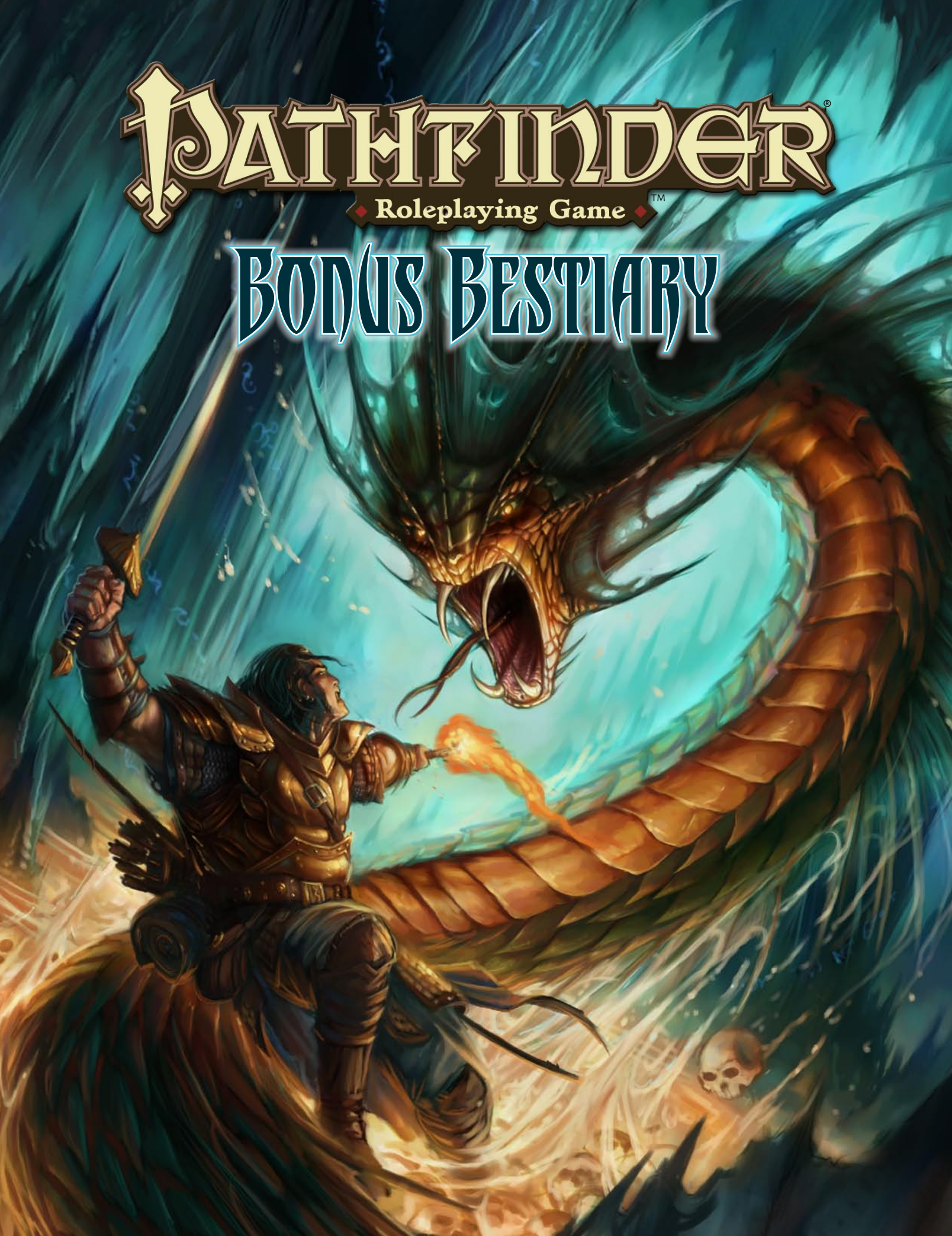


PATHFINDER

◆ Roleplaying Game ◆™

BONUS BESTIARY



PATHFINDER BESTIARY PREVIEW

Below is an incomplete listing of the 300+ monsters compatible with the Pathfinder Roleplaying Game appearing in this preview and in the *Pathfinder Bestiary*, releasing September 2009.

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Azata, Bralani
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Barghest
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Bat
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Dark Creeper
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Demon, Shadow
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Devil, Barbed
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Devil, Horned
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Devil, Imp
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Devil, Pit Fiend
Devourer
Dinosaur
Dog
Dolphin
Doppleganger
Dragon, Black
Dragon, Blue
Dragon, Brass
Dragon, Bronze
Dragon, Copper
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Dragon, White
Dragon Turtle
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Dryad
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Genie, Shaitan
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Ghost
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Giant, Fire
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Giant, Stone
Giant, Storm
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Gnoll
Goblin
Goblin Dog
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Golem, Ice
Golem, Iron
Golem, Stone
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Gray Ooze
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Half-Dragon
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Hag, Green
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Hell Hound
Herd Animal
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Homunculus
Horse
Huecuva
Hydra
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Invisible Stalker
Iron Cobra
Kobold
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Kyton
Lamia
Lammasu
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Lich
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Lizardfolk
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Shambling Mound
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Skeleton
Skum
Slug, Giant
Snake
Spectre
Sphinx
Spider
Sprite, Nixie
Sprite, Pixie
Squid
Stirge
Svirfneblin
Tarrasque
Tengu
Tiefling
Tiger
Treant
Troglodyte
Troll
Unicorn
Vampire
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Violet Fungus
Wasp
Wight
Will-o'-Wisp
Wolf
Wolverine
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Wyvern
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Yellow Musk Creeper
Yeth Hound
Yeti
Zombie

BONUS BESTIARY

Pathfinder Roleplaying Game Sourcebook

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CREDITS

Authors: Jason Bulmahn and F. Wesley Schneider

Cover Artist: Tyler Walpole

Interior Artists: Nicholas Cloister, Kev Crossley,
Concept Art House, and Ben Wootten

Editor-in-Chief: James Jacobs

Managing Editor: F. Wesley Schneider

Editing and Development: Christopher Carey,
Sean K Reynolds, and James L. Sutter

Editorial Interns: David Eitelbach and Hank Woon

Art Director: Sarah E. Robinson

Graphic Design Assistance: Drew Pocza

Senior Art Director: James Davis

Publisher: Erik Mona

Paizo CEO: Lisa Stevens

Vice President of Operations: Jeff Alvarez

Corporate Accountant: Dave Erickson

Director of Sales: Pierce Watters

Sales Manager: Christopher Self

Technical Director: Vic Wertz

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Paizo Publishing, LLC
2700 Richards Road Suite 201
Bellevue, WA 98005
paizo.com

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USING THE BESTIARY

This book features monsters for use in the Pathfinder Roleplaying Game, due out in August 2009. While they are compatible with monsters from the 3.5 rules set, we've made a number of changes to make running monsters easier. Many of these changes are "behind the scenes" and involve skills, feats, and attack bonuses, but some of them are a bit more obvious, as in the case of combat maneuvers.

Combat Maneuver Bonus: This is the bonus used by a creature when it attempts to make a combat maneuver against another creature. Combat maneuvers include bull rush, disarm, grapple, overrun, sunder, and trip. While disarm, sunder, and trip can be used as part of an attack action (replacing an attack), bull rush, grapple, and overrun are made as part of a move action or, in the case of grapple, as a separate standard action. This check is made against a DC equal to the target's combat maneuver defense.

A creature's CMB is equal to its base attack bonus + its Strength modifier + a special size modifier. Creatures with the Agile Maneuvers feat and creatures of size Tiny and smaller use their Dexterity bonus instead of their Strength bonus. A combat maneuver is an attack and gains all of the benefits (and penalties) a creature might gain on attack rolls from spells, feats, magic items, and conditional modifiers.

Size	CMB Modifier
Fine	-8
Diminutive	-4
Tiny	-2
Small	-1
Medium	+0
Large	+1
Huge	+2
Gargantuan	+4
Colossal	+8

Combat Maneuver Defense: This is the DC to make a successful combat maneuver against the creature. A creature's CMD is equal to 10 + its Strength modifier + its Dexterity modifier + its base attack bonus + the special size modifier. In addition, a creature can add any bonuses that would normally apply to its Armor Class, except for armor, natural armor, shield, and size bonuses.

Disease: Disease entries begin by listing the attack that transmits them. Next is the DC to resist contracting the disease. This is the same DC used to avoid its effects once it has been contracted, and the level check DC to remove the disease through spells such as *remove disease*. Frequency describes its initial onset time followed by the frequency of damage once the onset period is over. The effect describes what happens when a character fails his saving throw against the disease. Cure explains how an infected creature can recover from the disease without external aid.

Poison: Poisons are formatted in the same manner as diseases, but they typically have a much shorter frequency. If the frequency has a value in parentheses after it, that indicates the number of times the poison attempts to do damage before it runs its course and stops affecting the character. Unlike a disease, multiple applications of a poison can affect the same creature multiple times, requiring multiple saves.

Universal Monster Rules

Many monsters have similar abilities. These rules have been codified into a group of universal monster rules which can be easily referenced during play. Creatures with rare or unique abilities have those abilities detailed as part of their description. Several of the creatures in this preview have the following universal monster rules, but these represent only a few of the total number of universal monster rules. Further abilities, including several noted but not thoroughly described on the following pages, are detailed in the *Pathfinder Bestiary*, available September 2009. While the monsters herein are not included in the *Pathfinder Bestiary*, you can download them anytime, for free, at paizo.com.

Construct Traits (Ex): Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Format: construct traits; *Location:* immunities.

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. Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature. The grabbing 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.

Format: grab; *Location:* individual attacks.

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

Format: plant traits; Location: immunities.

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

Format: pounce; Location: special attacks.

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

Format: rake (2 claws +8, 1d4+2); Location: special attacks.

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 combat maneuver, but the trampling creature does not need to make a check, and rather 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 plus 1-1/2 times its Strength 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 Strength 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.

Format: trample (2d6+9, DC 20); Location: special attacks.

Trip (Ex): A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

Format: trip (bite); Location: individual attacks.

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

Format: undead traits; Location: immunities.

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ALLIP

A malignant cloud of shadows boils through the air, forming skeletal maws that babble and scream. Claws made of darkness surge from its ever-changing form, reaching out toward the living.

ALLIP

CR 3 (800 XP)

CE Medium undead (incorporeal)

Init +5; Senses darkvision 60 ft.; Perception +7

Aura babble (60 ft., DC 15)

DEFENSE

AC 14, touch 14, flat-footed 13; (+3 deflection, +1 Dex)

hp 30 (4d8+12)

Fort +4, Ref +4, Will +4

Defensive Abilities incorporeal, channel resistance +2;

Immune undead traits

OFFENSE

Spd fly 30 ft. (perfect)

Melee incorporeal touch +4 (1d4 Wisdom damage)

Special Attacks touch of insanity

STATISTICS

Str —, Dex 12, Con —, Int 11, Wis 11, Cha 16

Base Atk +3; CMB +3; CMD 17

Feats Improved Initiative, Lightning Reflexes

Skills Fly +16, Intimidate +10, Perception +7, Stealth +8

Languages Common

SQ madness

ECOLOGY

Environment any

Organization solitary, pair, or haunt (4–6)

Treasure Value 800 gp

SPECIAL ABILITIES

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

Madness (Su) Anyone targeting an allip with thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage. A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). On each successful attack, an allip gains 5 temporary hit points.

Those who fall prey to madness and take their own lives sometimes find themselves lost on the paths to the afterlife, trapped in a state between life and death. These unfortunates, known as allips, suffer from the violent and incurable insanity they faced in life and take out their terror, confusion, and rage upon the living. They reach out to those they encounter—possibly in wrath, but also perhaps oblivious to their own destructive nature—bringing violent ends to mortal lives and spreading the psychoses that led to their own untimely deaths.

In combat, allips relentlessly attack the nearest living creature, relying on their babble to close in before attacking with their touch of insanity. Many seem to be driven to states of ferocity upon witnessing the terror living creatures exhibit when facing their spectral forms, or when faced with the intangibility of their incorporeal states. Targets reduced to 0 Wisdom by an allip's touch become catatonic, frequently starving to death and becoming allips themselves. Some allips seek to harm those that played a part in causing their madness: cruel caretakers, harsh masters, or violent spouses. When faced with those who they believe wronged them, allips ignore all other targets until their tormentors have been drained into a vacant stupor. Unfortunately, as these tormented souls soon find, such vengeance does not put allips to rest, but simply serves to further fuel their madness as they find themselves trapped in a world now no longer even holding the satisfaction of vengeance.

ANT LION, GIANT

This gigantic armored creature looks like an ant with an oversized abdomen. A set of long, hooked mandibles protrudes from the front of its broad, flat head.

ANT LION, GIANT CR 5 (1,600 XP)

N Large vermin

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

DEFENSE

AC 19, touch 9, flat-footed 19; (+10 natural, -1 size)

hp 60 (8d8+24)

Fort +9, **Ref** +2, **Will** +2

Immune mind-affecting effects

OFFENSE

Spd 30 ft., burrow 10 ft.

Melee bite +10 (2d8+7 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks sand trap

STATISTICS

Str 20, **Dex** 11, **Con** 17, **Int** —, **Wis** 11, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22

ECOLOGY

Environment warm deserts

Organization solitary or nest (2–4)

Treasure Value 1,550 gp

SPECIAL ABILITIES

Sand Trap (Ex) A giant ant lion can create a 60-foot-diameter trap in any sand or soft earth surface (see below). Creating a sand trap takes 1 hour. A giant ant lion can make an attack of opportunity against any creature that falls to the bottom of its sand trap. These creatures can move across sand traps at their normal speed and are immune to these traps effects.

A frightening menace for those traveling through the desert, giant ant lions prey upon nearly anything smaller than them. They create giant sand traps for lairs, which resemble little more than broad depressions in the sand. Anyone that steps into such a depression must act fast or quickly slide down to the bottom, where one of these ravenous insectile predators typically lies in wait.

ANT LION SAND TRAP CR —

Type mechanical; **Perception** DC 15; **Disable**

Device —

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep, 60-ft.-diameter sand trap (creatures slide to the bottom and take no damage); DC 15 Reflex avoids; climbing out of the sand trap requires a DC 20 Climb check.

ANT LION, MATURE (GIANT LACEWING)

This spindly insect is borne aloft on four delicate wings, despite its gigantic size. These wings create a low hum as the creature darts about, its large mandibles snapping hungrily.

GIANT LACEWING CR 6 (2,400 XP)

N Huge vermin

Init +3; **Senses** darkvision; Perception +0

DEFENSE

AC 19, touch 11, flat-footed 16; (+3 Dex, +8 natural, -2 size)

hp 85 (10d8+40)

Fort +11, **Ref** +6, **Will** +3

Immune mind-affecting effects

OFFENSE

Spd 30 ft., fly 60 ft. (good)

Melee bite +12 (2d8+10)

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

STATISTICS

Str 24, **Dex** 16, **Con** 19, **Int** —, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +16; **CMD** 29

Skills Fly +5

ECOLOGY

Environment warm deserts

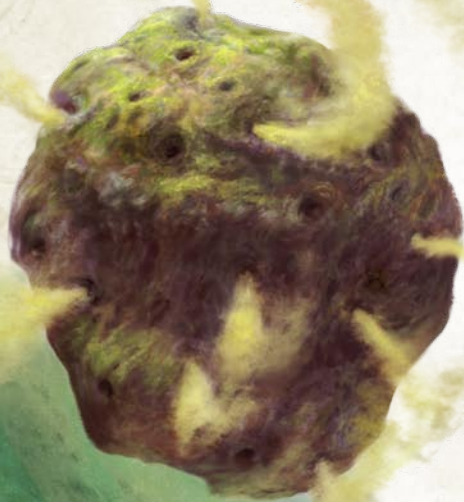
Organization solitary or cloud (2–12)

Treasure Value none

Perils of the desert depths, giant ant lions construct traps from the shifting sands, precarious pits from which panicked creatures have little hope of escaping. These ferocious beasts lurk at the base of these pits, half buried and patiently awaiting unwary prey. Giant ant lions are the larval form of giant lacewings, carnivorous flying insects that are commonly mistaken for dragonflies. When a giant ant lion reaches maturity, it creates a cocoon of sand and dirt around itself, emerging 1 month later as a giant lacewing. Upon mating and producing more giant ant lions, these deadly insects linger to help feed their young, coaxing food into their offsprings' traps.



1E



ASCOMOID

What appears to be an enormous puffball begins to move on its own, rolling along at a frantic pace. Constant streams of spores leak from countless openings in the fungal flesh, leaving a haze in the air.

ASCOMOID

CR 5 (1,600 XP)

N Large plant

Init +1; **Senses** tremorsense 60 ft.; Perception +0

DEFENSE

AC 17, touch 10, flat-footed 16; (+1 Dex, +7 natural, -1 size)

hp 52 (7d8+21)

Fort +8, **Ref** +3, **Will** +2

DR 10/piercing; **Immune** plant traits; **Resist** electricity 10, fire 10

OFFENSE

Spd 40 ft.

Melee slam +8 (2d8+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks spores, trample (2d8+6, DC 17)

STATISTICS

Str 18, **Dex** 13, **Con** 17, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10 (+12 overrun); **CMD** 21 (cannot be tripped)

Feats Improved Overrun^B

ECOLOGY

Environment underground

Organization solitary or cluster (2–8)

Treasure Value none

SPECIAL ABILITIES

Spores (Ex) Once per round, as a free action, an ascomoid can release a jet of deadly spores in a 30-foot line. 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 area. This cloud lasts for 1 round before dispersing. Any creature in the cloud inhales ascomoid poison (*save* Fort DC 16, *frequency* 1 round [7], *effect* 1 Con damage, *cure* 1 save). Even if the save succeeds, creatures inside the cloud are nauseated as long as they remain in the cloud. Ascomoids are immune to ascomoid spores. The save DC is Constitution-based.

Oversized fungi, ascomoids are frequently mistaken for giant puffballs until they begin to move, rolling toward any living prey that they sense. Once they have crushed the life out of a creature, they quickly move on, leaving their spores behind to grow new ascomoids, using the dead flesh as a fertilizer. Ascomoids can grow to be up to 10 feet wide, but they rarely weigh more than 400 pounds.

Ascomoids prefer dark, moist environments. While they do not require light to grow, they need a relatively constant source of water to roll through and absorb. They do not keep traditional lairs, but often wander the same areas over and over, littering these routes with the bones of past victims.

Although typically solitary creatures, ascomoids dwelling in areas of ample moisture with generous sources of food—or frequent unwitting passersby—sometimes form deadly clusters. Such colonies of these giant fungi often lurk in large caverns among other pallid vegetation. Given their ability to detect vibrations, the slightest quake or potential footfall sets them rolling, turning their cavernous lair into a churning meat grinder. Bounding about violently, groups of ascomoids sometimes take hours to settle back down, unable to distinguish between the movements of prey and the tumbling of their own kind. In some cases, ascomoids have been known to lair at the top of steep rises, crushing climbers as they roll in terrible fungal avalanches.

Those crushed by an ascomoid or who fall victim to its spores face a revolting end, their bodies becoming hosts to quick-growing colonies of rampant fungi. Immature ascomoid mold sprouts quickly, typically appearing within 24 hours. After 48 hours, such victims become so overgrown with this furry brown-green mold that they can no longer be restored to life by *raise dead*, their bodies too vitally pervaded and thoroughly consumed by the swiftly spreading mold. Within a month, a new ascomoid forms.



AXE BEAK

This stout bird stands upon two long, muscular legs, each ending in a large, curved talon. A pair of undersized wings sprouts from amid its broad body feathers, as does a powerful neck ending in an avian head armed with a grisly serrated beak.

AXE BEAK

CR 2 (600 XP)

N Large animal

Init +3; Senses low-light vision; Perception +9

DEFENSE

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

hp 22 (3d8+9)

Fort +6, Ref +6, Will +1

OFFENSE

Spd 50 ft.

Melee bite +6 (1d8+6)

Space 10 ft.; Reach 10 ft.

Special Attacks sudden charge

STATISTICS

Str 18, Dex 17, Con 16, Int 2, Wis 11, Cha 10

Base Atk +2; CMB +7; CMD 20

Feats Skill Focus (Perception), Run

Skills Perception +9

ECOLOGY

Environment temperate plains

Organization solitary, pair, or flock (3–6)

Treasure Value 550 gp (shiny objects)

SPECIAL ABILITIES

Sudden Charge (Ex) When making a charge attack, an axe beak makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the axe beak is not tripped in return.

Keen-witted and powerful avian predators, axe beaks compete with wolves and hunting cats for prey upon vast, open steppes and prairies.

Feared for their boldness and territorial natures, these giant birds are also known to be eminently tameable, proving useful guardians, hunters, and even steeds when kept well fed.

Axe beaks are relatively social creatures, forming small groups in which both males and females hunt together. They nest in immense mounds made of sticks, branches, leaves, and whatever else they can scavenge (including the bones and equipment of previous meals), with each nest used by a large group of axe beaks. Females typically lay clutches of 1d4+1 eggs once per year, which the parents take turns keeping warm for 2 months. At the end of this period, the axe beaks break hatchlings out of their shells. These young are fed by their parents for 2 more months before they begin hunting on their own.

Mature axe beaks stand 7 feet tall and weigh as much as 500 pounds. Most live to be up to 50 years old. Numerous species of axe beaks exist, their colors and general build varying wildly from region to region. Dull brown and gray breeds are most common, but bright yellow, blue, black, and more exotic plumages have also been documented.

Training an Axe Beak

An axe beak requires training before it will bear a rider. Taming an axe beak requires 6 weeks of work and a DC 25 Handle Animal check, after which it can be taught tricks as normal. Riding an axe beak requires an exotic saddle. Axe beak eggs are worth 1,000 gp apiece on the open market, while young are worth 1,500 gp each.

Carrying Capacity: A light load for an axe beak is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds.

Axe Beak Companions

Axe beak animal companions progress as follows:

Starting Statistics: Size Medium; Speed 50 ft.; Attack bite (1d6 + 1-1/2 Str); Ability Scores Str 10, Dex 19, Con 12, Int 2, Wis 11, Cha 10; Special Qualities low-light vision.

4th Level Advancement: Size Large; AC +2 natural; Attack bite (1d8 + 1-1/2 Str); Ability Scores Str +8, Dex -2, Con +4; Special Attacks sudden charge.



CARYATID COLUMN

With its feet planted firmly together, this marble statue of a female warrior rises up to support the ceiling. In its slender hands it holds the pommel of a stone sword, the point resting lightly between its feet.

CARYATID COLUMN

CR 3 (800 XP)

N Medium construct

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

DEFENSE

AC 14, touch 9, flat-footed 14; (-1 Dex, +5 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +0, **Will** +1

Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

OFFENSE

Spd 20 ft.

Melee mwk longsword +8 (1d8+6/19–20)

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +7; **CMD** 16 (cannot be disarmed)

SQ statue

Gear masterwork longsword

ECOLOGY

Environment any

Organization solitary, pair, or colonnade (6–11)

Treasure Value 500 gp

SPECIAL ABILITIES

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*, on the other hand, heals any lost hit points. A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 full round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), 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.

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 on a DC 20 Perception check to notice the caryatid column is alive.

Caryatid columns are the lesser cousins of true golems, created by spellcasters to guard objects or areas. Unlike true golems, caryatid columns cannot be made into shield guardians, but are often used in greater numbers due to their inexpensive creation cost. Each caryatid column is programmed to guard an object or area when created, and once set this command cannot be changed. They are often given specific parameters concerning whom to ignore and whom to attack, but since they have no special form of detection, such restrictions can be overcome with disguises if the parameters are known.

A caryatid column stands 7 feet tall and weighs 1,500 pounds. They are always equipped with a masterwork weapon that appears to be made out of stone as long as the caryatid column remains in statue form. The weapon can be recovered after a caryatid column has been defeated.

Construction

A caryatid column's body is carved from a single 2,000-pound block of stone, such as granite or marble. The stone must be of exceptional quality, and costs 2,000 gp. Assembling the body requires a DC 15 Craft (sculpting) check or a DC 15 Craft (stonemasonry) check.

CL 9th; **Craft Construct**, *polymorph*, *lesser geas*, *shatter*, caster must be at least 9th level; **Price** 12,000 gp; **Cost** 7,000 gp.



DRAGON, FAERIE

A pair of brightly colored butterfly wings sprouts from the back of this miniature dragon. A mischievous smile plays across its fanged snout as it flutters about with incredible grace.

FAERIE DRAGON

CR 2 (600 XP)

CG Tiny dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 17, touch 15, flat-footed 14; (+3 Dex, +2 natural, +2 size)

hp 22 (3d12+3)

Fort +4, **Ref** +6, **Will** +5

Immune paralysis, sleep; **SR** 14

OFFENSE

Spd 10 ft., fly 60 ft. (perfect), swim 30 ft.

Melee bite +4 (1d3–1)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks breath weapon (5-ft. cone, euphoria, Fort DC 12)

Spell-Like Abilities (CL 3rd)

3/day—*greater invisibility* (self only)

Sorcerer Spells Known (CL 3rd)

1st (6/day)—*grease* (DC 14), *silent image*, *sleep* (DC 14)

0 (at will)—*dancing lights*, *flare* (DC 13), *ghost sound*, *mage hand*, *open/close*

STATISTICS

Str 9, **Dex** 17, **Con** 13, **Int** 16, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +8; **CMD** 17

Feats Acrobatic, Dodge

Skills Acrobatics +8, Bluff +9, Diplomacy +9, Fly +19, Perception +8, Sense Motive +8, Stealth +17, Swim +13, Use Magic Device +9

Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

ECOLOGY

Environment temperate and warm forest

Organization solitary or clan (2–8)

Treasure Value 550 gp

SPECIAL ABILITIES

Breath Weapon (Su) 5-foot cone, euphoria for 1d6 rounds, DC 12 Fortitude negates. Affected creatures are staggered, sickened, and immune to fear effects for the duration of the euphoria. A faerie dragon can use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

Related to the pseudodragon, faerie dragons are whimsical, playful pranksters that spend most of their time engaged in some sort of trick or joke. Although most are spontaneous, some faerie dragons have been known to spend months or even years in preparation of one truly spectacular joke. Travelers making their way through lands known to be inhabited by these good-natured—but sometimes annoying—tricksters are advised to keep up their guard lest they face all manner of creative annoyances (horses painted with berry juice, ants placed inside bedrolls, and clothing decorating high branches as a few examples).

Unlike true dragons, faerie dragons do not grow larger with age, but their scales do change color, starting with red and moving through the rainbow to reach dark violet at old age. Faerie dragons grow in power as spellcasters as they age (typically gaining levels in sorcerer), learning more powerful spells to complement their innate abilities. The spells of faerie dragons tend to focus on tools that can be used to create or enhance pranks, and illusion and enchantment spells are particularly popular.

Faerie dragons avoid combat unless there is no other option or their small treetop communities are threatened. If forced, faerie dragons attempt to confound their enemies rather than kill them, using their spells and breath weapon to weaken and scatter foes before fleeing.

Faerie Dragons as Familiars

Although difficult to control, a faerie dragon can make for a powerful familiar. Spellcasters wishing to take a faerie dragon as a familiar must take the Improved Familiar feat and have an alignment within one step of chaotic good. The character must have an arcane spellcaster level of at least 7th before taking a faerie dragon as a familiar.



DRAGONNE

This creature has the features of a lion but the wings and scales of a dragon. Its wild mane is brass in color, matching the scales that run down its flank.

DRAGONNE

CR 7 (3,200 XP)

N Large magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 19, touch 11, flat-footed 17; (+2 Dex, +8 natural, -1 size)

hp 76 (9d10+27)

Fort +9, **Ref** +8, **Will** +4

OFFENSE

Spd 40 ft., fly 30 ft. (poor)

Melee bite +12 (2d6+4), 2 claws +12 (2d4+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, roar

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 6, **Wis** 12, **Cha** 12

Base Atk +9; **CMB** +14; **CMD** 26

Feats Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Power Attack

Skills Fly +4, Perception +12; +4 racial bonus on Perception

Languages Draconic

ECOLOGY

Environment temperate deserts

Organization solitary, pair, or pride (5-10)

Treasure Value 2,600 gp

SPECIAL ABILITIES

Roar (Su) A dragonne can unleash a devastating roar every 1d4 rounds as a standard action. All creatures except dragonnes within 120 feet must succeed on a DC 17 Fortitude save or become fatigued. Those within 30 feet who fail their saves are also deafened for 2d4 rounds. This is a sonic effect. The save DC is Constitution-based.

Possessing the fierce instincts of a lion and the cunning of a dragon, the dragonne is a skilled predator. Although many rightly fear these ferocious hunters, few dragonnes are blatantly evil, most simply proving highly territorial and ignoring those who do not approach their lairs or hunting grounds. Those that draw too close are typically met by the resident dragonne's fearsome roar. Should this not serve as warning enough, a dragonne's attacks turn more lethal. Those who attempt to settle in a dragonne's area find themselves harassed constantly until they decide to leave or the dragonne is slain.

In combat, a dragonne prefers to attack foes one at a time, using its ability to fly to get into an advantageous position. These intimidating predators spend the majority of their time on the ground, even in combat, since their wings prove somewhat ungainly.

Dragonnes as Mounts

A character with the Leadership feat can take a dragonne as a mount using the animal companion rules. Such characters must have an effective druid level of 10th. A character with a dragonne mount counts as 4 levels lower when determining the abilities and statistics of the dragonne (meaning that the character's effective druid level is 6th for determining abilities when the dragonne is first acquired). Taking a dragonne in this way counts as the character's cohort.

Dragonne Companions

Dragonne animal companions progress as follows:

Starting Statistics: **Size** Large; **Speed** 40 ft., fly 30 ft. (poor); **AC** +7 natural; **Attack** bite (2d6), 2 claws (2d4); **Ability Scores** Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12; **Special Attacks** pounce; **Special Qualities** darkvision 60 ft., low-light vision, scent.

10th-Level Advancement: **Ability Scores** Str +2, Con +2; **Special Attacks** roar.



HAG, ANNIS

With limbs like gnarled branches and skin like a toad's, this repulsive, hunchbacked crone towers two heads taller than any normal human. Her skin the color of a violent bruise, the hideous witch gasps wretchedly, revealing a maw of jagged black teeth as she clicks together long nails that look like pitted steel.

ANNIS HAG

CR 6 (2,400 XP)

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 10, flat-footed 19; (+1 Dex, +10 natural, -1 size)

hp 66 (7d10+28)

Fort +8, **Ref** +6, **Will** +6

DR 2/bludgeoning; **SR** 17

OFFENSE

Spd 40 ft.

Melee bite +13 (1d6+7), 2 claws +13 (1d6+7 and grab)

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

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

Spell-Like Abilities (CL 7th)

3/day—*alter self*, *fog cloud*

STATISTICS

Str 25, **Dex** 12, **Con** 18, **Int** 13, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +15; **CMD** 26

Feats Alertness, Blind-Fight, Great Fortitude, Intimidating Prowess

Skills Bluff +7, Diplomacy +7, Intimidate +17, Perception +13, Stealth +7

Languages Common, Giant

ECOLOGY

Environment cold marshes

Organization solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)

Treasure Value 2,000 gp

Also known as black hags or iron hags, annis hags are the largest and most physically intimidating of their foul brood. Known for their leathery, wart-covered skin that varies from shades of deep blue to black and claws like rusty blades, annis hags forgo much of the cunning and deceptiveness of their kind, reveling in the more visceral evils of torture and slaughter. The typical annis hag stands just over 8 feet tall and weighs upward of 300 pounds.

Dwelling in dark caves, tangled hollows, and cursed ruins deep within swamps or moors, annis hags stalk forth by night to sow fear and hunt the unwary. Although possessed of cunning minds, annis prove more decadent than most other hags, frequently indulging in their taste for living flesh and the music of pleading screams.

Cloaking themselves in illusions or dense mists, they lure unsuspecting prey close before revealing their monstrous natural forms. Most hunting annis disguise themselves as beautiful fey, lost maidens, or wounded animals to attract sympathetic souls. They find the flesh of children, young animals, and the pure of heart particularly pleasing, both for the tenderness of such meals and for the sorrow such murders spread. After such meals, annis delight in stripping the skin from their victims and often garb themselves in the grisly trophies.

Like most hags, annis sometimes join coveys of their repulsive sisters, though many prove resistant to such cooperation. Favoring brutal ambushes and direct trickeries to the more complicated deceptions of their brethren, they usually join such groups only if physically forced, in return for some treasure, or for matters of revenge. They prove most resistant to joining coveys already including other annis, though groups of related annis—typically horrible triplets—are not unknown. See the *Pathfinder Bestiary* for more details on hag coveys.



HUECUVA

Rotting vestments hang across the withered flesh of this walking corpse. Its mouth hangs open in a silent scream and its eyes glow with an unholy light.

HUECUVA

CR 2 (600 XP)

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +5

Aura faithless (30 ft.)

DEFENSE

AC 17, touch 12, flat-footed 15; (+2 Dex, +5 natural)

hp 16 (3d8+3)

Fort +2, **Ref** +3, **Will** +4

DR 5/magic or silver; **Immune** undead traits

OFFENSE

Spd 30 ft.

Melee 2 claws +4 (1d6+1 plus disease)

Spell-Like Abilities (CL 3rd)

3/day—*disguise self*

STATISTICS

Str 13, **Dex** 14, **Con** —, **Int** 4, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** 14

Feats Improved Initiative, Weapon Focus (claw)

Skills Perception +5, Stealth +7

ECOLOGY

Environment any

Organization solitary, pair, or cloister (5–10)

Treasure Value 550 gp

SPECIAL ABILITIES

Disease (Ex) Claw, *save* Fort DC 12, *frequency* 1d3 days/1 day, *effect* 1d3 Dex damage and 1d3 Con damage, *cure* 2 consecutive saves. The save DC is Charisma-based.

Faithless (Su) The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and any effects based off that ability. This bonus stacks with channel resistance.

Huecuvas are the risen corpses of heretical clerics who blasphemed and renounced their deities before meeting death. In unlife, they hate and seek to destroy those pious souls who keep their vows. Although easily mistaken for zombies or even skeletons, huecuvas have a spark of intelligence that makes them cunning and deceptive foes. Often huecuvas use *disguise self* to appear as non-threatening figures, so as to get close to their enemies before lashing out.

Most huecuvas remember little of their former lives except for the blasphemy that led them to their cursed fates. They often find themselves drawn to the ruins of old temples, where they rage against or seek hopeless absolution from the deities who so afflicted them. Huecuvas sometimes work in concert with other undead creatures that share the same area. Powerful undead, such as liches or vampires, might recruit huecuvas to help protect them from clerics.

Creating a Huecuva

Most huecuvas arise when a god rejects a heretic priest's soul, forcing the slain to rise as horrible undead, but this is not the only way a huecuva can come into being. A huecuva can be created using *create undead*. The caster must be at least 11th level and the spell normally uses the body of an evil cleric. The spell can be used to create a huecuva using the body of a good cleric, but this requires a DC 20 caster level check. Creating a huecuva in this way is considered to be one of the most heinous things that can be done to a cleric that has passed away. The faithless aura of huecuvas created from the bodies of good clerics in this way grants a +4 profane bonus on Will saves to resist channeled energy and any effects based off that ability.



LAMMASU

This majestic creature has the body of a lion, the wings of an eagle, and the face of a wise human man. Shining ornaments adorn its noble features and its eyes sparkle with flecks of gold.

LAMMASU

CR 8 (4,800 XP)

LG Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +15

Aura magic circle against evil (20 ft.)

DEFENSE

AC 20, touch 10, flat-footed 19; (+1 Dex, +10 natural, -1 size)

hp 85 (9d10+36)

Fort +10, **Ref** +9, **Will** +8

OFFENSE

Spd 30 ft., fly 60 ft. (average)

Melee 2 claws +14 (1d6+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +14, 1d6+6), spells

Spell-Like Abilities (CL 9th)

2/day—*greater invisibility*

1/day—*dimension door*

Cleric Spells Prepared (CL 7th; +9 ranged touch)

4th—*holy smite* (DC 17)

3rd—*cure serious wounds*, *prayer*, *searing light*

2nd—*bear's endurance*, *lesser restoration*, *resist energy*,
shield other

1st—*bless*, *cure light wounds* (2, DC 14), *detect evil*, *divine favor*
0 (at will)—*detect magic*, *detect poison*, *guidance*, *stabilize*

STATISTICS

Str 23, **Dex** 12, **Con** 19, **Int** 16, **Wis** 17,

Cha 14

Base Atk +9; **CMB** +16; **CMD** 27

Feats Blind-Fight, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Diplomacy +11, Fly +11, Knowledge (arcana) +12, Perception +15, Sense Motive +12

Languages Celestial, Common

ECOLOGY

Environment temperate deserts

Organization solitary

Treasure Value 3,350 gp

SPECIAL ABILITIES

Spells (Sp) A lammasu can cast spells as a 7th-level cleric.

Lammasus are protectors of the weak and ever-vigilant champions against evil. These noble creatures dwell in crumbling desert ruins or other remote areas, where they tirelessly fight against the forces of darkness, hoping to defend those they consider lesser races from the evils that often lurk in such places. Although most of these winged sentinels prove wise and knowledgeable about those who would seek to do evil in their lands, many races find lammasus arrogant, dismissive, and backhandedly insulting, taking umbrage at their superior attitudes and affectations. Such reactions confuse and sometimes insult these highly honorable creatures, who seek only to do good and aid those weaker than themselves. Lammasus who witness members of other races actively combating evil typically prove more sensitive and address such allies as equals. Should good-aligned creatures prove their skill and overcome any differences of attitude they might have with one of these majestic beings, they find a true and noble ally and an invaluable resource for those hoping to defeat evil. Lammasus are quite fatherly to those who join their cause, bringing a lifetime of experience to any struggle. This often makes them stern, but those who know lammasus find them to be extremely caring about those they protect. A lammasu eagerly lays down its own life to protect those in peril if such a sacrifice might win the day. Most lammasus are 8 feet in length and weigh approximately 600 pounds.

In combat, lammasus come prepared if the situation allows, casting a number of protective spells. Once the fight begins, lammasus prefer to rip apart evil foes with their claws, charging into the fray so that they can rake as well. Lammasus will not retreat from a fight against evil as long as there remains a chance of victory. They are brave but not foolish, and do not lightly throw their lives away if the odds are obviously against them.



NAGA, WATER

Slender spines and brightly colored frills stretch back from the human-like face of this massive water snake. Every motion of the serpent's long form sets its brightly patterned scales and glistening fins to flashing like gems in the surf.

WATER NAGA

CR 7 (XP 3,200)

N Large aberration

Init +6; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 20, touch 15, flat-footed 14; (+6 Dex, +5 natural, -1 size)

hp 76 (8d8+40)

Fort +7, Ref +10, Will +9

OFFENSE

Spd 30 ft., swim 50 ft.

Melee bite +8 (2d6+4 plus poison)

Space 10 ft.; Reach 5 ft.

Sorcerer Spells Known (CL 7th; +11 ranged touch)

3rd (5/day)—*protection from energy*, *suggestion* (DC 16)

2nd (7/day)—*acid arrow*, *invisibility*, *mirror image*

1st (7/day)—*expeditious retreat*, *magic missile*, *obscuring mist*,
shield, *true strike*

0 (at will)—*acid splash*, *daze*, *detect magic*, *light*, *mage hand*,
open/close, *read magic*

STATISTICS

Str 16, Dex 23, Con 20, Int 10, Wis 17, Cha 16

Base Atk +6; CMB +10; CMD 26 (cannot be tripped)

Feats Combat Casting, Eschew Materials^B, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth)

Skills Bluff +7, Knowledge (local) +7, Perception +17, Spellcraft +11, Stealth +12, Swim +18

Languages Aquan, Common

ECOLOGY

Environment temperate aquatic

Organization solitary, pair, or nest (3–4)

Treasure Value 2,600 gp

SPECIAL ABILITIES

Poison (Ex) Bite, level 7, save Fort DC 19, frequency 1 round (10), effect 1 Con damage, cure 1 save.

Spells (Sp) A water naga can cast spells as a 7th-level sorcerer.

Shimmering in all the colors of the tropical ocean, a water naga's natural brilliance belies its deadliness.

Although doubtlessly intelligent, these nagas bear more in common with normal snakes than most of their kind, preferring to be left to their own devices and lashing out at any creature that would disturb them. Water nagas measure 10 feet long and weigh 250 pounds.

Where many nagas claim particular lairs as their homes, water nagas typically have a number of retreats, migrating from one to the next with the seasons. Preferring warmer waters, these nagas keep summer and winter lairs, with several favored shelters in between, making a circuit of familiar rivers and coasts at predictable times throughout the year. Fiercely territorial when it comes to their lairs, water nagas typically attack any who intrude upon their sanctuaries, only bothering to question interlopers once such creatures have been weakened by poison, if at all.

As their yearly treks make many water nagas especially well traveled, those who live near the serpents' lairs—usually lizardfolk, fey, and human tribes—often court the snake creatures' good graces with offerings of rich local delicacies, hoping to learn of nearby lands and pass on their own stories to distant neighbors. Enjoying flattery, exciting tales, and the adoration of those they see as lesser creatures, most water nagas take pride in their roles as travelers. However, while rarely malicious, they quickly grow bored of repetitive, mundane anecdotes and often embellish the stories they've heard with their own fictions—caring little for the repercussions such misleading tales might cause for their listeners. The congeniality of some water nagas does not extend to the entire race, however, and many unwary souls, even those with the best intentions, might face these serpentine creatures' deadly kiss.



NIXIE

As it gracefully swims through the water, it becomes clear that this small, green-skinned creature has webbed hands and feet. Its hair is the color of seaweed, and small pearls and shells are wrapped within.

NIXIE

CR 1 (400 XP)

N Small fey (aquatic)

Init +3; Senses low-light vision; Perception +6

DEFENSE

AC 14, touch 14, flat-footed 11; (+3 Dex, +1 size)

hp 9 (2d6+2)

Fort +1, Ref +6, Will +4

DR 5/cold iron; SR 12

OFFENSE

Spd 20 ft., swim 30 ft.

Melee short sword +5 (1d4–2/19–20)

Ranged light crossbow +5 (1d6/19–20)

Spell-Like Abilities (CL 12th)

3/day—*charm person* (DC 15)

1/day—*water breathing*

STATISTICS

Str 7, Dex 16, Con 13, Int 12, Wis 13, Cha 18

Base Atk +1; CMB –2; CMD 11

Feats Weapon Finesse

Skills Bluff +9, Craft (any one) +5, Escape Artist +8, Handle

Animal +6, Perception +6, Perform (sing) +8, Sense Motive +5, Stealth +12, Swim +10

Languages Aquan, Sylvan

SQ amphibious, wild empathy (+12)

Gear light crossbow with 20 bolts, short sword

ECOLOGY

Environment temperate aquatic

Organization gang (2–4), band (6–11), tribe (20–80)

Treasure Value 200 gp (pearls and shells)

SPECIAL ABILITIES

Wild Empathy (Ex) This ability functions just like the druid ability of the same name. Nixies receive a +6 racial bonus on wild empathy checks.

Nixies serve as playful guardians of ponds, rivers, lakes, and springs. They prefer dwelling in idyllic places, protecting them from the depredations of predators and careless humanoids. While this often involves confusing enemies and driving them away, nixies are not afraid of spilling blood to protect their homes—though they prefer not to resort to such ends unless completely necessary. Nixies are 4 feet tall and rarely weigh more than 45 pounds.

Nixies avoid combat if possible, using *charm person* to lead humanoids away from their lairs. In some circumstances, they use this ability to enslave people to act as protectors or help with a task that is simply too big for the nixies to deal with. They even cast *water breathing* on such creatures to allow them to help with tasks below the surface.

Nixies are reclusive and prefer to keep their presence hidden. They make lairs underwater, even forming small communities if their numbers are great enough. Legends speak of a secret nixie kingdom at the bottom of a great lake, but no one has yet confirmed its location.

Nixies in Mythology

The nixie (also known as *neck* or *nix*) of English and German mythology is not nearly as benevolent as those presented here. In their traditional folktales they are often depicted as beautiful creatures that lure people into the water to drown. These more malevolent nixies could change shape, becoming any number of aquatic forms. To replicate these stories of more sinister nixies, add the following abilities to the standard nixie. A nixie with these abilities is CR 2.

Lure (Su) This ability functions just like a harpy's captivating song. A DC 15 Will save negates this effect. The save DC is Charisma-based.

Shapeshift (Su) A nixie can change shape to become any Small or Medium aquatic creature as if using *beast shape I*. A nixie can maintain this form indefinitely and can return to its normal shape as a free action. Caster level 5th.



SHADOW MASTIFF

Although shaped like a dog, this muscular creature has a coat that drinks up the light, drawing shadows in around it. Its maw is full of sharp teeth, and a wisp of shadow drips from its writhing tongue.

SHADOW MASTIFF

CR 5 (1,600 XP)

NE Medium outsider (evil, extraplanar)

Init +6; Senses darkvision 60 ft., scent; Perception +10

DEFENSE

AC 17, touch 12, flat-footed 15; (+2 Dex, +5 natural)

hp 51 (6d10+18)

Fort +8, Ref +7, Will +5

Defensive Abilities shadow blend

OFFENSE

Spd 50 ft.

Melee bite +10 (1d6+6 plus trip)

Special Attacks bay

STATISTICS

Str 19, Dex 15, Con 17, Int 4, Wis 12, Cha 13

Base Atk +6; CMB +10; CMD 22

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

ECOLOGY

Environment any

Organization solitary, pair, or pack (5–8)

Treasure Value none

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Tireless hunters, stealthy trackers, and deadly predators, shadow mastiffs stalk the dark corners of the outer planes, preying upon all beings that stray from the light. These beasts bear little in common with actual canines aside from their general forms, their bodies being the evolution of countless centuries hunting the most merciless wildernesses of the Outer Planes and the Plane of Shadow. On the Material Plane, they prefer to travel in shadow, moving soundlessly and unseen to find prey, hunting in vicious sport just as often as in hunger. Shadow mastiffs stand over 4 feet tall, with most weighing nearly 300 pounds.

In combat, shadow mastiffs prefer to fight in shadows, shying from areas of bright light unless faced with no other choice and using their bay to cause their enemies to flee from well-lit areas. Shadow mastiffs prefer to hunt in groups, using pack tactics to lure prey into traps and to draw away sources of light. They do not make lairs, and are usually not found with any sort of treasure, unless it is on the body of a recently slain victim.

Summoning a Shadow Mastiff

A shadow mastiff can be summoned using *summon monster VI*, although it is more frequently called with *lesser planar ally* or *lesser planar binding*. A shadow mastiff receives a +4 circumstance bonus on its Charisma check to refuse service if it is summoned into an area of bright illumination. The caster receives a +2 bonus on his Charisma check to demand service if the task is one that involves hunting and slaying a specific creature.

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