

Environmental Threats

Mnemonic Crystals (CR 3)

Source: *Pathfinder RPG GameMastery Guide* 245

Mnemonic crystals are large (2–4 feet tall) clusters of violet quartz crystals that radiate a strong abjuration aura. They can be identified with a successful DC 25 Knowledge (arcana) check. Attuned to the unique energies of spellcraft, mnemonic crystals harvest magical energy for growth and defense. The crystals drain prepared spells from spellcasters within 30 feet, who must make DC 22 Will saves each round while in the crystals' area. Failure results in the loss of one prepared spell, chosen randomly. Spontaneous spellcasters such as sorcerers are unaffected.

Damaging or breaking the crystals causes them to release their absorbed spells in a burst of mental energy that does 1d6 points of Wisdom damage to all creatures in a 10-foot radius. Mnemonic crystals are exceedingly fragile (hardness 0, 1 hit point). In areas thick with the crystals, creatures passing through must make DC 10 Acrobatics checks to avoid stepping on or brushing against the crystals and breaking them.

Suggestion

School enchantment (compulsion) [language-dependent, mind-affecting];

Level bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, M (a snake's tongue and a honeycomb)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 hour/level or until completed

Saving Throw Will negates; **Spell Resistance** yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2).

Tyrant's Recruitment Haunt

Arcane Eye

School divination (scrying); **Level** sorcerer/wizard 4

Casting Time 10 minutes

Components V, S, M (a bit of bat fur)

Range unlimited

Effect magical sensor

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *arcane eye*. If you do not concentrate, the eye is inert until you again concentrate.

Hail of Arrows Trap

Enervation

School necromancy; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ray of negative energy

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4 × 5 temporary hit points for 1 hour.

Tyrant's Embrace Haunt

Shocking Grasp

School evocation [electricity]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

Shocking Floor Trap

Bad Air (CR 4)

Source: *Pathfinder RPG GameMastery Guide* 244

Flammable vapors such as coal gas are dangerous and hard to spot; noticing these vapors in advance requires a creature to succeed at a DC 24 Survival check. The gases displace breathable air in the lungs. Creatures breathing the air must make a Fortitude save (DC 15 + 1 per previous check) each hour or become fatigued. After a creature becomes fatigued, slow suffocation sets in (*Pathfinder RPG Core Rulebook* 445). Creatures holding their breath can avoid these effects. In addition, any open flame or spark causes an explosion for 6d6 points of damage (Reflex save DC 15 for half) to all in the room or within 5 feet of an entrance. The fire burns away the oxygen in the air, leaving it unbreathable for 2d4 minutes. After an explosion, flammable gas usually takes several days to build up to dangerous levels again.

Yellow Mold (CR 6)

If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must succeed at a DC 15 Fortitude save or take 1d3 points of Constitution damage. Another DC 15 Fortitude save is required once per round for the next 5 rounds, to avoid taking 1d3 points of Constitution damage each round. A successful Fortitude save ends this effect. Fire destroys yellow mold, and sunlight renders it dormant.

Green Slime (CR 4)

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

Cave-In (CR 8)

A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-wide slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a successful DC 20 Knowledge (engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be attempted untrained as Intelligence checks. A dwarf can attempt such a check if he simply passes within 10 feet of a weakened ceiling.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they succeed at a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they succeed at a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must attempt a DC 15 Constitution check each minute. If he fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check.

Dweomersink (CR 6)

Source: *Pathfinder RPG GameMastery Guide* 244

Zones of magical entropy that disrupt spells, dweomersinks are occasionally formed at the sites of great magical duels, by the destruction of powerful artifacts, or by vortices of eldritch energy at the fringes of antimagic zones. They vary in size from small bubbles only a few feet across to large areas the size of a town. A successful DC 20 Spellcraft check detects a tingling in the air that heralds the presence of a nearby dweomersink. An active spell brought into a dweomersink may be dispelled, and any spell cast inside a dweomersink is subject to an immediate counterspell (both as *dispel magic*, caster level 8th). The resulting release of magical energy inflicts 1d6 points of damage per spell level in a 5-foot burst centered on the bearer of the spell entering the area or the caster of a new spell (Reflex save DC 15 for half damage). If multiple overlapping bursts hit the same target, only the most damaging applies. Once a spell effect has survived a dispel attempt, it is not affected again unless it leaves and reenters the dweomersink.

Dweomersink (CR 9)

Source: *Pathfinder RPG GameMastery Guide* 244

Zones of magical entropy that disrupt spells, dweomersinks are occasionally formed at the sites of great magical duels, by the destruction of powerful artifacts, or by vortices of eldritch energy at the fringes of antimagic zones. They vary in size from small bubbles only a few feet across to large areas the size of a town. A successful DC 20 Spellcraft check detects a tingling in the air that heralds the presence of a nearby dweomersink. An active spell brought into a dweomersink may be dispelled, and any spell cast inside a dweomersink is subject to an immediate counterspell (both as *dispel magic*, caster level 14th). The resulting release of magical energy inflicts 1d6 points of damage per spell level in a 5-foot burst centered on the bearer of the spell entering the area or the caster of a new spell (Reflex save DC 18 for half damage). If multiple overlapping bursts hit the same target, only the most damaging applies. Once a spell effect has survived a dispel attempt, it is not affected again unless it leaves and reenters the dweomersink.

Stampede (Ex)

A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Trampling Spirits Haunt

Trample (Ex)

As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Trampling Spirits Haunt

Spiritual Weapon (EMPOWERED)

School evocation [force]; **Level** cleric 2

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level) (+50%)

Effect magic weapon of force

Duration 1 round/level (D) (+50%)

Saving Throw none; **Spell Resistance** yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *spiritual weapon's* AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a *spiritual weapon* of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

Enraged Defenders Haunt

Empower Spell (Metamagic)

You can increase the power of your spells, causing them to deal more damage.

Benefit: All variable, numeric effects of an empowered spell are increased by half, including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Rot Grubs (CR 4)

Parasites such as ear seekers or rot grubs cause infestations, a type of affliction similar to diseases. Infestations can only be cured through specific means; no matter how many saving throws are made, the infestation continues to afflict the target. While a remove disease spell (or similar effect) instantly halts an infestation, immunity to disease offers no protection, as the infestation itself is caused by parasites.

Rot grubs are nauseating parasites that feed on flesh and nest in corpses. Generally, a handful of the grubs infest a single corpse at a time, and a DC 15 Perception check is enough to notice and avoid the grubs. Otherwise, 1d6 grubs swiftly burst from the carcass to burrow into the creature, which can attempt a DC 15 Reflex save to avoid the grubs (but only if the creature is aware of the grubs' presence). Any amount of damage reduction is enough to provide immunity to infestation.

Once rot grubs have infested a living body, they burrow toward the host's heart, brain, and other key internal organs, eventually causing death. On the first round of infestation, applying flame to the point of entry can kill the grubs and save the host, but this inflicts 1d6 points of fire damage to the victim. Cutting the grubs out also works, but the longer the grubs remain in a host, the more damage this method does. Cutting them out requires a slashing weapon and a DC 20 Heal check, and inflicts 1d6 points of damage per round that the host has been infested. If the Heal check is successful, one grub is removed. *Remove disease* kills any rot grubs in or on a host.

Rot Grubs CR 4
Type infestation; **Save** Fortitude DC 17
Onset immediate; **Frequency** 1/round
Effect 1d2 Con damage per grub

Source: *Pathfinder RPG GameMastery Guide* 245

Additional Threats

Cleave

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Skeletal Champion

Paralysis (Ex)

Any creature that is hit by a slithering tracker's slam attack comes into contact with the anesthetizing slime it secretes. The opponent must succeed on a DC 18 Fortitude save or be paralyzed—at the end of each round thereafter, the paralyzed victim can attempt a new Fortitude save to recover from this paralysis. When a victim recovers from a slithering tracker's paralysis, the victim is staggered for 1d6 rounds. This DC is Constitution-based.

Slithering Tracker

Transparent (Ex)

Because of its lack of coloration, a slithering tracker is difficult to discern from its surroundings in most environments. The slithering tracker gains a +8 racial bonus on Stealth checks as a result, and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering tracker and walks into it automatically takes damage as if struck by the slithering tracker's slam attack and is immediately subject to a grab attempt and paralysis by the ooze.

Slithering Tracker

Blindsense (Ex)

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Slithering Tracker

Blood Drain (Ex)

The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Slithering Tracker

Grab (Ex)

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 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 the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line.

Slithering Tracker

Poison (Ex)

Spores—inhaled; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 2 saves. The save DC is Constitution-based.

Ascomoid

Spores (Ex)

Once per round as a free action, an ascomoid can release a jet of deadly spores to a range of 30 feet. Upon impacting a solid surface, such as a wall or creature, the jet billows out into a cloud of spores that fills a 10-foot-radius spread. This cloud lasts for 1 round before dispersing. Any creature in the cloud must make a DC 16 Fortitude save or become nauseated as long as it remains in the cloud. Any creature that fails to save against this nausea is also exposed to the ascomoid's poison (see above). The save DC is Constitution-based.

Ascomoid

Improved Overrun

Benefit: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

Ascomoid

Tremorsense (Ex)

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Ascomoid

Plant Traits (Ex)

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

Ascomoid

Trample (Ex) (2d8+6, DC 17)

As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Ascomoid

Nightmare Curse (Ex)

An animate dream's touch puts horrifying visions in the target's mind. Curse—incorporeal touch; *save* Will DC 21; *frequency* 1/day; *effect* 1d4 Wisdom drain and target is fatigued; *cure* 3 consecutive saves or *dispel evil*, *dream*, or *remove curse*.

Animate Dream**Blind-Fight (Combat)**

You are skilled at attacking opponents that you cannot clearly perceive.

Benefit: In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

Animate Dream**Flyby Attack**

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Animate Dream**Incorporeal (Ex)**

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Animate Dream**Blindsight (Ex)**

This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Amoeba Swarm**Amphibious (Ex)**

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

Amoeba Swarm**Ooze Traits**

An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- **Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). An ooze with an Intelligence score loses this trait.
- **Blind** (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Amoeba Swarm**Swarm Traits**

A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Amoeba Swarm**Haunted (Ex)**

This knight is haunted by a malevolent force. It takes damage from positive energy as if it were an undead creature, and it can be detected with *detect undead*.

Animated Knight Statue**Slashing Attack (Ex)**

The knight's attacks are slashing attacks with the critical threat range of a longsword.

Animated Knight Statue**Infestation (Ex)**

Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a DC 19 Reflex save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense. The save DC is Constitution-based.

Rot Grub Swarm

Dazing Gaze (Su)

A cephalophore can make a gaze attack that affects all seeing creatures within a 60-foot radius. These creatures must succeed at a DC 16 Will save or be stunned for 1 round. Creatures that successfully save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

Cephalophore**Dazing Strike (Su)**

A creature struck by the cephalophore's slam attack must succeed at a DC 16 Will save or be dazed for 1 round. Those who save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

Cephalophore**Shatter Weapon (Ex)**

When a character strikes a cephalophore with a weapon, the weapon takes 3d6 points of damage (apply its hardness normally). A weapon that takes damage in excess of its hardness gains the broken condition.

Cephalophore**Statue Form (Ex)**

If a cephalophore stands perfectly still, it is indistinguishable from a normal statue. An observer must succeed at a DC 20 Perception check to notice the cephalophore is alive. If a cephalophore initiates combat from this pose, it gains a +6 bonus on its initiative check.

Cephalophore**Acid (Ex)**

A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.

Deathtrap Ooze**Trap Form (Su)**

A deathtrap ooze can take 1 minute to assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it assumes the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from pages 420–421 of the *Core Rulebook* include the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

Deathtrap Ooze**Constrict (Ex) (2d6+7 +2d6 acid)**

A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Deathtrap Ooze**Blindsight (Ex)**

This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Deathtrap Ooze**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.

Deathtrap Ooze**Immunity to Magic (Ex)**

A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

Wood Golem

- Warp wood or wood shape slows a wood golem (as the slow spell) for 2d6 rounds (no save).
- Repel wood drives the golem back 60 feet and deals 2d12 points of damage to it (no save).
- A magical attack that deals cold 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 wood golem gets no saving throw against attacks that deal cold damage.

Splintering (Su)

As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

Wood Golem**Attach (Ex)**

When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Stirge**Blood Drain (Ex)**

If it is attached to a foe, a hungry stirge drains its victim's blood at the end of its turn, inflicting 1 point of Constitution damage on the target. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Stirge**Diseased (Ex)**

Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or another disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Stirge**Blindsense (Ex)**

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Rot Grub Swarm**Gnaw (Ex)**

A rot grub that is grappling a foe and chooses to damage the foe with an additional grapple check deals twice its normal bite damage (2d6+6 for most giant rot grubs), in addition to injecting an additional dose of poison with each successful check.

Giant Rot Grub**Poison (Ex)**

Bite—injury; save Fort DC 16; frequency 1/round for 5 rounds; effect 1d3 Str; cure 1 save.

Giant Rot Grub

Brood Nest (Ex)

A mosquito queen may spend 8 hours to build a nest from glandular secretions and lay eggs inside the nest. The brood nest is an object one size category larger than the mosquito queen with hardness 2 and half her hit points. If mosquito queen succeeds on a grapple check while adjacent to her brood nest, she may choose to place the target inside the nest instead of dealing damage. This ability otherwise functions as the swallow whole universal monster ability (1d3 Constitution damage, AC 12, hardness 2, 42 hp). The nest is in the corner of the room that the mosquito queen rests in.

Stirge Queen**Blood Drain (Ex) (1d3 Constitution)**

The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Stirge Queen**Bleed (Ex) (2d6)**

A creature with this ability causes wounds that continue to bleed, dealing the listed damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Stirge Queen**Flammable (Ex) Animated Training Dummy**

This training dummy is vulnerable to fire.

Haunted (Ex)

This training dummy is haunted by a malevolent force. It takes damage from positive energy as if it were an undead creature, and it can be detected with *detect undead*.

Animated Training Dummy**Reinforced (Ex)**

This training dummy has one more Hit Dice than a typical animated object of its size.

Animated Training Dummy**Attach (Ex)**

When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Stirge**Blood Drain (Ex)**

If it is attached to a foe, a hungry stirge drains its victim's blood at the end of its turn, inflicting 1 point of Constitution damage on the target. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Stirge**Diseased (Ex)**

Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or another disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Stirge**Cling (Ex)**

If a creature leaves an army ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to it takes 3d6 points of damage at the end of its turn each round. As a full-round action, it can remove the ants with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.

Army Ant Swarm**Consume (Ex)**

An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

Army Ant Swarm**Camouflage (Ex)**

When at rest, a DC 20 Perception check is required to notice an assassin vine 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.

Assassin Vine**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.

Assassin Vine**Blindsight (Ex)**

This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Assassin Vine**Plant Traits (Ex)**

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

Assassin Vine**Constrict (Ex) (1d8+7)**

A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Assassin Vine**Freeze (Ex)**

A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Fiendish Gargoyle**Smite Good**

As a swift action, the fiendish gargoyle can grant itself a +5 on damage rolls against a good creature. This bonus persists for 24 hours.

Fiendish Gargoyle**Hover**

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Normal: Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

Fiendish Gargoyle

All-Around Vision (Ex)**Gibbering Moulder**

A gibbering moulder sees in all directions at once. It cannot be flanked.

Amorphous (Ex)**Gibbering Moulder**

A gibbering moulder's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Blood Drain (Ex)**Gibbering Moulder**

On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Engulf (Ex) (6d6 damage +2 Con damage, AC 13, hp 4)**Gibbering Moulder**

This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering moulder's body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder's damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.

Gibbering (Su)**Gibbering Moulder**

As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulders within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su)**Gibbering Moulder**

At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex) (+6 ranged touch)**Gibbering Moulder**

Each round as a free action, a gibbering moulder can emit acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

Cold (Ex)**Ice Golem**

An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

Icy Destruction (Ex)**Ice Golem**

When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex)**Ice Golem**

An ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows an ice golem (as per slow) for 2d6 rounds, with no saving throw.
- A magical attack that deals cold 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. An ice golem gets no saving throw against cold effects.

Incorporeal Step (Su)**Adv Unfettered Phantom**

When an unfettered phantom moves more than 5 feet, it becomes incorporeal until it stops moving.

Phantasmagoric Slam (Su)**Adv Unfettered Phantom**

An unfettered phantom's attacks are considered magic weapons for the purpose of overcoming damage reduction. Its slams have an additional effect based on its emotional focus. This phantom's emotional focus is anger, and is already reflected in the statistics above. An anger unfettered phantom's slam attack deals damage equal to 1d8 + its Strength modifier instead of the normal amount of damage (1d6 + its Strength modifier).