

DARKMANTLE

CR1

N Small Magical Beast

Init +4; **Senses** Blindsight 90ft; Listen +5, Spot +5

AC 17, Touch 11, Flat-footed 17

(+1 Size, +6 Natural)

HP 6 (1HD)

Fort +3 **Ref** +2 **Will** +0

Speed 20ft (4sq), fly 30ft (poor, 6sq)

Melee Slam +5 (1d4+4)

Base Atk +1; **Grapple** +0

Atk Options Constrict 1d4+4, Improved Grab (slam)

Special Actions Darkness 1/day (20ft radius shadowy illumination)

Abilities Str 16 Dex 10 Con 13 Int 2 Wis 10 Cha 10

Feats Improved Initiative

Skills Hide +10 Jump -3 Listen +5 Spot +5

Blindsight (Ex) A *silence* effect negates a darkmantle's blindsight, imposing -4 to Listen and Spot and effectively blinding it.

Darkness (Su) The effect is equal to the spell, and lasts 50 minutes.

Improved Grab (Ex) A darkmantle can grab a creature of Large size or smaller.

DELVER

CR9

N Huge Aberration

Init +5; **Senses** Darkvision 60ft, Tremorsense 60ft; Listen +20, Spot +20

Aura Corrosive Slime (touch, DC 22)

Languages Terran, Undercommon

AC 24, Touch 9, Flat-footed 23; Blind-Fight

(-2 Size, +1 Dex, +15 Natural)

HP 145 (15HD)

Immune acid

Fort +12 **Ref** +6 **Will** +11

Speed 30ft (6sq), burrow 10ft (2sq)

Melee 2 Slams +17 (1d8+8 plus Corrosive Slime)

Space 15ft; **Reach** 10ft

Base Atk +11; **Grapple** +27

Atk Options Blind-Fight, Corrosive Slime (Ref DC 22), Power Attack

Special Actions Stone Shape 1/10min

Abilities Str 27 Dex 13 Con 21 Int 14 Wis 14 Cha 12

Feats Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Toughness

Skills Hide -7 Knowledge (dungeoneering) +14 Knowledge (nature) +4 (untrained) Listen +20
Move Silently +17 Spot +20 Survival +14 (+16 underground)

Corrosive Slime (Ex) A delver is covered in an acidic slime that deals 2d6 acid damage to organic matter, including living creatures, 4d8 acid damage to metallic objects and creatures, 8d10 acid damage to stony objects and creatures. Additionally, creatures hit by a delver's slam take 2d6 acid damage for 2 rounds, though the acid can be washed off with a large quantity of water or weak acid, and unless the creature succeeds on the Reflex save, its armor and clothing immediately dissolve. A manufactured weapon striking the delver must likewise succeed on the save or be dissolved, and a creature successfully striking the delver with a natural weapon takes acid damage as if hit by a slam attack unless it succeeds on the save.

Stone Shape (Ex) Using its acid, a delver can soften and shape 25 cubic feet of stone as if using the spell *stone shape* with a caster level of 15.

DEMON, BABAU

CR6

CE Medium Outsider (Chaotic, Evil, Extraplanar)

Init +1; **Senses** Darkvision 60ft; Listen +19, Spot +1

Aura Protective Slime (touch, DC 18)

Languages Abyssal, Celestial, Draconic; Telepathy 100ft

AC 19, Touch 11, Flat-footed 18 (+1 Dex, +8 Natural)

HP 66 (7HD); **DR** 10/cold iron or good

Resist acid 10, cold 10, fire 10; **SR** 14

Immune electricity, poison

Fort +10 **Ref** +6 **Will** +6

Speed 30ft (6sq)

Melee 2 Claws +12 (1d6+5) and
Bite +10 (1d6+2)

Base Atk +7; **Grapple** +12

Atk Options Cleave, Power Attack, Sneak Attack +2d6

Special Actions Summon Demon 1/day

Spell-like Abilities (CL 7)

At will – *darkness, dispel magic, see invisibility, greater teleport* (self plus 50lb only)

Abilities Str 21 Dex 12 Con 20 Int 14 Wis 13 Cha 16

SQ Outsider traits

Feats Cleave, Multiattack, Power Attack

Skills Climb +15 Disable Device +12 Disguise +13 Escape Artist +11 Hide +19 Listen +19 Move
Silently +19 Open Lock +11 Search +20 Sleight of Hand +11 Survival +2 (+4 following tracks) Use
Rope +1 (+3 binding)

Protective Slime (Su) a manufactured weapon striking a babau takes 1d8 acid damage and Hardness does not apply, though a magic weapon is allowed a Reflex save to negate the damage. A creature striking a babau with a natural weapon or touch spell likewise takes the damage unless it succeeds on the Reflex save. Con-based.

Summon Demon (Sp) Babau with a 40% chance of success. 3rd.

DEMON, BALOR

CR20

CE Large Outsider (Chaotic, Evil, Extraplanar)

Init +11; **Senses** Darkvision 60ft, *Trueseeing* (CL 20); Listen +38, Spot +38

Languages Abyssal, Celestial, Draconic; Telepathy 100ft

AC 35, Touch 16, Flat-footed 28

(-1 Size, +7 Dex, +19 Natural)

HP 290 (20HD); **DR** 15/cold iron and good

Resist acid 10, cold 10

Immune electricity, fire, poison

Fort +22 **Ref** +19 **Will** +19

Speed 40ft (8sq), fly 90ft (good, 18sq)

Melee Longsword +33/+28/+23/+18 (2d6+13/19-20 plus vorpal), or

Melee Longsword +31/+26/+11/+16 (2d6+13/19-20 plus vorpal) and
Whip +30/+25 (1d4+7 plus 1d6 fire plus entangle), or

Melee 2 Slams +31 (1d10+12)

Space 10ft; **Reach** 10ft/20ft with whip

Base Atk +20; **Grapple** +36

Atk Options Cleave, Entangle, Flaming Body 6d6, Power Attack

Special Actions Death Throes (100ft radius, 100 damage, Ref DC 30), Summon Demon 1/day

Spell-like Abilities (CL 20)

At will – *blasphemy* (DC 25), *dominate monster* (DC 27), *greater dispel magic*,
greater teleport (self plus 50lb only), *insanity* (DC 25), *power word stun*, *telekinesis* (DC 23),
unholy aura (DC 26)

3/day – quickened *telekinesis* (DC 23)

1/day – *fire storm* (DC 26), *implosion* (DC 27)

Abilities Str 35 Dex 25 Con 31 Int 24 Wis 24 Cha 26

SQ Outsider traits

Feats Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack,
Quickened Spell-like Ability (*telekinesis*), Two-Weapon Fighting, Weapon Focus (longsword)

Skills Bluff +31 Concentration +33 Diplomacy +35 Disguise +8 (+10 acting) Hide +26 Jump +16
Intimidate +33 Knowledge (any two) +30 Listen +38 Move Silently +30 Search +30
Sense Motive +30 Spellcraft +30 (+32 scrolls) Spot +38 Survival +7 (+9 following tracks)
Use Magic Device +31 (+33 scrolls)

Possessions large +1 vorpal longsword, large +1 flaming whip

Death Throes (Ex) When killed, a balor explodes in a blinding flash of light. Those who succeed on the save take only half damage. Con-based.

Entangle (Ex) A balor entangles opponents with a whip as if using a net that doesn't need folding. A creature hit by the whip needs to immediately make a Str check against the balor or be dragged against the flaming body until it escapes from the whip.

Flaming Body (Su) Anyone grappling a balor takes the fire damage each round.

Summon Demon (Sp) 4d10 dretches, 1d4 hezrous, or a nalfeshnee, glabrezu, marilith or balor. 9th.

DEMON, BEBILITH

CR10

CE Huge Outsider (Chaotic, Evil, Extraplanar)

Init +5; **Senses** Darkvision 60ft, Scent; Listen +16, Spot +16

Languages Abyssal (understand only); Telepathy 100ft

AC 22, Touch 9, Flat-footed 21

(-2 Size, +1 Dex, +13 Natural)

HP 150 (12HD); **DR** 10/good

Fort +16 **Ref** +9 **Will** +9

Speed 40ft (8sq), climb 20ft (4sq)

Melee Bite +19 (2d6+9 plus poison) and

2 Claws +14 (2d4+4)

Space 15ft; **Reach** 10ft

Base Atk +12; **Grapple** +33

Atk Options Cleave, Improved Grapple, Poison (DC 24, 1d6 Con/2d6 Con), Power Attack, Rend Armor

Special Actions Web 4/day (+11 ranged touch, entangled, 10ft incr)

Abilities Str 28 Dex 12 Con 26 Int 11 Wis 13 Cha 13

SQ Outsider traits

Feats Cleave, Improved Initiative, Improved Grapple, Power Attack, Track

Skills Climb +24 Diplomacy +3 Hide +16 Jump +28 Listen +16 Move Silently +16 Search +15

Sense Motive +16 Spot +16 Survival +1 (+3 following tracks)

Poison (Ex) Injury, Fort DC 24, primary 1d6 Con, secondary 2d6 Con. Con-based.

Rend Armor (Ex) A bebilith that hits a creature with both claws deals 4d8+18 damage to that opponent's worn armor.

Web (Ex) Similar to an attack with a net, except three range increments and can target a creature up to Gargantuan size and it anchors the target in place. A creature can escape with a Strength or Escape Artist DC 24 check. The web has Hardness 0 and 14hp, and a 75% chance of not being affected by any fire damage (check each round for continuous sources). Con-based.

DEMON, DRETCH

CR2

CE Small Outsider (Chaotic, Evil, Extraplanar)

Init +0; **Senses** Darkvision 60ft; Listen +5, Spot +5

Languages Telepathy (Abyssal only) 100ft.

AC 16, Touch 11, Flat-footed 16

(+1 Size, +5 Natural)

HP 13 (2HD); **DR** 5/cold iron or good

Resist acid 10, cold 10, fire 10

Immune electricity, poison

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

Speed 20ft (4sq)

Melee 2 Claws +4 (1d6+1) and

Bite +2 (1d4)

Base Atk +2; **Grapple** +0

Special Actions Summon Demon 1/day

Spell-like Abilities (CL 2)

1/day – *fear* (DC 12), *stinking cloud* (DC 13)

Abilities Str 12 Dex 10 Con 14 Int 5 Wis 11 Cha 11

SQ Outsider traits

Feats Multiattack

Skills Hide +9 Jump -5 Listen +5 Move Silently +5 Spot +5 Search +2

Survival +0 (+2 following tracks)

Summon Demon (Sp) 35% chance for a dretch. 1st level.

DEMON, GLABREZU

CR13

CE Huge Outsider (Chaotic, Evil, Extraplanar)

Init +0; **Senses** Darkvision 60ft, *Trueseeing* (CL 14); Listen +26, Spot +26

Languages Abyssal, Celestial, Draconic

AC 27, Touch 8, Flat-footed 27

(-2 Size, +19 Natural)

HP 174 (12HD); **DR** 10/good

Resist acid 10, cold 10, fire 10; **SR** 21

Immune electricity, poison

Fort +18 **Ref** +8 **Will** +11

Speed 40ft (8sq)

Melee 2 Spincers +20 (2d8+10) and

2 Claws +18 (1d6+5) and

Bite +18 (1d8+5)

Space 15ft; **Reach** 15ft

Base Atk +12; **Grapple** +30

Atk Options Great Cleave, Improved Grab (pincer) Power Attack

Special Actions Grant Wish 1/month, Summon Demon 1/day

Spell-like Abilities (CL 14)

At will – *chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50lb only), *unholy blight* (DC 19)

1/day – *power word stun*

Abilities Str 31 Dex 10 Con 31 Int 16 Wis 16 Cha 20

SQ Outsider traits

Feats Cleave, Great Cleave, Multiattack, Persuasive, Power Attack

Skills Bluff +22 Concentration +25 Diplomacy +9 Disguise +5 (+7 acting) Intimidate +24 Jump +14

Knowledge (any two) +18 Listen +26 Move Silently +18 Search +18 Sense Motive +18

Spellcraft +18 Spot +26 Survival +3 (+5 following tracks)

Grant Wish (Sp) A glabrezu can grant a wish to a mortal humanoid, though unless the wish is used for pain and suffering, the glabrezu demands terrible evil acts or great sacrifice as compensation.

Improved Grab (Ex) A glabrezu can grab a creature of Medium size or smaller.

Summon Demon (Sp) 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success. 4th.

DEMON, HEZROU

CR11

CE Large Outsider (Chaotic, Evil, Extraplanar)

Init +0; **Senses** Darkvision 60ft; Listen +23, Spot +23

Aura Stench (10ft, DC 24)

Languages Abyssal, Celestial, Draconic; Telepathy 100ft

AC 23, Touch 9, Flat-footed 23; Blind-Fight (-1 Size, +14 Natural)

HP 138 (10HD); **DR** 10/good

Resist acid 10, cold 10, fire 10; **SR** 19

Immune electricity, poison

Fort +16 **Ref** +7 **Will** +9

Speed 30ft (6sq)

Melee Bite +18 (4d4+5) and 2 Claws +9 (1d8+2)

Space 10ft; **Reach** 10ft

Base Atk +10; **Grapple** +19

Atk Options Blind-Fight, Cleave, Improved Grab (both claws), Power Attack

Special Actions Summon Demon 1/day

Spell-like Abilities (CL 13)

At will – *chaos hammer* (DC 18), *greater teleport* (self plus 50lb only), *unholy blight* (DC 18)

3/day – *blasphemy* (DC 21), *gaseous form*

Abilities Str 21 Dex 10 Con 29 Int 14 Wis 14 Cha 18

SQ Outsider traits

Feats Blind-Fight, Cleave, Power Attack, Toughness

Skills Climb +18 Concentration +22 Hide +13 Escape Artist +13 Intimidate +17 Listen +23

Move Silently +13 Search +15 Spellcraft +15 Spot +23, Survival +2 (+4 following tracks)

Use Rope +0 (+2 bindings)

Stench (Ex) Any living creatures (except demons) who fail the Fort save are nauseated as long as they remain within range and for 1d4 rounds afterwards. Those who succeed on the save are sickened as long as they remain within range. A creature that succeeds on the save is immune to that hezrou's stench for 24 hours. Poison effect. Con-based.

Summon Demon (Sp) 4d10 dretches or another hezrou with a 35% chance of success. 4th.

DEMON, MARILITH

CR17

CE Large Outsider (Chaotic, Evil, Extraplanar)

Init +4; **Senses** Darkvision 60ft, *Trueseeing* (CL 16); Listen +31, Spot +31

Languages Abyssal, Celestial, Draconic; Telepathy 100ft

AC 29, Touch 13, Flat-footed 25

(-1 Size, +4 Dex, +16 Natural)

HP 216 (16HD); **DR** 10/good and cold iron

Resist acid 10, cold 10, fire 10; **SR** 25

Immune electricity, poison

Fort +19 **Ref** +14 **Will** +14

Speed 40ft (8sq)

Melee Longsword +25/+20/+15/+10 (2d6+9/19-20) and

5 Longswords +25 (2d6+4/19-20) and

Tail Slap +22 (4d6+4), or

Melee 6 Slams +24 (1d8+9) and

Tail Slap +22 (4d6+4)

Space 10ft; **Reach** 10ft

Base Atk +16; **Grapple** +29

Atk Options Combat Expertise, Combat Reflexes (5), Constrict 4d6+13 plus Fort DC 27,

Improved Grab (tail slap), Power Attack

Special Actions Summon Demon 1/day

Spell-like Abilities (CL 16)

At will – *align weapon*, *blade barrier* (DC 23), *magic weapon*, *project image* (DC 23), *see invisibility*, *telekinesis* (DC 22), *greater teleport* (self plus 50lb only), *unholy aura* (DC 25)

Abilities Str 29 Dex 19 Con 29 Int 18 Wis 18 Cha 24

SQ Multiweapon Expertise, Outsider traits

Feats Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack,

Weapon Focus (longsword)

Skills Bluff +26 Concentration +28 Diplomacy +30 Disguise +7 (+9 acting) Hide +19 Intimidate +28

Jump +13 Listen +31 Move Silently +23 Search +23 Sense Motive +23 Spellcraft +23 (+25 scrolls)

Spot +31 Survival +4 (+6 following tracks) Use Magic Device +26 (+28 scrolls)

Possessions 6 large longswords

Constrict (Ex) A creature constricted by a marilith must succeed on a Fortitude save or lose consciousness for as long as it remains held and for 2d4 rounds afterwards. Str-based.

Multiweapon Expertise (Ex) A marilith with the Multiweapon Fighting feat suffers no penalties to attack when fighting with more than one weapon.

Summon Demon (Sp) 4d10 dretches, 1d4 hezrous, or a nalfeshnee with a 50% chance of success, or a glabrezu or marilith with a 20% chance of success. 5th.

DEMON, NALFESHNEE**CR14**

CE Huge Outsider (Chaotic, Evil, Extraplanar)

Init +1; **Senses** Darkvision 60ft, *Trueseeing* (CL 14); Listen +31, Spot +31**Languages** Abyssal, Celestial, Draconic; Telepathy 100ft**AC** 27, Touch 9, Flat-footed 26

(-2 Size, +1 Dex, +18 Natural)

HP 175 (14HD); **DR** 10/good**Resist** acid 10, cold 10, fire 10; **SR** 22**Immune** electricity, poison**Fort** +17 **Ref** +10 **Will** +15**Speed** 30ft (6sq), fly 40ft (poor, 8sq)**Melee** Bite +20 (2d8+7) and

2 Claws +17 (1d8+3)

Space 15ft; **Reach** 15ft**Base Atk** +14; **Grapple** +29**Atk Options** Cleave, Power Attack**Special Actions** Improved Bull Rush (+19), Smite 3/day (see text, 60ft radius, DC 22),

Summon Demon 2/day

Spell-like Abilities (CL 12)At will – *call lightning* (DC 18), *feblemind* (DC 20), *greater dispel magic*, *slow* (DC 18),*greater teleport* (self plus 50lb only), *unholy aura* (DC 23)**Abilities** Str 25 Dex 13 Con 27 Int 22 Wis 22 Cha 20**SQ** Outsider traits**Feats** Cleave, Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (bite)**Skills** Bluff +22 Concentration +25 Diplomacy +26 Disguise +5 (+7 acting) Hide +10 Intimidate +22

Knowledge (arcane) +23 Listen +31 Move Silently +18 Search +23 Sense Motive +23

Spellcraft +25 (+27 scrolls) Spot +31 Survival +6 (+8 following tracks)

Smite (Sp) A nalfeshnee who activates this ability glows with rainbow colors for 1 round before the colors burst out in a blinding flash. Creatures (except demons) in the area who fail the Will save are dazed for 1d10 rounds. Cha-based.**Summon Demon (Sp)** 1d4 vrocks, 1d4 hezrous, or a glabrezu with a 50% chance of success, or another nalfeshnee with a 20% chance of success. 5th.

DEMON, QUASIT

CR2

CE Tiny Outsider (Chaotic, Evil, Extraplanar)

Init +7; **Senses** Darkvision 60ft; Listen +7, Spot +6

Languages Abyssal, Common

AC 18, Touch 15, Flat-footed 15

(+2 Size, +3 Dex, +3 Natural)

HP 13 (3HD), fast healing 2; **DR** 5/cold iron or good

Resist fire 10

Immune poison

Fort +3 **Ref** +6 **Will** +4

Speed 20ft (4sq), fly 50ft (perfect, 10sq)

Melee 2 Claws +8 (1d3-1 plus poison) and

Bite +3 (1d4-1)

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

Base Atk +3; **Grapple** -6

Atk Options Poison (DC 13, 1d4 Dex/2d4 Dex)

Special Actions Commune 1/week, Fear 1/day (30ft radius, DC 11)

Spell-like Abilities (CL 6)

At will – *detect good*, *detect magic*, *invisibility* (self only)

Abilities Str 8 Dex 17 Con 10 Int 10 Wis 12 Cha 10

SQ Alternate Form, Outsider traits

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6 Diplomacy +2 Disguise +0 (+2 acting) Hide +17 Intimidate +2 Jump -7

Knowledge (any one) +6 Listen +7 Move Silently +9 Search +6 Spellcraft +6 Spot +6

Alternate Form (Su) A given quasit can assume one or two of the following forms at will:

bat, Small or Medium monstrous centipede, toad, wolf.

Commune (Sp) Six questions, otherwise as the spell at CL 12.

Fear (Sp) The area is centered on the quasit, otherwise as the spell at CL 6.

DEMON, RETRIEVER

CR11

CE Huge Construct (Extraplanar)

Init +3; **Senses** Darkvision 60ft, Low-light Vision; Listen +0, Spot +0

Languages Abyssal, Celestial, Draconic

AC 21, Touch 11, Flat-footed 18

(-2 Size, +3 Dex, +10 Natural)

HP 135 (10HD), fast healing 5

Immune ability drain, criticals, death effects, disease, fatigue and exhaustion, mind-affecting, non-object Fortitude saves, necromancy effects, nonlethal damage, paralysis, physical ability damage, poison

Fort +3 **Ref** +6 **Will** +3

Speed 50ft (10sq)

Melee 4 Claws +15 (2d6+10) and
Bite +10 (1d8+5)

Space 15ft; **Reach** 10ft

Base Atk +7; **Grapple** +25

Atk Options Improved grab (bite)

Special Actions Eye Rays (+8 ranged touch, DC 18)

Abilities Str 31 Dex 17 Con – Int – Wis 11 Cha 1

SQ Construct traits, Find Target

Skills Hide -5 Jump +18 Listen +0 Spot +0

Eye Rays (Su) A retriever can use one of its four eye rays in each round as a free action, and a given ray can be used once every 4 rounds. Dex-based.

Fire: 12d6 fire damage, Reflex for half.

Cold: 12d6 cold damage, Reflex for half.

Electricity: 12d6 electricity damage, Reflex for half.

Petrification: Fortitude save or turned to stone permanently.

Find Target (Sp) When ordered to find an item or creature, a retriever does so unerringly, as though guided by *discern location*. The creature giving the order must have seen the target creature (or have an item belonging to it), or have touched the target item. 8th.

DEMON, SUCCUBUS

CE Medium Outsider (Chaotic, Evil, Extraplanar)

Init +1; **Senses** Darkvision 60ft; Listen +19, Spot +19**Languages** Abyssal, Celestial, Draconic, *Tongues* (CL 12); Telepathy 100ft**AC** 20, Touch 11, Flat-footed 19; Dodge (+1 Dex, +9 Natural)**HP** 33 (6HD); **DR** 10/cold iron or good**Resist** acid 10, cold 10, fire 10; **SR** 18**Immune** electricity, poison**Fort** +6 **Ref** +6 **Will** +7**Speed** 30ft (6sq), fly 50ft (average, 10sq); Mobility**Melee** 2 Claws +7 (1d6+1)**Base Atk** +6; **Grapple** +7**Special Actions** Energy Drain, Summon Demon 1/day**Spell-like Abilities** (CL 12)At will – *charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50lb only), *suggestion* (DC 21), *greater teleport* (self plus 50lb only)**Abilities** Str 13 Dex 13 Con 13 Int 16 Wis 14 Cha 26**SQ** Addictive Kiss (DC 21), Change Shape, Outsider traits**Feats** Dodge, Mobility, Persuasive**Skills** Bluff +19 Concentration +10 Diplomacy +12 Disguise +17 (+19 acting) Escape Artist +10 Hide +10 Intimidate +19 Knowledge (any one) +12 Listen +19 Move Silently +10 Search +12 Spot +19 Survival +2 (+4 following tracks) Use Rope +1 (+3 binding)**Addictive Kiss (Su)** A creature that receives a kiss from a succubus and fails its Will save is willing to receive another kiss from the succubus within 6 hours. Mind-affecting, compulsion. Cha-based.**Change Shape (Su)** A succubus can assume the shape of any Small or Medium humanoid.**Energy Drain (Su)** By luring a mortal into an act of passion, or simply by kissing, a succubus bestows one negative level on the creature. A succubus can kiss an unwilling creature by successfully grappling it, following the normal rules for grapples. Even a forcefully implanted kiss subjects the creature to Addictive Kiss. The Fort save DC to remove the negative level is 21. Cha-based.**Summon Demon (Sp)** A vrock with a 30% chance of success. 3rd.

DEMON, VROCK

CR9

CE Large Outsider (Chaotic, Evil, Extraplanar)

Init +2; **Senses** Darkvision 60ft; Listen +24, Spot +24

Languages Abyssal, Celestial, Draconic; Telepathy 100ft

AC 22, Touch 11, Flat-footed 20

(-1 Size, +2 Dex, +11 Natural)

HP 115 (10HD); **DR** 10/good

Resist acid 10, cold 10, fire 10; **SR** 17

Immune electricity, poison

Fort +14 **Ref** +9 **Will** +10

Speed 30ft (6sq), fly 50ft (average, 10sq)

Melee 2 Claws +15 (2d6+6) and

Bite +13 (1d8+3) and

2 Talons (1d6+3)

Space 10ft; **Reach** 10ft

Base Atk +10; **Grapple** +20

Atk Options Cleave, Combat Reflexes (3), Power Attack

Special Actions Dance of Ruin (see text, 100ft radius, 20d6, DC 18), Spores 1/3rounds (adjacent),
Stunning Screech 1/hour (30ft radius, DC 22), Summon Demon 1/day

Spell-like Abilities (CL 12)

At will – *mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50lb only)

1/day – *heroism*

Abilities Str 23 Dex 15 Con 25 Int 14 Wis 16 Cha 16

SQ Outsider traits

Feats Cleave, Combat Reflexes, Multiattack, Power Attack

Skills Concentration +20 Diplomacy +5 Hide +11 Intimidate +16 Knowledge (any one) +15

Listen +24 Move Silently +15 Search +15 Sense Motive +16 Spellcraft +15 Spot +24

Survival +3 (+5 following track)

Dance of Ruin (Su) A group of at least 3 vrock who join hands in a circle and dance wildly for 3 rounds bring forth an explosion of crackling energy. All creatures except demons in the area take damage the damage, with a Reflex save for half. Stunning. paralyzing, or slaying one of the vrock stops the dance. Cha-based.

Spores (Ex) A vrock can release spores as a free action, immediately dealing 1d8 damage to adjacent creatures. Affected creatures continue to take 1d4 damage each round for 10 rounds, after which the victims are covered in harmless vines which wither away in 1d4 days. A *delay poison* halts the spores' growth for its duration, while a *bless*, *neutralize poison* or *remove disease* kills them, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su) All creatures in the area except demons who fail their Fortitude save are stunned for 1 round. Con-based.

DERRO

CR3

CE Small Monstrous Humanoid

Init +6; **Senses** Darkvision 60ft; Listen +1, Spot -3

Languages Undercommon

AC 18, Touch 13, Flat-footed 15; Buckler, Blind-Fight (+1 Size, +2 Dex, +2 Natural, +3 Armor)

HP 16 (3HD)

SR 15

Immune *confusion*, *insanity*

Weaknesses vulnerable to sunlight

Fort +2 **Ref** +5 **Will** +6

Speed 20ft (4sq)

Melee Shortsword +4 (1d4/19-20), or

Ranged Repeating Light Crossbow +6 (1d6/19-20, 80ft)

Base Atk +3; **Grapple** -1

Atk Options Blind-Fight, Poison Use, Sneak Attack +1d6

Combat Gear 5 doses of medium monstrous spider venom

Spell-like Abilities (CL 3)

At will – *darkness*

1/day – *daze* (DC 13), *sound burst* (DC 15)

Abilities Str 11 Dex 14 Con 13 Int 10 Wis 5 Cha 16

SQ Madness

Feats Blind-Fight, Improved Initiative

Skills Bluff +5 Hide +10 Jump -6 Listen +1 Move Silently +8

Possessions small studded leather armor, small buckler, small shortsword,
small light repeating crossbow with 10 bolts

Madness (Ex) Derro use their Cha modifier for Will saves, and are immune to *confusion* and *insanity* effects. Nothing short of a *wish* or *miracle* can bring a derro to sanity. If their sanity is cured, a derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Medium monstrous spider venom – injury, Fort DC 12, 1d4 Str/1d4 Str. Not based on an ability score of the derro.

Poison Use (Ex) A derro can apply poison to a weapon without risking poisoning itself.

Vulnerable to Sunlight (Ex) A derro takes 1 point of Constitution damage for every hour spent in direct sunlight. The points can't heal naturally unless the derro is sheltered from sunlight.

DESTRACHAN

CR8

NE Large Aberration

Init +5; **Senses** Blindsight 100ft; Listen +25, Spot +4

Languages Common (understand only)

AC 18, Touch 10, Flat-footed 17; Dodge

(-1 Size, +1 Dex, +8 Natural)

HP 60 (8HD)

Immune gaze attacks, illusions, visual effects, and other attack forms that rely on sight

Fort +5 **Ref** +5 **Will** +10; +4 vs. sonic effects

Speed 30ft (6sq)

Melee 2 Claws +9 (1d6+4)

Space 10ft

Base Atk +6; **Grapple** +14

Special Actions Destructive Harmonics (80ft-cone or 30ft-spread, DC 15)

Abilities Str 18 Dex 12 Con 16 Int 12 Wis 18 Cha 12

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills Hide +8 Listen +25 Move Silently +7 Survival +9

Blindsight (Ex) A deafened destrachan is effectively blinded.

Destructive Harmonics (Su) A destrachan can choose one of the three options each time it uses this ability. Sonic. Cha-based.

Flesh: 4d6 damage to all creatures in the area, with Reflex save for half.

Nerves: 6d6 nonlethal damage to all creatures in the area, with Reflex save for half.

Material: wood, stone, metal or glass objects (destrachan's choice when it uses the ability) within the area with less than 30hp are shattered unless they succeed on a Fort save.

DEVIL, BARBED (HAMATULA)**CR11**

LE Medium Outsider (Evil, Extraplanar, Lawful)

Init +6; **Senses** Darkvision 60ft, See in Darkness; Listen +19, Spot +19**Aura** Barbed Defense (touch)**Languages** Infernal, Celestial, Draconic; Telepathy 100ft**AC** 29, Touch 16, Flat-footed 23 (+6 Dex, +13 Natural)**HP** 126 (12HD); **DR** 10/good**Resist** acid 10, cold 10; **SR** 23**Immune** fire, poison**Fort** +14 **Ref** +14 **Will** +12**Speed** 30ft (6sq)**Melee** 2 Claws +18 (2d8+6 plus fear)**Base Atk** +12; **Grapple** +22**Atk Options** Cleave, Fear (Will DC 20), Impale 3d8+9, Improved Grab (claw), Power Attack**Special Actions** Summon Devil 1/day**Spell-like Abilities** (CL 12, +18 ranged touch)At will – *greater teleport* (self plus 50lb only), *hold person* (DC 16), *major image* (DC 17),
scorching ray (2 rays only)1/day – *order's wrath* (DC 18), *unholy blight* (DC 18)**Abilities** Str 23 Dex 23 Con 23 Int 12 Wis 14 Cha 18**SQ** Outsider traits**Feats** Alertness, Cleave, Improved Grapple, Iron Will, Power Attack**Skills** Concentration +21 Diplomacy +6 Hide +21 Intimidate +19 Knowledge (any one) +16

Listen +19 Move Silently +21 Search +16 Sense Motive +17 Spot +19

Survival +2 (+4 following tracks)

Barbed Defense (Su) A creature hitting a barbed devil with a natural weapon or a non-reach handheld weapon takes 1d8+6 piercing and slashing damage.**Fear (Su)** A creature hit by a barbed devil is panicked for 9 rounds, or shaken for 1 round if it succeeds on its Will save. Regardless of the save succeeding or not, a creature is immune to that barbed devil's fear for 24 hours. Fear, mind-affecting. Cha-based.**Impale (Ex)** A barbed devil deals 3d8+9 piercing damage with a successful grapple check.**See in Darkness (Su)** a barbed devil can see perfectly in darkness of any kind, even magical darkness such as that created by *deeper darkness*.**Summon Devil (Sp)** 1d6 bearded devils or a barbed devil with a 35% chance of success. 4th.

DEVIL, BEARDED (BARBAZU)

CR5

LE Medium Outsider (Evil, Extraplanar, Lawful)

Init +6; **Senses** Darkvision 60ft, See in Darkness; Listen +9, Spot +9

Languages Infernal, Celestial, Draconic; Telepathy 100ft

AC 19, Touch 12, Flat-footed 17

(+2 Dex, +7 Natural)

HP 45 (6HD); **DR** 5/silver or good

Resist acid 10, cold 10; **SR** 17

Immune fire, poison

Fort +8 **Ref** +7 **Will** +5

Speed 40ft (8sq)

Melee Glaive +9/+4 (1d10+3 plus Infernal Wound), or

Melee 2 Claws +8 (1d6+2)

Reach 5ft/10ft with glaive

Base Atk +6; **Grapple** +8

Atk Options Beard 1d8+2 plus disease (Fort DC 16, 1d4 days), Infernal Wound (glaive), Power Attack

Special Actions Battle Frenzy 2/day (6 rounds), Summon Devil 1/day

Spell-like Abilities (CL 12)

At will – *greater teleport* (self plus 50lb only)

Abilities Str 15 Dex 15 Con 17 Int 6 Wis 10 Cha 10

SQ Outsider traits

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +11 Diplomacy +2 Hide +11 Jump +6 Listen +9 Move Silently +9 Sense Motive +9
Spot +9

Possessions glaive

Battle Frenzy (Ex) Similar to Rage, but no ill effects after it ends. A bearded devil has the following changed statistics while in a frenzy:

AC 17, Touch 10, Flat-footed 15

HP 57

Fort +10 **Will** +7

Melee Glaive +11/+6 (1d6+6 plus Infernal Wound), or

Melee 2 Claws +10 (1d6+4)

Grapple +10

Atk Options Beard 1d8+3 plus disease (DC 18)

Abilities Str 19 Con 21

Skills Climb +13 Jump +8

Beard (Ex) If a bearded devil hits with both claw attack, it deals beard damage and if the target fails its save, it contracts the devil chills.

Disease (Ex) Devil Chills – Fort DC 16, incubation 1d4 days, 1d4 Str. Con-based.

Infernal Wound (Su) When a bearded devil hits a creature with a glaive, the wounded creature loses 2 hit points each round until stopped with a DC 16 Heal check, or by casting a *cure* or *heal* spell on it. However, the spell has no effect unless the caster succeeds on a DC 16 caster level check. Con-based.

See in Darkness (Su) a bearded devil can see perfectly in darkness of any kind, even magical darkness such as that created by *deeper darkness*.

Summon Devil (Sp) 2d10 lemures with 50% chance of success, or bearded devil with a 35% chance of success. 3rd.

DEVIL, BONE (OSYLUTH)

CR9

LE Large Outsider (Evil, Extraplanar, Lawful)

Init +9; **Senses** Darkvision 60ft, See in Darkness; Listen +17, Spot +17

Languages Infernal, Celestial, Draconic; Telepathy 100ft

AC 25, Touch 14, Flat-footed 20

(-1 Size, +5 Dex, +11 Natural)

HP 95 (10HD); **DR** 10/good

Resist acid 10, cold 10; **SR** 21

Immune fire, poison

Fort +12 **Ref** +12 **Will** +11

Speed 40ft (8sq)

Melee Bite +14 (1d8+5) and

2 Claws +12 (1d4+2) and

Sting +12 (3d4+2 plus poison)

Space 10ft; **Reach** 10ft

Base Atk +10; **Grapple** +19

Atk Options Poison (DC 20, 1d6 Str/2d6 Str)

Special Actions Fear Aura (5ft-radius, Will DC 17), Summon Devil 1/day

Spell-like Abilities (CL 12)

At will – *greater teleport* (self plus 50lb only), *dimensional anchor*, *fly*, *invisibility* (self only),
major image (DC 15), *wall of ice*

Abilities Str 21 Dex 21 Con 21 Int 14 Wis 14 Cha 14

SQ Outsider traits

Feats Alertness, Improved Initiative, Iron Will, Multiattack

Skills Bluff +15 Concentration +18 Diplomacy +6 Disguise +2 (+4 acting) Hide +14 Jump +9

Intimidate +17 Knowledge (any one) +15 Listen +17 Move Silently +18 Search +15

Sense Motive +15 Spot +17 Survival +2 (+4 following tracks)

Fear Aura (Su) A bone devil can activate this ability as a free action. Non-devils who fail the save are panicked for 7 rounds, while those who succeed are shaken for 1 round and immune to that bone devil's fear aura for 24 hours. Fear, mind-affecting. Cha-based.

Poison (Ex) Injury, Fort DC 20, 1d6 Str/2d6 Str. Con-based.

See in Darkness (Su) a bone devil can see perfectly in darkness of any kind, even magical darkness such as that created by *deeper darkness*.

Summon Devil (Sp) 2d10 lemures with a 50% chance of success, or a bone devil with a 35% chance of success. 4th.

DEVIL, CHAIN (KYTON)

LE Medium Outsider (Evil, Extraplanar, Lawful)

Init +6; **Senses** Darkvision 60ft; Listen +13, Spot +13**Aura** Unnerving Gaze (30ft, Will DC 15)**Languages** Infernal, Common**AC** 20, Touch 12, Flat-footed 18

(+2 Dex, +8 Natural)

HP 52 (8HD), regeneration 2; **DR** 5/silver or good**SR** 18**Immune** cold**Fort** +8 **Ref** +8 **Will** +6**Speed** 30ft (6sq)**Melee** 2 Chains +10 (2d4+2/19-20)**Reach** 5ft/10ft with chains**Base Atk** +8; **Grapple** +10**Special Actions** Dancing Chains (20ft)**Abilities** Str 15 Dex 15 Con 15 Int 6 Wis 10 Cha 12**SQ** Outsider traits**Feats** Alertness, Improved Critical (chain), Improved Initiative**Skills** Appraise -2 (+0 smithed items) Climb +13 Craft (blacksmithing) +17 Escape Artist +13

Intimidate +12 Listen +13 Spot +13 Use Rope +2 (+4 bindings)

Possessions lots and lots of chain

Dancing Chains (Su) As a standard action, a chain devil can control up to 4 chains within range, moving them as it wishes. The chain devil can increase the length of a chain by up to 15ft and cause them to sprout razor-edged barbs. A controlled chain attacks as effectively as the devil controlling it. A chain devil can climb a chain it controls at its normal land speed.

If a chain that the devil tries to control is in someone's possession, that creature gets a Will DC 15 save to negate the control. If the save is successful, the devil can't attempt to control that chain again for 24 hours or until it leaves the creature's possession.

Unnerving Gaze (Su) Those who fail the save take a -2 penalty to attack for 1d3 rounds, as the chain devil's face resembles that of a departed loved one or a bitter enemy. Cha-based.

DEVIL, ERINYES

CR8

LE Medium Outsider (Evil, Extraplanar, Lawful)

Init +5; **Senses** Darkvision 60ft, See in Darkness, True Seeing; Listen +16, Spot +16

Languages Infernal, Celestial, Draconic; Telepathy 100ft

AC 23, Touch 15, Flat-footed 18; Dodge, (+5 Dex, +8 Natural)

HP 85 (9HD); **DR** 5/good

Resist acid 10, cold 10; **SR** 20

Immune fire, poison

Fort +11 **Ref** +11 **Will** +10

Speed 30ft (6sq), fly 50ft (good, 10sq); Mobility

Melee Longsword +14/+9 (1d8+5/19-20), or

Ranged Longbow +15/+10 (1d8+6/x3 plus 1d6 fire, 110ft), or

Ranged Rapid Shot +13/+13/+8 (1d8+6/x3 plus 1d6 fire, 110ft)

Base Atk +9; **Grapple** +14

Atk Options Point Blank Shot, Precise Shot, Shot on the Run

Special Actions Entangle (+14 ranged touch, 30ft incr.), Summon Devil 1/day

Spell-like Abilities (CL 12)

At will – *greater teleport* (self plus 50lb only), *charm monster* (DC 19), *minor image* (DC 17),
unholy blight (DC 19)

Abilities Str 21 Dex 21 Con 21 Int 14 Wis 18 Cha 18

SQ Outsider traits

Feats Dodge^B, Mobility^B, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Skills Concentration +17 Diplomacy +7 Escape Artist +17 Hide +17 Knowledge (any two) +14

Listen +16 Move Silently +17 Search +14 Sense Motive +16 Spot +16

Survival +4 (+6 following tracks) Use Rope +5 (+7 bindings)

Possessions longsword, +1 *flaming composite* (+5) *longbow* with 20 arrows, 50ft of rope

Entangling Rope (Ex) An erinyes can command an unattended rope within 260ft to “coil”, “coil and knot”, “loop”, “loop and knot” or the opposite of any of these as a move action. The commanded rope can enwrap a creature within 1ft of it, though an erinyes can throw a rope to affect a creature further away. Enwrapped creatures are entangled. Erinyes gain a +2 bonus to Use Rope checks with ropes they are controlling.

See in Darkness (Su) an erinyes can see perfectly in darkness of any kind, even magical darkness such as that created by *deeper darkness*.

Summon Devil (Sp) 2d10 lemures or 1d4 bearded devils with a 50% chance of success. 3rd.

True Seeing (Su) As the spell, CL 14.

DEVIL, HELLCAT (BEZEKIRA)

CR7

LE Large Outsider (Evil, Extraplanar, Lawful)

Init +9; **Senses** Darkvision 60ft, Scent; Listen +17, Spot +13

Aura Invisible in Light

Languages Telepathy 100ft

AC 21, Touch 14, Flat-footed 16; Dodge

(-1 Size, +5 Dex, +7 Natural)

HP 60 (8HD); **DR** 5/good

Resist fire 10; **SR** 19

Fort +9 **Ref** +11 **Will** +8

Speed 40ft (8sq)

Melee 2 Claws +13 (1d8+6) and

Bite +8 (2d6+3) and

2 Rakes +13 (1d8+3)

Space 10ft

Base Atk +8; **Grapple** +18

Atk Options Improved Grab (bite), Pounce

Abilities Str 23 Dex 21 Con 17 Int 10 Wis 14 Cha 10

SQ Outsider traits

Feats Dodge, Improved Initiative, Track

Skills Balance +16 Climb +17 Hide +13 Jump +21 Listen +17 Move Silently +20 Spot +13 Swim +17

Invisible in Light (Ex) In a lit area, a hellcat is invisible. In darkened areas it shows up as a faintly glowing outline, though magical darkness conceals the glow. The glow is discernible up to 30ft away (60ft for a character with low-light vision).

DEVIL, HORNED (CORNUGON)

CR16

LE Large Outsider (Evil, Extraplanar, Lawful)

Init +7; **Senses** Darkvision 60ft, See in Darkness; Listen +22, Spot +22

Languages Infernal, Celestial, Draconic; Telepathy 100ft

AC 35, Touch 16, Flat-footed 28

(-1 Size, +7 Dex, +19 Natural)

HP 172 (15HD), regeneration 5; **DR** 10/good and silver

Resist acid 10, cold 10; **SR** 28

Immune fire, poison

Fort +16 **Ref** +16 **Will** +15

Speed 20ft (4sq), fly 50ft (average, 10sq)

Melee Spiked Chain +25/+20/+15 (2d6+15 plus stun) and

Bite +22 (2d8+5) and

Tail +22 (2d6+5 plus infernal wound), or

Melee 2 Claws +24 (2d6+10) and

Bite +22 (2d8+5) and

Tail +22 (2d6+5 plus infernal wound)

Space 10ft; **Reach** 10ft/20ft with spiked chain

Atk Options Cleave, Improved Sunder, Infernal Wound (tail), stun (spiked chain, Fort DC 27), Power Attack

Special Actions Fear Aura (5ft-radius, Will DC 23), Summon Devil 1/day

Spell-like Abilities (CL 15)

At will – *dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good* (DC 19), *greater teleport* (self plus 50lb only), *persistent image* (DC 21)

3/day – *fireball* (DC 19), *lightning bolt* (DC 19)

Abilities Str 31 Dex 25 Con 25 Int 14 Wis 18 Cha 22

SQ Outsider traits

Feats Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain)

Skills Bluff +24 Climb +28 Concentration +24 Diplomacy +10 Disguise +6 (+8 acting) Hide +21

Intimidate +26 Jump +4 Listen +22 Move Silently +23 Search +20 Sense Motive +22 Spot +22

Survival +4 (+6 following tracks)

Possessions large spiked chain

Fear Aura (Su) A horned devil can use this ability as a free action. Affected non-devils that fail the save are panicked for 15 rounds, while those who succeed on the save are shaken for 1 round and immune to that particular horned devil's fear aura for 24 hours. Fear, mind-affecting. Cha-based.

Infernal Wound (Su) When a horned devil hits a creature with its tail, the wounded creature loses 2 hit points each round until stopped with a DC 24 Heal check or by casting a *cure* or *heal* spell on it. However, the spell has no effect unless the caster succeeds on a DC 24 caster level check. Con-based.

Regeneration (Ex) good-aligned silvered weapons, as well as spells and effects with the good descriptor, deal normal damage to a horned devil.

See in Darkness (Su) a horned devil can see perfectly in darkness of any kind, even magical darkness such as that created by *deeper darkness*.

Stun (Su) A creature with a spiked chain by a horned devil is stunned for 1d4 rounds unless it succeeds on its save. Str-based.

Summon Devil (Sp) 2d10 lemures or 1d6 bearded devils with a 50% chance of success, or 1d6 barbed devils with a 35% chance of success, or a horned devil with a 20% chance of success. 6th.

DEVIL, ICE (GELUGON)

CR13

LE Large Outsider (Evil, Extraplanar, Lawful)

Init +5; **Senses** Darkvision 60ft, See in Darkness; Listen +25, Spot +25

Languages Infernal, Celestial, Draconic; Telepathy 100ft

AC 32, Touch 14, Flat-footed 27

(-1 Size, +5 Dex, +18 Natural)

HP 147 (14HD), regeneration 5; **DR** 10/good

Resist acid 10, cold 10

Immune fire, poison

Fort +15 **Ref** +14 **Will** +15

Speed 40ft (8sq)

Melee Spear +20/+15/+10 (2d6+9/x3 plus slow) and

Bite +14 (2d6+3) and

Tail +14 (3d6+3 plus slow), or

Melee 2 Claws +19 (1d10+6) and

Bite +14 (2d6+3) and

Tail +14 (3d6+3 plus slow), or

Ranged Spear +19 (2d6+9/x3 plus slow, 20ft)

Space 10ft; **Reach** 10ft

Atk Options Cleave, Combat Reflexes (6), Power Attack, slow

Special Actions Fear Aura (5ft-radius, Will DC 22), Summon Devil 1/day

Spell-like Abilities (CL 13)

At will – *cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport* (self plus 50lb only),
persistent image (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19)

Abilities Str 23 Dex 21 Con 23 Int 22 Wis 22 Cha 20

SQ Outsider traits

Feats Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear)

Skills Bluff +22 Climb +23 Concentration +23 Diplomacy +9 Disguise +5 (+7 acting) Hide +1

Intimidate +24 Jump +27 Knowledge (any three) +23 Listen +25 Move Silently +22 Search +23

Sense Motive +23 Spellcraft +23 Spot +25 Survival +6 (+8 following tracks)

Possessions large spear

Fear Aura (Su) An ice devil can activate this ability as a free action. Affected non-devils who fail their save are panicked for 13 rounds, while those who succeed are shaken for 1 round and immune to that particular ice devil's fear aura for 24 hours. Fear, mind-affecting. Cha-based.

See in Darkness (Su) a horned devil can see perfectly in darkness of any kind, even magical darkness such as that created by *deeper darkness*.

Slow (Su) Creatures hit by an ice devil's spear or tail who fail their save are slowed for 1d6 rounds, suffering -1 to attack, AC and Reflex saves, moving at half speed (round down) and allowed only a single move or standard action in a round.

Summon Devil (Sp) 2d10 lemures, 1d6 bearded devils or 2d4 bone devils with a 50% chance of success, or an ice devil with a 20% chance of success. 4th.

DEVIL, IMP

CR2

LE Tiny Outsider (Evil, Extraplanar, Lawful)

Init +3; **Senses** Darkvision 60ft; Listen +7, Spot +7

Languages Infernal, Celestial, Draconic

AC 20, Touch 15, Flat-footed 17; Dodge

(+2 Size, +3 Dex, +5 Natural)

HP 13 (3HD), fast healing 2; **DR** 5/good or silver

Resist fire 5

Immune poison

Fort +3 **Ref** +6 **Will** +4

Speed 20ft (4sq), fly 50ft (perfect, 10sq)

Melee Sting +8 (1d4 plus poison)

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

Base Atk +3; **Grapple** -1

Atk Options Poison (DC 13, 1d4 Dex/2d4 Dex)

Spell-like Abilities (CL 6)

At will – *detect good*, *detect magic*, *invisibility* (self only)

1/day – *suggestion* (DC 15)

Abilities Str 10 Dex 17 Con 10 Int 10 Wis 12 Cha 14

SQ Alternate Form, Outsider traits

Feats Dodge, Weapon Finesse

Skills Diplomacy +8 Hide +17 Jump -6 Knowledge (any one) +6 Listen +7 Move Silently +9 Search +6

Spellcraft +6 Spot +7 Survival +1 (+3 following tracks)

Alternate Form (Su) An imp can assume another form at will. Each imp can assume one or two forms from the following list: Small or Medium monstrous spider, raven, rat, and boar.

Poison (Ex) Injury, Fort DC 13, 1d4 Dex/2d4 Dex. Con-based.

DEVIL, LEMURE

CR1

LE Medium Outsider (Evil, Extraplanar, Lawful)

Init +0; **Senses** Darkvision 60ft, See in Darkness; Listen +0, Spot +0

Languages Can receive telepathic communication

AC 14, Touch 10, Flat-footed 14

(+4 Natural)

HP 9 (2HD); **DR** 5/good or silver

Resist acid 10, cold 10

Immune fire, mind-affecting, poison

Fort +3 **Ref** +3 **Will** +3

Speed 20ft (4sq)

Melee 2 Claws +2 (1d4)

Base Atk +2; **Grapple** +2

Abilities Str 10 Dex 10 Con 10 Int – Wis 11 Cha 5

SQ Mindless, Outsider traits

See in Darkness (Su) A lemure can see perfectly in darkness, even that created by *deeper darkness*.

DEVIL, PIT FIEND

CR20

LE Large Outsider (Evil, Extraplanar, Lawful)

Init +12; **Senses** Darkvision 60ft, See in Darkness; Listen +29, Spot +29

Languages Infernal, Celestial, Draconic; Telepathy 100ft

AC 40, Touch 17, Flat-footed 32

(-1 Size, +8 Dex, +33 Natural)

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

Resist acid 10, cold 10; **SR** 32

Immune fire, poison

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

Speed 40ft (8sq), fly 60ft (average, 12sq)

Melee 2 Claws +30 (2d8+13) and

2 Wings +28 (2d6+6) and

Bite +28 (4d6+6 plus disease plus poison) and

Tail Slap +28 (2d8+6)

Space 10ft; **Reach** 10ft

Base Atk +18; **Grapple** +35

Atk Options Constrict 2d8+26, Disease (DC 27, 1d4 days), Great Cleave, Improved Grab (tail slap), Poison (DC 27, 1d6 Con/death), Power Attack

Special Actions Fear Aura (20ft-radius, Will DC 27), Summon Devil 2/day

Spell-like Abilities (CL 18, +15 ranged touch)

At will – *blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*,

greater teleport (self plus 50lb only), *invisibility*, *magic circle against good* (DC 21),

mass hold monster (DC 27), *persistent image* (DC 23), *power word stun*, *unholy aura* (DC 26)

3/day – quickened *fireball*

1/day – *meteor swarm* (DC 27)

1/year – *wish* (CL 20)

Abilities Str 37 Dex 27 Con 27 Int 26 Wis 26 Cha 26

SQ Outsider traits

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

Skills Balance +10 Bluff +29 Climb +34 Concentration +29 Diplomacy +10 Disguise +29 (+31 acting)

Hide +25 Intimidate +31 Jump +40 Knowledge (arcana) +29 Knowledge (nature) +10

Knowledge (the planes) +29 Knowledge (religion) +29 Listen +29 Move Silently +29 Search +29

Spellcraft +31 Spot +29 Survival +8 (+10 on the planes; additional +2 tracking)

Disease (Su) Devil chills, incubation 1d4 days, 1d4 Str. Con-based.

Fear Aura (Su) A pit fiend can use this ability as a free action. Non-devils who fail their save are panicked for 18 rounds, while those who succeed are shaken for 1 round and immune to that pit fiend's fear aura for 24 hours. Cha-based.

Poison (Ex) Injury, Fort DC 27, 1d6 Con/death. Con-based.

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

Summon Devil (Sp) 2 lemures, bone devils, or bearded devils, or a single erinyes, horned devil, or ice devil. 8th.

DEVOURER

CR11

NE Large Undead (Extraplanar)

Init +4; **Senses** Darkvision 60ft; Listen +18, Spot +18

Languages Common

AC 24, Touch 9, Flat-footed 24; Blind-Fight

(-1 Size, +15 Natural)

HP 78 (12HD)

SR 21

Immune ability drain, criticals, death effects, disease, fatigue and exhaustion, mind-affecting, non-object Fortitude saves, nonlethal damage, paralysis, physical ability damage, poison, sleep, stun

Fort +4 **Ref** +4 **Will** +11; Spell Deflection

Speed 30ft (6sq)

Melee 2 Claws +15 (1d6+9 plus energy drain)

Space 10ft; **Reach** 10ft

Base Atk +6; **Grapple** +19

Atk Options Blind-Fight, Combat Expertise, Energy Drain

Special Actions Trap Essence (+14 melee, Fort DC 19)

Spell-like Abilities (CL 18, +14 melee touch, +5 ranged touch)

5×HD of trapped soul – *confusion* (DC 17), *control undead* (DC 20), *ghoul touch* (DC 15), *lesser planar ally*, *ray of enfeeblement* (DC 14), *spectral hand*, *suggestion* (DC 16), *true seeing*

Abilities Str 28 Dex 10 Con – Int 16 Wis 16 Cha 17

SQ Undead traits

Feats Blind-Fight, Combat Casting, Combat Expertise, Improved Initiative, Weapon Focus (claw)

Skills Climb +24 Concentration +18 (+22 defensively) Diplomacy +5 Jump +24 Listen +18

Move Silently +15 Search +10 Sense Motive +11 Spot +18 Survival +3 (+5 following tracks)

Energy Drain (Su) A creature hit by a devourer's claw attack gains 1 negative level, while the devourer gains 5 temp HP. A devourer can use its energy drain through its *spectral hand* spell-like ability. Fort DC 19 to remove after 24 hours. Cha-based.

Trap Essence (Su) As a standard action, the devourer makes a single melee attack. If the creature hit fails its save, it dies and its essence is trapped inside the devourer. Cha-based.

A trapped creature cannot be raised or resurrected. A *limited wish*, *miracle* or *wish* sets it free, as does destroying the devourer. A devourer can hold only a single creature at a time.

A trapped creature gains a negative level for every 5 spell-like abilities the devourer uses, and is destroyed when the negative levels equal its HD. If freed, a creature must make a Fort DC 19 save for each negative level or lose that level permanently. Cha-based.

Spell Deflection (Su) If any of the following spells are cast on the devourer and pass its spell resistance, they affect the trapped essence instead: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnosis*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. In many cases, this effectively neutralizes the spell, though some effects eliminate the victim, forcing the devourer to capture a new creature to use its spell-like abilities.

DIGESTER

CR6

N Medium Magical beast

Init +6; **Senses** Darkvision 60ft, Low-light Vision, Scent; Listen +6, Spot +6

AC 17, Touch 12, Flat-footed 15 (+2 Dex, +5 Natural)

HP 68 (8HD)

Immune Acid

Fort +9 **Ref** +10 **Will** +3

Speed 60ft (12sq)

Melee Claw +11 (1d8+4)

Base Atk +8; **Grapple** +11

Special Actions Acid Spray (20ft-cone 4d8 acid, or single adjacent target 8d8 acid, Reflex DC 17 half)

Abilities Str 17 Dex 15 Con 17 Int 2 Wis 12 Cha 10

Feats Alertness, Improved Initiative, Lightning Reflexes

Skills Hide +9 Listen +6 Jump +21 Spot +6

Acid Spray (Ex) Once every 1d4 rounds. Con-based.

DIRE APE

CR3

N Large Animal

Init +2; **Senses** Low-light Vision, Scent; Listen +5, Spot +6

AC 15, Touch 11, Flat-footed 13 (-1 Size, +2 Dex, +4 Natural)

HP 35 (5HD)

Fort +6 **Ref** +6 **Will** +5

Speed 30ft (6sq), climb 15ft (3sq)

Melee 2 Claws +8 (1d6+6) and
Bite +3 (1d8+3)

Space 10ft; **Reach** 10ft

Base Atk +3; **Grapple** +13

Atk Options Rend 2d6+9

Abilities Str 22 Dex 15 Con 14 Int 2 Wis 12 Cha 7

Feats Alertness, Toughness

Skills Climb +14 Hide -2 Listen +5 Move Silently +5 Spot +6

Rend (Ex) A dire ape rends if it hits with both claw attacks

DIRE BADGER

CR2

N Medium Animal

Init +3; **Senses** Low-light Vision, Scent; Listen +6, Spot +6

AC 16, Touch 13, Flat-footed 13 (+3 Dex, +3 Natural)

HP 28 (3HD)

Fort +7 **Ref** +6 **Will** +4

Speed 30ft (6sq), burrow 10ft (2sq)

Melee 2 Claws +4 (1d4+2) and
Bite -1 (1d6+1)

Base Atk +2; **Grapple** +4

Special Actions Rage

Abilities Str 14 Dex 17 Con 19 Int 2 Wis 12 Cha 10

Feats Alertness, Toughness, Track

Skills Listen +6 Spot +6

Rage (Ex) A dire badger that takes damage enters rage on its next turn, and rages until either it or its enemy is dead. Changes in rage:

AC 14, Touch 11, Flat-footed 11

HP 34

Fort +9

Melee 2 Claws +6 (1d4+4) and
Bite +1 (1d6+2)
Grapple +6
Abilities Str 18 Con 23

DIRE BAT

CR2

N Large Animal

Init +6; **Senses** Blindsense 40ft; Listen +12, Spot +8

AC 20, Touch 15, Flat-footed 12

HP 30 (4HD)

Fort +7 **Ref** +6 **Will** +3

Speed 20ft (4sq), fly 40ft (good, 8sq)

Melee Bite +5 (1d8+4)

Space 10ft

Base Atk +3; **Grapple** +10

Abilities Str 17 Dex 22 Con 17 Int 2 Wis 14 Cha 6

Feats Alertness, Stealthy

Skills Hide +4 Jump -3 Listen +12 Move Silently +11 Spot +8

Blindsense (Ex) A dire bat without its blindsense takes a -4 penalty to Listen and Spot.

DIRE BEAR

CR7

N Large Animal

Init +1; **Senses** Low-light Vision, Scent; Listen +10, Spot +10

AC 17, Touch 10, Flat-footed 16

(-1 Size, +1 Dex, +7 Natural)

HP 105 (12HD)

Fort +12 **Ref** +9 **Will** +9

Speed 40ft (8sq)

Melee 2 Claws +19 (2d4+10) and Bite +13 (2d8+5)

Space 10ft

Base Atk +9; **Grapple** +23

Atk Options Improved Grab (claw)

Abilities Str 31 Dex 13 Con 19 Int 2 Wis 12 Cha 10

Feats Alertness, Endurance, Run, Toughness, Weapon Focus (claw)

Skills Hide -3 Jump +14 (+18 running) Listen +10 Spot +10 Swim +13

DIRE BOAR

CR4

N Large Animal

Init +0; **Senses** Low-light Vision, Scent; Listen +8, Spot +8

AC 15, Touch 9, Flat-footed 15

(-1 Size, +6 Natural)

HP 52 (7HD); Ferocity

Fort +8 **Ref** +5 **Will** +8

Speed 40ft (8sq)

Melee Gore +12 (1d8+12)

Space 10ft

Base Atk +5; **Grapple** +17

Abilities Str 27 Dex 10 Con 17 Int 2 Wis 13 Cha 8

Feats Alertness, Endurance, Iron Will

Skills Listen +8 Spot +8

Ferocity (Ex) A dire boar continues to fight without penalty even while disabled or dying.

DIRE LION

CR5

N Large Animal

Init +2; **Senses** Low-light Vision, Scent; Listen +7, Spot +7

AC 15, Touch 11, Flat-footed 13
HP 60 (8HD)
Fort +9 **Ref** +8 **Will** +7

(-1 Size, +2 Dex, +4 Natural)

Speed 40ft (8sq)
Melee 2 Claws +13 (1d6+7) and
Bite +7 (1d8+3) and
2 Rakes +12 (1d6+3)

Space 10ft
Base Atk +6; **Grapple** +17
Atk Options Improved Grab (bite), Pounce

Abilities Str 25 Dex 15 Con 17 Int 2 Wis 12 Cha 10

Feats Alertness, Run, Weapon Focus (claw)

Skills Hide +2 (+6 in heavy undergrowth) Jump +11 (+15 running) Listen +7 Move Silently +7
Spot +7

DIRE RAT

CR¹/₃

N Small Animal

Init +3; **Senses** Low-light Vision, Scent; Listen +4, Spot +4

AC 15, Touch 14, Flat-footed 12

(+1 Size, +3 Dex, +1 Natural)

HP 5 (1HD)

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

Speed 40ft (8sq), climb 20ft (4sq)

Melee Bite +4 (1d4 plus disease)

Base Atk +0; **Grapple** -4

Atk Options Disease (DC 11, 1d3 days)

Abilities Str 10 Dex 17 Con 12 Int 1 Wis 12 Cha 4

Feats Alertness, Weapon Finesse^B

Skills Climb +11 Hide +8 Jump +4 Listen +4 Move Silently +4 Spot +4 Swim +11

Disease (Ex) Filth Fever, Fortitude DC 11, incubation 1d3 days, 1d3 Dex and 1d3 Con. Con-based.

DIRE SHARK

CR9

N Huge Animal (Aquatic)

Init +2; **Senses** Keen Scent; Listen +12, Spot +11

AC 17, Touch 10, Flat-footed 17

(-2 Size, +2 Dex, +7 Natural)

HP 147 (18HD)

Fort +14 **Ref** +13 **Will** +12

Speed swim 60ft (12sq)

Melee Bite +18 (2d8+9/19-20)

Space 15ft; **Grapple** 10ft

Base Atk +13; **Grapple** +27

Atk Options Improved Grab (bite), Swallow Whole (Large, 2d6+6 and 1d8+4 acid)

Abilities Str 23 Dex 15 Con 17 Int 1 Wis 12 Cha 10

Feats Improved Critical (bite), Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)

Skills Hide -6 Listen +12 Spot +11 Swim +14

Keen Scent (Ex) A dire shark can detect creatures within 180ft by scent, and blood in water at ranges of up to a mile.

Swallow Whole (Ex) A dire shark can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Tiny, or 512 Fine or smaller opponents. AC 13, 25HP.

DIRE TIGER

CR8

N Large Animal

Init +2; **Senses** Low-light Vision, Scent; Listen +6, Spot +7

AC 17, Touch 11, Flat-footed 15

(-1 Size, +2 Dex, +6 Natural)

HP 120 (16HD)

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

Speed 40ft (8sq)

Melee 2 Claws +20 (2d4+8) and

Bite +14 (2d6+4) and

2 Rakes +19 (2d4+4)

Space 10ft

Base Atk +12; **Grapple** +24

Atk Options Improved Grab (bite), Pounce

Abilities Str 27 Dex 15 Con 17 Int 2 Wis 12 Cha 10

Feats Alertness, Improved Natural Attack (claw, bite), Run, Stealthy, Weapon Focus (claw)

Skills Hide +7 (+11 in heavy undergrowth) Jump +14 (+18 running) Listen +6 Move Silently +11

Spot +7 Swim +10

DIRE WEASEL

CR2

N Medium Animal

Init +4; **Senses** Low-light Vision, Scent; Listen +3, Spot +5

AC 16, Touch 14, Flat-footed 12

(+4 Dex, +2 Natural)

HP 13 (3HD)

Fort +3 **Ref** +7 **Will** +4

Speed 40ft (8sq)

Melee Bite +6 (1d6+3)

Base Atk +2; **Grapple** +4

Atk Options Attach, Blood Drain (1d4 Con)

Abilities Str 14 Dex 19 Con 10 Int 2 Wis 12 Cha 11

Feats Alertness, Stealthy, Weapon Finesse^B

Skills Hide +8 Jump +6 Listen +3 Move Silently +8 Spot +5

Attach (Ex) A dire weasel that hits with its bite attack automatically attaches to its opponent, automatically dealing bite damage each round. While attached, it loses its Dexterity bonus to AC. It can be attacked, or removed by successfully pinning it.

Blood Drain (Ex) A dire weasel drains blood for every round it remains attached.

DIRE WOLF

CR3

N Large Animal

Init +2; **Senses** Low-light Vision, Scent; Listen +7, Spot +7

AC 14, Touch 11, Flat-footed 12

(-1 Size, +2 Dex, +3 Natural)

HP 45 (6HD)

Fort +8 **Ref** +7 **Will** +6

Speed 50ft (10sq)

Melee Bite +11 (1d8+10)

Space 10ft

Base Atk +4; **Grapple** +15

Atk Options Trip (bite, +11)

Abilities Str 25 Dex 15 Con 17 Int 2 Wis 12 Cha 10

Feats Alertness, Run, Track^B, Weapon Focus (bite)

Skills Hide +0 Jump +15 Listen +7 Move Silently +4 Spot +7 Survival +2 (+6 tracking by scent)

DIRE WOLVERINE

CR4

N Large Animal

Init +3; **Senses** Low-light Vision, Scent; Listen +7, Spot +7

AC 16, Touch 12, Flat-footed 13

HP 45 (5HD)

Fort +8 **Ref** +7 **Will** +5

Speed 60ft (12sq), climb 10ft (2sq)

Melee 2 Claws +8 (1d6+6) and

Bite +3 (1d8+3)

Space 10ft

Base Atk +3; **Grapple** +13

Special Actions Rage

Abilities Str 22 Dex 17 Con 19 Int 2 Wis 12 Cha 10

Feats Alertness, Toughness, Track^B

Skills Climb +14 Hide -1 Jump +18 Listen +7 Spot +7

Rage (Ex) A wolverine that takes damage enters rage on its next turn, in which it remains until either it or its enemy is dead. Changes in rage:

AC 14, Touch 10, Flat-footed 11

HP 44

Fort +10

Melee 2 Claws +10 (1d4+8) and Bite +5 (1d6+4)

Grapple +15

Abilities Str 26 Con 23

Skills Climb +16 Jump +20

DRYAD

CR3

CG Medium Fey

Init +4; **Senses** Listen +9, Spot +9

Languages Common, Elven, Sylvan

AC 17, Touch 14, Flat-footed 13

HP 14 (4HD); **DR** 5/cold iron

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

Speed 30ft (6sq)

Melee Dagger +6 (1d4/19-20), or

Ranged Longbow +7 (1d8/x3/100ft), or

Ranged Dagger +6 (1d4/19-20/10ft)

Base Atk +2; **Grapple** +2

Spell-Like Abilities (CL 6, Wisdom-based)

At will – Entangle (DC 13), Speak with Plants, Treeshape

3/day – Charm Person (DC 13), Deep Slumber (DC 15), Tree Stride

1/day – Suggestion (DC 15)

Abilities Str 10 Dex 19 Con 11 Int 14 Wis 15 Cha 18

SQ Tree-dependant, Wild Empathy +10

Feats Great Fortitude, Weapon Finesse

Skills Escape Artist +11 Handle Animal +11 Hide +11 Knowledge (nature) +11 Listen +9 Move Silently +11 Ride +6 Spot +9 Survival +9 (+11 above ground) Use Rope +4 (+6 binding)

Possessions Dagger, masterwork longbow

Tree-dependant (Su) A dryad who strays more than 300 yards from its bound tree becomes ill and dies within 4d6 hours. The tree does not detect as magical.