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standard Page 2 Crab, Giant Crab Swarm This lumbering hard-shelled crab stands as tall as a dwarf, its A writhing mass of clacking shells and snapping pincers rushes massive pincers waving menacingly. Those who manageto keep control of the greater deers, thoughintense them. These creatures live for 10 years. Skills Acrobatics +2 (+4 jumping) Stealth -1 (+7 in thouth the hush swamps and infighting usually kill these years short. (poor) the caster. They seldom make multiple enemies at once stalkin their quarry until they can isolate a weakvictim from its pack. (poor) swim 60 ft.Melee bite +32 (2d6+16 plus 4d6 acid) 7 claws +31 (2d6+11), 2 wings +29 (1d8+5), tail +29 (2d6+16)Space 15 ft., Reach 10 ft. The Shax, the Blood Marquis proto-demons dwell now in the noxious and forgotten Scoothbenth, the Silken Sin corners of the Abyss, and the far more fecund and prolific demons rule now in their stead. The fact that evenSTATISTICS "domesticated" ankhegs are prone to squinting acid when frightened or startled makes them unsafe at best in mostStr 16, Dex 10, Con 17, Int 1, Wis 13, Cha 6 heavily populated regions, but for more savage races likeBase Atk +3; CMB +7 (+11 grapple); CMD 17 (25 vs. evil) usually as bright as a torch. With its ability to cloak its true form unpleasant illusions, the glabreuzu uses its magic to grantDemon, Hezrou The hezrou dwells in the vast Abyssal swamps, mires, and waterways, equally at home on land and in the water. Unfettered from the ranks and duties of diabolical armies,imps delight in any opportunity to travel to the Material Plane and subtly tempt mortals toward acts of ever-greater depravity. Thisshould a pit fiend find itself subservient to a master breath weapon is a 60-foot cone of fire (10d10 fire damage/influe to rule, it holds itself duty bound to cast down and 10d10 unholy damage as per f lame strike, successfulsuch an incompetent lord. Burrowing rapidly through the earth justbeneath the surface, sometimes with its armoredfin cutting a distinctive wake behind it, thebulette launches itself free of stone and soil totter into its prey without remorse, giving rise tothe common appellation "landshark." Bulettes are notoriously fool-tempered, attackingfar larger creatures with no regard for personal safety.Cat, Cheetah Cat, Leopard This large, sleek feline has a golden coat spotted with black. If an animated object spends more CP than its size category would allow, its CR increases by 1 (minimum of +1) for every 2 additional CP spent. A lancehorn in form cannot be dispelled, nor does the brain revert to any particular form when killed (both shapes are its true form. trip)Spells Known (CL 5th) Feats Combat Casting, Dazzling Display, Deadly Stroke, 2nd (5d4)—invisibility, resist energy 1st (7d4)—alarm, mage armor, shield, true strike Extend Spell, Hover, Improved Critical (bite), Improved 0 (at will)—arcane mark, detect magic, mage hand, mend, Initiative, Multiattack, Quicken Spell, Silent Spell, Shatter read magic, resistance Defenses, Weapon Focus (bite) Skills Bluff +32, Fly +10, Intimidate +32, Knowledge (arcana)STATISTICS +32 Knowledge (history) +32, Knowledge (local) +32, Knowledge (geography) +32, Perception +32, Spellcraft +32,Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16 Stealth +14, Survival +32Base Atk +16; CMB +26; CMD 36 (40 vs. they do not gainMelee +2 holy greatsword +2 holy greatsword +2d6+17/+12 (2d6+12) access to domains or other clericRanged 2 light rays +14 ranged touch (2d12) abilities.Special Attacks gazeSpell-Like Abilities (CL 13th) Ghaeles are the most mighty of the azatas, Constant—detect evil, holy aura (DC 21), see invisibility hunting hounds, dragons, At will—aid, charm monster (DC 17), continual flame, cure and undead with equal vigor. Remove disease and similar effectsAboloth-Angel Fallen Angels 9Angels are a race of celestials, beings who live on the good–Many religions include stories of angels rebelling against aligned outer planes. Yet all demons work with the demonic can pay salvation and protection when to the same goal—pain and suffering for mortal life in all the demonic apocalypse finally comes to call, with whipl lying through the night in search of its latest victim. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from Init +7; Senses darkvision 60 ft.; Perception +23 the gaze in a round, the nabasu picks which human becomes a ghoul. Skills Fly +7, Knowledge (nature) +13, Perception +15, Spellcraft Water Breathing (Ex) A green dragon can breathe underwater +13, Stealth +9, Survival +13, Swim +25 indefinitely and can freely use its breath weapon, spells, and LanguagesCommon, Draconic other abilities while submerged. A green dragon can create a single treaty Young Green Dragon CR 8 as a standard action, up to a total of 4 treats per day. A chimera's dragonCahimoleoethar—CahongkerChoker Chokers appear to have little culture of their own, gathering only brief ly to mate before they wanderlust This hunched-over wretch has long, pliable arms like tentacles and hunger spurs them again to a solitary existence.capped with five wide, spiny claws, base attack, its Combat Maneuver Bonus, and its mage armor, shield, true strike Extend Spell, Hover, Improved Critical (bite), Improved 0 (at will)—arcane mark, detect magic, mage hand, mend, Initiative, Multiattack, Quicken Spell, Silent Spell, Shatter read magic, resistance Defenses, Weapon Focus (bite) Skills Bluff +32, Fly +10, Intimidate +32, Knowledge (arcana)STATISTICS +32 luid. A Fort +7, Ref +9, Will +10 succubus is formed from the souls of particularly lustful DR 10/cold iron or good; Immune electricity, fire, poison; and rapacious evil mortals. Int 2, Wis 14, Cha 6; Special Qualities Dolphin low-light vision, hold breath. Because they can teleport at will, if the capricious and emotional azatas are legendary among the is easy for them to vanish only to reappear later, often archons for their ability to hold grudges, so for many archons with reinforcements, when their enemies are unprepared. This ability allows it to move any fire Immune fire, paralysis, sleep effect in the area, as if it were the caster. It applies 1–1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.The creation of some unknown arcanist millennium past, the bulette has bred true tobecome one of the fiercest predators of thehells, is broken in places by wicked, bony growths.Grizzly Bear CR 4 Dire Bear (Cave Bear) CR 7XP 1,200 XP 3,200 N Large animalImm Large animal Int +5; Senses low-light vision, scent; Perception +12Int +1; Senses low-light vision, scent ; Perception +6 DefenseDefense AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size) hp 95 (1d8+5)0AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size) Fort +12, Ref +8, Will +4hp 42 (5d8+20)Fort +8, Ref +5, Will +2 OffenseOffense Speed 40 ft. The darkmantle'sIllustration by Concept Art House Demon Demon Lords Demons exist on one reason—to destroy. The number of damage dice rolled is halved Melee bite +13 (2d6+7), 2 claws +13 (1d8+5), 2 wings +8 (1d6+2), each round until the result would be less than 1d6, 4th-Level Advancement: Ability Scores Str +2, Dex +2, Con +2; Special 88 Quantities blindsight 120 ft.Dolphin-Doppelganger doppelganger feats. 35Melee slam +8 (2d6+4 plus 2d6 acid plus grab)Space 15 ft., Reach 10 ft.Special Attacks constrict (2d6+4 plus 2d6 acid), corrosionStatisticsStr 16, Dex 1, Con 22, Int —, Wis 1, Cha 1Base Atk +7; CMB +12 (+16 grapple); CMD 17 (27 vs. anywhere foe isinit +6; Senses blindsight 90 ft., darkvision 60 ft., low-light plentiful and there's a ceiling to cling to is a possible den for a darkmantle's vision, Perception +4 A darkmantle's life cycle is swift—young grow toDEFENSE maturity in a matter of months, and most die of old age after only a few years. targets, an army ant swarm attack deals 6d6 points Drone (+1 CR) Drones have the advanced simple of damage, the following list of demon lords is by no means complete, Demons are the most prolific and among the most but it does enumerate many whose influence can be felt destructive of the fiendish races, yet despite what some across countless worlds. These imp hp 16 (3d10), fast healing 2 consulars are highly prized by powerful devils, who send Fort +1, Ref +6, Will +4 them to serve their favored minions or to corrupt mortals DR 5/good or silver; Immune fire, poison; Resistant 10, cold 10 with great destinies, of objects only), suggestion (DC 21), greater teleport (self plus 50 lbs. Somehp 52 (7d10+14) breeds have short, curved horns on their noses or smallFort +9, Ref +4, Will +5 crests of bony growths topping their heads like crowns. evil occasionally reveal themselves to be welcome savors toDR 10/evil; Immune electricity, petrification; SR 15 those lost within such realms. Humanoid Ruins/DungeonMany abilities common to several monsters appear in Magical Beasts Skythe universal monster rules in Appendix 3. The interrogators and inquisitors of devilkind, bone devils delight in torturing those weaker than themselves—mortals, souls, and other devils alike. Fort +24, Ref +21, Will +18 DR 15/good and silver; Immune fire, poison; Resist acid 10, Disease (Su) Devil Chills: Bite—injury; save Fort DC 32; onset immediate; frequency 1/day; effect 1d4 Str damage; cure 3 cold 10; SR 31 consecutive saves. Like most other outsiders, they cannotdentity also means they are unlikely to agree to serve reproduce with each other in the mortal fashion, and oftenmortals for an extended period of time, preferring tryst with mortals who prove charming and good spirited, to arrive, get the job done, and move on to some other Azatas daily frequently with their own kind, being quickest or challenge. A creature that saves against a ghaele's gaze is immune toinvisibility; Perception +20 that particular ghaele's gaze for 24 hours, to create statistics for smaller.illustrations by Andrew Hou more agile velociraptors, racial Hit Dice, Paizo Publishing, LLC 7120 185th Ave NE Ste 120 Redmond, WA 98052-0577 paizo.comProduct Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content.All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. A creature struck by a cave fiener's filament becomes attached to the sticky thread. Yet the prospective dretch-summerer would do well to remember that these demons are as craven and untrustworthy as they come. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the succubus. A DC 17 Reflex save halves this damage. Melee swarm (1d6) Space 10 ft., Reach 0 ft. The lowly dretch is as hideous and foul as is its cruel, even if it lacks the strength and power to realize its need to brutalize others in its native realm. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A rabid creature can transmit rabies to a victimwith a bite, swamps). Swim +10; Racial Modifiers +16 Acrobatics when jumping, +4 Perception, +8 37 Stealth in swampsLanguages BoggardSQ hold breath, swamp strideEcologyEnvironment temperate marshesOrganization solitary, pair, or army (3–12)Treasure NPC gear (leather armor, morningstar, other treasure)Special Abilities Illustration by Iker Serdar YildizHeld Breath (Ex) A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.Sticky Tongue (Ex) A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached), milk-white eyes glittering with the thrill of the coming kill, aid one of their endangered children, albiet in subtle and mysterious ways. The save DC isthat can create a bright flash of light once an hour. 70 ft. moves with an unsettling grace. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. of objects only 1/day—summon (level 5, 1 nalfeshnee 20%, 1d4 hezrou 40%, or 1d4 wrocks 50%)StatisticsStr 32, Dex 13, Con 29, Int +3, Wis 22, Cha 20Base Atk +14; CMB +27; CMD 42Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power AttackSkills Bluff +22, Diplomacy +22, Fly +10, Intimidate +19, Sense Motive +23, Spellcraft +23, Stealth +10, Use Magic Device +22, Racial Modifiers Str 1, Dex 19, Con 9, Int —, Wis 10, Cha 2 Base Atk +6; CMB —; CMD — +4 Perception, +8 Stealth Feats Weapon FinesseSQ Skills Climb +12, Perception +4; Racial Modifiers +4 PerceptionEcologyEnvironment temperate or warm forest or undergroundOrganization solitary, pair, or colony (3–6) Environment temperate or warm forest or undergroundTreasure none Organization solitary, pair, or tangle (3–6 swarms) Treasure noneSpecial Abilities Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save. 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Each monster description on the following pages is For these monsters, their race, class, and level appear here. For unknown reasons, cockatrices are both Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 8 terrified of and enraged by conventional roosters, and are Base Atk +5; CMB +2; CMD 16 equally likely to flee or attack when confronted by one. Melee bite +9 (1d4+2 plus petrification) In an ironic twist of fate, however, weasels and ferrets — the creatures most likely to slip into cockatrice's nests and Statistics consume their eggs—appear to be completely immune to the effect. As it clings to its foe, it tucks Treasure none in its legs and rolls rapidly, twisting and wrenching its victim. This ability is a function leveling winged term winds a whirling barbed chain. All of the save DCs against a cloaker's moan are DC 15. These are the mightiest of all angels, and the mosttake affront at this, as they have more important things to powerful of them can directly oppose even the will of adeal with than mortal nomenclature. dimension door, mass bull's strength, mass enlargeMelee bite +10 (1d6+4), 2 claws +10 (1d4+4)Special Attacks feed STATISTICSSpell-Like Abilities (CL 6th) Str 23, Dex 15, Con 19, Int 18, Wis 18, Cha 18 At will—blink, levitate, misdirection Base Atk +9; CMB +16; CMD 28 (32 vs. of objects Erinyes appear as darkly only), minor image (DC 17), unholy blight (DC 19) beautiful angels, augmenting 1/day—summon (level 3, 2 bearded devils, 50%) their sensuality with deliberate bruises and scars. They are only encountered 30 -2, Con +4, But Offense when a bugbear holds its blade, it kills only when it can be assured that the murder will cause maximum pain and Speed 30 ft. 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