26 Fortitude save each round to avoid taking 1d6 points of Constitution damage. The save DC is Charisma-based.

Poison (Ex)

Bite—injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex drain; *cure* 2 saves.

Obey the Wormtouched (Su)

Although they are nearly mindless, earthcancer centipedes unerringly follow simple commands given by other undead servants of Kyuss.

Worm Healing (Su)

Earthcancer centipedes are healed by the horrid power caught in the writhing worms of Kyuss. As a full-round action that provokes attacks of opportunity, an earthcancer centipede can consume an adjacent wormswarm. This heals the earthcancer centipede of all damage and removes any conditions removed by the heal spell. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption.

XP 153,600

NE Huge undead

Init +4; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +33

Aura mindkilling (DC 32, 30 ft.)

DEFENSE

AC 40, touch 8, flat-footed 40 (+32 natural, -2 size)

hp 304 (32d8+160); fast healing 10

Fort +16, **Ref** +12, **Will** +21

DR 15/good and silver; **Immune** undead traits

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 2 claws +41 (4d6+19/19-20 plus grab), 3 stings +41 (2d8+19/19-20 plus poison)

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

Special Attacks constrict (4d6+19)

STATISTICS

Str 48, **Dex** 10, **Con** —, **Int** 2, **Wis** 12, **Cha** 18

Base Atk +24; **CMB** +45 (+49 grapple); **CMD** 55 (67 vs. trip)

Feats Ability Focus (poison, mindkilling aura), Blind-Fight, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Natural Attack (claw, sting), Improved Critical (claw, sting), Iron Will, Lightning Reflexes, Power Attack (-7/+14), Critical Focus, Staggering Critical (DC 34), Toughness

Skills Perception +33

Languages -

SQ obey the wormtouched, worm healing

Mindkilling Aura (Su)

The mindkiller scorpion radiates an aura of madness and insanity that invades and ruins the minds of living creatures within 30 feet. Any such creature must make a DC 32 Will save each round it remains within this aura. Failure indicates the creature suffers 1d6 points of Intelligence, Wisdom, and Charisma drain. The save DC is Charisma-based. This is a mind-affecting effect.

Poison (Ex)

Sting—injury; *save* Fort DC 32; *frequency* 1/round for 6 rounds; *initial effect* confusion for 1 minute *secondary effect* 1d3 Int drain; *cure* 3 saves

Obey the Wormtouched (Su)

Although they are nearly mindless, mindkiller scorpions unerringly follow simple commands given by other undead servants of Kyuss.

Worm Healing (Su)

Mindkiller scorpions are healed by the horrid power caught in the writhing worms of Kyuss. As a full-round action that provokes attacks of opportunity, a mindkiller scorpion can consume an adjacent wormswarm. This heals the mindkiller scorpion of all damage and removes any conditions removed by the heal spell. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption.

XP 307,200

CG Large outsider (azata, chaotic, extraplanar, good)

Init +10; **Senses** low-light vision, darkvision 60 ft., *arcane sight*; Perception +22

DEFENSE

AC 36, touch 20, flat-footed 30 (+6 Dex, +9 armor, +8 natural, +4 deflection, –1 size)**hp** 290 (7d10+3d8+10d6+200+3)**Fort** +20, **Ref** +23, **Will** +21 (includes +4 resistance bonus from *rod of flailing*)**Immune** electricity, petrification, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 30 ft., fly 70 ft. (average)**Melee** *rod of flailing* +19/+14/+9 (2d6+8), *rod of flailing* +19 (2d6+5), tail slap +18 (2d6+7 plus grab)**Ranged** +2 *speed composite longbow* +21/+21/+16/+11 (1d10+7/x3 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** bardic performance (44 rounds/day), song of cosmic fire, song of timelessness, constrict (2d6+5)**Spell-Like Abilities** (CL 7th, concentration +19)**3/day**—*darkness*, *hallucinatory terrain* (DC 26), *knock*, *light***1/day**—*charm person* (DC 23), *speak with animals*, *speak with plants***Spells Known** (CL 20th, concentration +32)**9th (3/day)**—*time stop*, *wish***8th (5/day)**—*mind blank*, *sunburst* (DC 30), *polymorph any object* (DC 30)**7th (5/day)**—*finger of death* (DC 29), *plane shift* (DC 29), *prismatic spray* (DC 29), *greater teleport***6th (6/day)**—*antimagic field*, *chain lightning* (20d6, DC 28), *geas/quest* (DC 28), *greater scrying* (DC 28)**5th (6/day)**—*greater dispel magic*, *greater heroism*, *permanency*, *wall of force***4th (8/day)**—*dimension door*, *dominate person* (DC 26), *greater invisibility*, *stoneskin***3rd (6/day)**—*cure serious wounds* (3d8+15), *displacement*, *good hope*, *haste***2nd (7/day)**—*glitterdust* (DC 24), *hold person* (DC 24), *invisibility*, *shatter* (DC 24), *silence* (DC 24)**1st (8/day)**—*cure light wounds* (1d8+5), *expeditious retreat*, *grease* (DC 23), *hideous laughter* (DC 23), *remove fear***0 (at will)**—*dancing lights*, *daze* (DC 22), *detect magic*, *lullaby* (DC 22), *mage hand*, *read magic* (DC 22)

STATISTICS

Str 20, **Dex** 22, **Con** 30, **Int** 16, **Wis** 14, **Cha** 35**Base Atk** +14; **CMB** +20; **CMD** 36 (can't be tripped)**Feats** Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot**Skills** Appraise +19, Bluff +22, Craft (painting) +19, Craft (sculpture) +19, Diplomacy +22, Fly +14, Knowledge (arcana) +23, Perception +22, Perform (song) +37, Profession (astrologer) +9, Sense Motive +15, Spellcraft +22, Survival +13; **Racial Modifiers** +4 Survival**Languages** Abyssal, Celestial, Common, Infernal; truespeech**SQ** bardic knowledge +10, bardic performance, versatile performance, well-versed, song of arcane power, permanent spells

Gear *rod of flailing* (defensive bonuses already included in her statistics), +2 *speed composite longbow* (+5 Str) with 50 +1 *flaming arrows*, +5 *glamered mithral chain shirt*, *minor ring of acid resistance*, *efficient quiver*, *headband of alluring charisma* +6, *belt of mighty constitution* +6, wand of cure serious wounds (3d8+15, 38 charges), 4 diamonds (worth 25000 gp each) for *wish* spells, 6 doses of diamond dust for *stoneskin* (worth 250 gp each), 3 forked metal rods (foci for *plane shift* linked to Arborea, Limbo, and the Abyss), bejeweled earrings worth 5,000 gp

SPECIAL ABILITIES

Bardic Performance

Zulshyn has the bardic performance ability of a 10th-level bard, granting her access to that ability's countersong, distraction, fascinate, inspire courage +3, inspire competence +5, *suggestion*, dirge of doom and inspire greatness aspects. She adds half her Sublime Chord levels to her bard levels to calculate the bonuses granted and the bardic performance rounds per day. She can start a bardic performance as a swift action.

Song of Arcane Power (Su)

As a move action, Zulshyn can prepare to cast a spell by giving voice to the song of arcane power; the next spell she casts (as long as it is cast by the end of her next turn) gains a +4 bonus to its caster level. This ability costs Zulshyn four rounds of her bardic performance

Song of Cosmic Fire (Su)

This ability costs Zulshyn four rounds of her bardic performance, and allows her to create a 20-foot radius spread of fire anywhere within 100 feet (provided she has line of effect to the target). Creatures in the area take fire damage equal to her Perform check result, with a DC 32 Will save indicating half damage.

Song of Timelessness (Su)

As a standard action, Zulshyn can use her bardic music to envelop a single creature to which she has line of effect within 60 feet in a field of timelessness. The subject can make a DC 32 Will save to resist the effect. If the subject fails this save, he is frozen in a shimmering aura of timelessness and can take no actions, nor can any force affect him. Zulshyn can keep a target trapped in this way as long as she continues to sing, up to 20 minutes. When the effect ends, the subject returns to normal, unaware that any time has passed. This ability costs Zulshyn four rounds of her bardic performance

Permanent Spells

Zulshyn has made the following spell effects permanent on herself: *arcane sight* and *greater magic fang* (CL 20th).

XP 38,400

N Large construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 14, flat-footed 21 (+5 Dex, +12 natural, –1 size)

hp 228 (36d10+30); fast healing 5

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 rakes +42 (2d6+10/19–20)

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

Special Attacks *prismatic spray* (60 ft. cone), keen (threatens a critical hit on a 19–20)

STATISTICS

Str 24, **Dex** 21, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +36; **CMB** +44; **CMD** 59

SPECIAL ABILITIES

Prismatic Spray (Su)

As a free action once every 1d4 rounds, an apocalypse golem can unleash a *prismatic spray* (DC 23, caster level 20th). Apocalypse golems are immune to the prismatic spray effect from itself or other apocalypse golems.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Frequency 1/rd. for 6 rd.; Init. effect death; Sec. effect 1 Con/rd.; Cure 2 consecutive Fort saves)
5	Blue	<i>Flesh to stone</i> (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Struck by two rays	Roll twice more, ignoring any "8" results

Immunity to Magic (Ex)

An apocalypse golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A *shatter* spell affects an apocalypse golem normally.
- A *mending* spell heals 2d6 points of damage the golem has taken.
- Spells that inflict sonic damage affects an apocalypse golem normally.

XP 51,200

N Huge aberration

Init +4; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft., low-light vision; Perception +xx

DEFENSE

AC 32, touch 8, flat-footed 32 (+24 natural, -2 size)

hp 243 (18d8+162); fast healing 10

Fort +16, **Ref** +6, **Will** +15

Defensive abilities all-around vision; **DR** 10/cold iron; **Immune** acid, poison; **SR** 26

OFFENSE

Speed 40 ft., swim 40 ft.

Melee bite +24 (4d6+13/19-20 plus 4d6 acid plus grab), 8 bites +24 (1d6+13/19-20 plus poison), tail pincer +22 (2d6+13/19-20 plus grab)

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

Special Attacks breath weapon, fast swallow, swallow whole (4d6+13 bludgeoning damage plus 15 acid, AC 22, 25 hp), constrict (tail, 2d6+13), pounce

STATISTICS

Str 36, **Dex** 10, **Con** 27, **Int** 5, **Wis** 14, **Cha** 11

Base Atk +13; **CMB** +28 (+32 grapple); **CMD** 38 (42 vs. trip)

Feats Ability Focus (breath weapon), Skill Focus (perception), Improved Critical (bite, tail pincer), Improved Initiative, Iron Will, Multiattack, Great Fortitude, Toughness, Combat Reflexes^B (allows the thessalhydra to use all its heads on opportunity attacks)

Skills Perception +xx, Swim +xx **Racial Modifiers** +8 Perception

Languages Draconic

SQ tenacious grapple

Acid (Ex)

A thessalhydra's primary bite attack drips with potent acid. A character bitten by a thessalhydra must make a DC 27 Reflex saving throw, or the damage caused by the acid also applies to any armor or robes worn. The save DC is Constitution-based.

Poison (Ex)

Bite—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 2 saves

Breath Weapon (Su)

Once every 1d4+1 rounds, a thessalhydra may spit a glob of acid. This glob has a range of 30 feet, and affects all targets in a 10-foot-radius spread. Creatures in this area take 16d6 points of acid damage, or half if they make a DC 29 Reflex save. If a character fails the save, 1d4 of his items (determine which items are affected using the table on the Pathfinder Core Rulebook) suffer this damage as well, although the PC may attempt a new DC 29 Reflex save for each item affected to halve the damage done. The save DC is Constitution-based.

Tenacious Grapple (Ex)

A thessalhydra does not gain the grappled condition when it grapples a foe.

Augmented Thessalhydra: CR 17; apply Advanced Simple Template; hp 342; fast healing 20, spell resistance 30, immunity to mind-affecting effects.
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XP 615,000

CE Medium undead

Init +5; **Senses** darkvision 60 ft., *arcane sight*, *see invisibility*; Perception +xx**Aura** fear (60-ft. radius, DC 24)

DEFENSE

AC 29, touch 19, flat-footed 23 (+5 armor, +3 deflection, +5 Dex, +5 natural, +1 dodge)
hp 160 (20d6+80+10)**Fort** +16, **Ref** +15, **Will** +29**Defensive Abilities** channel resistance +4; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, mind-affecting, *polymorph*, undead traits; **SR** 18

OFFENSE

Speed 30 ft.**Melee** touch +10 (1d8+10 negative energy plus paralysis)**Special Attacks** paralysis (Fort DC 24 negates)**Transmuter Spells Prepared** (CL 20th, +24 to overcome SR; concentration +31, + 10 touch, +14 ranged touch)**9th**--maximized *disintegrate* (DC 31), *time stop*, quickened *wall of force*, *wail of the banshee* (DC 32), *wish* (2)**8th**--maximized *cone of cold* (DC 28), quickened *dimension door*, *maze*, *polymorph any object* (DC 33), *prismatic wall* (DC 31), *temporal stasis* (DC 33)**7th**--maximized *enervation*, *finger of death* (DC 30), *forcecage*, *prismatic spray* (DC 30), *reverse gravity*, *statue*, *greater teleport***6th**--*chain lightning* (DC 29), *disintegrate* (DC 31), *greater dispel magic*, maximized *fireball* (DC 26), *flesh to stone* (DC 31), *true seeing*, maximized *vampiric touch***5th**--*baleful polymorph* (DC 30), *cone of cold* (DC 28), quickened *ray of enfeeblement*, quickened *shield*, *telekinesis* (DC 30), *transmute rock to mud* (DC 30), *wall of force***4th**--*dimension door* (2), *enervation*, *fear* (DC 27), maximized *magic missile*, *solid fog*, *mass reduce person* (DC 29)**3rd**--*clairaudience/clairvoyance*, *dispel magic*, *fly*, *fireball* (DC 26), *haste*, *lightning bolt* (DC 26), *slow* (DC 28), *stinking cloud* (DC 26)**2nd**--*arcane lock*, *blindness/deafness* (DC 25), *cat's grace*, *detect thoughts* (DC 25), *false life*, *ghoul touch* (DC 25), *glitterdust* (DC 25), *levitate*, *acid arrow* (2), *resist energy*, *shatter* (DC 25), *spectral hand***1st**--*chill touch* (DC 24), *grease* (DC 24), *magic missile* (3), *ray of enfeeblement*, *reduce person* (DC 26), *shocking grasp*, *unseen servant***0**--*arcane mark*, *mage hand*, *message*, *touch of fatigue***Prohibited Schools:** enchantment, illusion

STATISTICS

Str 10, **Dex** 21, **Con** --, **Int** 36, **Wis** 16, **Cha** 18**Base Atk** +10; **CMB** +10; **CMD** 29**Feats** Alertness, Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Forge Ring, Greater Spell Focus (transmutation)^B, Maximize Spell^B, Quicken Spell^B, Scribe Scroll^B, Skill Focus (Knowledge [arcana]), Spell Focus (transmutation), Spell Penetration**Skills** Appraise +xx, Fly +xx, Knowledge (Arcana, Dungeoneering, History, Nature, The Planes) +xx, Perception +xx, Sense Motive +xx, Spellcraft +xx, Stealth +xx**Languages** Common, Draconic, Undercommon; *tongues***SQ** command thessalmonster, loremaster secrets (applicable knowledge, dodge trick,

more newfound arcana, newfound arcana, the lore of true stamina), summon familiar (raven named Tethix, speaks Common), physical enhancement (+3 Dex), *contingency*, permanent spells

Gear potions of *inflict serious wounds* (10), *lesser rod of quicken metamagic*, wand of *scorching ray* (8th, 23 charges), *evil robe of the arch magi*, *ring of protection* +3, *ring of wizardry II*, *headband of vast intelligence* +6, *handy haversack*, two *gloves of storing* (one contains his portable hole and the other his lesser rod of quicken metamagic), *boots of speed*, *portable hole* (Thessalar's immense collection of spellbooks is kept in his portable hole on neatly organized shelves. These spells contain every wizard spell in the Player's Handbook (with the exception of enchantment and illusion spells), gold dust worth 100 gp, four doses of *true seeing* ointment (worth 250 gp each), *temporal stasis* gem dust worth 5,000 gp, 3 doses of ruby dust for *forcecage* spells (each dose is worth 1,500 gp)

SPECIAL ABILITIES

Command Thessalmonster (Su)

Thessalar can command any thessalmonster that isn't currently magically controlled by telepathic order as a free action, as if it were under the effects of a dominate monster. He can usurp control of a magically controlled thessalmonster by taking a standard action and making a successful caster level check against the caster level of the magical command.

Contingency (Sp)

If damaged by a melee attack, a *fire shield* springs into effect on Thessalar.

Permanent Spells

arcane sight, *read magic*, *see invisibility*, *tongues*.

XP 204,800

CE Small humanoid (derro)

Init +12; **Senses** darkvision 60 ft., *see invisibility*; Perception +0

DEFENSE

AC 29, touch 22, flat-footed 21 (+5 armor, +8 Dex, +3 deflection, +2 natural, +1 size)**hp** 294 (3d8+19d8+176+19); fiendish resilience**Fort** +15, **Ref** +25, **Will** +22**DR** 5/cold iron; **Resist** fire 5, acid 5; **Immune** insanity and confusion effects; **SR** 30**Weaknesses** vulnerability to sunlight

OFFENSE

Speed 20 ft., fly 20 ft. (average)**Melee** *warlock's trident* +19/+14/+9/+4 (1d6+2 plus wyvern poison)**Ranged** *eldritch blast* +27 touch (8d6/19-20)**Special Attacks** sneak attack +1d6**Spell-Like Abilities** (CL 3rd)**At will**—*darkness*, *ghost sound* (DC 13)**1/day**—*daze* (DC 18), *sound burst* (DC 20)**Warlock Invocations** (CL 19th, +21 to overcome SR; concentration +27, +31 defensively)**Dark**—*retributive invisibility* (6th, DC 24), *utterdark blast* (8th, DC 28)**Greater**—*repelling blast* (6th, DC 26), *vitriolic blast* (6th, DC 26)**Lesser**—*fell flight* (3rd), *flee the scene* (4th, 70 ft), *voracious dispelling* (4th), *eldritch chain* (4th, 3 targets)**Least**—*dark one's own luck* (2nd, +8 luck bonus, Reflex), *see the unseen* (2nd), *eldritch spear* (2nd, 250 ft.)**At will**—*detect magic*, *eldritch blast* (8d6, 60 ft.)

STATISTICS

Str 11, **Dex** 26, **Con** 26, **Int** 12, **Wis** 5, **Cha** 26**Base Atk** +16; **CMB** +15; **CMD** 34**Feats** Ability Focus (*eldritch blast*), Combat Casting, Empower Spell-like Ability (*eldritch blast*, up to 7th level), Point Blank Shot, Precise Shot, Improved Critical (ray), Improved Precise Shot, Improved Initiative, Quicken Spell-like Ability (*eldritch blast*, up to 5th level), Lightning Reflexes, Spell Penetration**Skills** Fly +12, Perception +0, Stealth +33, Ride +33, Use Magic Device +33**Languages** Aklo, Undercommon, Draconic**SQ** madness, poison use, deceive item, imbue item**Gear** *warlock's trident* (as *warlock's scepter*), +3 *leather armor*, *belt of physical might* +4 (Dexterity and Constitution), *headband of alluring charisma* +6, *ring of protection* +3, *bracelet of friends* (keyed to Zyrith), *wand of barkskin* +4 (22 charges), *wand of displacement* (11 charges), *wand of cure critical wounds* (38 charges), *wand of dominate person* (14 charges), 10 doses of wyvern poison

SPECIAL ABILITIES

Fiendish Resilience (Su)

Once per day, as a free action, Venk can gain fast healing 5 for 2 minutes.

Telepathic Bond (Su)

Venk shares a permanent *telepathic bond* with Dragotha and Zyriith.

Vulnerability to Sunlight (Ex)

A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Invocations (Sp)

Similar to spell-like abilities, invocations represent a warlock's repertoire of attacks, defenses, and abilities. A warlock can use any invocation she knows at will. They are considered spell-like abilities; invoking one provokes attacks of opportunity and they can be disrupted. The save DC for an invocation is 10 + the equivalent spell level of the invocation + the warlock's Charisma modifier. Unlike other spell-like abilities, invocations have a somatic component, and are subject to arcane spell failure chances from medium or heavy armor.

- **Retributive Invisibility:** *greater invisibility* as the spell, can target only yourself. If it is dispelled, 4d6 sonic damage to all creatures and stun 1 round, 20 ft. radius burst (Fortitude for half damage and negate stunning effect).
- **Utterdark Blast:** Venk's *eldritch blast* deals negative energy damage, which heals undead. Creatures struck must make a Fortitude save or gain two temporary negative levels (fade after 1 hour).
- **Repelling Blast:** Medium or smaller creature struck must make a Reflex save or be hurled 1d6×5 feet directly away from you and knocked prone. If the creature strikes a solid object, it stops and knocked prone, taking 1d6 points of damage per 10 feet hurled.
- **Vitriolic Blast:** Venk's *eldritch blast* deals acid damage, it ignores spell resistance. Creatures struck automatically take 2d6 points of acid damage on following rounds. This acid damage persists for 1 round per five class levels (3 rounds for Venk)
- **Fell Flight:** Venk can fly at a speed equal to her land speed with good maneuverability for 24 hours.
- **Flee the Scene:** Venk can *dimension door* (as the spell) once per round at will, although the range is only 70 feet. When she uses this ability, she leaves behind a *major image* of herself in her place that lasts for 1 round and reacts appropriately to attacks as if she were concentrating on it.
- **Voracious Dispelling (Sp)** Venk can use *dispel magic* as the spell, at will. Any creature with an active spell effect dispelled by this invocation takes 1 point of damage per level of the spell (no save).
- **Eldritch Chain:** Venk's *eldritch blast* can jump to one or more secondary targets within 30 feet of the first target, allowing her to make additional ranged touch attacks and deal damage to the secondary targets if you hit. She can target one secondary target per five caster levels (3 for Venk). New targets must be within 30 feet of the previous one. If Venk misses any target, the eldritch chain ends.
- **Dark One's Own Luck (Sp)** Venk gains a luck bonus equal to her Charisma bonus to Fortitude, Reflex, or Will saves for 24 hours. She typically applies this bonus to Fortitude saves.
- **See the Unseen:** Venk can see invisible creatures and objects (as *see invisibility*) and also gain darkvision out to 60 feet for a period of 24 hours.
- **Eldritch Spear (Sp)** Increases the range of her *eldritch blast* to 250 feet.

XP 102,400

CE Huge dragon

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +32

DEFENSE

AC 39, touch 15, flat-footed 34 (+8 armor, +5 Dex, +1 dodge, +2 deflection, +16 natural, -2 size)**hp** 310 (20d12+180)**Fort** +21, **Ref** +17, **Will** +15**Defensive Abilities** evasion; **Immune** paralysis, sleep

OFFENSE

Speed 20 ft., fly 80 ft. (good)**Melee** sting +30 (2d6+12 plus poison), bite +30 (3d8+12 plus grab), 2 wings +28 (2d6+6), 2 talons +30 (3d6+12)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rake (2 talons +30, 3d6+12)

STATISTICS

Str 34, **Dex** 20, **Con** 28, **Int** 12, **Wis** 16, **Cha** 10**Base Atk** +20; **CMB** +34; **CMD** 50**Feats** Skill Focus (perception), Armor Proficiency (light), Dodge, Flyby Attack, Improved Initiative, Improved Natural Attack (sting), Improved Vital Strike, Multiattack, Power Attack (-6/+12), Vital Strike**Skills** Acrobatics +27, Fly +27, Intimidate +23, Perception +32, Sense Motive +26, Stealth +19, Survival +26**Languages** Draconic**Gear** +4 mithral chain shirt barding, amulet of natural armor +2, ring of protection +2, ring of evasion

SPECIAL ABILITIES

Poison (Ex)

Sting—injury; *save* DC 29; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

XP 51,200

CE Gargantuan magical beast

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +22

DEFENSE

AC 26, touch 5, flat-footed 26 (–1 Dex, +21 natural, –4 size)**hp** 250 (20d10+140)**Fort** +19, **Ref** +11, **Will** +7**DR** 15/silver; **Immune** mind affecting effects, poison

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.**Melee** bite +32 (4d6+22/19–20 plus grab)**Space** 20 ft.; **Reach** 15 ft.**Special Attacks** swallow whole (4d6+15 bludgeoning damage plus worm infested, AC 20, 25 hp), call of the wormgod (120 ft., stunned, DC 21 Will save negates)

STATISTICS

Str 40, **Dex** 8, **Con** 24, **Int** 1, **Wis** 12, **Cha** 8**Base Atk** +20; **CMB** +39 (+43 grapple); **CMD** 48 (can't be tripped)**Feats** Awesome Blow, Improved Bull Rush, Improved Critical (bite), Blind-fight, Improved Natural Attack (bite), Power Attack (–6/+18), Weapon Focus (bite), Vital Strike, Improved Vital Strike, Ability Focus (call of the wormgod)**Skills** **Perception** +22, **Swim** +25**SQ** obey the wormtouched, worm infested

SPECIAL ABILITIES

Call of the Wormgod (Su)

Although themselves relatively unintelligent, an overworm carries within it the writhing and malignant will of its god and creator. Once per round as a free action, an overworm can project this foul and cancerous will into other living creatures, targeting anyone living creature within 120ft. The target must make a DC 21 Will save or be stunned, its mind filled with the horrid visions that writhe within the divine consciousness of Kyuss. Each round at the start of its turn, the victim may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. This is a mind-affecting effect. The save DC is Charisma-based

Obey the Wormtouched (Su)

Although they are nearly mindless, overworms unerringly follow simple commands given by other undead servants of Kyuss.

Worm infested (Ex)

An overworm is host to hundreds of smaller worms of Kyuss. Any creature that attacks an overworm with a natural weapon, unarmed strike, or light melee weapon must make a DC 19 Reflex save or a number of worms latch onto his flesh and begin burrowing into his body. The save DC is Dexterity-based.

Once infested, the victim takes 1d6 points of damage per round for 1d4+1 rounds. At the end of that period, the worms reach the host's brain. While the worms are inside a victim, a *remove curse* or *remove disease* effect destroys them, and a *dispel evil* or *neutralize poison* effect delays their progress for 10d6 minutes. A successful DC 20 Heal check extracts the worms and kills them, although this check takes 1d3 rounds to perform and the worms may reach the brain before the Heal check succeeds.

Once the worms reach the brain, the victim takes 2d4 points of Intelligence damage per round until the worms are killed (by *remove curse* or *remove disease*) or they slay the host (death occurs at 0 Intelligence). A Small, Medium, or Large humanoid slain by these worms rises as a sword of Kyuss 1d6+4 rounds later. A Tiny or smaller creature quickly putrefies, and a Huge or larger creature (or any non-humanoid creature) becomes a normal zombie of the appropriate size. Newly created undead are not under the overworm's control.

XP 51,200

NE Large aberration (shapechanger)

Init +8; **Senses** darkvision 60 ft., *detect magic*; Perception +xx

DEFENSE

AC 32, touch 22, flat-footed 27 (+4 armor, +4 Dex, +1 dodge, +6 natural, +8 deflection, –1 size)

hp 222 (25d8+100+10)**Fort** +18, **Ref** +14, **Will** +26; regeneration 5 (acid, fire, electricity)**Immune** cold, disease, energy drain, paralysis; **Resist** fire 10; **SR** 26

OFFENSE

Speed 20 ft.**Melee** bite +24 (2d6+6 plus poison), 8 claws +24 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** *suggestion*, channel negative energy 11/day (DC 23, 5d6), destructive smite (+5 damage, 13/day), destructive aura (10 rounds/day, 30 ft., +5 damage)**Domain Spell-Like Abilities** (CL 10th; concentration +27)**13/day**—bleeding touch (1d6, 5 rounds)**Cleric Spells Prepared** (CL 10th; concentration +20, +24 defensively)**5th**—*flame strike* (10d6, DC 25) (2), *wall of stone* (DC 25), *slay living*^D (DC 26)**4th**—*air walk* (2), *divine power* (+3), *sending*, *unholy blight* (DC 24), *inflict critical wounds*^D (DC 25, 4d8+10)**3rd**—*bestow curse* (DC 24) (2), *blindness/deafness* (DC 24), *prayer*, *invisibility purge*, *rage*^D**2nd**—*enthrall* (DC 22), *hold person* (DC 22) (2), *resist energy* (20 points) (2), *silence* (DC 22), *spiritual weapon*, *death knell*^D**1st**—*bane* (DC 21), *bless*, *command* (DC 21), *divine favor* (+3), *entropic shield*, *obscuring mist*, *sanctuary* (DC 21), *true strike*^D**0 (at will)**—*bleed* (DC 18), *guidance*, *mending*, *resistance*^D Domain spell; **Domains** Death, Destruction**Spell-Like Abilities** (CL 15th; concentration +21, +23 touch, +21 ranged touch)**Constant**—*detect magic*, *read magic***At will**—*chill touch* (DC 19), *cause fear* (DC 19), *disrupt undead*, *gentle repose*, *ghoul touch* (DC 20), *halt undead*, *mage hand*, *spectral hand***3/day**—*animate dead*, *create undead*, *enervation*, quickened *vampiric touch* (7d6)

STATISTICS

Str 22, **Dex** 18, **Con** 19, **Int** 16, **Wis** 30, **Cha** 26**Base Atk** +18; **CMB** +25; **CMD** 48 (58 vs. grapple, can't be tripped)**Feats** Alertness, Combat Casting, Combat Reflexes, Craft Wondrous Item, Dodge, Improved Initiative, Quicken Spell-Like Ability (*vampiric touch*), Lightning Reflexes, Great Fortitude, Improved Natural Attack (claw), Spell Focus (necromancy), Weapon Focus (bite, claws)**Skills** Bluff +xx, Diplomacy +xx, Escape Artist +xx, Intimidate +xx, Knowledge (arcana, religion) +xx, Perception +xx, Sense Motive +xx, Spellcraft +xx **Racial modifiers** +10 Escape Artist**Languages** Avolakia, Common, Draconic, Undercommon**SQ** change shape (humanoid, *alter self*), defensive aura, death's embrace

Gear *bracers of armor* +4, *headband of inspired wisdom* +4

SPECIAL ABILITIES

Poison (Ex)

Bite—injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d3 Wis damage; *cure* 2 saves.

Suggestion (Su)

When in humanoid form, an avolakia can implant suggestions with its melodious and hypnotic voice. By speaking soothingly to a single creature within 50 feet, the avolakia can create an effect identical to that of a quickened *suggestion* spell (caster level 10th, Will save DC 30). An opponent in eye contact suffers a –2 penalty on the saving throw. An avolakia cleric can use this spell-like ability a number of times per day equal to its Charisma modifier (eight times per day).

XP 204,800

CE Large aberration (shapechanger)

Init +8; **Senses** darkvision 60 ft., *detect magic*; Perception +xx

DEFENSE

AC 38, touch 26, flat-footed 33 (+6 armor, +4 Dex, +1 dodge, +6 natural, +12 deflection, -1 size)

hp 362 (15d8+14d6+232+14)**Fort** +19, **Ref** +15, **Will** +24; regeneration 5 (acid, fire, electricity)**Immune** cold, disease, energy drain, paralysis; **Resist** fire 10; **SR** 30

OFFENSE

Speed 20 ft.**Melee** +1 *speed dagger** +28/+28/+23/+18/+13 (1d6+11/19-20), bite +20 (2d6+4 plus poison), 7 claws +20 (1d8+4)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** *suggestion***Bloodline Spell-Like Abilities** (CL 14th; concentration +26)**1/day**—grasp of the dead (14d6, 20 ft. burst, DC 29)**Spells Known** (CL 14th; concentration +26, +21 ranged touch)**7th** (5/day)—*finger of death* (DC 30)**6th** (7/day)—*geas/quest* (DC 28), *repulsion* (DC 28), *undeath to death***5th** (8/day)—*cone of cold* (DC 27), *summon monster V*, *wall of force*, *waves of fatigue***4th** (9/day)—*dimension door*, *ice storm*, *greater invisibility*, *screaming*, *animate dead***3rd** (9/day)—*dispel magic*, *displacement*, *fly*, *greater magic weapon**, *vampiric touch***2nd** (9/day)—*cat's grace*, *detect thoughts* (DC 24), *acid arrow*, *mirror image* (1d4+4), *resist energy* (30 points), *false life***1st** (9/day)—*alarm*, *charm person* (DC 23), *grease* (DC 23), *magic missile*, *protection from good*, *chill touch* (24)**0 (at will)**—*acid splash*, *dancing lights*, *ghost sound* (DC 22), *mending*, *message*, *open/close*, *prestidigitation*, *resistance*, *touch of fatigue* (DC 23)**Bloodline** undead**Spell-Like Abilities** (CL 15th; concentration +21, +15 touch, +13 ranged touch)**Constant**—*detect magic*, *read magic***At will**—*chill touch* (DC 23), *cause fear* (DC 23), *disrupt undead*, *gentle repose*, *ghoul touch* (DC 24), *halt undead*, *mage hand*, *spectral hand***3/day**—*animate dead*, *create undead*, *enervation*, *quicken vampiric touch* (7d6)

STATISTICS

Str 26, **Dex** 18, **Con** 26, **Int** 16, **Wis** 22, **Cha** 34**Base Atk** +18; **CMB** +27; **CMD** 54 (64 vs. grapple, can't be tripped)**Feats** Alertness, Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-Like Ability (*vampiric touch*), Lightning Reflexes, Great Fortitude, Improved Natural Attack (claw), Craft Wondrous Item, Extend Spell, Maximize Spell, Multiattack, Negotiator, Quicken Spell, Improved Lightning Reflexes, Eschew Materials^B, Spell Focus (necromancy)^B**Skills** Bluff +xx, Diplomacy +xx, Escape Artist +xx, Intimidate +xx, Knowledge (arcana, religion) +xx, Perception +xx, Sense Motive +xx, Spellcraft +xx **Racial**

modifiers +10 Escape Artist

Languages Avolakia, Common, Draconic, Undercommon

SQ change shape (humanoid, *alter self*), defensive aura, bloodline arcana, death's gift (resist cold 10, DR 10/— nonlethal damage)

Gear +1 *speed dagger*, *belt of physical might* +4 (strength and constitution), *bracers of armor* +6, *headband of alluring charisma* +6

SPECIAL ABILITIES

Poison (Ex)

Bite—injury; *save* Fort DC 32; *frequency* 1/round for 6 rounds; *effect* 1d3 Wis damage; *cure* 2 saves.

Suggestion (Su)

When in humanoid form, an avolakia can implant suggestions with its melodious and hypnotic voice. By speaking soothingly to a single creature within 50 feet, the avolakia can create an effect identical to that of a quickened *suggestion* spell (caster level 10th, Will save DC 36). An opponent in eye contact suffers a –2 penalty on the saving throw. An avolakia can use this spell-like ability a number of times per day equal to its Charisma modifier (usually six times per day).

XP 307,200

NE Gargantuan dragon

Init +7; **Senses** blindsight 60ft., darkvision 120 ft., *true seeing*; Perception +xx**Aura** frightful presence (120 ft., DC 29)

DEFENSE

AC 39, touch 9, flat-footed 36 (+3 Dex, +30 natural, -4 size)**hp** 377 (26d12+208); regeneration 10 (silver weapons, fire)**Fort** +23, **Ref** +20, **Will** +22**DR** 15/magic and silver; **Immune** cold, acid, paralysis, poison, *sleep*; **Resist** electricity 20, fire 20; **SR** 34

OFFENSE

Speed 20 ft., fly 120 ft. (average)**Melee** bite +36 (6d6+21/19-20), 2 wings +34 (2d6+7), tail sweep +34 (2d8+21)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** breath weapons**Spell-Like Abilities** (CL 20th; concentration +26; +36 touch, +25 ranged touch)**Constant**—*true seeing***At will**—*greater dispel magic*, *inflict serious wounds* (DC 19)**3/day**—*greater teleport*, *harm* (DC 22), quickened *hold monster* (DC 21)**1/day**—*control undead* (DC 23), *energy drain*, *gate*, *summon worms* (level 9, 1d4 purple worms and frost worms 100%)

STATISTICS

Str 38, **Dex** 16, **Con** 27, **Int** 22, **Wis** 20, **Cha** 22**Base Atk** +26; **CMB** +44; **CMD** 57 (cannot be tripped)**Feats** Ability Focus (breath weapon), Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Multiattack, Power Attack (-7/+14/+21), Quicken Spell-Like Ability (*hold monster*), Vital Strike, Improved Vital Strike**Skills** Bluff +xx, Fly +xx, Intimidate +xx, Knowledge (arcana) +xx, Knowledge (dungeoneering) +xx, Knowledge (religion) +xx, Knowledge (the planes) +xx, Perception +xx, Sense Motive +xx, Spellcraft +xx**Languages** Abyssal, Common, Draconic, Giant, Infernal

SPECIAL ABILITIES

Breath Weapons (Su)

A wormdrake has two breath weapons. The first is a 60-foot cone of supernaturally cold acid. The breath weapon inflicts 12d10 cold and 12d10 acid damage, or half on a successful DC 33 Reflex save. It may use this breath weapon once every 1d4 rounds. The second breath weapon is a 120-foot line of writhing Kyuss worms. All creatures in this area suffer 12d6 points of damage from hundreds of slavering bites and must make a DC 33 Reflex save to avoid becoming infested. An infested character takes 1d6 points of Intelligence damage per round until he is cured by *remove disease* or *heal*, or until he reaches an Intelligence of 0, at which point he dies and rises as a free-willed favored spawn of Kyuss (or a zombie if you don't have access to this template). A wormdrake

may use this breath weapon only once per day; using this breath weapon does not count as a use of a breath weapon for its freezing acid breath weapon—a wormdrake may use these two breath weapons back to back in successive rounds if it wishes. The save DC for both breath weapons is Constitution-based.

Frightful Presence (Su)

When a wormdrake attacks, it exudes an aura of fear to a radius of 120 feet. All creatures in this area must make a DC 29 Will save to avoid the effects of this fear. Creatures with 12 Hit Dice or less are paralyzed with fear for 1d4 rounds, while those with more Hit Dice are panicked for 1d4 rounds. Creatures who make the save are shaken for 1d4 rounds. A creature can be affected by a wormdrake's frightful presence only once per encounter. This is a mind-affecting fear effect.

Summon Worms (Sp)

Once per day, a wormdrake may summon 1d4 purple worms and frost worms (in any combination). Summoned worms obey the wormdrake's telepathic commands, and persist for 1 hour before vanishing.

XP 19,200

N Gargantuan magical beast

Init –2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 26, touch 4, flat-footed 26 (–2 Dex, +22 natural, –4 size)**hp** 200 (16d10+112)**Fort** +17, **Ref** +8, **Will** +4

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.**Melee** bite +25 (4d8+12/19–20 plus grab), sting +25 (2d8+12 plus poison)**Space** 20 ft.; **Reach** 15 ft.**Special Attacks** swallow whole (4d8+12 bludgeoning damage, AC 21, 20 hp)

STATISTICS

Str 35, **Dex** 6, **Con** 25, **Int** 1, **Wis** 8, **Cha** 8**Base Atk** +16; **CMB** +32 (+36 grapple); **CMD** 40 (can't be tripped)**Feats** Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting)**Skills** Perception +18, Swim +20

SPECIAL ABILITIES

Poison (Ex)

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

XP 19,200

N Huge magical beast (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE

AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, –2 size)

hp 168 (16d10+80)

Fort +15, **Ref** +13, **Will** +10

Immune cold

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +25 (4d10+15 plus 4d6 cold)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (60-ft. cone, 15d6 cold damage, Reflex DC 23 half, usable once per hour), death throes, trill

STATISTICS

Str 31, **Dex** 16, **Con** 21, **Int** 2, **Wis** 16, **Cha** 11

Base Atk +16; **CMB** +28; **CMD** 41 (can't be tripped)

Feats Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Stand Still, Weapon Focus (bite)

Skills Perception +17, Stealth +6 (+14 in ice and snow); **Racial Modifiers** +8 Stealth in ice and snow

SQ cold

SPECIAL ABILITIES

Cold (Su)

A frost worm's body generates intense cold, allowing it to deal an additional 4d6 cold damage with its bite attack. Any creature that attacks a frost worm with an unarmed strike or a natural weapon takes 1d6 points of cold damage per successful hit. A creature that grapples or is grappled by a frost worm takes 4d6 points of cold damage per round the grapple is maintained.

Death Throes (Su)

When killed, a frost worm explodes in a 100-foot-radius burst that deals 12d6 cold damage and 8d6 piercing damage (DC 23 Reflex half). The save DC is Constitution-based.

Trill (Su)

As a full-round action, a frost worm can emit a strange trilling sound that affects all creatures within a 100-foot radius. Creatures must succeed on a DC 18 Will save or be fascinated for as long as the worm continues to trill (the frost worm can maintain this trill by concentrating). Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

XP 307,200

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +38

Aura flaming body, *unholy aura* (DC 26)

DEFENSE

AC 36, touch 20, flat-footed 29 (+4 deflection, +7 Dex, +16 natural, –1 size)

hp 370 (20d10+260)

Fort +29, **Ref** +17, **Will** +25

DR 15/cold iron and good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 31

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee +1 *vorpal unholy longsword* +31/+26/+21/+16 (2d6+13/19-20), +1 *vorpal flaming whip* +30/+25/+20 (1d4+13 plus 1d6 fire and entangle) or 2 slams +31 (1d10+12)

Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Spell-Like Abilities (CL 20th)

Constant—*true seeing*, *unholy aura* (DC 26)

At will—*dominate monster* (DC 27), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *power word stun*, *telekinesis* (DC 23)

3/day—quicken *telekinesis* (DC 23)

1/day—*blasphemy* (DC 25), *fire storm* (DC 26), *implosion* (DC 27), summon (level 9, any 1 CR 19 or lower demon 100%)

STATISTICS

Str 35, **Dex** 25, **Con** 36, **Int** 24, **Wis** 24, **Cha** 27

Base Atk +20; **CMB** +33; **CMD** 54

Feats Double Slice, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Power Attack, Quicken Spell-Like Ability (*telekinesis*), Two-Weapon Fighting, Weapon Focus (longsword)
Skills Acrobatics +27, Bluff +31, Diplomacy +31, Fly +32, Intimidate +31, Knowledge (history) +27, Knowledge (nobility) +27, Knowledge (planes) +30, Knowledge (religion) +27, Perception +38, Sense Motive +30, Stealth +26, Use Magic Device +31;

Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ death throes, vorpal strike, whip mastery

SPECIAL ABILITIES

Death Throes (Su)

When killed, a balor explodes in a blinding flash of fire that deals 100 points of damage (half fire, half unholy damage) to anything within 100 feet (Reflex DC 33 halves). The save DC is Constitution-based.

Entangle (Ex)

If a balor strikes a Medium or smaller foe with its whip, the balor can immediately attempt a grapple check without provoking an attack of opportunity. If the balor wins

the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balor does not.

Flaming Body (Su)

A balor's body is covered in dancing flames. Anyone striking a balor with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a balor or is grappled by one takes 6d6 points of fire damage each round the grapple persists.

Vorpal Strike (Su)

Any slashing weapon a balor wields (including its standard longsword and whip) gains the vorpal weapon quality. Weapons retain this quality for one hour after the balor releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

Whip Mastery (Ex)

A balor treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

XP 153,600

CE Gargantuan undead (extraplanar, nightshade)

Init +4; **Senses** darksense, darkvision 120 ft., low-light vision, *detect magic*, tremorsense 120 ft.; **Perception** +33

Aura desecrating aura (30 ft.)

DEFENSE

AC 33, touch 6, flat-footed 33 (+27 natural, –4 size)

hp 312 (25d8+200)

Fort +16, **Ref** +10, **Will** +23

DR 15/good and silver; **Immune** cold, undead traits; **SR** 29

Weaknesses light aversion

OFFENSE

Speed 30 ft., burrow 60 ft.

Melee bite +32 (4d10+18/19–20 plus 4d6 cold and grab), sting +32 (4d6+18/19–20 plus 4d6 cold and poison)

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

Special Attacks channel negative energy (9d6, DC 31, 9/day), energy drain (1 level, DC 28), swallow whole (4d10+22 bludgeoning plus energy drain, AC 23, 31 hp)

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 20), *deeper darkness*, *greater dispel magic*, *invisibility*, *unholy blight* (DC 20)

3/day—quicken *cone of cold* (DC 21), *confusion* (DC 20), *haste*, *hold monster* (DC 21)

1/day—*finger of death* (DC 23), *mass hold monster* (DC 25), *plane shift* (DC 23), summon (level 8, 6 greater shadows)

STATISTICS

Str 41, **Dex** 10, **Con** —, **Int** 20, **Wis** 21, **Cha** 23

Base Atk +18; **CMB*** +37 (+41 grapple); **CMD** 47 (can't be tripped)

Feats Combat Expertise, Command Undead, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack (–5/+10), Quicken Spell-Like Ability (*cone of cold*), Staggering Critical, Vital Strike

Skills Intimidate +34, Knowledge (arcana) +33, Knowledge (planes) +30, Knowledge (religion) +33, Perception +33, Sense Motive +33, Spellcraft +33, Stealth +16 (+24 in darkness), Swim +40; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Su)

Sting—injury; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution drain and 1 negative level; *cure* 3 consecutive saves.

The save DC is Charisma-based.

XP 4,800

CE Medium undead (incorporeal)

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

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)**hp** 58 (9d8+18)**Fort** +5, **Ref** +8, **Will** +7**Defensive Abilities** incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)**Melee** incorporeal touch +11 (1d8 Strength)**Special Attacks** create spawn, strength damage

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15**Base Atk** +6; **CMB** +11; **CMD** 24**Feats** Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)**Skills** Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light);**Racial Modifiers** +4 Stealth in dim light (−4 in bright light)**Languages** Common

SPECIAL ABILITIES

Strength Damage (Su)

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

Create Spawn (Su)

A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

XP -

CE Colossal undead (fire)

Init +6; **Senses** blindsense 60 ft., darkvision 120 ft., smoke vision, *see invisibility*, *arcane sight*, *detect thoughts* (DC 28); Perception +47

Aura fire (10 ft., 2d6 fire), frightful presence (360 ft., DC 44)

DEFENSE

AC 58, touch 9, flat-footed 56 (+2 Dex, +41 natural, +8 armor, +5 deflection, -8 size); 1d4+6 *mirror images* (maximum 8)

hp 832 (37d8+666)

Fort +36 **Ref** +24 **Will** +27

DR 20/magic and 5/bludgeoning; **Immune** cold, electricity, fire, paralysis, polymorph, *sleep*; undead traits **Resist** acid 30, sonic 30; **SR** 38

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee* bite +46 (6d8+66 plus 1d6 cold plus paralysis), 2 claws +46 (4d6+47 plus 1d6 cold plus paralysis), 2 wings +44 (2d8+27 plus 1d6 cold plus paralysis), tail slap +44 (4d6+66 plus 1d6 cold plus paralysis)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks breath weapon (70-ft. cone, DC 44, 24d10 fire or 70-ft. cone, 24d10 negative energy), incinerate, manipulate flames, melt stone, tail sweep (Medium creatures, DC 44, 2d8+28), paralyzing gaze, paralysis (2d6 rounds, DC 44)

Spell-Like Abilities (CL 37th; concentration +53)

At will—*detect magic*, *discern location*, *find the path*, *pyrotechnics* (DC 28), *suggestion* (DC 29), *wall of fire*

Dracolich Spell-Like Abilities (CL 15th; concentration +31)

1/3 days—*control undead*

Spells Known (CL 19th; concentration +35, +56 touch, +39 ranged touch)

9th (6/day)—*time stop*, *wish*

8th (9/day)—*create greater undead*, *horrid wilting* (DC 36), *polymorph any object* (34)

7th (9/day)—*destruction* (DC 35), *forcecage* (DC 33), *greater teleport*

6th (9/day)—*geas/quest* (DC 32), *greater dispel magic*, *harm* (DC 34)

5th (9/day)—*dominate person* (DC 31), *telekinesis* (DC 31), *wall of force*, *waves of fatigue*

4th (10/day)—*charm monster* (DC 30), *dimension door*, *ice storm*, *sending*

3rd (10/day)—*animate dead*, *haste*, *inflict serious wounds* (DC 31), *ray of exhaustion* (DC 31)

2nd (10/day)—*blindness/deafness* (DC 30), *death knell* (DC 30), *detect thoughts* (DC 28), *mirror image*, *resist energy* (30 points)

1st (10/day)—*divine favor* (+3), *inflict light wounds* (DC 29), *magic missile*, *unseen servant*, *shield of faith* (+5)

0 (at will)—*arcane mark*, *bleed*, *light*, *magehand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*

* Includes Power Attack

STATISTICS

Str 49, **Dex** 15, **Con** —, **Int** 26, **Wis** 24, **Cha** 43

Base Atk +37; **CMB** +64; **CMD** 81 (85 vs. trip)

Feats Blind-Fight, Clinging Breath, Combat Reflexes, Flyby Attack, Greater Spell

Focus (necromancy), Greater Vital Strike, Hover, Improved Initiative, Improved Natural Attack (bite), Improved Vital Strike, Lightning Reflexes, Multiattack, Persistent Spell, Power Attack (-10/+30;+20), Quicken Breath, Quicken Spell, Recover Breath, Spell Focus (necromancy), Vital Strike

Skills Appraise +48, Bluff +56, Diplomacy +56, Fly +26, Intimidate +56, Knowledge (arcana) +48, Knowledge (geography) +48, Knowledge (history) +48, Knowledge (the planes) +48, Knowledge (religion) +48, Perception +47, Sense Motive +48, Spellcraft +48, Use Magic Device +56

Languages Abyssal, Common, Draconic, Dwarven, Elven, Halfling, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon

SQ permanent spells, persistent spells, inherent bonuses, unholy toughness, invulnerability

Gear *amulet of mighty fists* +5, *bracers of armor* +8, *headband of alluring charisma* +6, *ring of spell turning*, 2 doses of ruby dust (each worth 1500 gp) for *forcecage* spells, 4 diamonds (worth 25000 gp each) for *wish* spells

SPECIAL ABILITIES

Breath Weapons (Su)

Dragotha has two breath weapons. The first is a 60-foot long cone that deals 24d10 fire damage (Reflex DC 44 half). The second is the death wind, a 60-foot cone of wind and negative energy that functions as a tornado-force wind. All creatures in the area must make a DC 30 Fortitude save. Large or smaller creatures are blown away while Huge creatures are knocked down (larger creatures are unaffected by the short blast of wind). Flying creatures are treated as one size category smaller than their actual size. Creatures on the ground who are blown away are knocked prone and roll back 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures who are blown away are blown back 2d6×10 feet and take 2d6 points of nonlethal damage. Worse, all creatures in the area of Dragotha's death wind (regardless of how the wind itself affected them) take 24d10 points of negative energy damage; this damage heals undead in the area. A creature slain by this damage has his corporeal body blasted apart by the wind and is effectively disintegrated and a wraith (or a dread wraith, if the slain creature had 16 or more Hit Dice) loyal to Dragotha appears in his place. Dragotha may use his fire breath weapon at will, but may only use his death wind once per day. In any event, he must wait 1d4 rounds between uses of his breath weapon. The save DC is Charisma-based.

Permanent Spells

Dragotha has *arcane sight* and *see invisibility* as permanent spell effects. He also shares a permanent *telepathic bond* with Venk.

Persistent Spells

Dragotha casts *divine favor* (+3 to hit and damage), *shield of faith* (+5 deflection bonus to AC), *detect thoughts*, *mirror image* (1d4+6 images), *resist energy* (acid, 30), and *resist energy* (sonic, 30) every day as persistent spells. This effectively reduces the total number of 7th-level spells he can cast each day by 2 and his 8th-level spells by 4, and the effects of these spells are constant (and have been included, as appropriate, in his statistics above).

Paralyzing Gaze (Su)

Paralyzed 2d6 rounds, range 40 feet, Fortitude DC 44 negates. If the saving throw is successful, the victim is forever immune to his gaze.. The save DC is Charisma-based.

Fire Aura (Su)

Dragotha is surrounded by an aura of intense heat. All creatures within 10 feet take 2d6 points of fire damage at the beginning of the dragon's turn.

Incinerate (Su)

Dragotha can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by his breath weapon must make a Fortitude save (DC 44). Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through *true resurrection* or similar magic.

Manipulate Flames (Su)

Dragotha can control any fire spell within 120 feet as a standard action. This ability allows him to move any fire effect in the area, as if he were the caster. This ability also allows him to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, Dragotha can control any new fire spell cast within his area of control, as if he were the caster. He can make all decisions allowed to the caster, including canceling the spell if he so desires.

Melt Stone (Su)

Dragotha can use its breath weapon to melt rock at a range of 100 feet, affecting a 60-foot-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

Smoke Vision (Ex)

Dragotha can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Inherent Bonuses

Dragotha has a +5 inherent bonus to his Strength, Dexterity, and Charisma scores.

Unholy Toughness (Ex)

Dragotha gains a bonus to his hit points equal to his $2 \times$ his Hit Dice.

XP -

CE Colossal undead (fire)

Init +6; **Senses** blindsense 120 ft., darkvision 240 ft., smoke vision, *see invisibility*, *arcane sight*, *detect thoughts* (DC 28); Perception +57**Aura** fire (10 ft., 2d6 fire), frightful presence (360 ft., DC 46), cowering fear

DEFENSE

AC 61, touch 12, flat-footed 59 (+2 Dex, +41 natural, +8 armor, +8 deflection, -8 size); 1d4+6 *mirror images* (maximum 8)**hp** 906 (37d8+740)**Fort** +38 **Ref** +24 **Will** +29**DR** 20/good; **Defensive abilities** channel resistance +4, soul ward (37 hp); **Immune** fire, paralysis, *sleep*; undead traits **Resist** acid 30, sonic 30; **SR** 38

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)**Melee*** bite +48 (6d8+69/19-20 plus energy drain), 2 claws +48 (4d6+49/19-20 plus energy drain), 2 wings +46 (2d8+28/19-20 plus energy drain), tail slap +46 (4d6+69/19-20 plus energy drain)**Space** 30 ft.; **Reach** 20 ft. (30 ft. with bite)**Special Attacks** breath weapon (70-ft. cone, DC 46, 24d10 fire and 2 negative levels or 70-ft. cone, 24d10 negative energy), incinerate, manipulate flames, melt stone, tail sweep (Medium creatures, DC 46, 2d8+31), crush (Large creatures, DC 46, 4d6+31), soul consumption, energy drain (1 level, adds 5 hp to soul ward, DC 46)**Spell-Like Abilities** (CL 37th; concentration +55)**At will**—*detect magic*, *discern location*, *find the path*, *pyrotechnics* (DC 30), *suggestion* (DC 31), *wall of fire***Spells Known** (CL 19th; concentration +37, +58 touch, +39 ranged touch)**9th** (6/day)—*time stop*, *wish***8th** (9/day)—*create greater undead*, *horrid wilting* (DC 38), *polymorph any object* (36)**7th** (9/day)—*destruction* (DC 37), *forcecage* (DC 35), *greater teleport***6th** (9/day)—*geas/quest* (DC 34), *greater dispel magic*, *harm* (DC 36)**5th** (9/day)—*dominate person* (DC 33), *telekinesis* (DC 33), *wall of force*, *waves of fatigue***4th** (10/day)—*charm monster* (DC 32), *dimension door*, *ice storm*, *sending***3rd** (10/day)—*animate dead*, *haste*, *inflict serious wounds* (DC 33), *ray of exhaustion* (DC 33)**2nd** (10/day)—*blindness/deafness* (DC 32), *death knell* (DC 32), *detect thoughts* (DC 28), *mirror image*, *resist energy* (30 points)**1st** (10/day)—*divine favor* (+3), *inflict light wounds* (DC 31), *magic missile*, *unseen servant*, *shield***0** (at will)—*arcane mark*, *bleed*, *light*, *magehand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*

* Includes Power Attack

STATISTICS

Str 53, **Dex** 15, **Con** —, **Int** 30, **Wis** 28, **Cha** 47**Base Atk** +37; **CMB** +66; **CMD** 86 (90 vs. trip)**Feats** Blind-Fight, Clinging Breath, Combat Reflexes, Flyby Attack, Greater Spell Focus (necromancy), Greater Vital Strike, Hover, Improved Initiative, Improved Natural

Attack (bite), Improved Vital Strike, Lightning Reflexes, Multiattack, Persistent Spell, Power Attack (-10/+30;+20), Quicken Breath, Quicken Spell, Recover Breath, Spell Focus (necromancy), Vital Strike

Skills Appraise +50, Bluff +58, Diplomacy +58, Fly +26, Intimidate +66, Knowledge (arcana) +50, Knowledge (geography) +50, Knowledge (history) +50, Knowledge (the planes) +50, Knowledge (religion) +50, Perception +57, Stealth +34, Sense Motive +50, Spellcraft +50, Use Magic Device +58 **Racial modifiers** +8 Intimidate, Perception and Stealth

Languages Abyssal, Common, Draconic, Dwarven, Elven, Halfling, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon

SQ permanent spells, persistent spells, inherent bonuses, unholy toughness

Gear *amulet of mighty fists* +5, *bracers of armor* +8, *headband of alluring charisma* +6, *ring of spell turning*, 2 doses of ruby dust (each worth 1500 gp) for *forcecage* spells, 4 diamonds (worth 25000 gp each) for *wish* spells

SPECIAL ABILITIES

Breath Weapons (Su)

Dragotha has two breath weapons. The first is a 60-foot long cone that deals 24d10 fire damage and two negative levels (Reflex DC 44 half and 1 negative level). Each negative level adds 1 hp to his Soul Ward ability. The second is the death wind, a 60-foot cone of wind and negative energy that functions as a tornado-force wind. All creatures in the area must make a DC 30 Fortitude save. Large or smaller creatures are blown away while Huge creatures are knocked down (larger creatures are unaffected by the short blast of wind). Flying creatures are treated as one size category smaller than their actual size. Creatures on the ground who are blown away are knocked prone and roll back 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures who are blown away are blown back 2d6×10 feet and take 2d6 points of nonlethal damage. Worse, all creatures in the area of Dragotha's death wind (regardless of how the wind itself affected them) take 24d10 points of negative energy damage; this damage heals undead in the area. A creature slain by this damage has his corporeal body blasted apart by the wind and is effectively disintegrated and a wraith (or a dread wraith, if the slain creature had 16 or more Hit Dice) loyal to Dragotha appears in his place. Dragotha may use his fire breath weapon at will, but may only use his death wind once per day. In any event, he must wait 1d4 rounds between uses of his breath weapon. The save DC is Charisma-based.

Permanent Spells

Dragotha has *arcane sight* and *see invisibility* as permanent spell effects. He also shares a permanent *telepathic bond* with Venk.

Persistent Spells

Dragotha casts *divine favor* (+3 to hit and damage), *detect thoughts*, *mirror image* (1d4+6 images), *resist energy* (acid, 30), and *resist energy* (sonic, 30) every day as persistent spells. This effectively reduces the total number of 7th-level spells he can cast each day by 2 and his 8th-level spells by 3, and the effects of these spells are constant (and have been included, as appropriate, in his statistics above).

Cowering Fear (Su)

Any creature shaken by Dragotha's frightful presence is cowering instead of shaken for the first round of the effect, and shaken for the rest of the duration. Any creature that is panicked by its frightful presence is instead cowering for the duration.

Soul Consumption (Su)

When a living creature within 30 feet of Dragotha dies, that creature's soul is torn from its body and pulled into Dragotha's maw if the dying creature fails a Will save DC 44. This adds a number of hit points to the Dragotha's soul ward equal to the dead creature's Hit Dice. Creatures that have their souls consumed in this way can only be brought back to life through *miracle*, *true resurrection*, or *wish*.

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Each time Dragotha casts a spell, he heals damage equal to twice the level of the spell cast. If his soul ward is damaged, any healing Dragotha gains from casting spells applies first to restoring hit points to his soul ward. If Dragotha casts a spell while both his soul ward and his body are at full hit points, he becomes hasted for 1 round.

Fire Aura (Su)

Dragotha is surrounded by an aura of intense heat. All creatures within 10 feet take 2d6 points of fire damage at the beginning of the dragon's turn.

Incinerate (Su)

Dragotha can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by his breath weapon must make a Fortitude save (DC 44). Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through *true resurrection* or similar magic.

Manipulate Flames (Su)

Dragotha can control any fire spell within 120 feet as a standard action. This ability allows him to move any fire effect in the area, as if he were the caster. This ability also allows him to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, Dragotha can control any new fire spell cast within his area of control, as if he were the caster. He can make all decisions allowed to the caster, including canceling the spell if he so desires.

Melt Stone (Su)

Dragotha can use its breath weapon to melt rock at a range of 100 feet, affecting a 60-foot-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

Smoke Vision (Ex)

Dragotha can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Inherent Bonuses

Dragotha has a +5 inherent bonus to his Strength, Dexterity, and Charisma scores.

Unholy Toughness (Ex)

Dragotha gains a bonus to his hit points equal to his $2 \times$ his Hit Dice.

DAWN OF A NEW AGE

XP 204,800

CE Colossal magical beast

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +33

DEFENSE

AC 31, touch 1, flat-footed 31 (–1 Dex, +30 natural, –8 size)**hp** 480 (31d10+310)**Fort** +29, **Ref** +16, **Will** +10**DR** 15/silver; **Immune** mind affecting effects, poison

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.**Melee** bite +42 (6d6+28/19–20 plus grab)**Space** 30 ft.; **Reach** 30 ft.**Special Attacks** swallow whole (6d6+15 bludgeoning damage plus worm infested, AC 25, 48 hp), call of the wormgod (120 ft., stunned, DC 26 Will save negates)

STATISTICS

Str 48, **Dex** 8, **Con** 30, **Int** 1, **Wis** 12, **Cha** 8**Base Atk** +31; **CMB** +58 (+62 grapple); **CMD** 67 (can't be tripped)**Feats** Awesome Blow, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite), Blind-fight, Improved Initiative, Improved Natural Armor (4), Improved Natural Attack (bite), Power Attack (–8/+24), Weapon Focus (bite), Vital Strike, Improved Vital Strike, Ability Focus (call of the wormgod)**Skills** Perception +33, Swim +29**SQ** obey the wormtouched, worm infested

SPECIAL ABILITIES

Call of the Wormgod (Su)

Although themselves relatively unintelligent, an overworm carries within it the writhing and malignant will of its god and creator. Once per round as a free action, an overworm can project this foul and cancerous will into other living creatures, targeting anyone living creature within 120ft. The target must make a DC 26 Will save or be stunned, its mind filled with the horrid visions that writhe within the divine consciousness of Kyuss. Each round at the start of its turn, the victim may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. This is a mind-affecting effect. The save DC is Charisma-based

Obey the Wormtouched (Su)

Although they are nearly mindless, overworms unerringly follow simple commands given by other undead servants of Kyuss.

Worm infested (Ex)

An overworm is host to hundreds of smaller worms of Kyuss. Any creature that attacks an overworm with a natural weapon, unarmed strike, or light melee weapon must make

a DC 24 Reflex save or a number of worms latch onto his flesh and begin burrowing into his body. The save DC is Dexterity-based.

Once infested, the victim takes 1d6 points of damage per round for 1d4+1 rounds. At the end of that period, the worms reach the host's brain. While the worms are inside a victim, a *remove curse* or *remove disease* effect destroys them, and a *dispel evil* or *neutralize poison* effect delays their progress for 10d6 minutes. A successful DC 20 Heal check extracts the worms and kills them, although this check takes 1d3 rounds to perform and the worms may reach the brain before the Heal check succeeds.

Once the worms reach the brain, the victim takes 2d4 points of Intelligence damage per round until the worms are killed (by *remove curse* or *remove disease*) or they slay the host (death occurs at 0 Intelligence). A Small, Medium, or Large humanoid slain by these worms rises as a sword of Kyuss 1d6+4 rounds later. A Tiny or smaller creature quickly putrefies, and a Huge or larger creature (or any non-humanoid creature) becomes a normal zombie of the appropriate size. Newly created undead are not under the overworm's control.

XP 153,600

CE Medium undead

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

DEFENSE

AC 35, touch 15, flat-footed 34 (+9 natural, +11 armor, +4 deflection, +1 Dex)**hp** 481 (26d8+364)**Fort** +24, **Ref** +20, **Will** +26**Defensive Abilities** channel resistance +4; **DR** 10/silver; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft; 20 ft. in armor**Melee** +1 *unholy executioner's mace* +41/+36/+31 (2d6+20/19-20 x3), 2 bites +28 (1d4+6/19-20 plus 1d4 intelligence drain)**Special Attacks** gifts of Kyuss**Spell-Like Abilities** (CL 20th; concentration +27)**Constant**— *bull's strength***At will**— *detect good***1/day**—*death knell* (DC 19), *protection from energy* (120 pts.)

STATISTICS

Str 36, **Dex** 16, **Con** —, **Int** 16, **Wis** 19, **Cha** 24**Base Atk** +19; **CMB** +32; **CMD** 42**Feats** Blind Fight, Great Fortitude, Iron Will, Lightning Reflexes, Power Attack (-5/+10), Improved Critical (executioner's mace, bite), Improved Initiative, Vital Strike, Improved Vital Strike, Greater Vital Strike, Weapon Focus (executioner's mace, bite)**Skills** Intimidate +xx, Knowledge (religion) +xx, Perception +xx**Languages** Abyssal, Netherese**SQ** dark blessing, martial calling, unholy toughness, worm healing**Gear** +2 *full plate*, +1 *unholy executioner's mace*, *ring of protection* +4

SPECIAL ABILITIES

Gifts of Kyuss (Su)

Each Kyuss knight possesses two unique gifts granted to them by their divine patron.

- **The Rock's** gifts: Anyone hit by his psionic cristal executioner's mace must make a DC 30 Will save or suffer 1d6 points of Intelligence, Wisdom, and Charisma drain. At will as a free action, The Rock can change his size between Medium and Large. When he changes size, his statistics change as follows: Size Large, AC 36, touch 14, flat 35; Ref +18, Melee: *executioner's mace* +44/+39/+34 (3d6+26/19-20 x3), 2 bites +31 (1d4+8/19-20 plus 1d4 intelligence drain); Str 44, Dex 12
- **Akasha's** gifts: Once per round she can curse one opponent in sight (range 60 ft., -6 on attack rolls, damage rolls, and saves, 1 round, DC 30 Will save negates) as a free action. She has an aura that affects all living creatures within 30 feet. Those who look directly at her must succeed on a DC 30 Fortitude save or be blinded permanently. Akasha can suppress or resume this ability as a free action.

Intelligence Drain (Su)

Anyone that is bitten by one of the Kyuss Knight's "eyes" takes 1d4 points of Intelligence drain. The Kyuss Knight heals 5 points of damage each time it drains Intelligence from a creature.

Martial Calling (Su)

A Kyuss knight gains a profane bonus equal to 1/4 of its Hit Dice on all melee weapon attacks

Unholy Toughness (Ex)

A Kyuss Knight gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Dark Blessing (Su)

A Kyuss Knight applies his Charisma modifier as a bonus on all saving throws.

Worm Healing (Su)

Kyuss Knights are healed by the horrid power caught in the writhing worms of Kyuss. As a full-round action that provokes attacks of opportunity, a Kyuss Knight can consume an adjacent wormswarm. This heals the Kyuss Knight of all damage and removes any conditions removed by the heal spell. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption.

XP 820,000

CE Gargantuan undead

Init +9; **Senses** darkvision 60 ft.; Perception +xx

Aura tendrils (40 ft.)

DEFENSE

AC 37, touch 17, flat-footed 31 (+5 Dex, +5 deflection, +20 natural, +1 haste, -4 size)

hp 608 (17d8+20d6+442+20); fast healing 3

Fort +24, **Ref** +19, **Will** +29

DR 10/magic and piercing; **Immune** acid, cold, undead traits; **SR** 34

OFFENSE

Speed 70 ft.

Melee 2 bites +35 (4d6+22/19-20 plus grab)

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

Special Attacks breath weapon, swallow whole (3d6+22 bludgeoning plus necromantic acid, AC 20, 60 hp), spawn skeletons

Spell-Like Abilities (CL 37th, concentration +48, +52 defensively)

1/day--quicken *hold monster* (DC 26)

Spells Known (CL 20th; +24 to overcome SR, concentration +31, +35 defensively, +24 ranged touch)

9th (7/day)—*energy drain*, *wail of the banshee* (DC 34), *wish* (has enough diamonds to cast 4 times)

8th (7/day)—*create greater undead*, *horrid wilting* (DC 33), *power word stun*, *protection from spells*, *maze*

7th (8/day)—*control undead*, *finger of death* (DC 32), *limited wish* (has enough diamonds to cast 12 times), *greater teleport*

6th (8/day)—*create undead*, *greater dispel magic*, *eyebite* (DC 31), *true seeing*, *disintegrate* (DC 27)

5th (8/day)—*contact other plane*, *magic jar* (DC 30), *mind fog* (DC 26), *waves of fatigue*, *overland flight*

4th (8/day)—*bestow curse* (DC 29), *enervation*, *hallucinatory terrain* (DC 25), *dimension door*, *fear* (DC 29)

3rd (9/day)—*displacement*, *fly*, *ray of exhaustion* (DC 28), *vampiric touch* (DC 10d6), *dispel magic*

2nd (9/day)—*blindness/deafness* (DC 27), *command undead*, *false life*, *mirror image* (1d4+5), *resist energy*, *invisibility*

1st (9/day)—*alarm*, *chill touch* (DC 26), *mage armor*, *ray of enfeeblement*, *shield*, *identify*

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *message*, *prestidigitation*, *open/close*, *read magic*, *resistance*, *touch of fatigue* (DC 25)

Bloodline arcane

STATISTICS

Str 40, **Dex** 20, **Con** —, **Int** 26, **Wis** 24, **Cha** 32

Base Atk +22; **CMB** +41 (+45 grapple); **CMD** 61 (cannot be tripped)

Feats Combat Casting^B, Combat Reflexes, Empower Spell, Extend Spell, Quicken Spell, Quicken Spell-like Ability (*hold monster*), Weapon Focus (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack (-6/+18), Great Fortitude,

Lightning Reflexes, Spell Focus (necromancy), Greater Spell Focus (necromancy), Toughness, Vital Strike, Eschew Materials^B, Spell penetration, Greater Spell Penetration, Scribe Scroll^B

Skills Intimidate +xx, Knowledge (arcana, dungeoneering, history, nature, religion, the planes) +xx, Perception +xx, Spellcraft +xx

Languages Abyssal, Common, Draconic, Infernal, Undercommon

SQ necromantic acid, bloodline arcana (+1 DC when applying metamagic feat), arcane bond, arcane apotheosis (apply metamagic feats without increasing casting time), new arcana, school power (+2 DC necromancy).

SPECIAL ABILITIES

Apostolic Scrolls Enhancement (Su)

The apostle of Kyuss shimmers with a green light and permanently gains the benefits of *haste*, *shield of faith*, and *bull's strength* (caster level 20th). The effects of these spells are constant and have been included, as appropriate, in his statistics above. Finally, an ulgurstasta enhanced in this manner now creates spawn of Kyuss rather than skeletons of any humanoid creature it swallows.

Breath Weapon (Su)

Once per day, 60 ft. cone, Reflex DC 39, 3d6 Constitution drain (or 1d6 Constitution damage on a successful save). Any spawn of Kyuss inside the ulgurstasta is vomited up as well, and immediately animate. The save DC is Charisma-based.

Necromantic Acid (Su)

A swallowed victim takes 1d8 points of Constitution drain each round he remains inside the ulgurstasta. Upon death, a victim transforms into a spawn of Kyuss, but remains dormant until the ulgurstasta vomits it up. When an ulgurstasta uses its breath weapon, swallowed victims are not subject to this necromantic acid for 1 day.

Tendrils (Ex)

The millions of pores on an ulgurstasta's body each contain a coiled, 40-foot-long hair-thin tendril. When the creature is angered, these whipping tendrils are extended. This storm of tendrils grants him immunity to nonmagical projectiles (like arrows) and deals 1d12 points of slashing damage each round to any creature within range.

Creatures in this area take a –2 penalty on attack rolls.

Spawn Skeletons (Su)

As a full-round action, an ulgurstasta can regurgitate dormant spawn of Kyuss. At any one time, an ulgurstasta has 2d4 spawn of Kyuss of various sizes in its gut. These undead obey the ulgurstasta's mental commands without fail and can function in the round after regurgitation. For 1d6 rounds after being vomited up, these spawn of Kyuss are covered with necromantic acid. They deal 1 point of Constitution drain with each successful attack in addition to other damage dealt.

XP 615,000

LE Medium undead (augmented)

Init +11; **Senses** darkvision 60 ft., *see invisibility*; Perception +xx**Aura** sacrilegious aura (30 ft., concentration DC 32 to summon positive energy)

DEFENSE

AC 41, touch 21, flat-footed 35 (+6 natural, +14 armor, +5 deflection, +5 Dex, +1 dodge)

hp 430 (20d10+260+20+40)**Fort** +24, **Ref** +20, **Will** +18; +5 against fear**DR** 5/— and 10/magic; **Defensive Abilities** channel resistance +4, rejuvenation, bravery +5; **Immune** cold, electricity, fire, polymorph, undead traits; **SR** 33

OFFENSE

Speed 30 ft, fly 60 ft. (average)**Melee** +5 *human bane bastard sword* +45/+39/+34/+29 (1d10+33/17-20 x3 plus 5d6 fire plus 2d6 vs. human subtype) or slam +37 (1d6+23)**Special Attacks** channel destruction (+5d6 fire), worm blast (20d6 plus infestation, DC 32), undead mastery (DC 32), weapon training (heavy blades +4, natural weapons +3, bows +2, light blades +1), weapon mastery (bastard sword)**Spell-Like Abilities** (CL 20th; concentration +30)**Constant**— *detect magic*, *see invisibility***At will**— *wall of ice***2/day**— *greater dispel magic***1/day**— *delayed blast fireball* (20d6, DC 27), *gate* (evil outsiders or undead only, already used to summon a balor), *symbol of pain* (DC 25), *symbol of fear* (DC 26)

STATISTICS

Str 34, **Dex** 24, **Con** —, **Int** 17, **Wis** 21, **Cha** 35**Base Atk** +20; **CMB** +32; **CMD** 54**Feats** Blinding Critical^B, Blind Fight, Critical Focus^B, Critical Mastery^B, Dodge, Exotic Weapon Proficiency (bastard sword), Iron Will, Lightning Reflexes, Power Attack (-6/+18)^B, Improved Critical (bastard sword)^B, Improved Initiative^B, Improved Lightning Reflexes, Leadership, Mounted Combat^B, Ride-By Attack^B, Staggering Critical^B, Stunning Critical, Toughness^B, Vital Strike^B, Improved Vital Strike, Greater Vital Strike, Weapon Focus (bastard sword)^B, Greater Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword)^B, Greater Weapon Specialization (bastard sword)^B**Skills** Acrobatics +xx, Climb +xx, Fly +xx, Handle Animal +xx, Intimidate +8, Perception +8, Ride +8, Swim +xx; **Racial modifiers** +8 Intimidate, Perception and Ride**Languages** Common, Abyssal, Netherese**SQ** inherent bonuses, summon nightmare, armor training 4, armor mastery**Gear** +5 *human bane bastard sword*, masterwork composite longbow [+8 Str] with 20 arrows (petrified worms), +5 *full plate, ring of protection* +5 (shaped like coiling serpents), *headband of alluring charisma* +2, *cloak of resistance* +3.

SPECIAL ABILITIES

Sacrilegious Aura (Su)

A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect (including the bonus hit points, as this aura is part of the graveknight's creation). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must make a concentration check with a DC equal to $10 + \frac{1}{2}$ the graveknight's Hit Dice + the graveknight's Charisma modifier (32). If the character fails, the effect is expended but does not function.

Channel Destruction (Su)

Any weapon Loris wields seethes with energy, and deals an additional 5d6 points of fire damage.

Worm Blast (Su)

Three times per day, Loris may unleash a blast of worms. The blast fills a 20-foot-radius spread anywhere within a range of 1200 feet. This blast deals 20d6 points of damage (Reflex DC 32 for half) and infests any creature that takes damage from this attack. An infested character takes 6d6 points of damage for 1d4 rounds, then 2d6 Intelligence damage per round until he is cured by *remove disease* or *heal*, or until he reaches an Intelligence of 0, at which point he dies and rises as a free-willed favored spawn of Kyuss (or a zombie if you don't have access to this template).

Undead Mastery (Su)

As a standard action, Loris can attempt to bend any undead creature within 50 feet to his will. The targeted undead must succeed at a Will save DC 32 or fall under the Loris' control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. Loris can control 100 Hit Dice of undead creatures. If the graveknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

Inherent Bonuses

Loris Raknian has a +5 inherent bonus to his Strength, Dexterity, and Charisma scores.

Flight (Su)

Loris Raknian's fly speed is supernatural in nature, functioning similarly to that granted by a *fly* spell (CL 20th), save that it cannot be dispelled. This is gift from his patron, Kyuss.

Summon Mount (Su)

Loris Raknian can summon a nightmare mount (10 HD, advanced template). If the mount is lost or killed, he may summon another one after a year and a day.

XP 615,000

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +15; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +41**Aura** flaming body (10d6), *unholy aura* (DC 29)**DEFENSE****AC** 42, touch 24, flat-footed 31 (+4 deflection, +11 Dex, +18 natural, –1 size)**hp** 452 (20d10+1d10+336+1)**Fort** +34, **Ref** +21, **Will** +25**DR** 15/cold iron and good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 33**OFFENSE****Speed** 40 ft., fly 90 ft. (good)**Melee** +3 *vorpal unholy longsword* +38/+33/+28/+23 (2d6+19/19-20), +3 *vorpal flaming whip* +38/+33/+28 (1d4+19 plus 1d6 fire and entangle) or 2 slams +34 (1d10+16)**Space** 10 ft.; **Reach** 10 ft. (20 ft. with whip)**Spell-Like Abilities** (CL 20th)**Constant**—*true seeing*, *unholy aura* (DC 29)**At will**—*dominate monster* (DC 30), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *power word stun*, *telekinesis* (DC 26)**3/day**—quicken *telekinesis* (DC 26), quicken *greater dispel magic***1/day**—*blasphemy* (DC 28), *fire storm* (DC 29), *implosion* (DC 30), summon (level 9, any 1 CR 19 or lower demon 100%)**STATISTICS****Str** 43, **Dex** 33, **Con** 42, **Int** 28, **Wis** 28, **Cha** 33**Base Atk** +21; **CMB** +38; **CMD** 63**Feats** Blind-Fight, Double Slice, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Power Attack (–6/+12), Quicken Spell-Like Ability (*telekinesis*, *greater dispel magic*), Two-Weapon Fighting, Weapon Focus (longsword, whip^B)**Skills** Acrobatics +31, Bluff +33, Diplomacy +34, Fly +36, Intimidate +34, Knowledge (history) +29, Knowledge (nobility) +29, Knowledge (planes) +32, Knowledge (religion) +29, Perception +40, Sense Motive +32, Stealth +30, Use Magic Device +34;**Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** death throes, vorpal strike, whip mastery, lifedrinker**Gear** +3 *unholy longsword*, +3 *flaming whip***SPECIAL ABILITIES****Death Throes (Su)**

When killed, a balor explodes in a blinding flash of fire that deals 110 points of damage (half fire, half unholy damage) to anything within 100 feet (Reflex DC 36 halves). The save DC is Constitution-based.

Entangle (Ex)

If a balor strikes a Medium or smaller foe with its whip, the balor can immediately attempt a grapple check without provoking an attack of opportunity. If the balor wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balor does not.

Flaming Body (Su)

A balor's body is covered in dancing flames. Anyone striking a balor with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a balor or is grappled by one takes 10d6 points of fire damage each round the grapple persists.

Vorpall Strike (Su)

Any slashing weapon a balor wields (including its standard longsword and whip) gains the vorpal weapon quality. Weapons retain this quality for one hour after the balor releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

Whip Mastery (Ex)

A balor treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

Lifedrinker (Su)

Whenever the balor lord slays a living foe, it receives the benefits of a *heal* spell (CL 20th). This ability can activate up to once per round.

XP 307,200

NE Huge outsider (evil)

Init +6; **Senses** blindsight 90 ft.; Perception +33**Aura** breath of Kyuss (15 ft. spread, DC 34)**DEFENSE****AC** 39, touch 10, flat-footed 37 (+2 Dex, +29 natural, –2 size)**hp** 407 (22d10+286); fast healing 10**Fort** +22, **Ref** +17, **Will** +23**DR** 15/good and silver; **Defensive abilities** obscurement, negative energy affinity;**Immune** acid, death effects, mind-affecting effects, paralysis, poison; **Resist** cold 30, electricity 10, sonic 10; **SR** 31**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** 2 bites +42 (3d6+22/19-20 plus 1d8 Intelligence drain), 2 wings +40 (1d8+13)**Space** 15 ft., **Reach** 20 ft.**Special Attacks** breath weapon, channel negative energy (10d6, DC 26, 8/day)**Spell-Like Abilities** (CL 20th, concentration +25)**Constant**— *greater magic fang*, *detect undead***At will**—*greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *mind fog* (DC 20)**3/day**—*feeblemind* (DC 20), quickened *greater dispel magic*, quickened *mass inflict moderate wounds* (DC 21), quickened *harm* (DC 21), *true seeing***1/day**—*acid fog*, *unholy aura* (DC 23)**STATISTICS****Str** 44, **Dex** 14, **Con** 36, **Int** 12, **Wis** 26, **Cha** 21**Base Atk** +22; **CMB** +41 (+45 grapple); **CMD** 53**Feats** Great Fortitude, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack (–6/+12), Quicken Spell-Like Ability (*greater dispel magic*, *mass inflict moderate wounds*, *harm*), Command Undead^B**Skills** Fly +23, Knowledge (arcana) +26, Knowledge (planes) +26, Knowledge (religion) +26, Perception +33, Sense Motive +33, Stealth +19**Languages** Abyssal, Common, Infernal**SPECIAL ABILITIES****Breath of Kyuss (Su)**

A broodfiend's exhalations consist of rancid-smelling green-brown mist that quickly fills a 15-foot radius spread around the creature at all times. If the broodfiend is slain, the mist dissipates in a single round. Wind conditions equal to or greater than strong prevent the mist from forming as long as the wind conditions persist. Visibility within the mist is obscured, as if by obscuring mist, granting all creatures within 5 feet concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). All living creatures (with the exception of broodfiends) within the mist's spread must make a DC 34 Fortitude save each round to avoid being nauseated for that round. Once a creature makes this save, he becomes accustomed to the mist and cannot be affected by it until

he leaves the area of effect and re-enters. Dead bodies within the area of this mist quickly become saturated with necromantic energy. A day after exposure to this mist, a skeletal body rises as a free-willed skeleton, while fresher corpses rise as zombies. A humanoid corpse affected by this mist instead rises as a spawn of Kyuss. Corpses of creatures with 15 or more Hit Dice rise as favored spawn of Kyuss.

Breath Weapon (Su)

Once every 1d4 rounds, a broodfiend can exhale a 60-foot cone of noxious gray-brown gas. All creatures in this area take 15d10 points of acid damage (Reflex DC 34 halves). Additionally, any creature caught in this gas becomes poisoned:

Breath Weapon—injury; *save* Fort DC 34; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 2 saves. The save DC is Constitution-based.

Intelligence Drain (Su)

Any creature bitten by a broodfiend automatically takes 1d8 points of Intelligence drain. On a critical hit, this increases to 2d8 points of Intelligence drain. A creature drained to 0 Intelligence is immediately slain, rising in 1d4 rounds as a favored spawn of Kyuss under the broodfiend's control. The favored spawn of Kyuss template is detailed in issue #336 of *Dragon*; if you don't have access to this issue, the victim instead rises as a zombie.

XP 102,400

NE Large undead (shapechanger, incorporeal)

Init +8; **Senses** darkvision 60 ft., *detect magic*; Perception +xx

DEFENSE

AC 28, touch 24, flat-footed 23 (+4 armor, +4 Dex, +1 dodge, +10 deflection, –1 size)
hp 372 (25d8+250+10)**Fort** +24, **Ref** +14, **Will** +26; regeneration 5 (acid, fire, electricity)**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** cold, undead traits; **Resist** fire 10; **SR** 28

OFFENSE

Speed fly 30 ft. (perfect)**Melee** incorporeal touch +22 (17d6 magical aging, Fort DC 34 halves or 1d4 ability drain)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** *suggestion*, channel negative energy 13/day (DC 25, 5d6), destructive smite (+5 damage, 13/day), destructive aura (10 rounds/day, 30 ft., +5 damage), corrupting touch, telekinesis, corrupting gaze, draining touch, malevolence**Domain Spell-Like Abilities** (CL 10th; concentration +27)**13/day**—bleeding touch (1d6, 5 rounds)**Cleric Spells Prepared** (CL 10th; concentration +20, +24 defensively)**5th**—*flame strike* (10d6, DC 25) (2), *wall of stone* (DC 25), *slay living*^D (DC 26)**4th**—*air walk* (2), *divine power* (+3), *sending*, *unholy blight* (DC 24), *inflict critical wounds*^D (DC 25, 4d8+10)**3rd**—*bestow curse* (DC 24) (2), *blindness/deafness* (DC 24), *prayer*, *invisibility purge*, *rage*^D**2nd**—*enthrall* (DC 22), *hold person* (DC 22) (2), *resist energy* (20 points) (2), *silence* (DC 22), *spiritual weapon*, *death knell*^D**1st**—*bane* (DC 21), *bless*, *command* (DC 21), *divine favor* (+3), *entropic shield*, *obscuring mist*, *sanctuary* (DC 21), *true strike*^D**0 (at will)**—*bleed* (DC 18), *guidance*, *mending*, *resistance*^D Domain spell; **Domains** Death, Destruction**Spell-Like Abilities** (CL 15th; concentration +25, +23 touch, +21 ranged touch)**Constant**—*detect magic*, *read magic***At will**—*chill touch* (DC 21), *cause fear* (DC 21), *disrupt undead*, *gentle repose*, *ghoul touch* (DC 20), *halt undead*, *mage hand*, *spectral hand***3/day**—*animate dead*, *create undead*, *enervation*, quickened *vampiric touch* (7d6)

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 16, **Wis** 30, **Cha** 30**Base Atk** +18; **CMB** +22; **CMD** 46 (can't be tripped or grappled)**Feats** Ability Focus (corrupting touch, corrupting gaze), Alertness, Combat Casting, Combat Reflexes, Craft Wondrous Item, Dodge, Improved Initiative, Quicken Spell-Like Ability (*vampiric touch*), Lightning Reflexes, Great Fortitude, Spell Focus (necromancy), Weapon Focus (incorporeal touch)**Skills** Bluff +xx, Diplomacy +xx, Escape Artist +xx, Intimidate +xx, Knowledge (arcana, religion) +xx, Perception +xx, Sense Motive +xx, Spellcraft +xx **Racial**

modifiers +8 Perception and Stealth

Languages Avolakia, Common, Draconic, Undercommon

SQ change shape (ghostly humanoid, *alter self*), defensive aura, death's embrace

Gear *bracers of armor* +4, *headband of inspired wisdom* +4

SPECIAL ABILITIES

Suggestion (Su)

When in ghostly humanoid form, an avolakia can implant suggestions with its melodious and hypnotic voice. By speaking soothingly to a single creature within 50 feet, the avolakia can create an effect identical to that of a quickened *suggestion* spell (caster level 10th, Will save DC 32). An opponent in eye contact suffers a –2 penalty on the saving throw. An avolakia ghostpriest can use this spell-like ability a number of times per day equal to its Charisma modifier (ten times per day).

Rejuvenation (Su)

A destroyed avolakia ghost restores itself in 2d4 days. The only way to truly destroy an avolakia ghost is to destroy the Unlife Vortex.

Corrupting Gaze (Su)

The avolakia ghostpriest has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save DC 34 negates Charisma damage but not physical damage).

Manifestation

All of these ghosts are manifested, and as long as the *dimensional lock* created by Manzorion persists, they cannot deactivate this power.

Telekinesis (Su)

The avolakia ghostpriest can use *telekinesis* as a standard action once every 1d4 rounds (caster level 25th).

Malevolence (Su)

Once per round, the avolakia ghostpriest can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 25th), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save (DC 32). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

XP 307,200

CE Huge undead (extraplanar, nightshade, evil)

Init +11; **Senses** darksense, blindsight 60 ft., darkvision 60 ft., low-light vision, *detect magic*, *see invisibility*; **Perception** +33

Aura desecrating aura (30 ft.)

DEFENSE

AC 40, touch 17, flat-footed 31 (+7 Dex, +23 natural, +2 dodge, –2 size)

hp 406 (21d8+2d10+299+2)

Fort +32, **Ref** +27, **Will** +37

DR 15/good and silver; **Defensive Abilities** channel resistance +4, unholy resilience, obscuring energy; **Immune** cold, undead traits; **Resist** positive energy 10; **SR** 31

Weaknesses light aversion

OFFENSE

Speed 80 ft.

Melee 3 claws +38 (4d6+25/19–20 plus 4d6 cold plus 1d6 negative energy and energy drain)

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

Special Attacks channel energy (8d6, DC 37, 14/day), fear gaze, swift sundering, energy drain (2 levels, DC 32), charged attacks, searing darkness, smite good 1/day (+11 attack, +2/+4 damage, +11 deflection), touch of corruption (1d6, 12/day)

Spell-Like Abilities (CL 20th; concentration +31)

Constant—*detect magic*, *greater magic fang*, *see invisibility*

At will—*confusion* (DC 25), *contagion* (DC 25), *deeper darkness*, *greater dispel magic*, *invisibility*, *unholy blight* (DC 25)

3/day—*cone of cold* (DC 26), *quicken finger of death* (DC 28), *haste*, *hold monster* (DC 26)

1/day—*mass hold monster* (DC 30), *plane shift* (DC 28), *summon* (level 9, 1 nightwing), *wail of the banshee* (DC 30)

STATISTICS

Str 47, **Dex** 24, **Con** —, **Int** 24, **Wis** 27, **Cha** 33

Base Atk +17; **CMB** +38; **CMD** 55

Feats Combat Expertise, Command Undead, Greater Sunder, Greater Vital Strike, Improved Critical (claws), Improved Disarm, Improved Initiative^B, Improved Natural Attack (claws), Improved Sunder, Improved Vital Strike, Power Attack (–5/+10), Quicken Spell-Like Ability (*finger of death*), Vital Strike

Skills Intimidate +33, Knowledge (arcana) +31, Knowledge (planes) +28, Knowledge (religion) +31, Perception +33, Sense Motive +32, Spellcraft +31, Stealth +21 (+29 in darkness), Swim +41; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SQ aura of evil, detect good

SPECIAL ABILITIES

Fear Gaze (Su)

Cower in fear for 1 round, 30 feet, Will DC 32 negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

Swift Sundering (Su)

A nightwalker can make a sunder attempt as a swift action with one of its claws.

Searing Darkness (Sp)

Once every 1d4 rounds, the nightwalker can blast a distant creature with a dark ray of negative energy. This ability works like a *searing light* spell (CL 23st), except that the damage is due to negative energy. This attack heals undead, and such targets benefit from the greater damage normally dealt to undead by the *searing light* spell. The nightwalker can use this ability on itself to heal damage.

Obscuring Energy (Su)

Black negative energy plays about the body of the nightwalker, obscuring its form and providing it with concealment. Thus, attacks against it suffer a 20% miss chance, and it can hide behind its energy “shield” when unobserved. This negative energy takes the form of a black cloud and is thus easy to locate in normal light, but it still grants the negative-energy-charged creature total concealment (50% miss chance) and allows it to make an attack from hiding.

XP 38,400

CE Huge undead (extraplanar, nightshade)

Init +8; **Senses** darksense, darkvision 60 ft., low-light vision, *detect magic*; Perception +25; **Aura** desecrating aura (30 ft.)

DEFENSE

AC 29, touch 12, flat-footed 25 (+4 Dex, +17 natural, –2 size)

hp 195 (17d8+119)

Fort +12, **Ref** +11, **Will** +17

DR 15/good and silver; **Immune** cold, undead traits; **SR** 25

Weaknesses light aversion

OFFENSE

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

Melee bite +23 (4d10+18/19–20 plus 4d6 cold and magic drain)

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

Special Attacks channel energy (7d6, DC 28, 8/day)

Spell-Like Abilities (CL 14th; concentration +19)

Constant—*detect magic*, *magic fang*

At will—*contagion* (DC 19), *deeper darkness*, *unholy blight* (DC 19)

3/day—*confusion* (DC 19), *greater dispel magic*, *haste*, *hold monster* (DC 20), *invisibility*

1/day—*cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22), summon (level 6, 2 greater shadows)

STATISTICS

Str 31, **Dex** 18, **Con** —, **Int** 18, **Wis** 21, **Cha** 21

Base Atk +12; **CMB** +24; **CMD** 38

Feats Combat Reflexes, Command Undead, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack, Vital Strike

Skills Fly +24, Knowledge (arcana) +24, Knowledge (religion) +24, Perception +25, Sense Motive +25, Spellcraft +24, Stealth +16 (+24 in darkness), Swim +27; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Magic Drain (Su)

The bite of a nightwing drains magical power and energy. When a nightwing bites a foe, the victim must make a DC 23 Will save or one spell effect currently affecting him immediately ends—determine which spell is drained randomly if the target is under the effects of more than one spell. The nightwing heals damage equal to twice the level of the spell drained—hit points in excess of its maximum are instead gained as temporary hit points that last for 1 hour. If a nightwing attempts to sunder a magic item with its bite, its magic-draining bite renders the item nonmagical for 1d4 rounds (if the item is a permanent magic item), drains 1d8 charges (if the item has charges), or renders it permanently nonmagical (if the item is a one-use item). The item (or its wielder, if the item is attended) can resist this effect with a DC 23 Will save. Damage dealt to an item is applied after the effects of magic drain are applied. The save DC is Charisma-based.

XP 51,200

NE Medium undead (incorporeal)

Init +12; **Senses** darkvision 60 ft., sense blood; Perception +xx

DEFENSE

AC 26, touch 26, flat-footed 17 (+7 deflection, +8 Dex, +1 dodge)**hp** 273 (26d8+156); fast healing 3**Fort** +16, **Ref** +18, **Will** +20**Defensive Abilities** incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)**Melee** 2 incorporeal touches +27 (blood drain)**Special Attacks** blood drain (1d4), lift, sieze**Spell-Like Abilities** (CL 26th, concentration +32)**1/day**--quicken *cloudkill* (DC 21)

STATISTICS

Str —, **Dex** 27, **Con** —, **Int** 19, **Wis** 16, **Cha** 22**Base Atk** +19; **CMB** +27 (+31 grapple); **CMD** 45**Feats** Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Quicken Spell-Like Ability (*cloudkill*), Skill Focus (Stealth), Spring Attack**Skills** Fly +xx, Intimidate +xx, Knowledge (arcana) +xx, Knowledge (nature) +xx, Knowledge (religion) +xx, Perception +xx, Sense Motive +xx, Stealth +xx **Racial****Modifiers** +8 Stealth in fog, +4 after feeding**Languages** Common

SPECIAL ABILITIES

Lift (Sp)

As a free action, a crimson death can telekinetically lift a creature or object weighing up to 300 pounds. This ability works like *telekinesis* (caster level 12th), except that it works only on an opponent already seized by the crimson death. Against a struggling opponent, use of this ability requires a successful grapple check.

Seize (Ex)

When a crimson death makes a successful incorporeal touch attack, the tendril wraps around its opponent. The two creatures are not considered to be grappling, but the opponent must make an Escape Artist or grapple check against the crimson death's CMD in order to escape its telekinetic grip. Once a crimson death seizes a creature it can immediately attempt to lift him and drain blood.

XP 153,600

CE Medium undead (augmented humanoid, human)

Init +11; **Senses** darkvision 60 ft.; Perception +35

DEFENSE

AC 34, touch 19, flat-footed 34 (+6 armor, +6 Dex, +1 dodge, +2 deflection, +8 natural, +1 shield)**hp** 193 (9d10+7d8+96+16); fast healing 5**Fort** +15, **Ref** +20, **Will** +11**Defensive Abilities** channel resistance +4, evasion, uncanny dodge, trap sense +2; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10**Weaknesses** vampire weaknesses

OFFENSE

Speed 30 ft.; *spider climb***Melee** +2 *life-drinker bastard sword* +25/+20/+15 (1d10+12/17–20 plus 2 negative levels), +2 *life-drinker short sword* +25/+20 (1d6+12/17–20 plus 2 negative levels) or slam +23 (1d4+13 plus energy drain)**Ranged** mwk composite longbow +22/+17/+12 (1d8+10/x3)**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 23), favored enemy (orcs +4, giants +2), energy drain (2 levels, DC 23), sneak attack +4d6, hunter's bond (companions, 4 rounds)**Ranger Spells Prepared** (CL 6th; concentration +11)**2nd**—(1)**1st**—*alarm* (2, already cast)

STATISTICS

Str 31, **Dex** 24, **Con** —, **Int** 16, **Wis** 18, **Cha** 21**Base Atk** +14; **CMB** +24; **CMD** 41**Feats** Alertness^B, Combat Reflexes^B, Dodge^B, Double Slice^B, Endurance^B, Exotic Weapon Proficiency (bastard sword), Great Fortitude, Improved Critical (bastard sword, short sword), Improved Initiative^B, Improved Two-Weapon Fighting^B, Iron Will, Lightning Reflexes^B, Toughness^B, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend (1d10+10), Weapon Focus (bastard sword, short sword)^B**Skills** Acrobatics +26, Bluff +32, Climb +28, Intimidate +24, Knowledge (local) +13, Knowledge (nature) +22, Perception +35, Sense Motive +35, Stealth +34, Survival +23, Swim +19; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Common, Orc**SQ** change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb, swift tracker, track +4, wild empathy +12, favored terrain (mountain +4, cold +2), woodland stride, trapfinding +3, rogue talents (weapon training, combat trick, slow reactions)**Gear** +4 *leather armor*, +2 *life-drinker bastard sword*, +2 *life-drinker short sword*, masterwork composite longbow (+10 Str) with 20 arrows, *ring of protection* +2, *belt of physical perfection* +4, *wand of barkskin* +3 (27 charges), *potion of fly*, *potion of displacement*

XP 409,600

LE Large outsider (devil, evil, extraplanar, lawful)

Init +15; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +35**Aura** *fear* (20 ft., DC 30), *unholy aura* (DC 28)

DEFENSE

AC 46, touch 24, flat-footed 35 (+11 Dex, +22 natural, +4 deflection, –1 size)**hp** 390 (20d10+280); regeneration 5 (good weapons, good spells)**Fort** +30, **Ref** +27, **Will** +24**DR** 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 32

OFFENSE

Speed 40 ft., fly 60 ft. (average)**Melee** 2 claws +39 (2d8+20), 2 wings +37 (2d6+12), bite +39 (4d6+20 plus poison and disease), tail slap +37 (2d8+12 plus grab)**Space** 10 ft., **Reach** 10 ft.**Special Attacks** constrict 2d8+22, devil shaping, hellfire breath**Spell-Like Abilities** (CL 20th)**Constant**—*greater magic fang*, *true seeing*, *unholy aura* (DC 28)**At will**—*blasphemy* (DC 27), *create undead*, *fireball* (DC 23), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *greater scrying* (DC 27), *invisibility*, *magic circle against good*, *mass hold monster* (DC 29), *persistent image* (DC 25), *power word stun*, *scorching ray*, *trap the soul* (DC 28), *wall of fire***3/day**—quicken *fireball* (DC 23), quicken *greater dispel magic***1/day**—*meteor swarm*, summon (level 9, any 1 CR 19 or lower devil, 100%)**1/year**—*wish*

STATISTICS

Str 41, **Dex** 33, **Con** 39, **Int** 30, **Wis** 34, **Cha** 30**Base Atk** +20; **CMB** +36 (+40 grapple); **CMD** 57**Feats** Blind-Fight, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack (–6/+12), Quicken Spell-Like Ability (*fireball*, *greater dispel magic*), Vital Strike**Skills** Appraise +19, Bluff +33, Diplomacy +33, Disguise +29, Fly +32, Intimidate +33, Knowledge (arcana) +30, Knowledge (planes) +33, Knowledge (religion) +33, Perception +35, Sense Motive +35, Spellcraft +33, Stealth +30, Survival +24, Use Magic Device +30**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**SQ** tenacious grapple

SPECIAL ABILITIES

Devil Shaping (Su)

Three times per day, a pit fiend can spend a minute to transform nearby lemures into other lesser devils. A pit fiend can transform one lemure for every Hit Die the pit fiend possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils equal to the number of lemures affected. For example, a typical 20 Hit Dice pit fiend could transform 20 lemures into two bone devils (10 HD each), or three bearded devils (6 HD each, leaving two lemures unchanged), or any other combination of lesser

devils. Lemures to be reshaped must be within 50 feet of the pit fiend, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the pit fiend. Although pit fiends can, technically, elevate a mass of 20 lemures into a new pit fiend, most are hesitant to do so since they have no special control over a devil created in this manner.

Disease (Su)

Devil Chills: Bite—injury; *save* Fort DC 34; *onset* immediate; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Poison (Ex)

Bite—injury; *save* Fort DC 34; *frequency* 1/round for 10 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Tenacious Grapple (Ex)

Buldumech does not gain the grappled condition if it grapples a foe with his tail.

Hellfire Breath (Su)

Buldumech has a devastating breath weapon that he can use once every 1d4 rounds. This breath weapon is a 60-foot cone of fire (10d10 fire damage and 10d10 unholy damage as per *flame strike*), Reflex save DC 34 for half damage. The save DC is Constitution-based.

XP 76,800

LE Large outsider (devil, evil, extraplanar, lawful)

Init +12; **Senses** darkvision 60 ft., see in darkness; Perception +24

Aura fear aura (5 ft., DC 23)

DEFENSE

AC 35, touch 17, flat-footed 27 (+8 Dex, +18 natural, –1 size)

hp 217 (15d10+135); regeneration 5 (good weapons, good spells)

Fort +18, **Ref** +17, **Will** +13

DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee +1 *unholy spiked chain* +26/+21/+16 (2d6+16 plus stun), bite +22 (2d8+5), tail +22 (2d6+5 plus infernal wound) or 2 claws +24 (2d6+10), bite +24 (2d8+10), tail +22 (2d6+5 plus infernal wound)

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

Spell-Like Abilities (CL 16th, concentration +22)

At will—*dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 21)

3/day—*fireball* (DC 19), *lightning bolt* (DC 19)

1/day—*summon* (level 6, 3 barbed devils, 35%)

STATISTICS

Str 31, **Dex** 27, **Con** 28, **Int** 14, **Wis** 22, **Cha** 23

Base Atk +15; **CMB** +26; **CMD** 44

Feats Flyby Attack, Improved Initiative, Improved Vital Strike, Iron Will, Multiattack, Power Attack (–4/+12;+8), Vital Strike, Weapon Focus (spiked chain)

Skills Bluff +24, Diplomacy +21, Fly +15, Intimidate +24, Knowledge (planes) +20, Perception +24, Sense Motive +21, Spellcraft +20, Stealth +22

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Gear +1 *unholy spiked chain*

SPECIAL ABILITIES

Infernal Wound (Su)

The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a DC 26 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

Stun (Su)

Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength-based

XP 820,000

LE Gargantuan undead (augmented, cold)

Init +11; **Senses** dragon senses, fog vision; Perception +48**Aura** cold (5 ft., 1d6 cold), frightful presence (270 ft., DC 42)

DEFENSE

AC 53, touch 19, flat-footed 46 (+7 Dex, +1 dodge, +5 deflection, +34 natural, -4 size)**hp** 666 (31d8+527); fast healing 5**Fort** +39, **Ref** +31, **Will** +30**Defensive Abilities** channel resistance +4; **DR** 15/magic; **Immune** acid, cold, undead traits; **Resist** electricity 20; **SR** 34**Weaknesses** vulnerability to fire, vampire weaknesses

OFFENSE

Speed 40 ft., fly 250 ft. (poor); cloudwalking, graceful flight**Melee*** bite +41 (6d6+54/19–20), 2 claws +41 (2d8+38 plus energy drain), 2 wings +39 (2d6+21), tail slap +39 (2d8+54)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** breath weapon (60-ft. cone, DC 42, 18d8 cold), crush (4d6+25, DC 42), paralyzing breath, tail sweep (2d6+25, DC 42), energy drain (1 level, DC 42), blood drain, charm, domination, create spawn**Spell-Like Abilities** (CL 31th; concentration +48)**At will**—*control winds, detect evil, feather fall, fog cloud***Spells Known** (CL 17th; concentration +34, touch +49, ranged touch +39)**6th** (7/day)—*antilife shell, harm* (DC 34)**5th** (10/day)—*mind fog* (DC 33), *persistent image* (DC 33), *teleport***4th** (10/day)—*dimension door, order's wrath* (DC 32), *sending, spell immunity***3rd** (10/day)—*clairaudience/clairvoyance, dispel magic, displacement, haste***2nd** (10/day)—*command undead, glitterdust* (DC 30), *inflict moderate wounds* (DC 30), *invisibility, wind wall***1st** (11/day)—*mage armor, magic missile, ray of enfeeblement, shield, unseen servant***0 (at will)**—*detect magic, flare* (DC 16), *light, message, prestidigitation, read magic, stabilize, resistance, virtue***Note:** A silver dragon can cast cleric spells as arcane spells

* Includes Power Attack

STATISTICS

Str 44, **Dex** 25, **Con** —, **Int** 28, **Wis** 27, **Cha** 44**Base Atk** +31; **CMB** +52; **CMD** 69 (73 vs. trip)**Feats** Alertness^B, Combat Reflexes^B, Craft Wondrous Item, Dodge^B, Eschew Materials, Extend Spell, Flyby Attack, Greater Vital Strike, Hover, Improved Critical (bite), Improved Initiative^B, Improved Lightning Reflexes, Improved Natural Attack (bite), Lightning Reflexes^B, Improved Vital Strike, Multiattack, Power Attack (-8/+24;+16), Practiced Spellcaster (increases her caster level for spells by +4), Quicken Spell, Vital Strike, Wingover**Skills** Appraise +43, Bluff +59, Diplomacy +51, Fly +xx, Intimidate +51, Knowledge (arcana, history, local, nobility, religion) +43, Perception +48, Sense Motive +48, Spellcraft +43, Stealth +49, Use Magic Device +51 **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Abyssal, Auran, Common, Draconic, Dwarven, Elven, Giant, Gnome,

Halfling, Infernal

SQ change shape

Gear *amulet of mighty fists* +5, *cloak of resistance* +5, *headband of alluring charisma* +6, *ring of protection* +5, exquisite gown worth 12000 gp

SPECIAL ABILITIES

Cold Aura (Su)

Lashonna is surrounded by an aura of cold. All creatures within 5 feet take 1d6 points of cold damage at the beginning of Lashonna's turn. She can suppress or activate this aura at will as a free action.

Paralyzing Breath (Su)

Instead of a cone of cold, Lashonna can breathe a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save DC 42 or be paralyzed for 1d6+9 rounds.

Blood Drain (Su)

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

Charm (Su)

Lashonna's voice can bewitch listeners. This requires a full-round action by Lashonna, but any creature within 270 feet who can hear her voice must make a DC 42 Will save or become charmed (as *charm monster*). The charm is immediately broken if she uses her frightful presence within range of the charmed individual or makes an attack against the charmed individual. She need not see her targets to use this power.

Domination (Su)

Lashonna can crush an opponent's will just by looking into its eyes. This works similarly to a gaze attack except Lashonna must use a standard action; those merely looking at her aren't affected. The target can resist with a DC 42 Will save, otherwise he falls under her influence as though by a *dominate monster* spell (caster level 18th). This ability has a range of 120 feet.

Change Shape (Su)

Lashonna can assume any animal or humanoid form 3/day as if using *polymorph*.

Cloudwalking (Su)

Lashonna can tread on clouds or fog as though on solid ground.

Graceful Flight (Ex)

Lashonna's aerial maneuverability is one step better than normal.

Inherent Bonuses

Lashonna has a +5 inherent bonus to her Strength, Dexterity, and Charisma scores.

Fog Vision (Ex)

Lashonna can see perfectly well in fog and clouds.

Energy Drain (Su)

A living creature hit by Lashonna's claw attack gains one negative level.

Create Spawn (Su)

A humanoid or monstrous humanoid slain by Lashonna's energy drain becomes a vampire spawn in 1d4 rounds. A victim reduced to 0 Constitution by her blood drain becomes a vampire spawn if it had 4 or fewer Hit Dice, or a vampire if it had more. In either case, the new vampire or spawn is under Lashonna's command and remains enslaved until her death. An adult or older dragon slain by her blood drain returns as a vampiric dragon; young adult or younger dragons (or any dragon slain by her energy drain) rise as mindless zombie dragons.

Fast Healing (Ex)

Lashonna heals 5 hit points of damage each round so long as she has at least 1 hit point. If reduced to 0 hit points or lower, she assumes gaseous form (fly speed 40 feet, otherwise as the spell) and attempts to escape. She must reach her hoard within 2 hours or be utterly destroyed. Once at rest upon her hoard, she rises to 1 hit point after 1 hour, then resumes healing at the rate of 5 hit points per round.

Vampiric Weaknesses (Ex)

Direct sunlight slows Lashonna, allowing her only a single standard or move action each round. She can survive exposure to direct sunlight for 9 rounds, after which she is utterly destroyed. Driving a wooden stake through her heart slays her as well. She is not injured by immersion in water, nor is she repelled by garlic or mirrors and can freely cross running water. She can't enter a home unless invited.

XP 153,600

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +11; **Senses** darkvision 60 ft., see in darkness, *detect mortals*, *true seeing*;

Perception +28

DEFENSE

AC 42, touch 24, flat-footed 30 (+7 armor, +3 shield, +11 Dex, +1 dodge, +8 natural, +2 deflection)**hp** 252 (9d10+9d10+144+9)**Fort** +23, **Ref** +26, **Will** +18**DR** 5/good; **Defensive abilities** evasion, spurn mortal magic; **Immune** fire, poison;**Resist** acid 10, cold 10; **SR** 29

OFFENSE

Speed 30 ft., fly 50 ft. (good)**Melee** +1 *vorpal longsword* +28/+23/+18/+13 (1d8+10/17–20)**Ranged** +1 *flaming composite longbow* +31/+26/+21/+16 (1d8+10/×3 plus 1d6 fire) or rope +29 touch (entangle)**Special Attacks** favored enemy (mortals +4), hunter's bond (companions, 7 rounds), smite mortals 1/day (+7 attack, +18 damage)**Spell-Like Abilities** (CL 18th; concentration +25)**Constant**—*true seeing***At will**—*fear* (single target, DC 21), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 19), *unholy blight* (DC 21)**1/day**—summon (level 3, 2 bearded devils, 50%)**Ranger Spells Prepared** (CL 6th; concentration +13)**2nd** — *barkskin* (+3), *bear's endurance*, (1)**1st** — *alarm*, *longstrider*, *resist energy* (10), (1)

STATISTICS

Str 28, **Dex** 32, **Con** 27, **Int** 18, **Wis** 24, **Cha** 25**Base Atk** +18; **CMB** +27; **CMD** 48**Feats** Iron Will, Dodge^B, Endurance^B, Mobility^B, Rapid Shot^B, Point-Blank Shot, Precise Shot, Improved Precise Shot, Manyshot, Flyby Attack, Weapon Focus (longbow, longsword), Deadly Aim (-5/+10), Improved Critical (longsword)**Skills** Acrobatics +28, Bluff +24, Diplomacy +21, Escape Artist +22, Fly +26, Intimidate +24, Knowledge (local) +16, Knowledge (nobility) +16, Perception +28, Sense Motive +25, Stealth +27, Survival +22**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**SQ** track (+4), wild empathy (+16), combat style (archery), favored terrain (urban +4, forest +2), change shape (humanoid, *alter self*), swift tracker**Gear** +1 *vorpal longsword*, +1 *flaming composite longbow* [+9 Str bonus], rope, *bracers of armor* +7, +2 *buckler*, *ring of protection* +2, *cloak of resistance* +3, *potions of cure serious wounds* (2), *elixirs of truth* (2)

SPECIAL ABILITIES

Entangle (Su)

Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 26). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

Mortal Hunter (Ex)

The blessed angels only have mortals as their favored enemy. They cannot select a different favored enemy when advancing as rangers, but the mortals' bonus increases by +2 at 5th level and every five levels thereafter. "Mortals" are any creature that aren't outsiders, undead, constructs or fey.

Detect Mortals (Su)

This ability duplicates the effect of *detect undead* cast by a 15th-level caster, except that mortals are detected.

Smite Mortals (Su)

Once per day, the mortal hunter may smite a mortal creature. As a swift action, the mortal hunter chooses one target within sight to smite. If this target is a mortal, the mortal hunter adds its Charisma bonus (+7) to attack rolls and gains a damage bonus equal to its HD (+18) against that foe. This effect persists until the target is dead or the mortal hunter rests.

Spurn Mortal Magic (Su)

A Blessed Angel applies its Wisdom modifier (+7) as an additional bonus on all saving throws against spells and spell-like abilities used by mortals.

XP 615,000

CE Medium undead

Init +5; **Senses** darkvision 60 ft., *detect good*; Perception +39

DEFENSE

AC 44, touch 17, flat-footed 42 (+1 Dex, +7 natural, +13 armor, +7 shield, +5 deflection, +1 haste)

hp 592 (32d8+448)**Fort** +26, **Ref** +23, **Will** +31**Defensive Abilities** channel resistance +4; **DR** 10/silver; **Immune** cold, electricity, undead traits

OFFENSE

Speed 60 ft; 40 ft. in armor**Melee*** +5 *unholy executioner's mace* +47/+47/+42/+37/+32 (2d6+48/19-20 x3), 2 bites +29 (1d4+14/19-20 plus 1d4 intelligence drain)**Special Attacks** gifts of Kyuss**Spell-Like Abilities** (CL 20th; concentration +27)**Constant**— *bull's strength*, *detect good***1/day**— *death knell* (DC 17), *protection from energy* (120 pts.)

* Includes Power Attack

STATISTICS

Str 40, **Dex** 12, **Con** —, **Int** 12, **Wis** 18, **Cha** 24**Base Atk** +24; **CMB** +39; **CMD** 56**Feats** Blind Fight, Critical Focus, Great Fortitude, Improved Critical (executioner's mace, bite), Improved Vital Strike, Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Power Attack (-7/+21/+7), Staggering Critical, Stunning Critical, Vital Strike, Weapon Focus (executioner's mace, bite)**Skills** Intimidate +42, Knowledge (religion) +36, Perception +39**Languages** Abyssal, Common**SQ** dark blessing, martial calling, unholy toughness, worm healing**Gear** +5 *full plate*, +5 *animated heavy steel shield*, +5 *unholy executioner's mace*, *ring of protection* +5.

SPECIAL ABILITIES

Gifts of Kyuss (Su)

Maralee possesses two unique gifts granted to her by Kyuss.

Gaze of Kyuss: Maralee possesses a terrible gaze weapon. All living creatures within 30 feet of Maralee must make a DC 33 Fortitude save or become permanently blinded as their eyes transform into Kyuss worms. On the next round, these worms burrow into the victim's brain, inflicting 2d6 points of Intelligence drain per round. A *remove curse* or *remove disease* effect destroys the worms. Death occurs at 0 Intelligence. A Small, Medium, or Large humanoid slain by these worms rises as a favored spawn of Kyuss (see Dragon #336) 1d6+4 rounds later. The save DC is Charisma-based.**Haste:** Maralee acts at all times as if hasted.

Intelligence Drain (Su)

Anyone that is bitten by one of the Maralee's "eyes" takes 1d4 points of Intelligence drain. Maralee heals 5 points of damage each time she drains Intelligence from a creature.

Martial Calling (Su)

Maralee gains a profane bonus equal to 1/4 of its Hit Dice on all melee weapon attacks

Unholy Toughness (Ex)

Maralee gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Dark Blessing (Su)

Maralee applies his Charisma modifier as a bonus on all saving throws.

Worm Healing (Su)

Kyuss Knights are healed by the horrid power caught in the writhing worms of Kyuss. As a full-round action that provokes attacks of opportunity, a Kyuss Knight can consume an adjacent wormswarm. This heals the Kyuss Knight of all damage and removes any conditions removed by the heal spell. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption

XP -

Male worm that walks cleric 8/sorcerer 8/true necromancer 14

CE Huge aberration (extraplanar)

Init +11; **Senses** all-around vision, blindsight 1 mile, darkvision 60 ft.; Perception +xx

Aura divinity (10 ft., DC 27), zone of desecration (140 ft.)

DEFENSE

AC 60, touch 52, flat-footed 53 (+8 armor, +7 Dex, +16 deflection, +20 insight, +1 divine rank, -2 size)

hp 660 (30d8+420); fast healing 30

Fort +33, **Ref** +22, **Will** +42

Defensive Abilities disincorporate, negative energy affinity, death's embrace; **DR** 15/epic;

Immune ability drain/damage, acid, cold, critical hits, death, disease, disintegration, electricity, energy drain, flanking, mind affecting, paralysis, petrification, poison, polymorph, sleep effects, sneak attack, stunning; **Resist** fire 6; **SR** 40

OFFENSE

Speed 100 ft.

Melee *Mace of Kyuss* +37/+32/+27/+22 (4d6+29/19-20 x3 plus create spawn plus 4d6), engulf +27 touch (20d10 plus 3d6 Intelligence drain, DC 39)

Ranged worm +23 touch (create spawn)

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

Special Attacks divine blast 19/day (17d12, 1 mile), channel negative energy 19/day (DC 37, 10d6), scythe of evil (1/day, 4 rounds), destructive smite (+4, 20/day), destructive aura (+4, 8 rounds)

Domain Spell-Like Abilities (CL 8th; concentration +25)

20/day—*touch of evil* (sickened 4 rounds)

20/day—*bleeding touch* (1d6, 4 rounds)

Cleric Spells Favored (CL 20th, 24th with Necromancy; concentration +37, +27 touch, +23 ranged touch)

10th—quicken *blade barrier* (DC 33), quicken *fell drain* *inflict critical wounds* (DC 33), quicken *greater dispel magic*, quicken *harm* (DC 35)

9th—quicken *flame strike* (DC 32), *gate*, quicken *greater command* (DC 32), quicken *fell drain* *inflict serious wounds* (DC 32), *miracle* (2), quicken *slay living* (DC 34), *wail of the banshee*^P (DC 38)

8th—*fell drain* *blade barrier* (DC 33), *earthquake*^P, *fire storm* (DC 35), maximized *flame strike* (DC 32), *fell drain* *harm* (DC 35), *greater spell immunity*, quicken *inflict critical wounds* (DC 33), *unholy aura* (DC 35)

7th—*blasphemy* (2), *destruction*^P (DC 36), *ethereal jaunt*, *fell drain* *flame strike* (DC 32), quicken *inflict serious wounds* (DC 30), *repulsion* (DC 34), *summon monster VII*

6th—*antilife shell*, *banishment*, *blade barrier* (DC 33), *create undead*^P, *greater dispel magic* (3), *harm* (DC 35)

5th—*break enchantment*, *greater command* (DC 32), *dispel good*, *feeblemind*^P (DC 32), *flame strike* (DC 32), *insect plague*, *mark of justice*, *slay living* (DC 34), *wall of stone*

4th—*air walk*, *dimensional anchor* (2), *dismissal* (2), *divine power*, *poison* (DC 31), *spell immunity*, *unholy blight*^P (DC 31)

3rd—*bestow curse* (DC 32), *blindness/deafness* (DC 32), *contagion*^P (DC 30), *dispel magic* (3), *meld into stone*, *speak with dead*, *wind wall*

2nd—*bear's endurance*, *bull's strength*, *death knell*^P (DC 31), *hold person* (2, DC 29), *resist energy*, *shatter* (DC 29), *silence* (DC 29), *spiritual weapon* (+34/+29/+24/+19)

1st—*command* (2, DC 28), *deathwatch*, *divine favor* (2), *doom* (DC 28), *obscuring*

mist, protection from good^D, sanctuary (2, DC 28)

0 (at will)—*create water, guidance, mending, read magic*

^D Domain spell; **Domains** Corruption, Death, Destruction, Evil

Sorcerer Spells Known (CL 20th; 24th with Necromancy; concentration +36, +27 touch, +23 ranged touch)

10th (3/day)—none (may cast metamagiced lower level spells)

9th (8/day)—*energy drain, imprisonment (DC 35), time stop*

8th (9/day)—*horrid wilting (DC 36), mind blank, power word stun*

7th (9/day)—*banishment (DC 33), finger of death (DC 35), power word blind*

6th (9/day)—*circle of death (DC 34), greater dispel magic, undeath to death (DC 34)*

5th (9/day)—*magic jar (DC 33), mind fog (DC 31), telekinesis (DC 33), wall of force*

4th (10/day)—*bestow curse (DC 32), enervation, fear (DC 32), phantasmal killer (DC 30)*

3rd (10/day)—*fly, gentle repose, halt undead (DC 31), vampiric touch, dispel magic*

2nd (8/day)—*blindness/deafness (DC 30), command undead, ghoul touch (DC 30), mirror image, spectral hand, invisibility*

1st (8/day)—*chill touch (DC 29), magic missile, obscuring mist, ray of enfeeblement, shield, identify*

0 (at will)—*acid splash, arcane mark, ghost sound (DC 26), mage hand*

Bloodline arcane

Deity Spell-Like Abilities (CL 11th; concentration +27, +23 ranged touch)

At will—*animate dead, befoul*, blasphemy, blindness/deafness (DC 29), cause fear (DC 28), contagion (DC 30), create undead, create greater undead, death knell (DC 29), death ward, desecrate, despoil* (DC 36), destruction (DC 34), disintegrate (DC 34), dispel good, doom (DC 28), earthquake, feeblemind (DC 32), harm (DC 33), implosion (DC 36), inflict critical wounds (DC 31), inflict light wounds (DC 28), insanity (DC 34), magic circle against good, mass inflict light wounds (DC 32), morality undone* (DC 31), pox* (DC 33), protection from good, shatter (DC 29), slay living (DC 32), summon monster IX (evil creatures only), unholy aura (DC 35), unholy blight (DC 31), wail of the banshee (DC 36)*

*from Book of Vile Darkness

True Necromancer Spell-Like Abilities (CL 18th; concentration +34)

2/day—*create undead, create greater undead*

1/day—*energy drain, horrid wilting (DC 34), wail of the banshee (DC 35)*

Worm That Walks Spell-Like Abilities (CL 20th; concentration +36)

1/day—*animal growth, animal messenger, animal shapes, animal trance, creeping doom, energy drain, giant vermin, horrid wilting (DC 35), insect plague, summon swarm, summon nature's ally (vermin only), wail of the banshee (DC 35)*

STATISTICS

Str 42, Dex 24, Con 38, Int 38, Wis 44, Cha 42

Base Atk +17; CMB +35; CMD 89

Feats Improved Initiative^B, Craft Magic Arms and Armor, Craft Wondrous Item, Extend Spell, Fell Drain, Greater Spell Focus (necromancy), Improved Critical, (executioner's mace), Improved Spell Capacity (2), Improved Vital Strike, Power Attack (-5/+15), Quicken Spell, Spell Focus (necromancy) Multispell (2), Vital Strike

Skills Bluff +xx, Diplomacy +xx, Fly +xx, Heal +xx, Intimidate +xx, Knowledge (arcana, religion, the planes) +xx, Perception +xx, Sense Motive +xx, Spellcraft +xx, Stealth +xx, Survival +xx, Use Magic Device +xx **Racial Modifiers** +20 Perception, +20 Stealth, +20 Survival

Languages All; remote communication

SQ bloodline arcana (+1 DC when applying metamagic feat), arcane bond, metamagic adept (apply metamagic feats without increasing casting time 2/day), automatic actions, create magic items, necromatic prowess (+4), portfolio sense, remote sensing, spontaneous casting, summon familiar, teleportation

Gear *Mace of Kyuss* (+5 vorpal unholy vicious executioner's mace), *Cowl of the Wormgod* (+6 enhancement bonus to Int, Wis and Cha scores; +5 resistance bonus to saving throws; +8 armor bonus to AC)

SPECIAL ABILITIES

Automatic Actions (Su)

Kyuss can make up to two skill checks per round as a free action, provided the skill checks are associated in some way with the creation of undead, worms, or decaying or corrupting flesh.

Automatic Metamagic (Su)

As a free action, Kyuss can apply the Quicken Spell Feat to his cleric spells. A spell altered by the use of this ability does not use up a higher-level slot. Combined with his Multispell Feat, Kyuss can cast three quickened clerical spells each round. These spells have +1 to their DC due to Kyuss' bloodline arcana. This is a Salient Divine Ability

Create Magic Items (Su)

Kyuss can create magic items related to his portfolio without any requisite item feat, provided he possesses all other prerequisites for the item. The item's cost and creation time is unchanged, and cannot be worth more than 4,500 gp. When he creates magic arms and armor and wondrous items, the cost in gold and creation times are halved.

Create Spawn (Su)

Once per round as a free action, Kyuss can transfer a worm to an opponent whenever he hits with a melee attack. Alternately, he may do so as a ranged touch attack, hurling a worm at a foe up to 100 feet away. Each worm is a Fine vermin with AC 10 and 1 hit points that can be killed by damage or the touch of silver. On Kyuss' next action, the worm burrows into its host's flesh. Natural armor is no defense against a burrowing worm. The worm burrows into the victim's brain immediately, where it deals 2d4 points of Intelligence damage per round until it is either killed or it slays its host (death occurs at 0 Intelligence). A creature slain by a worm immediately rises as a favored spawn of Kyuss.

Discorporate (Ex)

If gravely threatened, Kyuss can discorporate as a free action, simply falling into a pile of individual vermin that slither quickly away. So long as any of the component vermin survive, they can breed and create a new body to house the god's intelligence and personality. Discorporating is a dangerous tactic, because once separated, the vermin are treated no differently than other vermin. Also, Kyuss stands a good chance of losing all his equipment. However, discorporation almost assures that at least one maggot (if not dozens) will manage to crawl away, and so provide for Kyuss' continued existence.

Divine Aura (Ex)

Any non-divine creature within 10 feet of Kyuss must make a DC 27 Will save to resist his Divine Aura. Kyuss can reduce the radius of this emanation as a free action. He can

choose any of the following effects to apply to his divine aura, and can change them as a free action. He can daze affected beings, cause them to become shaken (or frightened), or he can impart a +4 morale bonus on attack rolls, saves, and checks to his allies while his enemies receive a –4 penalty on the same. A character who makes this save is immune to Kyuss' divine aura for one day. The save DC is Charisma-based. This is a mind-affecting ability.

Divine Blast (Su)

As a standard action, Kyuss can create a ray of writhing worms to a range of one mile, making a ranged touch attack to hit a target. Creatures struck take 17d12 points of damage (this damage drops by 1d12 for every 2 points of Charisma Kyuss loses). Damage from this blast is not subject to damage reduction, energy resistance, or other similar defenses. The divine blast destroys any *wall of force*, *prismatic wall*, or *prismatic sphere* it hits. The ray itself is unaffected and can strike a target behind the *wall of force* or *prismatic* effect. This is a Salient Divine Ability.

Divine Rank 1

Kyuss does not automatically fail on a natural attack roll of 1, or on a natural saving throw of 1. He gains a divine bonus equal to his divine rank on attack rolls, saving throws, skill checks, ability checks, caster level checks, rebuke undead checks, and caster level for his divine spell-like abilities. All of Kyuss' attacks are considered to be epic, chaotic and evil for the purposes of damage reduction. Kyuss is not subject to death from massive damage, nor does he age, eat, sleep, or breathe. He has two Salient Divine Abilities: Automatic Metamagic (Quicken Spell) and Divine Blast. A salient divine ability functions normally within an antimagic field, and is never subject to spell resistance.

Engulf (Ex)

Kyuss can choose to engulf any Large or smaller opponent; treat this as a secondary attack. He must make a melee touch attack. If successful, the victim is swallowed up and surrounded by Kyuss worms, taking 20d10 points of damage and 3d6 Intelligence drain. A successful DC 39 Reflex save halves the damage taken and prevents the Intelligence drain. An engulfed creature can escape being engulfed by taking a full-round action to break free and move up to half its speed away if desired, but can do nothing else. Otherwise, each round the victim remains embraced, he takes another 20d10 points of damage and 3d6 Intelligence drain. A creature slain or reduced to 0 Intelligence by this attack immediately transforms into a favored spawn of Kyuss (see Dragon #336). Kyuss can engulf only one target at a time, regardless of the target's size.

Familiar

Kyuss can treat any of his spawn, monstrous worms, or avolakia as his familiar, as long as that creature is within a mile. This applies to only one creature at a time, but Kyuss can switch between one creature and another instantaneously.

Frightful Presence (Su)

When Kyuss engulfs a victim, witnesses must make a DC 41 Will save. Those who make the save are shaken. Those who fail by 5 or fewer points are frightened. Those who fail by 6 to 10 points are panicked. Those who fail by 11 or more points are cowering. All of these conditions last for 1d4 rounds. Those who have already seen the

engulf attack gain a +5 bonus on the save, but the current victim of the engulf attack take a –5 penalty on this save.

Ignore Hardness (Ex)

Once a day, Kyuss can attack an object and ignore its hardness rating.

Necromantic Prowess (Ex)

Kyuss's effective caster level gains a +4 bonus when he rebukes undead, casts a necromancy spell, or uses a spell-like ability that mimics a necromancy spell.

Necromantic Prowess (Ex)

Kyuss's effective caster level gains a +4 bonus when he rebukes undead, casts a necromancy spell, or uses a spell-like ability that mimics a necromancy spell.

Portfolio Sense (Su)

Kyuss automatically senses any event related to the creation of undead, worms, decay, or the corruption of flesh that involves one thousand or more people. When he senses such events, he merely knows that the event is occurring and where it is; he receives no sensory information about the event until he uses remote sensing to observe it.

Remote Communication (Su)

As a standard action, Kyuss can speak to any of his worshipers or to any other creature within a mile of where he can use remote sensing. This can be a telepathic message only one creature can hear or a great booming voice. All characters who receive these communications find their ears, hair, and clothes to be suddenly infested with disgusting (but harmless) green worms. This ability can cross planar boundaries.

Remote Sensing (Su)

As a standard action, Kyuss can perceive everything within a radius of one mile around any of his worshipers, holy sites, or other objects or locales sacred to him. He may also center this supernatural effect on any place where someone speaks his name, for up to 1 hour after the name is spoken, and at any location when an event related to the creation of undead, decaying bodies, worms, or unholy corruption of the flesh occurs. This ability can cross planes and penetrate any mortal barrier, but cannot penetrate areas blocked by more powerful deities. Remote sensing is not fooled by *misdirection*, *nondetection*, or similar spells, and does not create a magical sensor that other creatures can detect. Kyuss can still sense what's going on nearby when he uses this ability, and may observe up to two remote locations at once.

Spontaneous Casting (Ex)

Kyuss can spontaneously cast any cleric spell. His prepared cleric spells are still listed above, in the event that he drops to divine rank 0 (and thus may only cast prepared spells).

Teleportation (Sp)

Outside of Manzorion's *dimensional lock*, Kyuss can use *greater teleport* as a spell-like ability at will, at caster level 20th. He can transport up to 100 pounds of objects with him when he teleports.

Zone of Desecration (Su)

Kyuss exudes a 140-foot-radius zone identical to the effects of desecrate, except that it affects only allied undead.

BASE CREATURES

XP 9,600

NE Large aberration (shapechanger)

Init +7; **Senses** darkvision 60 ft., *detect magic*; Perception +xx

DEFENSE

AC 25, touch 19, flat-footed 21 (+3 Dex, +1 dodge, +6 natural, +6 deflection, –1 size)
hp 112 (15d8+45)**Fort** +10, **Ref** +10, **Will** +14; regeneration 5 (acid, fire, electricity)**Immune** cold, disease, energy drain, paralysis; **Resist** fire 10; **SR** 21

OFFENSE

Speed 20 ft.**Melee** bite +15 (2d6+5 plus poison), 8 claws +15 (1d8+5)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** *suggestion***Spell-Like Abilities** (CL 15th; concentration +21, +15 touch, +13 ranged touch)**Constant**—*detect magic*, *read magic***At will**—*chill touch* (DC 17), *cause fear* (DC 17), *disrupt undead*, *gentle repose*, *ghoul touch* (DC 18), *halt undead*, *mage hand*, *spectral hand***3/day**—*animate dead*, *create undead*, *enervation*, *quicken vampiric touch* (7d6)

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 16, **Wis** 21, **Cha** 22**Base Atk** +11; **CMB** +16; **CMD** 29 (39 vs. grapple, can't be tripped)**Feats** Alertness, Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-Like Ability (*vampiric touch*), Lightning Reflexes, Great Fortitude, Improved Natural Attack (claw)**Skills** Bluff +xx, Diplomacy +xx, Escape Artist +xx, Intimidate +xx, Knowledge (arcana, religion) +xx, Perception +xx, Sense Motive +xx, Spellcraft +xx **Racial modifiers** +10 Escape Artist**Languages** Avolakia, Common, Draconic, Undercommon**SQ** change shape (humanoid, *alter self*), defensive aura

SPECIAL ABILITIES

Defensive Aura (Su)

An avolakia gains a deflection bonus to its Armor Class equal to its Charisma bonus.

Poison (Ex)Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Wis damage; *cure* 2 saves.**Suggestion (Su)**

When in humanoid form, an avolakia can implant suggestions with its melodious and hypnotic voice. By speaking soothingly to a single creature within 50 feet, the avolakia

can create an effect identical to that of a quickened *suggestion* spell (caster level 10th, Will save DC 23). An opponent in eye contact suffers a –2 penalty on the saving throw. An avolakia can use this spell-like ability a number of times per day equal to its Charisma modifier (usually six times per day).

XP 12,800

CE Gargantuan undead

Init +6; **Senses** darkvision 60 ft.; Perception +xx**Aura** tendrils (40 ft.)

DEFENSE

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

hp 161 (17d8+85)**Fort** +13, **Ref** +9, **Will** +13**DR** 10/magic and piercing; **Immune** acid, cold, undead traits; **SR** 22

OFFENSE

Speed 40 ft.**Melee** bite +18 (3d6+13/19-20 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** breath weapon, swallow whole (3d6+13 bludgeoning plus necromantic acid, AC 18, 16 hp), spawn skeletons

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** 18, **Wis** 16, **Cha** 19**Base Atk** +12; **CMB** +25 (+29 grapple); **CMD** 37 (cannot be tripped)**Feats** Combat Reflexes, Great Fortitude, Improved Critical, Improved Initiative, Power Attack, Lightning Reflexes, Weapon Focus (bite), Toughness, Vital Strike**Skills** Intimidate +xx, Knowledge (any four) +xx, Perception +xx**Languages** -**SQ** necromantic acid**Breath Weapon (Su)**

Once per day, 60 ft. cone, Reflex DC 22, 3d6 Constitution drain (or 1d6 Constitution damage on a successful save). Any undead skeletons inside the ulgurstasta are vomited up as well, and immediately animate.

Necromantic Acid (Su)

A swallowed victim takes 1d8 points of Constitution drain each round he remains inside the ulgurstasta. Upon death, a victim transforms into an undead skeleton, but remains dormant until the ulgurstasta vomits it up. When an ulgurstasta uses its breath weapon, swallowed victims are not subject to this necromantic acid for 1 day.

Tendrils (Ex)

The millions of pores on an ulgurstasta's body each contain a coiled, 40-foot-long hair-thin tendril. When the creature is angered, these whipping tendrils are extended. This storm of tendrils grants him immunity to nonmagical projectiles (like arrows) and deals 1d12 points of slashing damage each round to any creature within range.

Creatures in

this area take a –2 penalty on attack rolls.

Spawn Skeletons (Su)

As a full-round action, an ulgurstasta can regurgitate dormant undead skeletons. At any one time, an ulgurstasta has 2d4 skeletons of various sizes in its gut. These undead obey the ulgurstasta's mental commands without fail and can function in the round after regurgitation. For 1d6 rounds after being vomited up, these skeletons are covered with necromantic acid. They deal 1 point of Constitution drain with each successful attack in addition to other damage dealt.

GATED ALLIES

XP -

NG Large outsider (angel, extraplanar, good)

Init +11; **Senses** darkvision 60 ft., low-light vision, *detect evil*, *detect snares and pits*, *true seeing*; Perception +40

Aura protective aura

DEFENSE

AC 36, touch 17, flat-footed 29 (+7 Dex, +1 dodge, +19 natural, –1 size; +4 deflection vs. evil)

hp 450 (22d10+5d10+324+5); regeneration 15 (evil artifacts, effects, and spells)

Fort +30, **Ref** +20, **Will** +26; +4 vs. poison, +4 resistance vs. evil

DR 15/epic and evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 34

OFFENSE

Speed 50 ft., fly 150 ft. (good)

Melee +5 *undead bane greatsword* +41/+36/+31/+26 (3d6+20/19-20) or slam +35 (2d8+15)

Ranged +5 *undead bane composite longbow* +39/+34/+29/+24 (2d6+15/x3 plus *slaying* arrow)

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

Special Attacks favored enemy (undead +4, evil outsiders +2), hunter's bond (companions, 10 rounds),

Spell-Like Abilities (CL 20th)

Constant—*detect evil*, *detect snares and pits*, *discern lies* (DC 21), *true seeing*

At Will—*aid*, *animate objects*, *commune*, *continual flame*, *dimensional anchor*, *greater dispel magic*, *holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration*, *remove curse*, *remove disease*, *remove fear*, *resist energy*, *summon monster VII*, *speak with dead* (DC 20), *waves of fatigue*

3/day—*blade barrier* (DC 23), *earthquake* (DC 25), *heal*, *mass charm monster* (DC 25), *permanency*, *resurrection*, *waves of exhaustion*

1/day—*greater restoration*, *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 24), *wish*

Spells Prepared (CL 20th)

9th—*etherealness*, *mass heal*, *miracle*, *storm of vengeance* (DC 29)

8th—*fire storm* (DC 28), *holy aura* (2) (DC 28), *mass cure critical wounds* (2)

7th—*destruction* (DC 27), *dictum* (DC 27), *ethereal jaunt*, *holy word* (DC 27), *regenerate*

6th—*banishment* (DC 26), *heroes' feast*, *mass cure moderate wounds*, *undeath to death* (DC 24), *word of recall*, *heal*

5th—*break enchantment*, *breath of life*, *dispel evil* (DC 25), *plane shift* (DC 25), *righteous might*, *symbol of sleep* (DC 25)

4th—*cure critical wounds* (3), *death ward*, *dismissal* (DC 24), *neutralize poison* (2) (DC 24)

3rd—*cure serious wounds*, *daylight*, *invisibility purge*, *magic circle against evil*, *prayer*, *protection from energy*, *wind wall*

2nd—*align weapon*, *bear's endurance*, *bull's strength*, *consecrate*, *cure moderate wounds* (2), *eagle's splendor*

1st—*bless, cure light wounds (3), divine favor (2), entropic shield, shield of faith*
0 (at will)—*detect magic, purify food and drink, stabilize, virtue*

Ranger Spells Prepared (CL 2nd; concentration +10)

1st—*longstrider, (2)*

STATISTICS

Str 30, **Dex** 25, **Con** 32, **Int** 23, **Wis** 31, **Cha** 25

Base Atk +27; **CMB** +38; **CMD** 55

Feats Deadly Aim (-7/+14), Dodge, Great Fortitude, Improved Initiative, Weapon Focus (longbow), Iron Will, Lightning Reflexes, Mobility, Power Attack (-7/+21), Toughness, Endurance^B, Rapid Shot^B, Improved Natural Armor (2), Point Blank Shot, Precise Shot

Skills Craft (any one) +36, Diplomacy +37, Fly +39, Knowledge (history) +36, Knowledge (nature) +36, Knowledge (planes) +36, Knowledge (religion) +36, Perception +40, Sense Motive +40, Spellcraft +36, Stealth +28, Survival +38

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*alter self*), track (+2), wild empathy (+12), combat style (archery), favored terrain (planes +2)

Gear +5 *undead bane greatsword*, +5 *undead bane composite longbow* [+10 Str bonus]

SPECIAL ABILITIES

Slaying Arrow (Su)

A solar's bow needs no ammunition, and automatically creates a *slaying arrow* of the solar's choice when drawn.

Spells

Solars can cast divine spells as 20th-level clerics. They do not gain access to domains or other cleric abilities.

Angel Subtype

Angels are a race of celestials, or good outsiders, native to the good-aligned outer planes.

Traits: An angel possesses the following traits (unless otherwise noted in a creature's entry).

- **Darkvision** 60 feet and **low-light vision**.
- **Immunity** to acid, cold, and petrification.
- **Resistance** to electricity 10 and fire 10.
- **+4 racial bonus** on saves against poison.
- **Protective Aura (Su)** Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). The defensive benefits from the circle are not included in an angel's statistics block.

- ***Truespeech (Su)*** All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

XP -

CN Colossal outsider (chaotic, extraplanar, good)

Init +8; **Senses** darkvision 120 ft., *true seeing*; **Perception** +39

DEFENSE

AC 38, touch 6, flat-footed 34 (+9 armor, +4 Dex, +23 natural, –8 size)

hp 565 (21d10+6d12+405+6); regeneration 15 (evil)

Fort +27, **Ref** +20, **Will** +25; +8 resistance vs. mind-affecting

Defensive abilities uncanny dodge; **DR** 15/evil; **Immune** aging, death effects, disease; **SR** 32

OFFENSE

Speed 70 ft.

Melee +2 *keen wounding greataxe* +41/+36/+31/+26 (8d6+30/19-20 plus 1 bleed) or 2 slams +37 (2d8+19)

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

Special Attacks trample (2d8+28, DC 42), rage (+4 to Str and Con; +2 morale Will, -2 AC, +54 hp; 28 rounds/day), rage powers (strength surge +6, roused anger, powerful blow +2)

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*air walk*, *mind blank*, *true seeing*

At will—*bestow curse* (DC 23), *break enchantment*, *divination*, *greater dispel magic*, *sending*

3/day—*greater scrying* (DC 26), *heal*, *mass suggestion* (DC 25)

1/day—*freedom*, *greater planar ally*, *meteor swarm* (DC 28)

STATISTICS

Str 49, **Dex** 19, **Con** 41, **Int** 21, **Wis** 28, **Cha** 28

Base Atk +27; **CMB** +54; **CMD** 68

Feats Awesome Blow, Critical Focus, Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack (-7/+21/+14), Staggering Critical (DC 37), Vital Strike, Weapon Focus (greataxe, slam), Lightning Reflexes, Iron Will

Skills Bluff +33, Craft (any) +35, Diplomacy +39, Intimidate +39, Knowledge (engineering) +32, Knowledge (planes) +35, Perception +39, Perform (any) +34, Sense Motive +39, Spellcraft +35, Use Magic Device +39

Languages Abyssal, Celestial, Common; telepathy 300 ft.

SQ change shape (any humanoid; *alter self*), fast movement, trap sense +2

Gear +3 *mithral breastplate*, +2 *keen wounding greataxe*

XP -

N Gargantuan outsider (elemental, extraplanar, fire)

Init +13; **Senses** darkvision 60 ft.; Perception +33

DEFENSE

AC 31, touch 16, flat-footed 21 (+10 Dex, +1 dodge, +14 natural, –4 size)

hp 350 (28d10+196)

Fort +22, **Ref** +26, **Will** +13

DR 15/—, **Immune** elemental traits, fire; **Weaknesses** vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +36 (4d8+12/19-20 plus burn)

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

Special Attacks burn (4d8, DC 33)

STATISTICS

Str 34, **Dex** 30, **Con** 24, **Int** 10, **Wis** 15, **Cha** 17

Base Atk +28; **CMB** +44; **CMD** 65

Feats Ability Focus (burn), Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Improved Iron Will, Improved Natural Attack (slam), Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance, Power Attack (-9/+18), Improved Critical (slam), Improved Natural Armor (2)

Skills Acrobatics +40, Climb +39, Escape Artist +40, Intimidate +34, Knowledge (planes) +31, Perception +33

Languages Ignan

SPECIAL ABILITIES

Burn (Ex)

A fire elemental deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. 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. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Elemental Subtype

An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water.

An elemental has the following features.

- Immunity to bleed, paralysis, poison, *sleep* effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Elementals do not breathe, eat, or sleep.

XP -

CG Large dragon (fire, good)

Init +5; **Senses** blindsense 60 ft., dragon senses; Perception +32**Aura** frightful presence (210 ft., DC 24)**DEFENSE****AC** 33, touch 12, flat-footed 32 (+1 Dex, +2 deflection, +21 natural, -1 size)**hp** 253 (22d12+110)**Fort** +18, **Ref** +16, **Will** +16**DR** 10/evil; **Immune** fire, paralysis, sleep; **Resist** cold 10, acid 10, electricity 10; **SR** 26**Weaknesses** vulnerability to cold**OFFENSE****Speed** 60 ft., burrow 30 ft., fly 200 ft. (poor)**Melee** bite +31 (3d6+14), 2 claws +31 (1d8+10), 2 wings +29 (1d6+6), tail slap +29 (1d8+14)**Space** 10 ft.; **Reach** 10 ft. (15 ft. with bite)**Special Attacks** breath weapon (80-ft. line, DC 28, 14d4 fire), smite evil (+3 attack, +22 damage), desert wind, sleep breath**Spell-Like Abilities** (CL 22th; concentration +25)**At will**--*endure elements, speak with animals, suggestion* (DC 16)**Sorcerer Spells Known** (CL 9th; concentration +12)**4th (4/day)**--*spell immunity, confusion* (DC 17)**3rd (7/day)**--*displacement, hold person* (DC 16), *tongues***2nd (7/day)**--*alter self, detect thoughts* (DC 15), *resist energy, see invisibility***1st (7/day)**--*alarm, mage armor, protection from evil, shield, ventriloquism***0 (at will)**--*arcane mark, dancing lights, detect magic, ghost sound* (DC 13), *mage hand, message, prestidigitation***STATISTICS****Str** 27, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16**Base Atk** +22; **CMB** +31; **CMD** 42 (46 vs. trip)**Feats** Ability Focus (breath weapon), Alertness, Flyby Attack, Hover, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack (-6/+18/+12), Vital Strike, Improved Vital Strike, Lightning Reflexes**Skills** Bluff +28, Diplomacy +28, Fly +20, Heal +28, Linguistics +28, Perception +32, Sense Motive +32, Spellcraft +28, Survival +28**Languages** Common, Draconic, plus any 17 more**SQ** move sand**Gear** *amulet of mighty fists* +2, *ring of protection* +2**SPECIAL ABILITIES****Smite Evil (Su)**

Once per day, Selauafe may smite an evil-aligned creature. As a swift action, Selauafe chooses one target within sight to smite. If this target is evil, she adds its Charisma bonus to attack rolls and gains a damage bonus equal to its HD against that foe. This effect persists until the target is dead or Selauafe rests.

Desert Wind (Su)

A juvenile or older brass dragon can call up the desert wind to serve him. This functions as *gust of wind*, but any creature in its path must make a Fortitude save (DC 28) or be blinded for 1d4 rounds by the sand.

Move Sand (Su)

A young or older brass dragon can move sand to excavate ruins or hide treasures. This functions as *move earth*, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.

Sleep Breath (Su)

Instead of a line of fire, a brass dragon can breathe a 40 ft. cone of sleep gas. Creatures within the cone must succeed on a Will save or fall asleep for 1d6+7 rounds.

XP -

LN Large outsider (extraplanar, inevitable, lawful)

Init +12; **Senses** darkvision 60 ft., low-light vision, *true seeing*; **Perception** +28

DEFENSE

AC 32, touch 18, flat-footed 23 (+8 Dex, +1 dodge, +9 natural, +5 armor, –1 size)

hp 283 (16d10+10d10+160+10); regeneration 5 (chaotic)

Fort +22, **Ref** +16, **Will** +18; +3 vs. fear

Defensive Abilities constructed; **DR** 10/chaotic; **SR** 20

OFFENSE

Speed 50 ft., fly 60 ft. (average)

Melee 2 chains +37 (2d6+13 plus 1d6 electricity and trip)

Ranged +5 *heavy repeating crossbow* +40/+35/+30/+25 (2d8+7/17-20)

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

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*true seeing*

At will—*clairaudience/clairvoyance*, *dimensional anchor*, *dispel magic*, *fear* (DC 17), *hold person* (DC 16), *locate creature*

3/day—*hold monster* (DC 18), *mark of justice*

1/week—*lesser geas* (DC 16)

STATISTICS

Str 28, **Dex** 26, **Con** 20, **Int** 10, **Wis** 20, **Cha** 17

Base Atk +26; **CMB** +36; **CMD** 55 (59 vs. trip)

Feats Deadly Aim (-7/+14)^B, Dodge, Exotic Weapon Proficiency (heavy crossbow)^B, Improved Initiative, Mobility, Rapid Reload^B, Weapon Focus (chain, heavy crossbow), Weapon Specialization (chain, heavy crossbow)^B, Vital Strike, Spring Attack^B, Point Blank Shot, Precise Shot, Power Attack (-7/+14), Improved Vital Strike, Greater Vital Strike, Improved Precise Shot, Improved Critical (heavy crossbow)

Skills Acrobatics +27 (+35 jump), Diplomacy +26, Fly +29, Perception +32, Sense Motive +32, Survival +28; **Racial Modifiers** +4 Perception, +4 Sense Motive

Languages truespeech

SQ chains, bravery 3, armor training 2, weapon training (natural +2, crossbows +1)

Gear +5 *heavy repeating crossbow*, +4 *padded barding*, crossbow bolts

SPECIAL ABILITIES**Chains (Ex)**

A zelekhut's arms end in long lengths of barbed metal. These chains deal slashing damage and 1d6 points of electricity damage with each hit.

Inevitable Subtype

Inevitables are construct-like outsiders built by the axiomites to enforce law.

Inevitables have the following traits:

- Low-light vision

- **Constructed (Ex):** Although inevitables are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting 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). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as Constructs of their size.
- **Saves:** An inevitable's good saving throws are Fortitude and Will.
- **Skills:** In addition to the class skills all outsiders have, inevitables have Acrobatics, Diplomacy, Intimidate, and Survival as class skills.
- **Regeneration (Ex):** Inevitables have regeneration/chaotic. The regeneration amount varies by the type of inevitable.
- **Truespeech (Su):** An inevitable can speak with any creature that has a language, as if using a tongues spell (caster level 14th). This ability is always active.

XP -

LG Large outsider (native)

Init +9; **Senses** darkvision 60 ft., *detect chaos/evil/good/law, see invisibility*; Perception +36

DEFENSE

AC 39, touch 30, flat-footed 33 (+5 Dex, +1 dodge, +7 Wis, +9 natural, +5 monk, +3 deflection, -1 size)

hp 350 (12d10+16d8+168+16)

Fort +22, **Ref** +25, **Will** +27; +2 vs. enchantment

Defensive Abilities improved evasion; **Immune** disease, poison; **SR** 26

OFFENSE

Speed 70 ft., fly 110 ft. (good)

Melee bite +35 (1d8+14 plus grab and poison) or flurry of blows +38/+38/+33/+33/+28/+28/+23 (4d8+12/19-20) or unarmed strike +36 (4d8+12/19-20)

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

Special Attacks constrict (1d8+9), flurry of blows, quivering palm (DC 25), stunning fist (16/day, DC 25, fatigued, sickened 1 minute, staggered 1d6+1 rounds, blind or deafen permanently)

Spell-Like Abilities (CL 9th)

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

At will—*detect thoughts* (DC 15), *ethereal jaunt* (CL 16th), *invisibility, plane shift* (DC 20)

Spells Known (CL 9th)

4th (4/day)—*charm monster* (DC 17), *freedom of movement*

3rd (7/day)—*gaseous form, magic circle against evil, summon monster III*

2nd (7/day)—*cure moderate wounds, eagle's splendor, scorching ray, silence* (DC 15)

1st (7/day)—*endure elements, mage armor, obscuring mist, protection from chaos, true strike*

0 (at will)—*daze, detect magic, disrupt undead, light, read magic, resistance, stabilize*

STATISTICS

Str 25, **Dex** 20, **Con** 22, **Int** 17, **Wis** 24, **Cha** 17

Base Atk +24; **CMB** +34 (+38 grapple); **CMD** 60 (can't be tripped)

Feats Alertness, Dodge, Empower Spell, Eschew Materials^B, Improved Initiative, Iron Will, Lightning Reflexes, Great Fortitude, Toughness, Stunning Fist^B, Improved Grapple^B, Combat Reflexes^B, Mobility^B, Improved Critical (unarmed strike)^B, Medusa's Wrath^B, Spring Attack, Weapon Focus (unarmed strike) Power Attack (-7/+14), Critical Focus, Vital Strike

Skills Acrobatics +30 (+45 jump), Bluff +19, Diplomacy +28, Fly +32, Knowledge (arcana) +19, Knowledge (religion) +22, Perception +36, Sense Motive +28, Spellcraft +35, Survival +31, Use Magic Device +28

Languages Celestial, Common, Draconic; telepathy 100 ft.

SQ abundant step (CL 16th, 2 ki), fast movement, high jump (+16; +36 1 ki), ki pool (15 points, adamantine, lawful, magic), maneuver training, slow fall 80 ft., wholeness of body (heal 16 points, 2 ki)

Gear *monk's robe, ring of protection* +3, *amulet of mighty fists* +5

SPECIAL ABILITIES

Spells

A couatl casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Poison (Ex)

Injury—bite; *save* Fortitude DC 22; *frequency* 1/minute for 10 minutes; *effect* 1d4 Strength; *cure* 2 consecutive saves. The DC is Constitution-based.

XP -

LN Huge outsider (extraplanar, inevitable, lawful)

Init +7; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +44

DEFENSE

AC 36, touch 12, flat-footed 32 (+3 Dex, +1 dodge, +24 natural, –2 size)

hp 485 (33d10+264+40); regeneration 10 (chaotic)

Fort +28, **Ref** +16, **Will** +24

Defensive Abilities constructed; **DR** 15/chaotic; **SR** 33

OFFENSE

Speed 30 ft.

Melee 2 slams +48 (4d6+17/19-20 plus 3d6 electricity or sonic and blindness or deafness)

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

Special Attacks fists of lightning and thunder

Spell-Like Abilities (CL 20th; concentration +27, +31 defensively)

Constant—*air walk*, *true seeing*

At will—*dimension door*, *fear* (DC 21), *greater command* (DC 22), *greater dispel magic*, *mass inflict light wounds* (DC 22), *locate creature*

1/day—*chain lightning* (DC 23), *circle of death* (DC 23), *mark of justice*, *wall of force*

1/week—*earthquake* (DC 25), *geas/quest*, *plane shift* (DC 22)

STATISTICS

Str 44, **Dex** 16, **Con** 27, **Int** 12, **Wis** 18, **Cha** 24

Base Atk +33; **CMB** +52; **CMD** 65

Feats Ability Focus (fists of lightning and thunder), Awesome Blow, Combat Casting, Dodge, Greater Vital Strike, Improved Bull Rush, Improved Critical (slam), Improved Natural Armor (4), Improved Initiative, Improved Natural Attack (slam), Improved Vital Strike, Lightning Reflexes, Power Attack (–9/+18), Vital Strike

Skills Diplomacy +43, Intimidate +43, Knowledge (planes) +37, Knowledge (religion) +37, Perception +44, Sense Motive +40, Survival +40; **Racial modifiers** +4 Perception

Languages truespeech

SPECIAL ABILITIES**Fists of Lightning and Thunder (Su)**

A marut's fists strike with the power of a thunderstorm. For any given slam attack, a marut can choose whether that attack uses lightning or thunder. A lightning attack deals an additional 3d6 points of electricity damage, and the resulting flash blinds the target for 2d6 rounds (Fortitude DC 36 negates the blindness). A thunder attack deals an additional 3d6 points of sonic damage, and the resulting thunderclap deafens the target for 2d6 rounds (Fortitude DC 36 negates the deafness). The save DCs are Constitution-based.