***GREATER SHADOW***

CE Medium undead (incorporeal)

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

DEFENSE

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

hp 58 (9d8+18)

Fort +5, Ref +8, Will +7

Defensive Abilities incorporeal, channel resistance +2; Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

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

STATISTICS

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

Base Atk +6; CMB +11; CMD 24

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

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

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.

***LEECH SWARM***

N Diminutive vermin (aquatic, swarm)

Init +4; Senses blindsight 30 ft.; Perception +0

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 39 (6d8+12)

Fort +7, Ref +6, Will +2

Immune mind-affecting effects, swarm traits, weapon damage

Weaknesses susceptible to salt (see giant leech)

OFFENSE

Speed 5 ft., swim 30 ft.

Melee swarm (2d6 plus poison)

Space 10 ft.; Reach 0 ft.

Special Attacks blood drain, distraction (DC 15)

STATISTICS

Str 1, Dex 18, Con 15, Int —, Wis 10, Cha 2

Base Atk +4; CMB —; CMD —

Skills Stealth +16 (+24 in swamps), Swim +12; Racial Modifiers +8 Stealth in swamps, uses Dexterity to modify Swim checks

SPECIAL ABILITIES

**Blood Drain (Ex)** Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.

**Poison (Ex)** Swarm—injury; save Fort DC 15; frequency 1/round for 2 rounds; effect 1d4 Dexterity drain; cure 1 save.

WANDERING MONSTERS

***DIRE APE***

N Large animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 13; (+2 Dex, +4 natural, –1 size)

hp 30 (4d8+12)

Fort +7, Ref +6, Will +4

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d6+4), 2 claws +6 (1d4+4)

Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 1d4+6)

STATISTICS

Str 19, Dex 15, Con 16, Int 2, Wis 12, Cha 7

Base Atk +3; CMB +8; CMD 20

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +6, Climb +16, Perception +8, Stealth +2

***ASSASSIN VINE***

N Large plant

Init +0; Senses blindsight 30 ft., low-light vision; Perception +1

DEFENSE

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

hp 30 (4d8+12)

Fort +7, Ref +1, Will +2

Immune electricity, plant traits; Resist cold 10 and fire 10

OFFENSE

Speed 5 ft.

Melee slam +7 (1d8+7 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d8+7), entangle

STATISTICS

Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9

Base Atk +3; CMB +9 (+13 grapple); CMD 19 (can't be tripped)

SQ camouflage

SPECIAL ABILITIES

**Camouflage (Ex)** Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

**Entangle (Su)** An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (CL 4th, DC 13). The save DC is Wisdom-based.

WANDERING MONSTERS

***DIRE WOLF***

N Large animal

Init +2; Senses low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 37 (5d8+15)

Fort +7, Ref +6, Will +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Base Atk +3; CMB +8; CMD 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent

***GIANT TARANTULA***

N Gargantuan vermin

Init +1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, –4 size)

hp 115 (10d8+70)

Fort +14, Ref +4, Will +3

Defensive Abilities barbed hairs; Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +15 (3d6+18 plus poison)

Ranged barbed hairs +4 touch (nausea)

Space 20 ft.; Reach 20 ft.

STATISTICS

Str 35, Dex 13, Con 24, Int —, Wis 10, Cha 2

Base Atk +7; CMB +23; CMD 34 (46 vs. trip)

Skills Climb +28, Perception +4, Stealth –7 (–3 in webs); Racial Modifiers +8 Climb+4 Perception+4 Stealth (+8 in webs)

SPECIAL ABILITIES

**Barbed Hairs (Ex)** A tarantula can throw barbed hairs from its back at a creature as a ranged touch attack (range increment 20 feet). A creature struck by these hairs must make a DC 22 Fort save or be nauseated for 1d6 rounds. A creature that attacks a giant tarantula with a non-reach melee weapon must make a DC 22 Reflex save to avoid being struck by these hairs. The save DC is Con-based.

**Poison (Ex)** Bite—injury; save Fort DC 24; frequency 1/round for 6 rounds; effect 1d6 Str; cure 2 consecutive saves. Save DC is Con-based with a +2 racial bonus.

WANDERING MONSTERS

***HANGMAN TREE***

NE Huge plant

Init +3; Senses blindsight 60 ft.; Perception +11

DEFENSE

AC 20, touch 7, flat-footed 20 (–1 Dex, +13 natural, –2 size)

hp 84 (8d8+48)

Fort +12, Ref +3, Will +5

Immune plant traits; SR 18

Weaknesses vulnerable to electricity

OFFENSE

Speed 10 ft.

Melee 3 vines +11 (1d6+7 plus grab and pull)

Space 15 ft.; Reach 15 ft.

Special Attacks constrict (1d6+7), hallucinatory spores, pull (vine, 5 feet), strangle, swallow whole (2d6+7 bludgeoning damage, AC 16, 8 hp), vines

STATISTICS

Str 25, Dex 8, Con 23, Int 7, Wis 12, Cha 10

Base Atk +6; CMB +15 (+19 grapple); CMD 24

Feats Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Perception +11, Stealth –2

SPECIAL ABILITIES

**Hallucinatory Spores (Ex)** Once per day as a standard action, a hangman tree can release a cloud of spores in a 50-foot-radius spread. Creatures in the area must make a DC 20 Will save or believe the hangman tree to be a perfectly ordinary tree—or at worst, a treant or some other friendly tree-like creature. An affected creature becomes passive for 2d6 minutes and refuses to attack the hangman tree during this time. An affected creature can attempt a new Will save each round that the tree attacks an ally—if a hallucinating creature is attacked by the tree, it gains a +4 bonus on its Will save to see through the hallucination. This is a mind-affecting compulsion effect.

**Vines (Ex)** A hangman tree's vines are primary attacks that deal bludgeoning damage. When a hangman tree grapples a foe with its vines, the tree does not gain the grappled condition. A hangman tree that uses swallow whole transfers a pinned creature from a vine to inside its trunk.

***AURUMVORAX***

N Small magical beast

Init +8; Senses darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 23, touch 15, flat-footed 19 (+4 Dex, +8 natural, +1 size)

hp 114 (12d10+48)

Fort +14, Ref +12, Will +7

Defensive Abilities ferocity; DR 10/piercing or slashing; Immune poison; Resist fire 10

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +18 (1d6+5 plus grab), 4 claws +18 (1d4+5 plus grab)

Special Attacks rake (4 claws +18, 1d4+5)

STATISTICS

Str 21, Dex 18, Con 18, Int 2, Wis 13, Cha 11

Base Atk +12; CMB +16 (+24 grapple); CMD 30 (42 vs. trip)

Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Initiative, Iron Will

Skills Perception +13, Stealth +17

WANDERING MONSTERS

***TICK SWARM***

N Fine vermin (swarm)

Init +2; Senses darkvision 60 ft., scent; Perception +0

DEFENSE

AC 23, touch 20, flat-footed 21 (+2 Dex, +3 natural, +8 size)

hp 120 (16d8+48)

Fort +13, Ref +7, Will +5

Defensive Abilities swarm traits

Immune mind-affecting effects, weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (4d6 plus disease, distraction, and blood drain)

Special Attacks blood drain (1d4 Con), cling, distraction (DC 21)

STATISTICS

Str 1, Dex 14, Con 16, Int —, Wis 11, Cha 1

Base Atk +12; CMB ­—; CMD —

Skills Climb +10; Racial Modifiers uses Dex on Climb checks

SPECIAL ABILITIES

**Cling (Ex)** If a creature leaves a tick swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several ticks cling to the victim. A creature with ticks clinging to it takes swarm damage at the end of its turn each round. As a full round action, the creature can remove the ticks with a DC 20 Reflex save. At least 10 points of damage from any area effect destroys all clinging ticks. The save DC is Dexterity-based.

**Disease (Ex)** Bubonic Plague: Bite—injury; save Fort DC 21; onset 1 day; frequency 1/day; effect 1d4 Con damage, 1 Cha damage, fatigue; cure 2 consecutive saves. The DC is Con-based.

***YOUNG BRONZE DRAGON***

LG Large dragon (water)

Init +1; Senses dragon senses; Perception +20

DEFENSE

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

hp 95 (10d12+30)

Fort +10, Ref +8, Will +10

Immune electricity, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail +12 (1d8+7)

Special Attacks breath weapon (80-ft. line, DC 18, 6d6 electricity), repulsion breath

Spell-Like Abilities (CL 10th)

At will—speak with animals

Spells Known (CL 1st)

1st (4/day)—alarm, obscuring mist

0 (at will)—detect magic, light, message, resistance

STATISTICS

Str 21, Dex 12, Con 17, Int 16, Wis 17, Cha 16

Base Atk +10; CMB +16; CMD 27 (31 vs. trip)

Feats Alertness, Flyby Attack, Multiattack, Power Attack, Vital Strike

Skills Diplomacy +16, Fly +8, Intimidate +16, Knowl. (arcana) +16, Percep. +20, S. Motive +20, Spellcraft +16, Stealth +10, Swim +26

SQ change shape, water breathing

***WIGHT***

LE Medium undead

Init +1; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8)

Fort +3, Ref +2, Will +5

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

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

Special Attacks create spawn, energy drain (1 level, DC 14)

STATISTICS

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

Base Atk +3; CMB +4; CMD 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; Racial Modifier +8 Stealth

Languages Common

SPECIAL ABILITIES

**Create Spawn (Su)** Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

***MIHSTU***

NE Medium outsider (air, elemental, extraplanar)

Init +10; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural)

hp 92 (8d10+48)

Fort +12, Ref +12, Will +4

Defensive Abilities wind defense; DR 10/magic; Immune electricity, elemental traits; SR 19

Weaknesses susceptible to cold

OFFENSE

Speed 20 ft., fly 20 ft. (good)

Melee 4 tentacles +14 (1d4+1 plus grab)

Special Attacks deadly embrace

STATISTICS

Str 12, Dex 23, Con 23, Int 14, Wis 14, Cha 13

Base Atk +8; CMB +9 (+13 grapple); CMD 26 (can't be tripped)

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +17, Bluff +12, Escape Artist +17, Fly +21, Knowledge (planes) +13, Perception +13, Sense Motive +13, Stealth +17

Languages Auran

SQ gaseous

SPECIAL ABILITIES

**Gaseous (Ex)** A mihstu can pass through small holes, even cracks, without reducing its speed.

**Deadly Embrace (Ex)** A mihstu that pins an opponent completely surrounds that creature and deals 1d2 Constitution damage every round as it siphons away blood, tears, and other vital fluids. Maintaining a pin is a free action for a mihstu and it does not gain the grappled condition (allowing it to attack other creatures with its tentacles).

**Susceptible to Cold (Ex)** Magical cold stuns a mihstu rather than damaging it. If the creature fails its save against a magical cold effect, it is stunned for 1 round and then staggered for an additional 1d4 rounds.

**Wind Defense (Ex)** The churning winds of a mihstu's body automatically deflect nonmagical projectiles (such as arrows, bolts, and sling stones). All other ranged weapons (including magical projectiles and thrown weapons) have a 20% miss chance. Weapons of significant size, such as giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected by this ability.

***CLAY GOLEM***

N Large construct

Init –1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 24, touch 8, flat-footed 24 (–1 Dex, +16 natural, –1 size)

hp 101 (13d10+30)

Fort +4, Ref +3, Will +4

DR 10/adamantine and bludgeoning; Immune construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +19 (2d10+7 plus cursed wound)

Space 10 ft.; Reach 10 ft.

Special Attacks berserk, haste

STATISTICS

Str 24, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +13; CMB +21; CMD 30

SPECIAL ABILITIES

**Berserk (Ex)** When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

**Cursed Wound (Ex)** The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

**Haste (Su)** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Immunity to Magic (Ex)** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).

• A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage (no save).

• An earthquake spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).

• Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

***DERRO***

CE Small humanoid (derro)

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

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)

hp 25 (3d8+12)

Fort +5, Ref +3, Will +6

SR 14

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee short sword +5 (1d4) or aklys +5 (1d6)

Ranged repeating light crossbow +5 (1d6/19–20 plus poison) or aklys +5 (1d6)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—darkness, ghost sound (DC 13)

1/day—daze (DC 13), sound burst (DC 15)

STATISTICS

Str 11, Dex 15, Con 18, Int 10,Wis 5, Cha 16

Base Atk +2; CMB +1; CMD 13

Feats Improved Initiative, Weapon Finesse

Skills Perception +0, Stealth +9

Languages Aklo, Undercommon

SQ madness, poison use

SPECIAL ABILITIES

**Madness (Ex)** Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a miracle or wish can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

**Poison Use (Ex)** Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

**Vulnerability to Sunlight (Ex)** A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

***ROCK TROLL***

CE Large humanoid (earth, giant)

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 80 (7d8+49); regeneration 5 (acid or sonic)

Fort +12, Ref +3, Will +3

Weaknesses sunlight petrification

OFFENSE

Speed 30 ft.

Melee bite +11 (1d8+7), 2 claw +12 (1d6+7)

Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 1d6+9)

STATISTICS

Str 25, Dex 12, Con 24, Int 5, Wis 9, Cha 6

Base Atk +5; CMB +13; CMD 24

Feats Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (claw)

Skills Climb +11, Intimidate +10, Perception +6

Languages Giant

SPECIAL ABILITIES

**Sunlight Petrification (Ex)** A rock troll that is exposed to natural sunlight is staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A stone to flesh spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Fortitude saves to avoid petrification. Spells like sunray or sunburst that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.

***PHYCOMID***

N Small plant

Init +0; Senses tremorsense 30 ft.; Perception +0

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 39 (6d8+12)

Fort +7, Ref +2, Will +2

Immune acid, plant traits

OFFENSE

Speed 10 ft.

Ranged acid pellet +5 touch (2d6 acid plus spores)

STATISTICS

Str 5, Dex 10, Con 15, Int —, Wis 11, Cha 1

Base Atk +4; CMB +0; CMD 10 (can't be tripped)

SPECIAL ABILITIES

**Acid Pellet (Ex)** A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet. A phycomid can fire up to six acid pellets per minute—during rounds in which the fungus has no acid pellets, it has no method of attacking at all and must wait until its acid stores replenish in 4 rounds before continuing a battle.

**Spores (Ex)** Any creature that takes damage from a phycomid's acid pellet (or consumes even a small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores “burn out” after a short period. A creature that is slain by a phycomid spore infestation bursts open in 1d4 rounds as a fully grown new phycomid emerges.

**Phycomid Spores:** Disease—injury or ingested; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save. The save DC is Constitution-based.

***BLACK PUDDING***

N Huge ooze

Init –5; Senses blindsight 60 ft.; Perception –5

DEFENSE

AC 3, touch 3, flat-footed 3 (–2 size, –5 Dex)

hp 105 (10d8+60)

Fort +9, Ref –2, Will –2

Defensive Abilities split, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +8 (2d6+4 plus 2d6 acid plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

STATISTICS

Str 16, Dex 1, Con 22, Int —, Wis 1, Cha 1

Base Atk +7; CMB +12 (+16 grapple); CMD 17 (27 vs. bull rush, can't be tripped)

Skills Climb +11

SQ ooze traits, suction

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 21 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 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 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.

***CYTILLIPEDE***

N Large magical beast

Init +5; Senses darkvision 60 ft., low-light vision; Perception +7

DEFENSE

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

hp 84 (8d10+40)

Fort +10, Ref +7, Will +2

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +13 (2d6+7 plus poison)

Space 10 ft.; Reach 5 ft.

Special Attacks cytillesh flash, poison

STATISTICS

Str 21, Dex 13, Con 18, Int 7, Wis 10, Cha 2

Base Atk +8; CMB 14; CMD 25 (can’t be tripped)

Feats Ability Focus (cytillesh flash), Improved Initiative,

Toughness, Weapon Focus (bite)

Skills Climb +20, Perception +11; Racial Modifiers +4 Perception

SPECIAL ABILITIES

**Cytillesh Flash (Su)** Once per day, a cytillipede can cause the cytillesh patches that grow along its body to release a bright flash of blue light that provides bright light in a 20-foot radius and dim light in a 40-foot radius. All creatures within the area of effect must succeed at a DC 22 Will save.

Those within the area of bright light are stunned for 1d4 rounds. Creatures within the area of dim light are confused for 1d2 rounds. The save DC is Constitution-based and includes a +2 racial bonus.

**Cytillipede Poison (Ex)** Bite—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d3 Dex and dazed; cure 1 save. The save DC is Constitution based and includes a +2 racial bonus.

***INTELLECT DEVOURER***

CE Small aberration

Init +10; Senses blindsight 60 ft., detect magic; Perception +19

DEFENSE

AC 22, touch 17, flat-footed 16 (+6 Dex, +5 natural, +1 size)

hp 84 (8d8+48)

Fort +7, Ref +8, Will +8

DR 10/adamantine and magic; Immune fire, mind-affecting effects; Resist cold 20, electricity 20, sonic 20; SR 23

Weaknesses vulnerability to protection from evil

OFFENSE

Speed 40 ft.

Melee 4 claws +13 (1d4+1)

Special Attacks body thief, sneak attack +3d6

Spell-Lilke Abilities (CL 8th)

Constant—detect magic

At will—confusion (DC 17, single target only), daze monster (DC 15, no HD limit), inflict serious wounds (DC 16), invisibility, reduce size (as reduce person but self only)

3/day—cure moderate wounds, globe of invulnerability

STATISTICS

Str 12, Dex 23, Con 21, Int 16, Wis 10, Cha 17

Base Atk +6; CMB +6; CMD 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Toughness, Weapon Finesse

Skills Bluff +19, Disguise +11, Knowledge (local) +14, Perception +19, Sense Motive +8, Stealth +29, Use Magic Device +11; Racial Modifiers +8 Bluff, +8 Perception, +8 Stealth

Languages Undercommon (cannot speak); telepathy 100 ft.

SPECIAL ABILITIES

**Body Thief (Su)** As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a dominate monster spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via gentle repose). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. Raise dead cannot restore a victim of body theft, but resurrection or more powerful magic can.

**Vulnerable to Protection from Evil (Ex)** An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a protection from evil spell.

***FLESH GOLEM***

N Large construct

Init –1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 8, flat-footed 20; (–1 Dex, +12 natural, –1 size)

hp 79 (9d10+30)

Fort +3, Ref +2, Will +3

DR 5/adamantine; Immune construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

Space 10 ft.; Reach 10 ft.

Special Attacks berserk

STATISTICS

Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +9; CMB +15; CMD 24

Languages none

SPECIAL ABILITIES

**Berserk (Ex)** When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check.

**Immunity to Magic (Ex)** A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds (no save).

• A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

***GUG***

CE Large aberration

Init +1; Senses darkvision 60 ft.; Perception +27

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)

hp 127 (15d8+60)

Fort +9, Ref +6, Will +12

Immune disease, poison

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +17 (1d8+7), 4 claws +17 (1d6+7)

Space 10 ft.; Reach 15 ft.

Special Attacks rend (2 claws, 1d6+10)

STATISTICS

Str 25, Dex 12, Con 18, Int 11, Wis 16, Cha 11

Base Atk +11; CMB +19; CMD 30

Feats Awesome Blow, Blind-Fight, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack, Skill Focus (Perception)

Skills Climb +15, Escape Artist +13, Knowledge (dungeoneering) +10, Perception +27, Stealth +15, Survival +21; Racial Modifiers +4 Escape Artist

Languages Undercommon

SQ compression

**Compression (Ex)** The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.