

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

Slime (Ex) A creature hit by an aboleth's tentacle must succeed on a DC 20 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Aboleth

Spell-Like Abilities (CL 16th)

Constant—*detect evil, detect snares and pits, discern lies* (DC 20), *true seeing*
At will—*continual flame, dispel magic, holy smite* (DC 21), *invisibility* (self only), *lesser restoration, remove curse, remove disease, remove fear* (DC 18), *speak with dead* (DC 20)
3/day—*blade barrier* (DC 21), *flame strike* (DC 22), *power word stun, raise dead, waves of fatigue*
1/day—*earthquake* (DC 25), *greater restoration, mass charm monster* (DC 25), *waves of exhaustion*
Spells Planetars cast divine spells as 16th-level clerics. They do not gain access to domains or other cleric abilities.

Spells Prepared (CL 16th)

8th—*earthquake* (DC 25), *fire storm* (DC 25)
7th—*holy word* (DC 24), *regenerate* (2)
6th—*banishment* (DC 23), *greater dispel magic, heal, mass cure moderate wounds* (DC 23)
5th—*break enchantment, dispel evil* (2, DC 22), *plane shift* (DC 22), *righteous might*
4th—*death ward, dismissal* (DC 21), *neutralize poison* (DC 21), *summon monster IV*
3rd—*cure serious wounds* (2), *daylight, invisibility purge, summon monster III, wind wall*
2nd—*align weapon* (2), *bear's endurance* (2), *cure moderate wounds* (2), *eagle's splendor*
1st—*bless* (2), *cure light wounds* (4), *shield of faith*
0 (at will)—*detect magic, purify food and drink, stabilize, virtue*
Feats Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness
Skills Acrobatics +24, Craft (any 1) +26, Diplomacy +27, Fly +26, Heal +24, Intimidate +27, Know (history) +23, Know (planes) +26, Sense Motive +27, Stealth +20

Angel, Planetar

Aasimar (Aasimar cleric 1)

Spell-Like Abilities (CL 13th)

At Will—*aid, continual flame, detect evil, discern lies* (DC 20), *dispel evil* (DC 21), *dispel magic, holy aura* (DC 24), *holy smite* (DC 20), *holy word* (DC 23), *invisibility* (self only), *plane shift* (DC 23), *remove curse, remove disease, remove fear*
7/day—*cure light wounds, see invisibility*
1/day—*blade barrier* (DC 22), *heal*

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (warhammer)

Skills Acrobatics +22, Craft (any one) +22, Diplomacy +24, Fly +26, Intimidate +24, Knowledge (planes) +22, Knowledge (religion) +19, Sense Motive +26, Stealth +22

Stun (Su) If an astral deva strikes an opponent twice in one round with its warhammer, that creature must succeed on a DC 25 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex) This ability functions identically to the rogue ability. If a deva gains uncanny dodge from a class level, he instead gains improved uncanny dodge.

Angel, Astral Deva

Distraction Casting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Skills that involve patience and concentration requires a DC 20 Will save.

Swarm Attack: Deals automatic damage to any creature whose space they occupy at the end of their move. Swarm attacks are not subject to a miss chance for concealment.

Swarm Traits (B-313):

- *Immune to all weapon damage.
- *Not subject to critical hits or flanking.
- *Reducing a swarm to 0 HP or less causes it to break up.
- *Never staggered or reduced to a dying state by damage. Can't be tripped, grappled, or bull rushed.
- *They can't grapple an opponent.
- *Immune to any spell or effect that targets a specific number of creatures.
- *Takes +50% damage from spells or effects that affect an area, such as splash weapons and many evocation spells.
- *Susceptible to high winds, such as those created by a *gust of wind* spell. (Treat the swarm as a creature of the same size as its constituent creatures.)
- *A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.
- *Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack.

Army Ant Swarm

Spell-Like Abilities (CL 20th)

- Constant—*detect evil, detect snares and pits, discern lies* (DC 21), *true seeing*
At Will—*aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration, remove curse, remove disease, remove fear, resist energy, summon monster VII, speak with dead* (DC 20), *waves of fatigue*
3/day—*blade barrier* (DC 23), *earthquake* (DC 25), *heal, mass charm monster* (DC 25), *permanency, resurrection, waves of exhaustion*
1/day—*greater restoration, power word blind, power word kill, power word stun, prismatic spray* (DC 24), *wish*
- Spells Prepared** (CL 20th)
- 9th—*etherealness, mass heal, miracle, storm of vengeance* (DC 27)
8th—*fire storm* (DC 26), *holy aura* (2) (DC 26), *mass cure critical wounds* (2)
7th—*destruction* (DC 25), *dictum* (DC 25), *ethereal jaunt, holy word* (DC 25), *regenerate*
6th—*banishment* (DC 24), *heroes' feast, mass cure mod wounds, undeath to death* (DC 24), *word of recall*
5th—*break enchantment, breath of life, dispel evil* (DC 23), *plane shift* (DC 23), *righteous might, symbol of sleep* (DC 23)
4th—*cure critical wounds* (3), *death ward, dismissal* (DC 22), *neutralize poison* (2) (DC 22)
3rd—*cure serious wounds, daylight, invisibility purge, magic circle against evil, prayer, protection from energy, wind wall*
2nd—*align weapon, bear's endurance, bull's strength, consecrate, cure mod wounds* (2), *eagle's splendor*
1st—*bless, cure light wounds* (3), *divine favor, entropic shield, shield of faith*
0 (at will)—*detect magic, purify food and drink, stabilize, virtue*

Anael. Solar

Ape, Dire

Gestalt (Su) Nine lantern archons can fuse together as a full-round action, becoming a single Large entity that is more powerful than the individual archons that make up its parts. Looking like a whirlwind of dancing firefly lights, the gestalt has all the powers and abilities of a Large air elemental plus the following: archon, good, and lawful subtypes; archon traits (aura of menace DC 16); 2 light rays (2d6); DR 5/evil and magic. The archons can remain in this form for 2d4 rounds. When the gestalt separates back into individual lantern archons, its remaining hit points are divided evenly among them; if it had less than 9 hit points, some of the component archons die when the gestalt ends.

Archon, Lantern

Ape, Gorilla

Change Shape (Su) A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

Archon, Hound

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

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Assassin Vine

Spells Ghaeles cast divine spells as 13th-level clerics. They do not gain access to domains or other cleric abilities.

Spell-Like Abilities (CL 13th)

Constant—*detect evil*, *holy aura* (DC 21), *see invisibility*

At will—*aid*, *charm monster* (DC 17), *continual flame*, *cure light wounds*, *dancing lights*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *greater teleport* (self plus 50 lbs. of objects only)

3/day—*globe of invulnerability*

1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*

Spells Prepared (CL 13th)

7th—*holy word* (DC 21)

6th—*banishment* (DC 20), *heal* (DC 20)

5th—*flame strike* (DC 19), *raise dead*, *true seeing*

4th—*death ward*, *dismissal* (2) (DC 18), *divine power*, *restoration*

3rd—*cure serious wounds* (3), *searing light* (2)

2nd—*aid*, *align weapon*, *bear's endurance*, *lesser restoration* (2)

1st—*bless*, *command* (DC 15), *divine favor*, *obscuring mist*, *shield of faith*

0 (at will)—*detect magic*, *purify food and drink*, *stabilize*, *virtue*

Feats Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes

Azata, Ghaele

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Persuasive, Power Attack

Spell-Like Abilities (CL 14th)

Constant—*magic circle against evil*

At will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only), *message*

Spells Prepared (CL 14th)

7th—*mass cure serious wounds* (2)

6th—*banishment* (DC 21), *heal* (2)

5th—*dispel evil* (DC 20), *mass cure light wounds*, *plane shift* (DC 20), *raise dead*

4th—*dismissal* (DC 19), *divine power*, *neutralize poison* (DC 19), *spell immunity*

3rd—*cure serious wounds*, *daylight*, *invisibility purge*, *magic vestment*, *protection from energy*

2nd—*bull's strength*, *consecrate*, *cure moderate wounds* (2), *lesser restoration* (2), *owl's wisdom*

1st—*bless*, *cure light wounds* (3), *divine favor*, *sanctuary* (DC 16), *shield of faith*

0 (at will)—*detect magic*, *purify food and drink*, *stabilize*, *virtue*

Spells Trumpet archons can cast divine spells as 14th-level clerics.

They do not gain access to domains or other cleric abilities.

Archon, Trumpet

Spell-Like Abilities (CL 6th)

At Will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*

2/day—*lightning bolt* (DC 15), *cure serious wounds*

Feats Blind-Fight, Improved Initiative, Iron Will, Skill Focus (Perception)

Azata, Bralani

Feed (Su) Once per month, a barghest can devour a nonevil humanoid’s corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, a barghest’s caster level for its spell-like abilities and its CR increase by +1. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats for a greater barghest.

Barghest

Hallucination Cloud (Ex) As a standard action once per minute, a basidirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC 16 Fortitude save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. The save DC is Constitution-based. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

d6 Hallucination

- 1** You’re sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
- 2** Attacked by a swarm of spiders! Spend a full round action to attack the floor near you with your weapon.
- 3** An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
- 4** You’re suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
- 5** You’ve shrunk to 1/10th your normal size! Take no actions for 1 round and monsters won’t see you.
- 6** You’re melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

Basidirond

Spells A lillend casts spells as a 7th-level bard. They favor enchantment and healing spells.
Spell-Like Abilities (CL 7th)
3/day—*darkness*, *hallucinatory terrain* (DC 18), *knock*, *light*
1/day—*charm person* (DC 15), *speak with animals*, *speak with plants*
Spells Known (CL 7th)
3rd (2/day)—*charm monster* (DC 17), *cure serious wounds*
2nd (4/day)—*hold person* (DC 16), *invisibility*, *sound burst* (DC 16), *suggestion* (DC 16)
1st (5/day)—*charm person* (DC 15), *cure light wounds*, *identify*, *sleep* (DC 15)
0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *lullaby* (DC 14), *mage hand*, *read magic*

Azata, Lillend

Barghest, Greater

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|--|--|-------------------|--|-----------------------|--|----------------------|--|
| Basilisk | | CR/XP: 5-1,600 | | Perc: +10 | | Init: -1 | |
| N Medium magical beast | | | | | | | |
| Senses: darkvision 60 ft., low-light vision | | | | | | | |
| Speed: 20 ft. | | | | | | | |
| BAB: +7 | | CMB: +10 | | CMD: 19 (31 vs. trip) | | AC/T/FF: 17 / 9 / 17 | |
| Fort: +9 | | Ref: +4 | | Will: +5 | | HP: 52 (7d10+14) | |
| Space/Reach: 5 / 5 | | | | | | Languages: | |
| Reference: B-29 | | | | | | STR: 16 | |
| DEX: 8 | | CON: 15 | | INT: 2 | | WIS: 13 | |
| CHR: 11 | | Knowledge: Arcana | | | | | |
| Melee: bite +10 (1d8+4) | | | | | | | |
| Ranged: | | | | | | | |
| Special: gaze | | | | | | | |
| Skills: Stealth +10 | | | | | | | |
| Notes: <i>This squat, reptilian monster has eight legs, bony spurs jutting from its back, and eyes that glow with pale green fire.</i> | | | | | | | |
| Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception) Gaze (Ex) Turn to stone permanently (as <i>flesh to stone</i>), range 30 feet, Fortitude DC 15 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based. | | | | | | | |

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| Bat Swarm | | CR/XP: 2-600 | | Perc: +15 | | Init: +2 | |
| N Diminutive animal (swarm) | | | | | | | |
| Senses: blindsense 20 ft., low-light vision | | | | | | | |
| Speed: 5 ft., fly 40 ft. (good) | | | | | | | |
| BAB: +2 | | CMB: -- | | CMD: -- | | AC/T/FF: 16 / 16 / 14 | |
| Fort: +3 | | Ref: +7 | | Will: +3 | | HP: 13 (3d8) | |
| Space/Reach: 10 / 0 | | | | | | Languages: Reference: B-30 | |
| STR: 3 | | DEX: 15 | | CON: 11 | | INT: 2 | |
| WIS: 14 | | CHR: 4 | | Knowledge: Nature | | | |
| Melee: swarm (1d6) | | | | | | | |
| Ranged: | | | | | | | |
| Special: distraction (DC 11), wounding | | | | | | | |
| Skills: Fly +12 | | | | | | | |
| Notes: <i>Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.</i> | | | | | | | |
| Feats Lightning Reflexes, Skill Focus (Perception) Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic. Swarm Attack: Deals automatic damage to any creature whose space they occupy at the end of their move. Swarm attacks are not subject to a miss chance for concealment. | | | | | | | |

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| Bat, Dire | | CR/XP: 2-600 | | Perc: +12 | | Init: +2 | |
| N Large animal | | | | | | | |
| Senses: blindsense 40 ft. | | | | | | | |
| Speed: 20 ft., fly 40 ft. (good) | | | | | | | |
| BAB: +3 | | CMB: +7 | | CMD: 19 | | AC/T/FF: 14 / 11 / 12 | |
| Fort: +5 | | Ref: +6 | | Will: +3 | | HP: 22 (4d8+4) | |
| Space/Reach: 10 / 5 | | | | | | | |
| Languages: | | | | | | Reference: B-30 | |
| STR: 17 | | DEX: 15 | | CON: 13 | | INT: 2 | |
| WIS: 14 | | CHR: 6 | | Knowledge: Nature | | | |
| Melee: bite +5 (1d8+4) | | | | | | | |
| Ranged: | | | | | | | |
| Special: | | | | | | | |
| Skills: Fly +9, Stealth +4 | | | | | | | |
| Notes: <i>This giant, furry bat is nearly the size of an ox, with dark leathery wings that open wider than two men with arms outstretched.</i> | | | | | | | |
| Feats Alertness, Stealthy | | | | | | | |

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|--|--|----------------|--|-----------------------|--|-----------------------|--|
| Bear, Grizzly | | CR/XP: 4-1,200 | | Perc: +6 | | Init: +1 | |
| N Large animal | | | | | | | |
| Senses: low-light vision, scent | | | | | | | |
| Speed: 40 | | | | | | | |
| BAB: +3 | | CMB: +9* | | CMD: 20 (24 vs. trip) | | AC/T/FF: 16 / 10 / 15 | |
| Fort: +8 | | Ref: +5 | | Will: +2 | | HP: 42 (5d8+20) | |
| Space/Reach: 10 / 5 | | | | | | | |
| Languages: | | | | | | Reference: B-31 | |
| STR: 21 | | DEX: 13 | | CON: 19 | | INT: 2 | |
| WIS: 12 | | CHR: 6 | | Knowledge: Nature | | | |
| Melee: 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5) | | | | | | | |
| Ranged: | | | | | | | |
| Special: | | | | | | | |
| Skills: Survival +5, Swim +14 | | | | | | | |
| Notes: <i>Broad, powerful muscles move beneath this massive bear's brown fur, promising both speed and lethal force.</i> | | | | | | | |
| *CMB +9 (+13 grapple) | | | | | | | |
| Feats Endurance, Run, Skill Focus (Survival) | | | | | | | |

Bat, Dire

Basilisk

Swarm Traits

*In order to attack, it moves into an opponent's space, which provokes an attack of opportunity.

*Not subject to critical hits or flanking

*Immune to all weapon damage.

*Reducing a swarm to 0 hit points or less causes it to break up

*Swarms are never staggered or reduced to a dying state by damage.

*Can't be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

*Immune to any spell or effect that targets a specific number of creatures (including single-target spells)

*Takes +50% damage from spells or effects that affect an area, such as splash weapons and many evocation spells.

*Susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures.

*A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed

Bear, Grizzly

Bat Swarm

Dismantle Armor (Ex) If a bebilith hits a foe with both claw attacks, it can attempt to peel away the target’s armor and shield as a free action by making a CMB check. If the bebilith is successful, the target’s armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 25 Reflex save. The save DC is Strength-based.

Rot (Su) A bebilith’s bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a DC 23 Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. *Heal* can also halt the rot effect. The save DC is Constitution-based.

Bebilith

Bear, Dire

Beetle, Giant Stag

Beetle, Fire

Corrosion (Ex) An opponent that is being constricted by a black pudding suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original’s current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding’s CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Ooze Traits

- *Immunity to all mind-affecting effects
- *Immunity to gaze attacks, visual effects, illusions, and attack forms that rely on sight.
- *Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- *Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- *Oozes eat and breathe, but do not sleep.

Black Pudding

Behir

Hold Breath (Ex) A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

Swamp Stride (Ex) A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

Terrifying Croak (Su) Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any nonboggard creature within 30 feet of the boggard must make a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard’s croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

Bugbear

Boggard

Cat, Cheetah

Bulette

Cave Fisher

Cat, Leopard

Centipede, Giant

Centaur

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|--|--|----------------|--|----------|--|-----------------------|--|
| Centipede Swarm | | CR/XP: 4-1,200 | | Perc: +4 | | Init: +4 | |
| N Diminutive vermin (swarm) | | | | | | | |
| Senses: darkvision 60 ft., tremorsense 30 ft. | | | | | | | |
| Speed: 30 ft., climb 30 ft. | | | | | | | |
| BAB: +6 | | CMB: -- | | CMD: -- | | AC/T/FF: 18 / 18 / 14 | |
| Fort: +5 | | Ref: +7 | | Will: +3 | | HP: 31 (9d8-9) | |
| Languages: | | | | | | Space/Reach: 10 / 0 | |
| STR: 1 | | | | | | DEX: 19 | |
| CON: 8 | | INT: -- | | WIS: 10 | | CHR: 2 | |
| Melee: swarm (2d6 plus poison) | | | | | | Reference: B-43 | |
| Ranged: | | | | | | | |
| Special: distraction (DC 13) | | | | | | | |
| Skills: Climb +12 | | | | | | | |
| Notes: <i>A writhing mass of legs and poisonous pincers swarms across the ground in a deadly, undulating wave.</i> | | | | | | | |
| Immune weapon damage | | | | | | | |
| Feats Weapon Finesse | | | | | | | |
| Poison (Ex) Bite—injury; <i>save</i> Fort DC 13; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d4 Dex damage; <i>cure</i> 1 save. The save DC is Constitution-based and includes a +2 racial bonus. | | | | | | | |

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| Choker | | CR/XP: 2-600 | | Perc: +1 | | Init: +6 | |
| CE Small aberration | | | | | | | |
| Senses: darkvision 60 ft. | | | | | | | |
| Speed: 20 ft., climb 10 ft. | | | | | | | |
| BAB: +2 | | CMB: +4* | | CMD: 16 | | AC/T/FF: 17 / 13 / 15 | |
| Fort: +2 | | Ref: +3 | | Will: +4 | | HP: 16 (3d8+3) | |
| Space/Reach: 5 / 10 | | | | | | | |
| Languages: Undercommon | | | | | | Reference: B-45 | |
| STR: 16 | | DEX: 14 | | CON: 13 | | INT: 4 | |
| WIS: 13 | | CHR: 7 | | Knowledge: Dungeoneering | | | |
| Melee: 2 tentacles +6 (1d4+3 plus grab) | | | | | | | |
| Ranged: | | | | | | | |
| Special: constrict (1d4+3), strangle, quickness | | | | | | | |
| Skills: Climb +16, Stealth +13 | | | | | | | |
| Notes: <i>This hunched-over wretch has long, pliable arms like tentacles capped with five wide, spiny claws.</i> | | | | | | | |
| *CMB +4 (+8 grappling) | | | | | | | |
| Feats Improved Initiative, Skill Focus (Stealth) | | | | | | | |
| <p>Strangle (Ex) Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.</p> <p>Quickness (Su) A choker is supernaturally quick. It can take an extra move action during its turn each round.</p> <p>Grab (Ex) A choker can use its grab attack against an enemy of up to large size.</p> | | | | | | | |

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|--|--|-------------------|--|-----------------------|--|-----------------------|--|
| Chimera | | CR/XP: 7-3,200 | | Perc: +10 | | Init: +5 | |
| CE Large magical beast | | | | | | | |
| Senses: darkvision 60 ft., low-light vision, scent | | | | | | | |
| Speed: 30 ft., fly 50 ft. (poor) | | | | | | | |
| BAB: +9 | | CMB: +14 | | CMD: 25 (29 vs. trip) | | AC/T/FF: 19 / 10 / 18 | |
| Fort: +9 | | Ref: +7 | | Will: +6 | | HP: 85 (9d10+36) | |
| Space/Reach: 10 / 5 | | | | | | Languages: Draconic | |
| Reference: B-44 | | | | | | STR: 19 | |
| DEX: 12 | | CON: 17 | | INT: 4 | | WIS: 13 | |
| CHR: 10 | | Knowledge: Arcana | | | | | |
| Melee: bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4) | | | | | | | |
| Ranged: | | | | | | | |
| Special: breath weapon Usable every 1d4 rounds (see back) | | | | | | | |
| Skills: Fly +2, Stealth +4 (+8 in scrubland or brush) | | | | | | | |
| Notes: <i>This winged monster has the body of a lion, though two more heads flank its central feline one—a dragon and a horned goat.</i> | | | | | | | |
| Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness | | | | | | | |

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|--|--|----------------|--|--------------------------|--|-----------------------|--|
| Chuul | | CR/XP: 7-3,200 | | Perc: +19 | | Init: +7 | |
| CE Large aberration (aquatic) | | | | | | | |
| Senses: darkvision 60 ft. | | | | | | | |
| Speed: 30 ft., swim 20 ft. | | | | | | | |
| BAB: +7 | | CMB: +15* | | CMD: 28 (32 vs. trip) | | AC/T/FF: 22 / 12 / 19 | |
| Fort: +7 | | Ref: +6 | | Will: +9 | | HP: 85 (10d8+40) | |
| Space/Reach: 10 / 5 | | | | | | | |
| Languages: Common (Undercommon for subterranean variants) | | | | | | Reference: B-46 | |
| STR: 25 | | DEX: 16 | | CON: 18 | | INT: 10 | |
| WIS: 14 | | CHR: 5 | | Knowledge: Dungeoneering | | | |
| Melee: 2 claws +14 (2d6+7 plus grab) | | | | | | | |
| Ranged: | | | | | | | |
| Special: constrict (2d6+7), paralytic tentacles, amphibious | | | | | | | |
| Skills: Knowledge (nature) +8, Sense Motive +9, Stealth +9, Swim +28 | | | | | | | |
| Notes: <i>This lobster-like creature has a thick armored shell. A pair of tiny eyes gleams above a mouth full of writhing tentacles.</i> | | | | | | | |
| Immune poison | | | | | | | |
| *CMB +15 (+19 grapple) | | | | | | | |
| Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw) | | | | | | | |
| Paralytic Tentacles (Ex) Can transfer a grappled victim from a claw to its tentacles as move action. The tentacles grapple with same strength as the claw but deal 0 damage. Instead anyone held in the tentacles must succeed on a DC 19 Fort save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Con-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+7 points of damage each round from the creature's mandibles. | | | | | | | |

Breath Weapon (Su) A chimera’s breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera’s breath weapon is usable once every 1d4 rounds, deals 6d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based. To determine a chimera’s head color and breath weapon randomly, roll 1d10 and consult the table below.

| d10 | Head Color | Breath Weapon |
|------|------------|---------------------------|
| 1–2 | Black | 40-foot line of acid |
| 3–4 | Blue | 40-foot line of lightning |
| 5–6 | Green | 20-foot cone of acid |
| 7–8 | Red | 20-foot cone of fire |
| 9–10 | White | 20-foot cone of cold |

Chimera

Swarm Traits (B-313):

- *Immune to all weapon damage.
- *Not subject to critical hits or flanking.
- *Reducing a swarm to 0 HP or less causes it to break up.
- *Never staggered or reduced to a dying state by damage. Can't be tripped, grappled, or bull rushed.
- *They can't grapple an opponent.
- *Immune to any spell or effect that targets a specific number of creatures.
- *Takes +50% damage from spells or effects that affect an area, such as splash weapons and many evocation spells.
- *Susceptible to high winds, such as those created by a *gust of wind* spell. (Treat the swarm as a creature of the same size as its constituent creatures.)
- *A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.
- *Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack.

Centipede Swarm

| | | | | | |
|---|----------|----------------------------|-----------------|-----------------------|----------|
| Cloaker | | CR/XP: 5-1,600 | | Perc: +14 | Init: +7 |
| CN Large aberration | | | | | |
| Senses: darkvision 60 ft. | | | | | |
| Speed: 10 ft., fly 40 ft. (average) | | | | | |
| BAB: +4 | CMB: +10 | CMD: 23 (can't be tripped) | | AC/T/FF: 19 / 12 / 16 | |
| Fort: +6 | Ref: +5 | Will: +7 | HP: 51 (6d8+24) | Space/Reach: 10 / 10* | |
| Languages: Undercommon | | | | Reference: B-47 | |
| STR: 21 | DEX: 16 | CON: 19 | INT: 14 | WIS: 15 | CHR: 14 |
| Knowledge: Dungeoneering | | | | | |
| Melee: bite +8 (1d6+5), tail slap +3 (1d8+2) | | | | | |
| Ranged: | | | | | |
| Special: shadow shift, engulf, moan | | | | | |
| Skills: Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Sense Motive +8, Stealth +8 | | | | | |
| Notes: <i>This ray-like creature opens a toothy maw and leers with glaring red eyes. Behind it whips a menacing tail of segmented bone.</i> | | | | | |
| *Space 10 ft.; Reach 10 ft. (5 ft. with bite) | | | | | |
| Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception) | | | | | |
| Engulf (Ex) A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim. | | | | | |

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|--|-----------|----------------------------|--------------------|-----------------------|----------|
| Couatl | | CR/XP: 10-9,600 | | Perc: +23 | Init: +7 |
| LG Large outsider (native) | | | | | |
| Senses: darkvision 60 ft., detect chaos/evil/good/law | | | | | |
| Speed: 20 ft., fly 60 ft. (good) | | | | | |
| BAB: +12 | CMB: +18* | CMD: 32 (can't be tripped) | | AC/T/FF: 22 / 13 / 18 | |
| Fort: +9 | Ref: +13 | Will: +14 | HP: 126 (12d10+60) | Space/Reach: 10 / 5 | |
| Languages: Celestial, Common, Draconic; telepathy 100 ft. | | | | Reference: B-49 | |
| STR: 20 | DEX: 16 | CON: 20 | INT: 17 | WIS: 19 | CHR: 17 |
| Knowledge: Planes | | | | | |
| Melee: bite +16 (1d8+7 plus grab and poison) | | | | | |
| Ranged: | | | | | |
| Special: constrict (1d8+7) | | | | | |
| Skills: Acrobatics +18, Diplomacy +18, Fly +20, Sense Motive +15 (more See book) | | | | | |
| Notes: <i>This great serpent has multicolored wings and eyes that glimmer with intense awareness.</i> | | | | | |
| *CMB +18 (+22 grapple) | | | | | |
| Feats Alertness, Dodge, Empower Spell, Eschew Materials, Improved Initiative, Iron Will, Lightning Reflexes | | | | | |
| Poison (Ex) Injury—bite; save Fortitude DC 16; frequency 1/ minute for 10 minutes; effect 1d4 Str; cure 2 consecutive saves. The DC is Constitution-based. | | | | | |

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|---|--|-------------------|--|--------------|--|---------------|-----------------------|--------------|--|
| Cockatrice | | | | CR/XP: 3-800 | | Perc: +10 | | Init: +3 | |
| N Small magical beast | | | | | | | | | |
| Senses: darkvision 60 ft., low-light vision | | | | | | | | | |
| Speed: 20 ft., fly 60 ft. (poor) | | | | | | | | | |
| BAB: +5 | | CMB: +2 | | CMD: 16 | | | AC/T/FF: 15 / 15 / 11 | | |
| Fort: +4 | | Ref: +7 | | Will: +2 | | HP: 27 (5d10) | | Space/Reach: | |
| Languages: | | | | | | | Reference: B-48 | | |
| STR: 6 | | DEX: 17 | | CON: 11 | | INT: 2 | | WIS: 13 | |
| CHR: 8 | | Knowledge: Arcana | | | | | | | |
| Melee: bite +9 (1d4–2 plus petrification) | | | | | | | | | |
| Ranged: | | | | | | | | | |
| Special: | | | | | | | | | |
| Skills: Fly +6 | | | | | | | | | |
| Notes: <i>This hideous avian creature has the body of an emaciated rooster, the wings of a bat, and a long, scaly tail.</i> | | | | | | | | | |
| Feats Dodge, Skill Focus (Perception), Weapon Finesse | | | | | | | | | |

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|---|--|-------------------|--------------|-----------------------|----------|----------------|-----------------------|--------------|
| Crab, Giant | | | CR/XP: 2-600 | | Perc: +4 | | Init: +1 | |
| N Medium vermin (aquatic) | | | | | | | | |
| Senses: darkvision 60 ft. | | | | | | | | |
| Speed: 30 ft., swim 20 ft. | | | | | | | | |
| BAB: +2 | | CMB: +4* | | CMD: 15 (27 vs. trip) | | | AC/T/FF: 16 / 11 / 15 | |
| Fort: +5 | | Ref: +2 | | Will: +1 | | HP: 19 (3d8+6) | | Space/Reach: |
| Languages: | | | | | | | Reference: B-50 | |
| STR: 15 | | DEX: 13 | | CON: 14 | | INT: -- | | WIS: 10 |
| CHR: 2 | | Knowledge: Nature | | | | | | |
| Melee: 2 claws +4 (1d4+2 plus grab) | | | | | | | | |
| Ranged: | | | | | | | | |
| Special: constrict (1d4+2), water dependency | | | | | | | | |
| Skills: Swim +10 | | | | | | | | |
| Notes: <i>This lumbering hard-shelled crab stands as tall as a dwarf, its massive pincers waving menacingly.</i> | | | | | | | | |
| Immune mind-affecting effects | | | | | | | | |
| *CMB +4 (+8 grapple) | | | | | | | | |
| Water Dependency (Ex) Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning. | | | | | | | | |

Petrification (Su) A cockatrice’s bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a cockatrice’s bite attack, it must succeed on a DC 12 Fort save or take 1d4 points of DEX damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature’s natural armor.) A creature that is reduced to 0 DEX by a cockatrice’s bites immediately turns to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fort save to recover from the petrification, at which point the victim returns to flesh with 1 DEX (and thereafter can be restored to full Dexterity by natural healing or magic as normal)—but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is CON-based

Cockatrice

Moan (Ex) A cloaker can emit an infrasonic moan as a standard action, with one of four effects.
Fear: All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.
Nausea: All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.
Stupor: A single creature within 30 feet is affected by *hold monster* for 5 rounds (Will negates).
Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker’s fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker’s moan are DC 15. Save DCs are Charisma-based.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 15, CL 6th, save DC is Charisma-based).

Cloaker

Spells A couatl casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Spell-Like Abilities (CL 9th)
Constant—*detect chaos, detect evil, detect good, detect law*
At will—*detect thoughts* (DC 15), *ethereal jaunt* (CL 16th), *invisibility, plane shift* (DC 20)
Spells Known (CL 9th)
4th (4/day)—*charm monster* (DC 17), *freedom of movement*
3rd (7/day)—*gaseous form, magic circle against evil, summon monster III*
2nd (7/day)—*cure moderate wounds, eagle’s splendor, scorching ray, silence* (DC 15)
1st (7/day)—*endure elements, mage armor, obscuring mist, protection from chaos, true strike*
0 (at will)—*daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance, stabilize*

Crab, Giant

Couatl

| | | | | | | | |
|--|--|----------------|--|----------|--|-----------------------|--|
| Crab Swarm | | CR/XP: 4-1,200 | | Perc: +0 | | Init: +2 | |
| N Diminutive vermin (aquatic, swarm) | | | | | | | |
| Senses: darkvision 60 ft. | | | | | | | |
| Speed: 30 ft., swim 20 ft. | | | | | | | |
| BAB: +5 | | CMB: -- | | CMD: -- | | AC/T/FF: 18 / 16 / 16 | |
| Fort: +6 | | Ref: +4 | | Will: +2 | | HP: 38 (7d8+7) | |
| Languages: | | | | | | Space/Reach: 10 / 0 | |
| STR: 1 | | | | | | DEX: 14 | |
| CON: 13 | | INT: -- | | WIS: 10 | | CHR: 2 | |
| Knowledge: Nature | | | | | | | |
| Melee: swarm (2d6) | | | | | | | |
| Ranged: | | | | | | | |
| Special: distraction (DC 14) | | | | | | | |
| Skills: Swim +10 | | | | | | | |
| Notes: <i>A writhing mass of clacking shells and snapping pincers rushes from the surf, their spider-like legs twitching across the sand.</i> | | | | | | | |
| Immune mind-affecting effects Swarm Attack: they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. | | | | | | | |

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|--|--|----------------|--|-----------------------|--|----------------------|--|
| Crocodile, Dire | | CR/XP: 9-6,400 | | Perc: +14 | | Init: +4 | |
| N Gargantuan animal | | | | | | | |
| Senses: low-light vision | | | | | | | |
| Speed: 20 ft., swim 30 ft.; sprint | | | | | | | |
| BAB: +9 | | CMB: +26* | | CMD: 36 (40 vs. trip) | | AC/T/FF: 21 / 6 / 21 | |
| Fort: +15 | | Ref: +8 | | Will: +8 | | HP: 138 (12d8+84) | |
| Space/Reach: 20 / 15 | | | | | | | |
| Languages: | | | | | | Reference: B-51 | |
| STR: 37 | | DEX: 10 | | CON: 25 | | INT: 1 | |
| WIS: 14 | | CHR: 2 | | Knowledge: Nature | | | |
| Melee: bite +18 (3d6+13/19–20 plus grab) and tail slap +13 (4d8+6) | | | | | | | |
| Ranged: | | | | | | | |
| Special: death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, 13 hp), hold breath | | | | | | | |
| Skills: Stealth –6 (+2 in water) | | | | | | | |
| Notes: <i>This reptilian behemoth, a crocodile of monstrous proportions, is large enough to swallow a horse in one tremendous bite.</i> | | | | | | | |
| *CMB +26 (+30 grapple) | | | | | | | |
| Feats Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception, Stealth) | | | | | | | |
| Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple. | | | | | | | |
| Hold Breath (Ex) It can hold its breath for rounds equal to 4x its CON before it risks drowning. | | | | | | | |
| Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 ft. for 1 round. | | | | | | | |

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|---|--|--------------|--|-----------------------|--|-----------------------|--|
| Crocodile | | CR/XP: 2-600 | | Perc: +8 | | Init: +1 | |
| N Large animal | | | | | | | |
| Senses: low-light vision | | | | | | | |
| Speed: 20 ft., swim 30 ft.; sprint | | | | | | | |
| BAB: +2 | | CMB: +7* | | CMD: 18 (22 vs. trip) | | AC/T/FF: 14 / 10 / 13 | |
| Fort: +6 | | Ref: +4 | | Will: +2 | | HP: 22 (3d8+9) | |
| Space/Reach: 10 / 5 | | | | | | Reference: B-51 | |
| Languages: | | | | | | Knowledge: Nature | |
| STR: 19 | | DEX: 22 | | CON: 17 | | INT: 1 | |
| WIS: 12 | | CHR: 2 | | Knowledge: Nature | | | |
| Melee: bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2) | | | | | | | |
| Ranged: | | | | | | | |
| Special: death roll (1d8+6 plus trip), hold breath | | | | | | | |
| Skills: Stealth +5 (+13 in water), Swim +12 | | | | | | | |
| Notes: <i>This reptile lunges out of the placid water with shocking speed. Its jaw gapes open in a roar, its powerful tail lashing behind.</i> | | | | | | | |
| *CMB +7 (+11 grapple) | | | | | | | |
| Feats Skill Focus (Perception, Stealth) | | | | | | | |
| Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple. | | | | | | | |
| Hold Breath (Ex) It can hold its breath for rounds equal to 4x its CON before it risks drowning. | | | | | | | |
| Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 ft. for 1 round. | | | | | | | |

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|--|--|------------------|----------------|----------|-----------|------------------|----------------------|----------------------|
| Cyclops | | | CR/XP: 5-1,600 | | Perc: +11 | | Init: -1 | |
| NE Large humanoid (giant) | | | | | | | | |
| Senses: low-light vision | | | | | | | | |
| Speed: 30 ft. | | | | | | | | |
| BAB: +7 | | CMB: +13 | | CMD: 22 | | | AC/T/FF: 19 / 8 / 19 | |
| Fort: +9 | | Ref: +2 | | Will: +4 | | HP: 65 (10d8+20) | | Space/Reach: 10 / 10 |
| Languages: Common, Cyclops, Giant | | | | | | | Reference: B-52 | |
| STR: 21 | | DEX: 8 | | CON: 15 | | INT: 10 | | WIS: 13 |
| CHR: 8 | | Knowledge: Local | | | | | | |
| Melee: greataxe +11 (3d6+7/x3) | | | | | | | | |
| Ranged: heavy crossbow +5 (2d8/19–20/x3) | | | | | | | | |
| Special: ferocity, flash of insight | | | | | | | | |
| Skills: Intimidate +9, Profession (soothsayer) +10 Sense Motive +5, Survival +6 | | | | | | | | |
| Notes: <i>A single huge eye stares from the forehead of this nine-foot-tall giant. Below this sole orb, an even larger mouth gapes like a cave.</i> | | | | | | | | |
| Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack | | | | | | | | |
| Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others. | | | | | | | | |

Swarm Traits: Not subject to critical hits or flanking. Immune to all weapon damage. Reducing a swarm to 0 hp or less causes it to break up. Never staggered or reduced to a dying state by damage. Can't be tripped, grappled, or bull rushed. Can't grapple an opponent. Immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). Takes +50% damage from spells or effects that affect an area, such as splash weapons and many evocation spells. Susceptible to high winds, such as those created by a *gust of wind* spell.

Crocodile

Crab Swarm

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Cyclops

Crocodile, Dire