

Drench (Ex)**Sellana**

The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Water Mastery (Ex)**Sellana**

A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Vortex (Su) DC 15 (17)**Sellana**

A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page 306), but can only form underwater and cannot leave the water.

Whirlwind (Su)**Sellana**

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

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

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

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

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

Format: whirlwind (3/day, 10–30 ft. high, 1d6+6 damage, DC 15); *Location:* Special Attacks.

Death Burst (Ex):**(Adv) Plague Zombie**

When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Su):**(Adv) Plague Zombie**

The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease.

Zombie rot: slam; save Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

Sinkhole (Ex)**Dust Digger**

A dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk into a square it threatens, it can deflate its body as an immediate action, causing the sand and other loose soil above to shift and slide. All creatures who were standing in the dust digger's reach must make a DC 15 Reflex save or become entangled as long as they remain in the dust digger's reach. All creatures who were standing at least partially in the dust digger's actual space must make a DC 15 Reflex save or become entangled and fall prone—if such a creature makes this save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls prone. The save DC is Strength-based.

Swallow Whole (Ex) (2d8+4 bludgeoning, AC 13, 4 hp)**Dust Digger**

If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again. *Format:* swallow whole (5d6 acid damage, AC 15, 18 hp); *Location:* Special Attacks.

Grab (Ex)**Dust Digger**

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

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

Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

Foul Stench (Ex) (DC 12, Nauseated 1 rd)**Carrion Golem**

This functions as the stench ability, but causes affected creatures to be nauseated rather than sickened.

Stench (Ex)**Carrion Golem**

A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with this ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 the stench creature's racial HD + the stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. *Format:* stench (DC 15, 10 rounds); *Location:* Aura.

Immune to Magic (Ex)**Carrion Golem**

A carrion 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.

- *Gentle repose* causes a carrion golem to become stiff and helpless for 1d4 rounds if it fails a Will save against the spell.
- *Animate dead* causes the various parts of the golem's body to shudder and tear, dealing 1d6 points of damage per caster level to the golem (no save).
- Any magical attack that deals cold or fire damage slows a carrion golem (as the *slow* spell) for 2d6 rounds (no save).
- Any magical attack that deals electricity damage hastes a carrion golem (as the *haste* spell) for 2d6 rounds.

Plague Carrier (Ex)**Carrion Golem**

When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then infect those it strikes with its slams with this disease—most carrion golems inflict filth fever. The save DC is Constitution-based and includes a +2 racial bonus.

Filth Fever: Slam—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

Babble (Su) 60' Will 15 (Will 16)**Allip**

An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Madness (Su)**Allip**

Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su)**Allip**

The touch of an allip deals 1d4 points of Wisdom damage (DC 15 Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

Poisonous Blood (Ex)**Mythic Allip**

Any creature that confirms a critical hit against the allip with a piercing or slashing melee weapon breaks off a piece of its mad essence. Melee weapons with reach don't endanger their users in this way. The attacker briefly becomes enveloped by a cloud of insanity mist (inhaled; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d3 Wis; cure 1 save).

Mythic Power (Su):**Mythic Allip**

Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier (5/day at first tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain some of your mythic power, you can never have more than this amount.

Surge (Su): (2/day, +1d6)**Mythic Allip**

You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 4th tier, 1d10 at 7th tier, and 1d12 at 10th tier.

Dual Initiative (Ex):**Mythic Allip**

The monster gets two turns each round, one on its initiative count and another on its initiative count - 20. For example, if the monster's initiative is 23, for its first turn it could make a full attack (and take a 5 foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a summon monster spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage, only the monster's first turn each round counts toward such durations. *Format:* + 21/+1; *Location:* Initiative.

Immunity to Magic (Ex)

A caryatid column 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 *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

Caryatid Column**Shatter Weapons (Ex)**

Whenever a character strikes a caryatid column with a weapon (magical or non-magical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Caryatid Column**Statue (Ex)**

A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

Caryatid Column**Lightning Bolt**

School evocation [electricity]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (fur and a glass rod)

Range 120 ft.

Area 120-ft. line

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Shard Hazard