

This book doesn't exist.

The knowledge inside is forbidden; none are allowed to glimpse these lost secrets. In years past, powerful wizards sealed these beasts away so that none should ever rival their power. Yet acolytes of these wizards learned of their secrets and created simulacrum of them, imperfect but functional, to challenge wayfarers from afar in mortal combat. Be cautious, for if the ancient wizards learn their secrets have been stolen, the consequences would be dire indeed.

This book is a translation of several famous "IP-locked" monsters into Pathfinder-compatible forms. They are NOT Open Content; those wishing to use them in anything other than their own home games had best understand the consequences. These are simply conversions for Pathfinder GMs who wish to get full use out of their 3.5-compatible monsters. The names were altered, and no descriptive text is given as to appearance, habitat, or personality. If you're using this document, you should already be familiar with the beasts inside.

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ASTRAL REAVER

CR ½

XP 200

Astral Reaper, Fighter1

NE Medium Humanoid (Extraplanar)

Init: +2; **Senses** darkvision 60 ft, Perception -1

Defense

AC 18 touch 12, flat-footed 16 (+2 Dex, +6 breastplate),

Hp 14 (1d10+4)

Fort +5, **Ref** +2, **Will** -1

SR 6

Offense

Speed: 20 ft.

Melee Masterwork greatsword +5 (2d6+3/19–20)

Ranged composite longbow (+2 Str bonus) +3 (1d8+2/x3)

Spell-Like Abilities (CL 1st)

3/day—*daze* (DC 9), *mage hand*

Statistics

Str 15, **Dex** 14, **Con** 16, **Int** 12, **Wis** 8, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 15

Feats Power Attack, Weapon Focus (greatsword)

Skills Climb + 2, Craft (armorsmithing or weaponsmithing) +5, Intimidate + 3

Languages Astral Reaper, Common

Ecology

Environment: Astral Plane

Organization: Company (2–4 3rd-level fighters), squad (11–20 3rd-level fighters, plus 2 7th-level sergeants, 1 9th level captain), or regiment (30–100 3rd-level fighters, plus 1 7th-level sergeant per 10 members, 5 7th-level lieutenants, 3 9th-level captains, 1 16th-level supreme leader)

Treasure: Standard

ASTRAL REAVER CHARACTERS

Astral reavers are defined by their class levels—they do not possess racial Hit Dice. All Astral reavers have the following racial traits.

- **+2 Dexterity, +2 Constitution, –2 Wisdom:** Astral reavers are hearty and agile, but lack intuition and willpower.
- **Medium:** Astral reavers are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Speed:** Astral reavers have a base speed of 30 feet.
- **Darkvision:** Astral reavers can see in the dark out to 60 feet.
- **Spell-Like Abilities** An Astral reaver can cast *mage hand* and *daze* three times per day. In addition, an Astral reaver of 3rd level or higher can use *blur* three times per day, Astral Reaper of 6th level or higher can use *dimension door* three times per day, and Astral Reaper of 9th level or higher can use *telekinesis* three times per day and *plane shift* once per day. Effective caster level equals the Astral Reaper's class levels. The save DCs are Charisma-based.
- **Spell Resistance:** An Astral Reaper has spell resistance equal to its class levels + 5.
- **Weapon Familiarity:** Astral Reavers are proficient with the greatsword.
- **Languages:** Astral reavers begin play speaking Astral Reaper. Astral Reavers with high intelligence can choose bonus languages from the following: Common, Infernal, Draconic, Undercommon Zethic

Astral Blades

These impressive weapons are typically carried by Astral reaver combatants of 9th level and higher. Of Astral reaver make, an *Astral Blade* is a +1 *silvered greatsword* that looks much like a standard weapon while still in its sheath. But when drawn, the *Astral Blade* transforms into a column of silvery liquid, altering the weapon's balance round by round as the blade's shape flows and shimmers. An *Astral Blade* has the additional quality of reaching into the minds of the foes it strikes, disrupting their magical powers. A target hit by the weapon must succeed on a DC 17 Fortitude save or lose any Spell-like abilities for 1d4 rounds.

High-level Astral reaver often take the Improved Sunder feat, using their *Astral Blades* to attack astral travelers' silver cords (see the *astral projection* spell) The normally insubstantial cord is treated as a tangible object with the owner's AC, hardness 10, and 20 hit points.

It is rumored that each Astral reaver warrior has but one *Astral Blade*, and if the weapon is lost or stolen, the Astral reaver must seek it out at all costs or be killed by its superiors. That may be only a legend, but Astral reavers have been known to exact terrible revenge upon those who steal their *Astral Blades* or win them in battle. Some *Astral Blades* (belonging to particularly high-level Astral reaver) have additional enhancements. Enhancing an *Astral Blade* is just like working with any other weapon that has existing abilities. A normal Astral reaver's *Astral Blade* is treated as having a +2 enhancement for this purpose: +1 for its bonus on attack and damage rolls and another +1 for the sword's antimagic ability.

BEWILDERING BEAST

CR7

XP 3,200

CE Large Aberration

Init +1; **Senses** Darkvision 60 ft, tremorsense 60 ft, Perception +14
Defense

AC 18 touch 10, flat-footed 17 (–1 size, +1 Dex, +8 natural)

Hp 76 (8d8+40)

Fort +8, **Ref** +3, **Will** +6

Offense

Speed: 20 ft, burrow 20 ft.

Melee 2 claws +11 (2d4+6)

Melee bite +9 (2d8+3)

Space 10 ft, **Reach** 10 ft

Special Attacks Confusing gaze

Statistics

Str 23, **Dex** 13, **Con** 19, **Int** 11, **Wis** 11, **Cha** 13

Base Atk +6; **CMB** 14; **CMD** 25

Feats Great Fortitude, Multiattack, Toughness, Skill Focus (Perception)

Skills Acrobatics +12, Climb +17, Perception +14, Survival +11

Languages Terran

Ecology

Environment Underground

Organization Solitary or cluster (2–4)

Treasure Standard

Special Abilities

Confusing Gaze (Su) *Confusion* as the spell, 30 feet, caster level 8th, Will DC 15 negates. The save DC is Charisma-based.

CHAODS

CRIMSON CHAOD

CR 7

XP 3,200

CN Large Outsider (Chaotic, Extraplanar)

Init +2; **Senses** darkvision 60 ft, Perception +8

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

Hp 52 (7d8+21) fast healing 5

Fort +8, **Ref** +7, **Will** +3

Immune Sonic **Resist** acid 5, cold 5, electricity 5, fire 5

Offense

Speed 30 ft.

Melee Bite +12 (2d8+5), 2 claws +12 (1d4+2 plus implant)

Space 10 ft, **Reach** 10 ft

Special Attacks implant, stunning croak (DC 16)

Spell-Like Abilities (CL 7th)

1/day—Summon (level 3, one crimson chaod, 40%)

Statistics

Str 21, **Dex** 15, **Con** 17, **Int** 6, **Wis** 6, **Cha** 8

Base Atk +7 **CMB** +13; **CMD** 25

Feats Dodge, Mobility, Multiattack, Wind Stance

Skills Acrobatics +12, Climb +15, Perception +8, Stealth +12

Languages Chaod

Ecology

Environment Any Chaotic-aligned Plane

Organization Solitary, pair, gang (3–5), or pack (6–10)

Treasure Standard

Special Abilities

Implant (Ex) A crimson chaod that hits with a claw attack can inject an egg pellet into the opponent's body. The affected creature must succeed on a DC 16 Fortitude save to avoid implantation. The save DC is Constitution-based.

Often the chaod implants an unconscious or otherwise helpless creature (which gets no saving throw). The egg gestates for one week before hatching into a azure chaod that eats its way out, killing the host. Twenty-four hours before the egg fully matures, the victim falls extremely ill (–10 to all ability scores, to a minimum of 1). A *remove disease* spell rids a victim of the pellet, as does a DC 25 Heal check. If the check fails, the healer can try

again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

If the host is an arcane spellcaster, the egg pellet instead hatches into a celadon chaod.

Stunning Croak (Su) Once per day a crimson chaod can emit a loud croak. Every creature (except chaods) within 20 feet must succeed on a DC 16 Fortitude save or be stunned for 1d3 rounds. The save DC is Constitution-based.

AZURE CHAOD

CR 8

XP 4,800

CN Large Outsider (Chaotic, Extraplanar)

Init +2; **Senses** darkvision 60 ft, Perception +9

Defense

AC 20; touch 11, flat-footed 18 (–1 size, +2 Dex, +9 natural)

HP 68 (8d8+32); **fast healing** 5

Fort +10, **Ref** +8, **Will** +4

Immune Sonic; **Resist** acid 5, cold 5, electricity 5, fire 5

Offense

Speed 30 ft.

Melee 4 claws +15 (2d6+6), bite +15 (2d8+3 plus disease)

Space 10 ft, **Reach** 10 ft.

Spell-Like Abilities (CL 8th)

At will—*hold person* (DC 13), *passwall*, *telekinesis* (DC 15)

1/day—*chaos hammer* (DC 14), *Summon* (Level 4, azure chaod, 40%)

Statistics

Str 23, **Dex** 15, **Con** 19, **Int** 6, **Wis** 6, **Cha** 10

Base Atk +8; **CMB** +15; **CMD** 27

Feats Dodge, Mobility, Multiattack, Wind Stance

Skills Acrobatics +13, Climb +17, Perception +9, Stealth +13

Languages Chaod

Ecology

Environment Any Chaotic-aligned Plane

Organization Solitary, pair, gang (3–5), or pack (6–10)

Treasure: Standard

Special Abilities

Chaod Fever (Su) Supernatural disease—bite-injury; *save* Fort DC 18, *onset* 1 day, *frequency* 1 day, *effect* 1d3 Dex and 1d3 Cha, *cure* 3 saves.

An afflicted humanoid reduced to Charisma 0 by chaod fever immediately transforms into a crimson chaod. It retains none of the features, traits, memories, or abilities of its former self, and is a normal crimson chaod in all respects. If the infected being is an arcane spellcaster, the disease instead produces a celadon chaod.

CELADON CHAOD

CR 9

XP 6,400

CN Large Outsider (Chaotic, Extraplanar)

Init +5; **Senses** darkvision 60 ft, Perception +12

Defense

AC 23; touch 10, flat-footed 22 (–1 size, +1 Dex, +13 natural)

Hp 76 (9d8+36)

Fort +10, **Ref** +7, **Will** +6

Immune Sonic **Resist** acid 5, cold 5, electricity 5, fire 5

Offense

Speed 30 ft.

Melee 2 claws +16 (1d6+6), bite +16 (2d8+3)

Space 10 ft, **Reach** 10 ft

Spell-Like Abilities (CL 9th)

At will— *chaos hammer* (DC 15), *detect magic*, *detect thoughts* (DC 13), *fear* (DC 15), *protection from law*, *see invisibility*, *shatter* (DC 13)

2/day— Summon (level 5, 1 celadon chaod, 40%)

3/day— *dispel law* (DC 16), *deeper darkness*, *fireball* (DC 14).

Statistics

Str 23, **Dex** 13, **Con** 19, **Int** 10, **Wis** 10, **Cha** 12

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

Feats Cleave, Great Cleave, Improved Initiative, Multiattack, Power Attack

Skills Acrobatics +13, Climb +16, Perception +12, Spellcraft +12, Stealth +13, Survival +12

Languages Chaod, Common

SQ Change shape (any humanoid, *alter self*)

Ecology

Environment Any Chaotic-aligned Plane

Organization Solitary or gang (2–5)

Treasure Standard

CINEREA CHAOD

CR 10

XP 9,600

CN Medium Outsider (Chaotic, Extraplanar)

Init +7; **Senses** darkvision 60 ft, Perception +15

Defense

AC 24 touch 13, flat-footed 21 (+3 Dex, +11 natural)

Hp 95 (10d8+50) fast healing 5

Fort +12, **Ref** +10, **Will** +9

DR 10/lawful; **Immune** Sonic; **Resist** acid 5, cold 5, electricity 5, fire 5

Offense

Speed 30 ft

Melee 2 claws +15 (2d4+4), bite +15 (2d8+2)

Spell-Like Abilities (CL 10th)

At will—*chaos hammer* (DC 16), *deeper darkness*, *detect magic*, *identify*, *invisibility*, *lightning bolt* (DC 15), *magic circle against law*, *see invisibility*, *shatter* (DC 14)

3/day—*animate objects*, *dispel law* (DC 17), *fly*

2/day—summon (level 5, 1d2 crimson chaods or 1 azure chaod, 60%, or 1 celadon chaod, 40%)

1/day—*power word stun*

Statistics Acrobatics +16, Climb +17, Fly +16, Perception +15, Spellcraft +15, Stealth +16, Survival +15, Use Magic Device +15

Str 19, **Dex** 17, **Con** 21, **Int** 14, **Wis** 14, **Cha** 14

Base Atk +10; **CMB** 14; **CMD** 27

Feats Multiattack, Improved Initiative, Power Attack, Weapon Focus (claw), item creation feat (any one)

Skills

Languages Chaod, Common

SQ Change shape (any humanoid form, *alter self*)

Ecology

Environment Any Chaotic-aligned plane

Organization Solitary or pair

Treasure Double standard

REAPER CHAOD

CR 13

XP 25,600

CE Medium Outsider (Chaotic, Extraplanar)

Init +10; **Senses** darkvision 60 ft, Perception +

Defense

AC 28 touch 16, flat-footed 22 (+6 Dex, +12 natural)

Hp 142 (15d8+75) fast healing 5

Fort +14, **Ref** +15, **Will** +13

DR 10/lawful; **Immune** Sonic; **Resist** acid 5, cold 5, electricity 5, fire 5

Offense

Speed 30 ft.

Melee 2 claws +21 (3d6+5 plus stun), bite +20 (2d10+2)

Special Attacks Stun

Spell-Like Abilities (CL 15th)

At will—*animate objects*, *chaos hammer* (DC 18), *deeper darkness*, *detect magic*, *dispel law* (DC 19), *fear* (DC 18), *finger of death* (DC 21), *fireball* (DC 17), *fly*, *identify*, *invisibility*, *magic circle against law*, *see invisibility*, *shatter* (DC 16)

3/day—*circle of death* (DC 20), *cloak of chaos* (DC 22), *word of chaos* (DC 21)

2/day—Summon (Level 6, 1–2 crimson or azure chaods, 60%, or 1–2 celadon chaods, 40%)

1/day—*implosion* (DC 23), *power word blind*

Statistics

Str 21, **Dex** 23, **Con** 21, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +15; **CMB** +20; **CMD** 36

Feats Cleave, Great Cleave, Greater Sunder, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Weapon Focus (claw)

Skills Acrobatics +24, Climb +23, Fly +24, Knowledge (arcana) +22, Knowledge (planes) +22, Perception +22, Spellcraft +22, Stealth +24, Survival +22, Use Magic Device +22

Languages Chaod, Common, telepathy 100 ft

SQ Change shape (any humanoid, *alter self*)

Ecology

Environment Any Chaotic-aligned Plane

Organization Solitary or pair

Treasure Double standard

Special Abilities

Stun (Ex) Three times per day, a reaper chaod can attempt to stun its opponent on an attack with one of its natural weapons. If the opponent fails a DC 21 Fortitude save, it is stunned for 1 round in addition to taking normal damage from the attack. The save DC is Wisdom-based.

DEEP ONE

CR 2

XP 600

NE Medium Monstrous Humanoid (Aquatic)

Init +0; **Senses** keen sight, Perception +14

Defense

AC 18; touch 10, flat-footed 18 (+6 natural, +2 heavy wooden shield),

Hp 11 (2d8+2)

Fort +3, **Ref** +3, **Will** +5

Defensive Abilities Adhesive, slippery; **Immune** poison, paralysis

Weakness light blindness

Offense

Speed 20 ft., swim 50 ft.

Melee Shortspear +3 (1d6+1)

Melee bite +3 m (1d4+1)

Special Attacks Lightning bolt

Statistics

Str 13, **Dex** 10, **Con** 13, **Int** 13, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 13 (22 vs. Grapple)

Feats Great Fortitude, Skill Focus: PerceptionB

Skills Craft (any one) +6, Escape Artist +10, Perception +14, Stealth+5 Swim +14 **Racial Modifiers** +8 Escape Artist, +4 Perception

SQ amphibious

Languages Aklo, Aquan, Undercommon

Ecology

Environment Temperate aquatic

Organization: Patrol (2–4 plus 1 3rd-level prelate), squad (6–11 plus 1 or 2 3rd-level prelates, 1 or 2 4th-level mystics, and 1 8th-level fighter), band (20–50 plus 100% noncombatants plus 2 3rd-level prelates, 2 8th-level fighters, and 1 10th-level fighter), or tribe (40–400 plus 1 3rd-level prelate per 20 adults, 1 4th-level mystic, 4 8th-level fighters, 1 10th-level prelate, and 2 10th level fighters)

Treasure Standard

Special Abilities

Lightning Bolt (Su): Two or more Deep One clerics (known as prelates) operating together can generate a stroke of lightning every 1d4 rounds. The prelates must join hands to launch the bolt but need merely be within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of electricity damage per prelate, but a successful Reflex save (DC 13 + number of prelates) halves this amount.

Adhesive (Ex): Deep Ones use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a Deep One must succeed on a DC 14 Reflex save, or the attacker's weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck.

A Deep One requires 1 hour and special materials costing 20 gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items, since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

Keen Sight (Ex): Deep Ones have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All Deep Ones secrete an oily film that makes them difficult to grapple or snare. Webs, magical or otherwise, don't affect Deep Ones, and they usually can wriggle free from most other forms of confinement.

Pincer Staff

Many Deep One fighters and all prelates of 7th level or higher carry this large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a natural 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

DISPLACER

CR 4

XP 1200

N Large Magical Beast

Init +2; **Senses** darkvision 60 ft, Low-light vision; Perception +5

Defense

AC 18, touch 12, flat-footed 14; (-1 size, +2 Dex, +5 natural, +1 Dodge)

hp 51 (6d8+18)

Defensive Abilities displacement, **Resist** ranged attacks

Fort +8 **Ref** +7, **Will** +3

Offense

Speed 40 ft.

Melee 2 blades +9 (1d6+4) and bite +4 (1d8+2)

Space 10 ft.; **Reach** 5 ft. (10 ft with tentacles)

Statistics

Str 18, **Dex** 15, **Con** 16, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +11, **CMD** 24

Feats Alertness, Dodge, Stealthy

Skills Escape Artists +4, Perception +5, Sense Motive +3, Stealth +10 **Racial Modifier:** +8 Stealth

Languages Common

Special Abilities

Displacement (Su): A light-bending glamor continually surrounds a displacer, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the displacer by some means other than sight. A true seeing effect allows the user to see the displacer's position, but see invisibility has no effect.

Resistance to Ranged Attacks (Su): A displacer has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks)

EYEBALL

CR 6

XP 2,400

LE Medium Aberration

Init: +6; **Senses** All-around vision, darkvision 60 ft, Perception +18

Defense

AC 19 touch 12, flat-footed 17 (+2 Dex, +7 natural)

Hp 45 (6d8+18)

Fort +5, **Ref** +4, **Will** +9

Offense

Speed: 5 ft., fly 20 ft. (good)

Ranged: Eye rays +6 ranged touch

Melee bite –2 (1d6–1)

Special Attacks: stunning gaze

Str 8, **Dex** 14, **Con** 16, **Int** 15, **Wis** 15, **Cha** 13

Base Atk; +4; **CMB** +3; **CMD** 15

Feats: Flyby Attack, Improved Initiative, Iron Will, Skill Focus: PerceptionB

Skills: Fly +11, Knowledge (arcana) +11, Perception +18, Spellcraft +11, Stealth +11, Survival +11

Languages Aklo, Common

SQ; flight

Ecology

Environment: Cold hills

Organization: Solitary, pair, or cluster (3–6)

Treasure: Standard

Special Abilities

Eye Rays (Su): Each of an Eyeball's six eye rays resembles a spell cast by an 8th-level caster. Each eye ray has a range of 100 feet and a save DC of 14. The save DCs are Charisma-based. The six eye rays include:

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Eyeballs like to use this ray against warriors and other physically powerful creatures.

Inflict Moderate Wounds: This works like the spell, causing 2d8+8 points of damage (Will half).

Dispel Magic: This works like the targeted dispel function of the spell. The Eyeball's dispel check is 1d20+8.

Scorching Ray: This works like the spell, dealing 4d6 points of fire damage (no save). A Eyeball creates only one fiery ray per use of this ability.

Paralysis: The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.

Exhaustion: This works like the spell *ray of exhaustion* (no save).

Stunning Gaze (Su): Stun for 1 round, 30 feet, Will DC 14 negates. The save DC is Charisma-based. Any creature meeting the gaze of the Eyeball's central eye is subject to its stunning gaze attack. Since the Eyeball can use its eye-rays as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

All-Around Vision (Ex): Eye Tyrants are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Perception checks, and they can't be flanked.

Flight (Ex): An Eye Tyrant's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

EYE TYRANT

CR 13

XP 25,600

LE Large Aberration

Init +6; **Senses** All-around vision, darkvision 60 ft, Perception +23

Defense

AC 27; touch 12, flat-footed 24 (–1 size, +2 Dex, +15 natural, +1 Dodge)

Hp 93 (11d8+44)

Fort +9, **Ref** +5, **Will** +11

Defensive Abilities: antimagic cone

Spd: 5 ft., fly 20 ft. (good)

Ranged Eye rays +9 ranged touch

Melee bite +2 (2d4)

Space 10 ft. **Reach:** 5 ft.

Special Atks: Eye rays

Statistics

Str 10, **Dex** 14, **Con** 18, **Int** 17, **Wis** 15, **Cha** 15

Feats Dodge, Flyby Attack, Hover, Great Fortitude, Improved Initiative, Iron Will, Skill Focus: Perception^B

Base Atk +8, **CMB** +7 **CMD** 19 (cannot be tripped)

Skills Fly +18, Intimidate +16, Knowledge (arcana) +16, Perception +23, Spellcraft +17, Stealth +12, Survival +16; Racial Mod +4 Perception

Languages Aklo, Common

SQ: flight

Ecology

Environment: Cold hills

Organization: Solitary, pair, or cluster (3–6)

Treasure: Double

Special Abilities

Eye Rays (Su): Each of an Eye Tyrant's small eyes can produce a magical ray once per round as a free action. During a single round, a creature can aim only three eye rays (Eye Tyrant) at targets in any one 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. An Eye Tyrant can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each of an Eye Tyrant's ten eye rays resembles a spell cast by a 13th-level caster but follows the rules for a ray. Each eye ray has a range of 150 feet and a save DC of 17. The save DCs are Charisma based.

The ten eye rays include:

Charm Monster: The target must succeed on a Will save or be affected as though by the spell. Eye Tyrants use this ray to confuse the opposition, usually employing it early in a fight. The Eye Tyrant generally instructs a *charmed* target to either restrain a comrade or stand aside.

Charm Person: The target must succeed on a Will save or be affected as though by the spell. Eye Tyrants use this ray in the same manner as the *charm monster* ray.

Disintegrate: The target must succeed on a Fortitude save or be affected as though by the spell (26d6). The Eye Tyrant likes to use this ray on any foe it considers a real threat.

Fear: This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell. Eye Tyrants like to use this ray against warriors and other powerful creatures early in a fight, to break up the opposition.

Finger of Death: The target must succeed on a Fortitude save or be affected as though by the spell (130 hp). The target takes 3d6+13 points of damage if its saving throw succeeds. Eye Tyrants use this ray to eliminate dangerous foes quickly.

Flesh to Stone: The target must succeed on a Fortitude save or be affected as though by the spell. Eye Tyrants like to aim this ray at enemy spellcasters. They also use it on any creature whose appearance they find interesting. (After the fight, the Eye Tyrant takes the statue to its lair as a decoration.)

Inflict Moderate Wounds: This works like the spell, causing 2d8+10 points of damage (Will half).

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Eye Tyrants like to use this ray against warriors and other physically powerful creatures. They know their foes can quickly awaken the sleepers, but they also know that doing so takes time and can delay an effective counterattack.

Slow: This works like the spell, except that it affects one creature. The target can make a Will save to negate the effect. Eye Tyrants often use this ray against the same creature targeted by their *disintegrate*, *flesh to stone*, or *finger of death* ray. If one of the former rays fails to eliminate the foe, this ray might at least hamper it.

Telekinesis: An Eye Tyrant can move objects or creatures that weigh up to 325 pounds, as though with a *telekinesis* spell. Creatures can resist the effect with a successful Will save.

Antimagic Cone (Su): An Eye Tyrant's central eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (caster level 13th). All magical and supernatural powers and effects within the cone are suppressed—even the Eye Tyrant's own eye rays. Once each round, during its turn, the Eye Tyrant decides whether the antimagic cone is active or not (the Eye Tyrant deactivates the cone by shutting its central eye).

All-Around Vision (Ex): Eye Tyrants are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Perception checks, and they can't be flanked.

Flight (Ex): An Eye Tyrant's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

ORPHIDICS

INITIATE ORPHIDIC

XP 800

CE Medium Monstrous Humanoid

CR 3

Init +5; Senses darkvision 60 ft, Perception +10
Defense
AC 17 touch 11, flat-footed 16 (+1 Dex, +1 natural, +3 masterwork studded leather, +2 masterwork heavy shield)
Hp 18 (4d8)
Fort +1, **Ref** +5, **Will** +4
SR 14
Offense
Speed 30 ft.
Melee masterwork scimitar +5 (1d6/18–20)
Ranged masterwork longbow +6 (1d8/x3)
Spell-Like Abilities (CL 4th)
 At will—*detect poison*
 1/day—*animal trance* (DC 13), *cause fear* (DC 12),
charm person (DC 12), *darkness*, *entangle* (DC 12)
Statistics
Str 11, **Dex** 13, **Con** 11, **Int** 12, **Wis** 10, **Cha** 12
Base Atk +4; **CMB** +4; **CMD** 15
Feats Blind-FightB, Dodge, Improved Initiative, Skill Focus: PerceptionB
Skills Disguise +5*, Handle Animal +5, Perception +10, Stealth +8, Survival +7; **Racial Modifiers** +5 Disguise when impersonating a human.
Languages Abyssal, Common, Draconic, Orphidic
SQ Change shape (Tiny to Large Viper, *beast shape II*)
Ecology
Environment Warm forests
Organization Solitary, pair, gang (3–4), troupe (2–13 initiates, 2–5 acolytes, and 2–4 enlightened), or tribe (20–160 initiates, 10–80 acolytes, and 10–40 enlightened)
Treasure Double standard

ACOLYTE ORPHIDIC

CR 5

XP 1,600

CE Medium Monstrous Humanoid

Init +5; **Senses** darkvision 60 ft, scent, Perception +

Defense

AC 20 touch 11, flat-footed 19 (+1 Dex, +4 natural, +3 masterwork studded leather, +2 masterwork heavy shield)

Hp 38 (7d8+7)

Fort +3, **Ref** +6, **Will** +9

SR 16

Offense

Speed 30 ft.

Melee Masterwork scimitar +10/+5 (1d6+2/18–20), bite +9 (1d6+1 plus poison);

Ranged masterwork composite longbow (+2 Str bonus) +9/+4 (1d8+2/x3)

Special Attacks Poison, Produce Acid

Spell-Like Abilities (CL 8th)

At will—*detect poison*

3/day—*animal trance* (DC 15), *cause fear* (DC 14),
entangle (DC 14);

1/day—*deeper darkness*, *neutralize poison* (DC 17),
suggestion (DC 16)

Statistics

Str 15, **Dex** 13, **Con** 13, **Int** 18, **Wis** 18, **Cha** 16

Base Atk +7; **CMB** +9; **CMD** 20

Feats Blind-FightB, Combat Expertise, Dodge, Improved Initiative, Mobility, Skill Focus: PerceptionB

Skills Climb +12, Handle Animal +10, Intimidate +13, Knowledge (religion) +11, Perception +17, Stealth +11, Survival +14, Swim +12

Languages Abyssal, Common, Draconic, Orphidic

SQ Chameleon power, change shape (Tiny to Large Viper, *beast shape II*)

Ecology

Environment Warm forests

Organization Solitary, pair, gang (3–4), troupe (2–13 initiates, 2–5 acolytes, and 2–4 enlightened), or tribe (20–160 initiates, 10–80 acolytes, and 10–40 enlightened)

Treasure Double standard

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d6 Con; *cure* 1 save.

Produce Acid (Sp) A orphidic acolyte has the power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the orphidic is grappling or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the orphidic's body, and the orphidic is immune to its effects.

Chameleon Power (Sp) An acolyte orphidic can change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Stealth checks.

Acolyte Variants

The statistics above reflect the most common form of an acolyte orphidic, with the head and scaly skin of a serpent but otherwise human features. The curse of the orphidic produces a wide variety of acolytes, however, manifesting their serpentine nature in different ways. To generate a random acolyte orphidic, roll d% and consult the following table.

d% Acolyte Variety

01–40 As described above

41–60 Human head, but arms are snakes (two bite attacks instead of one, damage 1d4+2 plus poison)

61–80 Snake tail in addition to human legs (speed 30 ft., swim 15 ft., can constrict Small or smaller creatures for 1d4+3 points of damage)

81–00 Snake tail instead of human legs (speed 20 ft., climb 15 ft., swim 15 ft., can constrict Medium or smaller creatures for 1d6+3 points of damage)

ENLIGHTENED ORPHIDIC

CR 7

XP 3,200

CE Large Monstrous Humanoid

Init +5; **Senses** darkvision 60 ft, scent, Perception +20

Defense

Armor Class: 22 (–1 size, +1 Dex, +10 natural, +2 masterwork heavy shield), touch 10, flat-footed 21

Hp 67 (9d8+27)

Fort +6, **Ref** +7, **Will** +11

SR 18

Offense

Speed: 30 ft, climb 20 ft., swim 20 ft.

Melee Masterwork scimitar +13/+8 (1d8+4/18–20), bite +12 (2d6+3 plus poison and grab)

Ranged masterwork composite longbow (+4 Str bonus) +10/+5 ranged (2d6+4/x3)

Space 10 ft, **Reach** 10 ft

Special Attacks: *Aversion*, constrict 1d6+6, poison, *produce acid*

Spell-Like Abilities (CL 10th)

At will—*animal trance* (DC 16), *detect poison*, *entangle* (DC 15)

3/day—*deeper darkness*, *neutralize poison* (DC 18), *suggestion* (DC 17)

1/day—*baleful polymorph* (DC 19; into snake form only), *fear* (DC 18)

Statistics

Str 19, Dex 13, Con 17, Int 20, Wis 20, Cha 18

Base Attack/Grapple: +9/+17

Feats Blind-FightB, Combat Expertise, Dodge, Improved Initiative, Mobility, Skill Focus: PerceptionB, Spring Attack
Skills Climb +16, Craft (any one) +17, Handle Animal +13, Intimidate +16, Knowledge (religion) +14, Perception +20, Stealth +13, Survival +17, Swim +24

Languages Abyssal, Common, Draconic, Orphidic

SQ Chameleon power, change shape (Tiny to Large Viper, *beast shape II*)

Environment Warm forests

Organization Solitary, pair, gang (3–4), troupe (2–13 initiates, 2–5 acolytes, and 2–4 enlightened), or tribe (20–160 initiates, 10–80 acolytes, and 10–40 enlightened)

Treasure Double standard

Special Abilities

Aversion (Sp) An enlightened orphidic can create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 22 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or orphidic, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or orphidic, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or orphidic. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d6 Con; *cure* 1 save.

Produce Acid (Sp) An enlightened has the ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack.

If the orphidic is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the orphidic's body, and the orphidic is immune to its effects.

Chameleon Power (Sp) A orphidic enlightened can change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Stealth checks.

TENTACLE WORM

CR 4

XP 1,200

N Large Aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +7

Defense

AC 17, touch 11, flat-footed 15 (–1 size, +2 Dex, +6 natural)

hp 19 (3d8+6 HD)

Fort +5, **Ref** +3, **Will** +5

Offense

Speed 30 ft., climb 15 ft

Melee 8 Tentacles +3 (paralysis)

Melee bite +3 (1d4+2)

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

Special Attacks paralysis (2d4 rounds, DC 13)

Statistics

Str 14, **Dex** 15, **Con** 14, **Int** 1, **Wis** 15, **Cha** 6

Base Atk +2; **CMB** +5, **CMD** 17

Feats Combat Reflexes, Great Fortitude: Skill Focus: Perception

Skills Climb +12, Perception +7; **Racial Modifiers:** +8 Climb, can take 10 on Climb checks

THULID

CR 8

XP 4,800

LE Medium Aberration

Init +6; **Senses** darkvision 60 ft, Perception +

Defense

AC 15; touch 12, flat-footed 13 (+2 Dex, +3 natural)

Hp 44 (8d8+8)

Fort +3, **Ref** +4, **Will** +9

SR 25

Offense

Speed: 30 ft.

Melee: 4 tentacles +8 (1d4+1 plus grab)

Special Attacks: extract

Spell-Like Abilities (CL 8th)

At will— *Mind blast* (DC 17), *charm monster* (DC 17), *detect thoughts* (DC 15), *levitate*, *plane shift*, *suggestion* (DC 16)

Statistics

Str 12, **Dex** 14, **Con** 12, **Int** 19, **Wis** 17, **Cha** 17

Base Atk +6; **CMB** +8 (+12 grapple); **CMD** 19

Feats Agile Maneuvers, Combat Casting, Improved Initiative, Weapon Finesse

Skills Bluff +11, Diplomacy +11, Intimidate +11, Knowledge: dungeoneering +12, Perception +11, Sense Motive +11, Spellcraft +11 Stealth +10

Languages Aklo, Undercommon, telepathy 100 ft.

Ecology

Environment Underground

Organization Solitary, pair, inquisition (3–5) cult (3–5 plus 6–10 morlocks)

Treasure Double standard

Special Abilities

Mind Blast (Sp): This attack is a cone 60 feet long. Anyone caught in this cone must succeed on a DC 17 Will save or be stunned for 3d4 rounds. The save DC is Charisma-based. This ability is the equivalent of a 4th level spell.

Extract (Ex): To use this ability, a Thulid must start a grab with a Small, Medium, or Large creature with its tentacle attack. A Thulid can grab a Huge or larger creature, but only if it can somehow reach the foe's head.

If a Thulid begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the Thulid gets a +2 circumstance bonus to his CMD for every tentacle that was attached at the beginning of the opponent's turn.

A Thulid that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

ZERTHIC

CR 1/2

XP 200

Zerthic monk1

LN Medium Humanoid (Extraplanar)

Init +3; **Senses** darkvision 60 ft, Perception +7

Defenses

AC: 20 touch 16, flat-footed 17 (+3 Dex, +3 Wis, +4 *inertial armor*)

Fort +3, **Ref** +5, **Will** +5

Defensive Abilities, *inertial armor*; **SR** 6

Speed: 30 ft.

Hp 9 (1d8+1)

Melee Unarmed Strike +4 (1d6+1)

Melee Flurry of Blows +3/+3 (1d6+1)

Special Attacks Stunning fist 1/day (DC 13), flurry of blows

Spell-Like Abilities (CL 1st)

3/day—*daze* (DC 9), *feather fall*, *shatter* (DC 11)

Statistics

Str 13, **Dex** 17, **Con** 12, **Int** 8, **Wis** 16, **Cha** 8

Base Atk +0; **CMB** +1, **CMD** 14

Feats Combat Reflexes, Weapon Finesse

Skills Acrobatics +7, Escape Artist +7, Perception +7, Stealth +7

Languages Zerthic

Ecology

Environment Any Chaotic-aligned Plane

Organization: Fellowship (3–12 3rd-level students), sect (12–24 3rd-level students, plus 2 7th-level teachers and 1 9th-level mentor), or order (30–100 3rd-level students, plus 1 7th-level teacher per 10 adults, 5 9th-level mentors, 2 13th-level masters, and 1 16th-level sensei)

Treasure: Standard

Special Abilities

Inertial Armor (Sp): Zerthics can use innate mental force to block an enemy's blows. This ability gives them a +4 armor bonus to AC as long as they remain conscious. This is the equivalent of a 1st level spell.

ZERTHIC CHARACTERS

Zerthic are defined by their class levels—they do not possess racial Hit Dice. All Zerthic have the following racial traits.

- **+2 Dexterity, –2 Intelligence, +2 Wisdom**: Zertics are agile and intuitive, but lack strong minds for learning.
- **Medium**: Zerthics are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Speed**: Zerthics have a base speed of 30 feet.
- **Darkvision**: Zerthics can see in the dark out to 60 feet.
- **Spell-Like Abilities**: A Zerthic can use *daze*, *feather fall*, and *shatter* each three times per day. A Zerthic of 11th level or higher can use *plane shift* once per day. Effective caster level equals the Zerthic's class levels. The save DCs are Charisma-based.
- **Inertial Armor**: See above
- **Spell Resistance**: A Zerthic has spell resistance equal to its class levels + 5.
- **Languages**: Zerthics begin play speaking Zerthic. Zerthics with high Intelligence can choose bonus languages from the following: Astral Reaver, Common, Chaod, Undercommon.