

Colossal Vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4**Languages** —**AC** 22, touch 4, flat-footed 20 (–8 size, +2 Dex, +18 natural)**hp** 208 (32 HD)**Immune** mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects)**Fort** +20, **Ref** +12, **Will** +10**Speed** 30 ft., climb 20 ft.**Space** 40 ft.; **Reach** 30 ft.**Base Atk** +24; **CMB** +50; **CMD** 54**Melee** Bite +26 (4d6+15 plus poison)**Ranged** Web +18 (entangled)**Combat Reactions** 5; **Dodge** +12; **Block** DR 12**Special Attacks** poison (bite), web (8/rest)**Abilities & Skills**

	Str	Dex	Con	Int	Wis	Cha
Score	31	15	14	–	10	2
Modifier	+10	+2	+2	–	+0	–4
Average Skills	–	–	–	–	–	–
Good Skills	–	–	–	–	–	–

Climb +18, Jump +10, Perception +4, Stealth –10 (–6)*

Feats —**Special Qualities** vermin traits, web**Advancement** 33–60 HD (Colossal)**Poison (Ex)** Injury, Fortitude DC 28, initial damage 2d8 Str, secondary damage 2d8 Str.

The save DC is Constitution-based.

Tremorsense (Ex) A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.**Web (Ex)** A web-spinning spider waits in its web or in trees, then lowers itself silently on silk strands and leaps onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature

touching its web.

Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

As a standard action, an entangled creature can escape with a successful Escape Artist check (DC 28) or burst it with a Strength check (DC 32, 18 hit points). The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 18 hit points, and sheet webs have damage reduction 5/-.

Skills A monstrous spider has a +8 racial bonus on Climb checks, and can always choose to Take 10 even if rushed or threatened while climbing. It retains its Dexterity bonus to Armor Class, can take 5-foot steps, and can run and charge while climbing. A monstrous spider uses either its Strength or Dexterity modifier for Climb checks, whichever is higher.

A web-spinning spider has a +4 racial bonus on Stealth and Perception checks. *Its Stealth bonus increases to +8 when moving in its webs.

Always N Large Animal

Init +2; **Senses** low-light vision, scent; **Perception** +12

Languages —

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

hp 120 (16 HD)

Fort +13, **Ref** +12, **Will** +11

Speed 40 ft.

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

Base Atk +12; **CMB** +25; **CMD** 36

Melee 2 claws +20 (2d4+8) and bite +14 (2d6+4)

Combat Reactions 3; **Dodge** +6; **Block** DR 6

Special Attacks improved grab (bite), pounce, rake (2d4+4)

Abilities & Skills

	Str	Dex	Con	Int	Wis	Cha
Score	27	15	17	2	12	10
Modifier	+8	+2	+3	–4	+1	+0
Average Skills	+16	+10	+11	+4	+9	+8
Good Skills	+27	+21	+22	+15	+20	+19

Jump +16, Perception +12, Stealth +13 (+17)*, Swim +16

Feats Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (claw)

Advancement 17–32 HD (Large); 33–48 (Huge)

Improved Grab (Ex) To use this ability, a dire tiger must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If its grapple combat maneuver roll is successful, it initiates a grapple and can rake the following round.

Pounce (Ex) If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex) A dire tiger gains extra natural attacks when it attacks an opponent it is grappling. A dire tiger must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

2 claws +20 (2d4+4)

Skills A dire tiger has a +4 racial bonus on Stealth checks. *In areas of tall grass or heavy undergrowth, its Stealth bonus improves to +8.

Always N Huge Animal

Init +1; **Senses** low-light vision, scent; **Perception** +16

Languages —

AC 14, touch 9, flat-footed 13 (–2 size, +1 Dex, +5 natural)

hp 231 (18 HD)

Fort +16, **Ref** +12, **Will** +8

Speed 40 ft.

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

Base Atk +13; **CMB** +30; **CMD** 39

Melee Bite +20 (3d6+13)

Combat Reactions 3; **Dodge** +6; **Block** DR 6

Special Attacks improved grab (bite), swallow whole

Abilities & Skills

	Str	Dex	Con	Int	Wis	Cha
Score	28	12	21	2	15	10
Modifier	+9	+1	+5	–4	+2	+0
Average Skills	+18	+10	+14	+5	+11	+9
Good Skills	+30	+22	+26	+17	+23	+21
Perception +16, Stealth +2, Survival +14						

Feats Improved Natural Attack (bite), Run, Skill Focus (Perception), Skill Focus (Survival), Toughness (3)

Advancement 19–36 HD (Huge); 37–54 HD (Gargantuan)

Improved Grab (Ex) To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If its grapple combat maneuver roll is successful, it initiates a grapple and can try to swallow its foe the following round.

Swallow Whole (Ex) A tyrannosaurus can try to swallow a grappled opponent of up to two sizes smaller by making a successful grapple combat maneuver roll. If the tyrannosaurus's grapple combat maneuver roll is successful, its opponent takes bite damage and is swallowed. Instead of taking normal grapple damage, the swallowed creature instead takes 2d8+8 points of bludgeoning damage and 8 points of acid damage that round and each successive round from the tyrannosaurus's digestive juices as long as the creature remains swallowed.

A swallowed creature can force the dire shark to regurgitate by using a light

slashing or piercing weapon to damage the creature's gizzard (AC 12). If a swallowed creature deals 25 points of damage, the tyrannosaurus regurgitates and releases all the occupants of its gullet.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills A tyrannosaurus has a +2 racial bonus on Perception checks.

Always LE Large Outsider (Evil, Extraplanar, Lawful)

Init +12; **Senses** darkvision 60 ft., see in darkness; **Perception** +29

Aura fear (20 ft., DC 27)

Languages Infernal, Celestial, Draconic; telepathy 100 ft.

AC 40, touch 17, flat-footed 32 (–1 size, +8 Dex, +23 natural)

HP 225 (18 HD); **DR** 15/good and silver; **Regeneration** 5/good and silver, good spells

Immune fire, poison

Resist acid 10, cold 10

Spell Resistance 32

Fort +19, **Ref** +19, **Will** +21

Speed 40 ft., fly 60 ft. (average)

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

BAB +18; **CMB** +35; **CMD** 47

Melee 2 claws +30 (2d8+13) and 2 wings +28 (2d6+6) and bite +28 (4d6+6 plus poison plus disease) and tail slap +28 (2d8+6)

Combat Reactions 4; **Dodge** +9; **Parry** DR 9

Special Attacks Cleave, disease (bite), Great Cleave, Power Attack, constrict (2d8+26), improved grab (tail slap), poison (bite)

Spell-like Abilities CL 18. The save DCs are Charisma-based.

At will – *blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *magic circle against good*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *unholy aura* (DC 26)

3/rest – quickened *fireball* (DC 21)

2/rest – *summon devil* (8th-level spell)

1/rest – *meteor swarm* (DC 27)

Abilities & Modifiers

	Str	Dex	Con	Int	Wis	Cha
Score	37	27	27	26	26	26
Modifier	+13	+8	+8	+8	+8	+8
Average Skills	+22	+17	+17	+17	+17	+17
Good Skills	+34	+29	+29	+29	+29	+29

Skills Acrobatics +29, Climb +34, Disguise +29, Intimidate +29, Jump +34, Knowledge (arcana) +29, Knowledge (the planes) +29, Knowledge (religion) +29, Perception +29,

Persuasion +29, Search +29, Spellcraft +29, Stealth +25

Feats Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (fireball)

Advancement 19–36 HD (Large); 37–54 HD (Huge)

Constrict (Ex) A pit fiend deals an additional 2d8+26 points of damage whenever it makes a successful grapple combat maneuver roll.

Disease (Su) A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su) A pit fiend continuously radiates a 20-foot-radius fear aura. A creature in the area must succeed on a DC 27 Will save or be affected as though by a *fear* spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. A pit fiend can suppress this aura as a free action. The save DC is Charisma-based.

Improved Grab (Ex) To use this ability, a pit fiend must hit an opponent of up to one size smaller with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If its grapple combat maneuver roll is successful, it initiates a grapple and deals constrict damage.

Poison (Ex) Injury (bite), Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Regeneration (Ex) Any damage dealt to the pit fiend is treated as nonlethal damage and the pit fiend automatically heals 5 points of nonlethal damage per round. Good-aligned, silvered weapons and spell or effects with the good descriptor deal lethal damage to the pit fiend, however, which doesn't go away. A pit fiend can be killed with a coup de grace if it is rendered unconscious through nonlethal damage. The attack cannot be of a type that automatically converts to nonlethal damage.

See in Darkness (Su) A pit fiend can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Summon Devil (Sp) Twice per rest a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

Telepathy (Su) A pit fiend can communicate telepathically with any other creature within 100 feet that has a language. A pit fiend can address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Use Wish (Sp) Once per year a pit fiend can use *wish* as the spell (caster level 20th).

