

Usually LE Huge Aberration (Aquatic)

Init: +1; **Senses:** darkvision 60 ft.; Perception +18

Languages: Aboleth, Aquan, Undercommon

DEFENSE

AC: 16 (+1 Dex, +7 natural, -2 size), touch 9, flat-footed 15

Hit Points: 76 (8d8+40)

Fort: +7, **Ref:** +3, **Will:** +11

OFFENSE

Speed: 10 ft., swim 60 ft.

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

BAB: +6; **CMB:** +18; **CMD:** 27

Melee: 4 tentacles +12 (+6 BAB, +8 Str, -2 size)

Damage: tentacle 1d6+8 plus slime

Combat Reactions: 2; **Dodge:** +3; **Parry:** DR 3

Special Attacks: enslave (3/rest), slime (tentacle)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	26	12	20	15	17	17
Modifier:	+8	+1	+5	+2	+3	+3
Average Skills:	+12	+4	+9	+6	+7	+7
Good Skills:	+19	+12	+16	+13	+14	+14

Typical Skills: Knowledge (any one) +13, Perception +18, Swim +12

Feats: Combat Casting, Iron Will, Skill Focus (Perception)

Special Qualities: mucus cloud, psionics

Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)

ECOLOGY

Environment: underground

Organization: solitary, brood (2-4), or slaver brood (1d3+1 plus 7-12 skum)

Treasure: double standard

SPECIAL ABILITIES

Enslave (Su): Three times per rest, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 17 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Psionics (Sp): CL 16. The save DCs are Charisma-based.

At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19)

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Always LE Large Outsider (Evil, Extraplanar, Lawful)

Init: +1; **Senses:** darkvision 60 ft.; Perception +11

Languages: Infernal

DEFENSE

AC: 21 (+1 Dex, +1 Dodge, +10 natural, -1 size), touch 11, flat-footed 19

Hit Points: 39 (6d8+12)

Spell Resistance: 19

Special Defenses: Mobility

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

OFFENSE

Speed: 50 ft.

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

BAB: +6; **CMB:** +14; **CMD:** 25

Melee: 2 claws +9 (+6 BAB, +4 Str, -1 size) and bite +4

Damage: claw 2d6+4, bite 4d6+2

Combat Reactions: 2; **Dodge:** +3; **Parry:** DR 3

Special Attacks: aligned weapons (evil, lawful), black cloud (3/rest), Spring Attack

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	19	13	14	11	14	16
Modifier:	+4	+1	+2	+0	+2	+3
Average Skills:	+7	+4	+5	+3	+5	+6
Good Skills:	+13	+10	+11	+9	+11	+12

Typical Skills: Acrobatics +10, Climb +13, Jump +21, Perception +11, Persuasion +6, Stealth +10, Sense Motive +11

Feats: Dodge, Mobility, Spring Attack

Advancement: 7–12 HD (Large); 13–18 HD (Huge)

ECOLOGY

Environment: a lawful-aligned plane

Organization: solitary or flock (5–8)

Treasure: double standard

SPECIAL ABILITIES

Aligned Weapons (Su): An achaierai's natural weapons are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Black Cloud (Ex): Up to three times per rest an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 16th). The save DC is Constitution-based.

Skill Modifiers: An achaierai has a +8 racial bonus on Jump checks.

Always NE Medium Undead (Incorporeal)

Init: +5; **Senses:** darkvision 60 ft.; Perception +7

Aura: babble (60 ft.)

Languages: —

DEFENSE

AC: 15 (1+ Dex, +4 deflection), touch 15, flat-footed 14

Hit Points: 26 (4d12)

Immune: undead immunities

Special Defenses: incorporeal, madness

Fort: +1, **Ref:** +4, **Will:** +4

OFFENSE

Speed: fly 30 ft. (perfect)

Space: 5 ft.; **Reach:** 5 ft.

BAB: +2; **CMB:** -; **CMD:** -

Melee: incorporeal touch +3 (+2 BAB, +1 Dex)

Damage: incorporeal touch 1d4 Wisdom drain

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	-	12	-	11	11	18
Modifier:	-	+1	-	+0	+0	+4
Average Skills:	-	+3	-	+2	+2	+6
Good Skills:	-	+8	-	+7	+7	+11

Typical Skills: Intimidate +6, Perception +7, Search +2, Stealth +8, Survival +2

Special Qualities: incorporeal traits, +2 turn resistance, undead traits

Feats: Improved Initiative, Lightning Reflexes

Advancement: 5–12 HD (Medium)

ECOLOGY

Environment: any

Organization: solitary

Treasure: none

SPECIAL ABILITIES

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Incorporeal: An allip is immune to all non-magical attack forms and to sneak attacks.

When hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, force effects, or ghost touch weapons).

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Undead Immunities: Undead are immune to ability damage to physical ability scores (Str, Dex, Con), ability drain, death effects, disease, energy drain, exhaustion, fatigue, massive damage, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep effects, stunning, and to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Always good (any) Medium Outsider (Angel, Extraplanar, Good)

Init: +8; **Senses:** darkvision 60 ft., low-light vision; Perception +22

Aura: protective aura (20 ft.)

Languages: Celestial, Draconic, Infernal; *tongues*

DEFENSE

AC: 29 (+4 Dex, +15 natural), touch 14, flat-footed 25

Hit Points: 102 (12d8+48); **DR:** 10/evil

Resist: electricity 10, fire 10; **Immune:** acid, cold, petrification

Spell Resistance: 30

Special Defenses: uncanny dodge

Fort: +14 (+18 against poison), **Ref:** +12, **Will:** +12

OFFENSE

Speed: 50 ft., fly 100 ft. (good)

Space: 5 ft.; **Reach:** 5 ft.

BAB: +12; **CMB:** +18; **CMD:** 32

Melee: *+3 heavy mace of disruption* +21 or +20/20 (+12 BAB, +6 Str, +3 enhancement);
or slam +18

Damage: *+3 heavy mace of disruption* 1d8+12 plus stun, slam 1d8+9

Combat Reactions: 3; **Dodge:** +6; **Parry:** DR 6

Special Attacks: aligned weapons (good), Cleave, Power Attack, stun (mace)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	22	18	18	18	18	20
Modifier:	+6	+4	+4	+4	+4	+5
Average Skills:	+12	+10	+10	+10	+10	+11
Good Skills:	+21	+19	+19	+19	+19	+20

Typical Skills: Craft or Knowledge (any three) +19, Escape Artist +19, Intimidate +20,
Perception +22, Persuasion +20, Sense Motive +19, Stealth +19

Feats: Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Perception)

Special Qualities: change shape, spell-like abilities

Advancement: 13–18 HD (Medium); 19–36 HD (Large)

ECOLOGY

Environment: any good-aligned plane

Organization: solitary or pair, or squad (3–5)

Treasure: no coins; double goods; standard items

SPECIAL ABILITIES

Aligned Weapons (Su): An astral deva's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Change Shape (Su): An astral deva can assume the form of any Small or Medium humanoid.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the astral deva. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (CL 12). This aura can be dispelled, but the astral deva can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an astral deva's statistics block.)

Spell-Like Abilities: CL 12. The save DCs are Charisma-based.

At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic*, *holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16)

7/rest—*cure light wounds* (DC 16), *see invisibility*

1/rest—*blade barrier* (DC 21), *heal* (DC 21)

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Tongues (Su): An astral deva can speak with any creature that has a language, as though using a *tongues* spell (CL 12). This ability is always active.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Always good (any) Large Outsider (Angel, Extraplanar, Good)

Init: +8; **Senses:** darkvision 60 ft., low-light vision, *detect evil*, *detect snares and pits*, *discern lies*, *see invisibility*, *true seeing*; Perception +23

Aura: protective aura (20 ft.)

Languages: Celestial, Draconic, Infernal; *tongues*

DEFENSE

AC: 32 (+4 Dex, +19 natural, -1 size), touch 13, flat-footed 28

Hit Points: 133 (14d8+70); **DR:** 10/evil; **Regeneration:** 10/evil

Resist: electricity 10, fire 10; **Immune:** acid, cold, petrification

Spell Resistance: 30

Fort: +14 (+18 against poison), **Ref:** +13, **Will:** +15

OFFENSE

Speed: 30 ft., fly 90 ft. (good)

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

BAB: +14; **CMB:** +25; **CMD:** +38

Melee: *+3 greatsword* +23 or +22/+22 (+14 BAB, +7 Str, -1 size, +3 enhancement); or slam +20

Damage: *+3 greatsword* 3d6+13/19-20, slam 2d8+10

Combat Reactions: 3; **Dodge:** +7; **Parry:** DR 7

Special Attacks: aligned weapons (good), Blind-Fight, Cleave, Improved Sunder, Power Attack

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	25	19	20	22	23	22
Modifier:	+7	+4	+5	+6	+6	+6
Average Skills:	+14	+11	+12	+13	+13	+13
Good Skills:	+24	+21	+22	+23	+23	+23

Typical Skills: Craft or Knowledge (any four) +23, Escape Artist +21, Intimidate +23, Perception +23, Persuasion +23, Search +23, Sense Motive +23, Stealth +21

Feats: Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack

Special Qualities: change shape, spell-like abilities, spells

Advancement: 15-21 HD (Large); 22-42 HD (Huge)

ECOLOGY

Environment: any good-aligned plane

Organization: solitary or pair

Treasure: no coins; double goods; standard items

SPECIAL ABILITIES

Aligned Weapons (Su): A planetar's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Change Shape (Su): A planetar can assume the form of any Small or Medium humanoid.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the planetar. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (CL 12). This aura can be dispelled, but the planetar can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an astral deva's statistics block.)

Regeneration (Ex): A planetar takes normal damage from evil-aligned weapons and from spells and effects with the evil descriptor.

Spell-Like Abilities: CL 17. The save DCs are Charisma-based.

Constant—*detect evil*, *detect snares and pits*, *discern lies* (DC 20), *see invisibility*, *true seeing*

At will—*continual flame*, *dispel magic*, *holy smite* (DC 20), *invisibility* (self only), *lesser restoration* (DC 18), *remove curse* (DC 19), *remove disease* (DC 19), *remove fear* (DC 17), *speak with dead* (DC 19)

3/rest—*blade barrier* (DC 22), *flame strike* (DC 21), *power word stun*, *raise dead*, *waves of fatigue*

1/rest—*earthquake* (DC 24), *greater restoration* (DC 23), *mass charm monster* (DC 24), *waves of exhaustion*

Spells: A planetar casts cleric spells as a 17th-level caster but does not gain access to domains or additional class features.

Typical Readied Spells: CL 17. The save DCs are Wisdom-based.

9th (DC 25)	8th (DC 24)	7th (DC 23)	6th (DC 22)	5th (DC 21)
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<i>implosion</i>	<i>holy aura</i>	<i>destruction</i>		
<i>summon monster IX (good)</i>	<i>mass cure critical wounds</i>	<i>dictum</i>		
	<i>shield of law</i>	<i>ethereal jaunt</i>		
		<i>holy word</i>		
		<i>regenerate</i>		
4th (DC 20)	3rd (DC 19)	2nd (DC18)	1st (DC 17)	0th (DC 16)
□□□□□	□□□□□	□□□□□□	□□□□□□	□□□□□

Tongues (Su): A planetar can speak with any creature that has a language, as though using a *tongues* spell (CL 12). This ability is always active.

Always good (any) Large Outsider (Angel, Extraplanar, Good)

Init: +9; **Senses:** darkvision 60 ft., low-light vision; Perception +32

Aura: protective aura (20 ft.)

Languages: Celestial, Draconic, Infernal; *tongues*

DEFENSE

AC: 35 (+5 Dex, +1 Dodge, +21 natural, -1 size), touch 14, flat-footed 30

Hit Points: 209 (22d8+110); **DR:** 15/epic and evil; **Regeneration:** 15/epic and evil, or evil spells and effects

Resist: electricity 10, fire 10; **Immune:** acid, cold, petrification

Spell Resistance: 32

Special Defenses: Mobility

Fort: +18 (+22 against poison), **Ref:** +18, **Will:** +20

OFFENSE

Speed: 50 ft., fly 150 ft. (good)

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

BAB: +22; **CMB:** +35; **CMD:** 49

Melee: *+5 dancing greatsword* +35/+35 (+22 BAB, +9 Str, -1 size, +5 enhancement); or slam +30

Ranged: *+2 composite longbow (+5 Str bonus)* +28/+28 (+22 BAB, +5 Str, -1 size, +2 enhancement), rng 110 ft./10

Damage: *+5 dancing greatsword* 3d6+18/19-20, slam 2d8+13, *+2 composite longbow (+5 Str bonus)* 2d6+7/x3 plus *slaying arrow*

Combat Reactions: 5; **Dodge:** +11; **Parry:** DR 11

Special Attacks: aligned weapons (good, epic), Cleave, Great Cleave, Improved Sunder, Power Attack, *slaying arrow*

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	28	20	20	23	25	25
Modifier:	+9	+5	+5	+6	+7	+7
Average Skills:	+20	+16	+16	+17	+18	+18
Good Skills:	+34	+30	+30	+31	+32	+32

Typical Skills: Craft or Knowledge (any five) +31, Persuasion +32, Escape Artist +30, Stealth +30, Perception +32, Search +31, Sense Motive +32, Spellcraft +31, Survival +21

Feats: Cleave, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack, Skill Focus (Survival)

Special Qualities: change shape, spell-like abilities, spells

Advancement: 23–33 HD (Large); 34–66 HD (Huge)

ECOLOGY

Environment: any good-aligned plane

Organization: solitary or pair

Treasure: no coins; double goods; standard items

SPECIAL ABILITIES

Aligned Weapons (Su): A solar's natural weapons, as well as any weapons it wields, are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Change Shape (Su): A solar can assume the form of any Small or Medium humanoid.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the solar. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (CL 12). This aura can be dispelled, but the solar can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in the solar's statistics block.)

Regeneration (Ex): A solar takes normal damage from epic evil-aligned weapons, and from spells or effects with the evil descriptor.

Slaying Arrow (Su): When a solar draws its longbow, a *slaying arrow* of its choice is automatically created. A creature struck by a solar's *slaying arrow* must make a Fortitude save (DC 20) or die (or, in the case of unliving targets, be destroyed) instantly.

Spell-Like Abilities: CL 20. The save DCs are Charisma-based.

Constant—*detect evil*, *detect snares and pits*, *discern lies* (DC 21), *see invisibility*, *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* (DC 19), *remove curse* (DC 20), *remove disease* (DC 20), *remove fear* (DC 18), *resist energy*, *summon monster VII*, *speak with dead* (DC 20), *waves of fatigue*

3/rest—*blade barrier* (DC 23), *earthquake* (DC 25), *heal* (DC 23), *mass charm monster* (DC 25), *permanency*, *resurrection*, *waves of exhaustion*

1/rest—*greater restoration* (DC 24), *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 24), *wish*

Spells: A solar casts cleric spells as a 20th-level caster but does not gain access to domains or additional class features.

Typical Readied Spells: CL 20. The save DCs are Wisdom-based.

9th (DC 26) □□□□	8th (DC 25) □□□□	7th (DC 24) □□□□□	6th (DC 23) □□□□□	5th (DC 22) □□□□□
<i>etherealness</i>	<i>fire storm</i>	<i>destruction</i>		
<i>mass heal</i>	<i>holy aura</i>	<i>dictum</i>		
<i>miracle</i>	<i>mass cure critical wounds</i>	<i>ethereal jaunt</i>		
<i>storm of vengeance</i>		<i>holy word</i>		
		<i>regenerate</i>		
4th (DC 21) □□□□□	3rd (DC 20) □□□□□□	2nd (DC 19) □□□□□□	1st (DC 18) □□□□□□	0th (DC 17) □□□□□

Tongues (Su): A solar can speak with any creature that has a language, as though using a *tongues* spell (CL 12). This ability is always active.

Always N Tiny Construct

Init: +2; **Senses:** darkvision 60 ft., low-light vision; Perception -5

Languages: —

DEFENSE

AC: 14 (+2 Dex, +2 size), touch 14, flat-footed 12

Hit Points: 2 (1/2 d10); **DR:** object hardness

Immune: construct immunities

Fort: +0, **Ref:** +2, **Will:** -5

OFFENSE

Speed: 40 ft.; 50 ft. legs, 60 ft. multiple legs; 80 ft. wheels

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

BAB: +0; **CMB:** -9; **CMD:** 5

Melee: slam +1 (-1 Str, +2 size)

Damage: slam 1d3-1

Combat Reactions 1; **Dodge** +0; **Parry** DR 0

Special Attacks: blind, constrict (1d3-1)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	8	14	-	-	1	1
Modifier:	-1	+2	-	-	-5	-5
Average Skills:	-	-	-	-	-	-
Good Skills:	-	-	-	-	-	-

Typical Skills: —

Feats: —

Special Qualities: construct traits

Advancement: —

ECOLOGY

Environment: any

Organization: group (4)

Treasure: none

SPECIAL ABILITIES

Blind (Ex): A sheetlike Tiny animated object such as a carpet or tapestry can grapple an opponent up to Large size. The object makes a grapple combat maneuver roll. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible Tiny animated object such as a rope, vine, or rug deals 1d3–1 points of damage with a successful grapple combat maneuver roll against a creature up to Small size.

Construct Immunities: Constructs are immune to ability damage, ability drain, death effects, disease, energy drain, exhaustion, fatigue, massive damage, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep effects, stunning, and to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed: (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Always N Small Construct

Init: +1; **Senses:** darkvision 60 ft., low-light vision; Perception -5

Languages: —

DEFENSE

AC: 14 (+1 Dex, +2 natural, +1 size), touch 12, flat-footed 13

Hit Points: 15 (1d10+10); **DR:** object hardness

Immune: construct immunities

Fort: +0, **Ref:** +1, **Will:** -5

OFFENSE

Speed: 40 ft.; 50 ft. legs, 60 ft. multiple legs; 80 ft. wheels

Space: 5 ft.; **Reach:** 5 ft.

BAB: +0; **CMB:** -4; **CMD:** 10

Melee: slam +1 (+1 size)

Damage: slam 1d4

Combat Reactions 1; **Dodge** +0; **Parry** DR 0

Special Attacks: blind, constrict (1d4)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	10	12	-	-	1	1
Modifier:	+0	+1	-	-	-5	-5
Average Skills:	-	-	-	-	-	-
Good Skills:	-	-	-	-	-	-

Typical Skills: —

Feats: —

Special Qualities: construct traits

Advancement: —

ECOLOGY

Environment: any

Organization: pair

Treasure: none

SPECIAL ABILITIES

Blind (Ex): A sheetlike Small animated object such as a carpet or tapestry can grapple an opponent up to Large size. The object makes a grapple combat maneuver roll. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible Small animated object such as a rope, vine, or rug deals 1d4 points of damage with a successful grapple combat maneuver roll against a creature up to Medium size.

Construct Immunities: Constructs are immune to ability damage, ability drain, death effects, disease, energy drain, exhaustion, fatigue, massive damage, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep effects, stunning, and to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed: (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Always N Medium Construct

Init: +0; **Senses:** darkvision 60 ft., low-light vision; Perception -5

Languages: —

DEFENSE

AC: 14 (+4 natural), touch 10, flat-footed 14

Hit Points: 31 (2d10+20); **DR:** object hardness

Immune: construct immunities

Fort: +0, **Ref:** +0, **Will:** -5

OFFENSE

Speed: 40 ft.; 50 ft. legs, 60 ft. multiple legs; 80 ft. wheels

Space: 5 ft.; **Reach:** 5 ft.

BAB: +1; **CMB:** +2; **CMD:** 12

Melee: slam +2 (+1 BAB, +1 Str)

Damage: slam 1d6+1

Combat Reactions 1; **Dodge** +0; **Parry** DR 0

Special Attacks: blind, constrict (1d6+1)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	12	10	-	-	1	1
Modifier:	+1	+0	-	-	-5	-5
Average Skills:	-	-	-	-	-	-
Good Skills:	-	-	-	-	-	-

Typical Skills: —

Feats: —

Special Qualities: construct traits

Advancement: —

ECOLOGY

Environment: any

Organization: solitary

Treasure: none

SPECIAL ABILITIES

Blind (Ex): A sheetlike Medium animated object such as a carpet or tapestry can grapple an opponent up to Gargantuan size. The object makes a grapple combat maneuver roll. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible Medium animated object such as a rope, vine, or rug deals 1d6+1 points of damage with a successful grapple combat maneuver roll against a creature up to Large size.

Construct Immunities: Constructs are immune to ability damage, ability drain, death effects, disease, energy drain, exhaustion, fatigue, massive damage, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep effects, stunning, and to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed: (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Always N Large Construct

Init: +0; **Senses:** darkvision 60 ft., low-light vision; Perception -5

Languages: —

DEFENSE

AC: 14 (+5 natural, -1 size), touch 9, flat-footed 14

Hit Points: 52 (4d10+30); **DR:** object hardness

Immune: construct immunities

Fort: +1, **Ref:** +1, **Will:** -4

OFFENSE

Speed: 20 ft.; 30 ft. legs, 40 ft. multiple legs; 60 ft. wheels

Space: 10 ft.; **Reach:** 5 ft. (long); 10 ft. (tall)

BAB: +3; **CMB:** +10; **CMD:** 19

Melee: slam +5 (+3 BAB, +3 Str, -1 size)

Damage: slam 1d8+4

Combat Reactions 1; **Dodge** +1; **Parry** DR 1

Special Attacks: blind, constrict (1d8+4)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	16	10	-	-	1	1
Modifier:	+3	+0	-	-	-5	-5
Average Skills:	-	-	-	-	-	-
Good Skills:	-	-	-	-	-	-

Typical Skills: —

Feats: —

Special Qualities: construct traits

Advancement: —

ECOLOGY

Environment: any

Organization: solitary

Treasure: none

SPECIAL ABILITIES

Blind (Ex): A sheetlike Large animated object such as a carpet or tapestry can grapple an opponent of any size. The object makes a grapple combat maneuver roll. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible Large animated object such as a rope, vine, or rug deals 1d8+4 points of damage with a successful grapple combat maneuver roll against a creature up to Huge size.

A Large animated object can make constriction attacks against multiple creatures at once if they all are at least Small size or smaller than the object and can fit under it.

Construct Immunities: Constructs are immune to ability damage, ability drain, death effects, disease, energy drain, exhaustion, fatigue, massive damage, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep effects, stunning, and to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Trample (Ex): 1d8+4, Reflex DC 15 half. The save DC is Strength-based.

As a full-round action, a Large animated object can move up to twice its speed and literally run over any opponents up to Small size. Any creature whose space is completely covered by the animated object's space is subject to the trample attack. A trampled opponent can make an attack of opportunity at a -4 penalty or attempt a Reflex save to take half damage.

Always N Huge Construct

Init: -1; **Senses:** darkvision 60 ft., low-light vision; Perception -5

Languages: —

DEFENSE

AC: 13 (-1 Dex, +6 natural, -2 size), touch 7, flat-footed 13

Hit Points: 84 (8d10+40); **DR:** object hardness

Immune: construct immunities

Fort: +2, **Ref:** +1, **Will:** -3

OFFENSE

Speed: 20 ft.; 30 ft. legs, 40 ft. multiple legs; 60 ft. wheels

Space: 15 ft.; **Reach:** 10 ft. (long); 15 ft. (tall)

BAB: +6; **CMB:** +19; **CMD:** 26

Melee: slam +9 (+6 BAB, +5 Str, -2 size)

Damage: slam 2d6+7

Combat Reactions 2; **Dodge** +3; **Parry** DR 3

Special Attacks: blind, constrict (2d6+7)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	20	8	-	-	1	1
Modifier:	+5	-1	-	-	-5	-5
Average Skills:	-	-	-	-	-	-
Good Skills:	-	-	-	-	-	-

Typical Skills: —

Feats: —

Special Qualities: construct traits

Advancement: —

ECOLOGY

Environment: any

Organization: solitary

Treasure: none

SPECIAL ABILITIES

Blind (Ex): A sheetlike Huge animated object such as a carpet or tapestry can grapple an opponent of any size. The object makes a grapple combat maneuver roll. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible Huge animated object such as a rope, vine, or rug deals 2d6+7 points of damage with a successful grapple combat maneuver roll against a creature up to Gargantuan size.

A Huge animated object can make constriction attacks against multiple creatures at once if they all are at least Medium size or smaller than the object and can fit under it.

Construct Immunities: Constructs are immune to ability damage, ability drain, death effects, disease, energy drain, exhaustion, fatigue, massive damage, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep effects, stunning, and to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed: (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Trample (Ex): 2d6+7, Reflex DC 19 half. The save DC is Strength-based.

As a full-round action, a Huge animated object can move up to twice its speed and literally run over any opponents up to Medium size. Any creature whose space is completely covered by the animated object's space is subject to the trample attack. A trampled opponent can make an attack of opportunity at a -4 penalty or attempt a Reflex save to take half damage.

Always N Gargantuan Construct

Init: -2; **Senses:** darkvision 60 ft., low-light vision; Perception -5

Languages: —

DEFENSE

AC: 12 (-2 Dex, +8 natural, -4 size), touch 4, flat-footed 12

Hit Points: 148 (16d10+60); **DR:** object hardness

Immune: construct immunities

Fort: +5, **Ref:** +3, **Will:** +0

OFFENSE

Speed: 10 ft.; 20 ft. legs, 30 ft. multiple legs; 50 ft. wheels

Space: 20 ft.; **Reach:** 15 ft. (long); 20 ft. (tall)

BAB: +12; **CMB:** +31; **CMD:** 35

Melee: slam +15 (+12 BAB, +7 Str, -4 size)

Damage: slam 2d8+10

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

Special Attacks: blind, constrict (2d8+10)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	24	6	-	-	1	1
Modifier:	+7	-2	-	-	-5	-5
Average Skills:	-	-	-	-	-	-
Good Skills:	-	-	-	-	-	-

Typical Skills: —

Feats: —

Special Qualities: construct traits

Advancement: —

ECOLOGY

Environment: any

Organization: solitary

Treasure: none

SPECIAL ABILITIES

Blind (Ex): A sheetlike Gargantuan animated object such as a carpet or tapestry can grapple an opponent of any size. The object makes a grapple combat maneuver roll. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible Gargantuan animated object such as a rope, vine, or rug deals $2d8+10$ points of damage with a successful grapple combat maneuver roll against a creature of any size.

A Gargantuan animated object can make constriction attacks against multiple creatures at once, if they all are at least Large size or smaller than the object and can fit under it.

Construct Immunities: Constructs are immune to ability damage, ability drain, death effects, disease, energy drain, exhaustion, fatigue, massive damage, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep effects, stunning, and to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed: (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Trample (Ex): $2d8+10$, Reflex DC 25 half. The save DC is Strength-based.

As a full-round action, a Gargantuan animated object can move up to twice its speed and literally run over any opponents up to Large size. Any creature whose space is completely covered by the animated object's space is subject to the trample attack. A trampled opponent can make an attack of opportunity at a -4 penalty or attempt a Reflex save to take half damage.

Always N Colossal Construct

Init: -3; **Senses:** darkvision 60 ft., low-light vision; Perception -5

Languages: —

DEFENSE

AC: 11 (-3 Dex, +12 natural, -8 size), touch -1, flat-footed 11

Hit Points: 256 (32d10+80); **DR:** object hardness

Immune: construct immunities

Fort: +10, **Ref:** +7, **Will:** +5

OFFENSE

Speed: 10 ft., 20 ft. legs, 30 ft. multiple legs; 50 ft. wheels

Space: 30 ft.; **Reach:** 20 ft. (long), 30 ft. (tall)

BAB: +24; **CMB:** +49; **CMD:** 48

Melee: slam +25 (+24 BAB, +9 Str, -8 size)

Damage: slam 4d6+13

Combat Reactions 5; **Dodge** +12; **Parry** DR 12

Special Attacks: blind, constrict (4d6+13)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	28	4	-	-	1	1
Modifier:	+9	-3	-	-	-5	-5
Average Skills:	-	-	-	-	-	-
Good Skills:	-	-	-	-	-	-

Typical Skills: —

Feats: —

Special Qualities: construct traits

Advancement: —

ECOLOGY

Environment: any

Organization: solitary

Treasure: none

SPECIAL ABILITIES

Blind (Ex): A sheetlike Colossal animated object such as a carpet or tapestry can grapple an opponent of any size. The object makes a grapple combat maneuver roll. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible Colossal animated object such as a rope, vine, or rug deals $4d6+13$ points of damage with a successful grapple combat maneuver roll against a creature of any size.

A Colossal animated object can make constriction attacks against multiple creatures at once, if they all are at least Huge size or smaller than the object and can fit under it.

Construct Immunities: Constructs are immune to ability damage, ability drain, death effects, disease, energy drain, exhaustion, fatigue, massive damage, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep effects, stunning, and to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed: (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Trample (Ex): $4d6+13$, Reflex DC 35 half. The save DC is Strength-based.

As a full-round action, a Colossal animated object can move up to twice its speed and literally run over any opponents up to Huge size. Any creature whose space is completely covered by the animated object's space is subject to the trample attack. A trampled opponent can make an attack of opportunity at a -4 penalty or attempt a Reflex save to take half damage.

Always N Large Magical Beast

Init: +0; **Senses:** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +5

Languages: —

DEFENSE

AC: 18 (+9 natural, -1 size), touch 9, flat-footed 18

Hit Points: 30 (3d10+9+5)

Fort: +6, **Ref:** +3, **Will:** +2

OFFENSE

Speed: 30 ft., burrow 20 ft.

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

BAB: +3; **CMB:** +12; **CMD:** +21

Melee: bite +7 (+3 BAB, +5 Str, -1 size)

Damage: bite 2d6+7 plus 1d4 acid

Combat Reactions: 1; **Dodge:** +1; **Parry:** DR 1

Special Attacks: improved grab (bite), spit acid (1/rest)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	21	10	17	1	13	6
Modifier:	+5	+0	+3	-5	+1	-2
Average Skills:	+6	+1	+4	-4	+2	-1
Good Skills:	+11	+6	+9	+1	+7	+4

Typical Skills: Climb +6, Perception +5

Feats: Skill Focus (Perception), Toughness

Advancement: 4 HD (Large); 5-9 HD (Huge)

ECOLOGY

Environment: warm plains

Organization: solitary or cluster (2-4)

Treasure: none

SPECIAL ABILITIES

Improved Grab (Ex): If an ankheg hits an opponent of up to one size smaller with its bite attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-foot line, 1/rest, damage 4d4 acid, Reflex DC 14 half. The save DC is Constitution-based.

One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

Tremorsense (Ex): A ankheg can detect and pinpoint the location of anything moving and in contact with the ground within 60 feet.

Usually N Medium Magical Beast (Shapechanger)

Init: +6; **Senses:** darkvision 60 ft., low-light vision; Perception +9

Languages: Common, Sylvan

DEFENSE

AC: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11

Hit Points: 22 (3d10+6)

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

OFFENSE

Speed: 50 ft. (spider form), 30 ft. (hybrid or humanoid form), climb 25 ft.

Space: 5 ft.; **Reach:** 5 ft.

BAB: +3; **CMB:** +3; **CMD:** +15

Melee: bite +5 (+3 BAB, +2 Dex)

Ranged: web +5 (+3 BAB, +2 Dex), rng 10 ft./5

Damage: bite 1d6 plus poison, web 0 plus entangle

Combat Reactions: 1; **Dodge:** +1; **Parry:** DR 1

Special Attacks: poison (bite), web (6/rest)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	11	15	14	14	13	14
Modifier:	+0	+2	+2	+2	+1	+2
Average Skills:	+1	+3	+3	+3	+2	+3
Good Skills:	+6	+8	+8	+8	+7	+8

Typical Skills: Climb +14, Escape Artist +8, Jump +8, Perception +9

Feats: Improved Initiative, Iron Will, Weapon Finesse^B

Special Qualities: change shape, spells

Advancement: by character class

ECOLOGY

Environment: warm plains

Organization: solitary or cluster (2-4)

Treasure: none

SPECIAL ABILITIES

Change Shape (Su): An aranea's natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider-humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Perception check reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 feet.

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Poison (Ex): Injury (bite), Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spells: An aranea casts arcane spells as a 3rd-level caster but does not gain additional class features. It prefers illusions and enchantments and avoids fire spells.

Typical Readied Spells: CL 3. The save DCs are Charisma-based.

2nd (DC 14)	1st (DC 13)	0th (DC 12)
□□	□□□	□□□□
<i>blur</i>	<i>mage armor</i>	<i>daze</i>
<i>daze monster</i>	<i>magic missile</i>	<i>detect magic</i>
<i>mirror image</i>	<i>silent image</i>	<i>ghost sound</i>
	<i>sleep</i>	<i>resistance</i>

Web (Ex): In spider or hybrid form, an aranea can throw a web up to six times per rest.

This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web entangles the target, allowing no movement.

As a standard action, an entangled creature can escape with a successful Escape Artist check (DC 13) or burst the web with a Strength check (DC 17, 6 hit points, double damage from fire). The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Skills: An aranea has a +8 racial bonus on Climb checks, but can always choose to Take 10 even if rushed or threatened while climbing. It retains its Dexterity bonus to Armor Class, can take 5-foot steps, and can run and charge while climbing.

An aranea has a +2 racial bonus on Jump and Perception checks.

Always LG Small Outsider (Archon, Extraplanar, Good, Lawful)

Init: +4; **Senses:** darkvision 60 ft., low-light vision; Perception +4

Aura: aura of menace (20 ft., DC 12)

Languages: Celestial, Draconic, Infernal; tongues

DEFENSE

AC: 15 (+4 natural, +1 size), touch 11, flat-footed 15

Hit Points: 4 (1d8); **DR:** 10/evil and magic

Immune: electricity, petrification

Special Defenses: magic circle against evil

Fort: +2 (+6 against poison), **Ref:** +2, **Will:** +2

OFFENSE

Speed: fly 60 ft. (perfect)

Space: 5 ft.; **Reach:** 5 ft.

BAB: +1; **CMB:** -8; **CMD:** 3

Ranged: 2 light rays +2 touch (+1 BAB, +1 size), rng 30 ft.

Damage: light ray 1d6

Combat Reactions: 1; **Dodge:** +0; **Parry:** DR 0

Special Attacks: light ray

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	1	11	10	6	11	10
Modifier:	-5	+0	+0	-2	+0	+0
Average Skills:	-5	+0	+0	-2	+0	+0
Good Skills:	-1	+4	+4	+2	+4	+4

Typical Skills: Knowledge (the planes) +2, Perception +4, Persuasion +4, Sense Motive +4

Special Qualities: spell-like abilities, teleport

Feats: Improved Initiative

Advancement: 2-4 HD (Small)

ECOLOGY

Environment: warm plains

Organization: solitary or cluster (2-4)

Treasure: none

SPECIAL ABILITIES

Aura of Menace (Su): A righteous aura surrounds a lantern archon when it fights or gets angry. Any hostile creature within a 20-foot radius of the archon must succeed on a Will save (DC 12) to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Light Ray (Ex): A lantern archon's light rays have a range of 30 feet. This attack overcomes damage reduction of any type.

Magic Circle Against Evil (Su): A *magic circle against evil* effect always surrounds a lantern archon (CL 1). All creatures within 10 feet gain the effects of a *protection from evil spell*, and no non-good summoned creatures can enter the area. The archon and all creatures within the area gain a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks made or effects created by evil creatures. The barrier also blocks any attempt to possess or exercise mental control over the warded creatures. (The defensive benefits from the circle are not included in an archon's statistics block.)

Spell-Like Abilities: CL 3.

At will—*aid, continual flame, detect evil*

Teleport (Su): A lantern archon can use *greater teleport* at will, as the spell (CL 14), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su): A lantern archon can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Always LG Medium Outsider (Archon, Extraplanar, Good, Lawful)

Init: +4; **Senses:** darkvision 60 ft., low-light vision, scent; Perception +10

Aura: aura of menace (20 ft., DC 16)

Languages: Celestial, Infernal, Draconic; tongues

DEFENSE

AC: 19 (+9 natural), touch 10, flat-footed 19 (+2 deflection vs. evil)

Hit Points: 33 (6d8+6); **DR:** 10/evil

Immune: electricity, petrification

Spell Resistance: 16

Special Defenses: magic circle against evil

Fort: +6 (+10 against poison), **Ref:** +5, **Will:** +6 (+2 resistance vs. evil)

OFFENSE

Speed: 40 ft.

Space: 5 ft.; **Reach:** 5 ft.

BAB: +6; **CMB:** +8; **CMD:** 18

Melee: greatsword +8 or +6/+6 (+6 BAB, +2 Str) and bite +3; or bite +8 and slam +3

Damage: greatsword 2d6+3/19–20, bite 1d8+2 or 1d8+1 (secondary), slam (1d4+1)

Combat Reactions: 2; **Dodge:** +3; **Parry:** DR 3

Special Attacks: aligned attacks (good, lawful), Power Attack

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	15	10	13	10	13	12
Modifier:	+2	+0	+1	+0	+1	+1
Average Skills:	+5	+3	+4	+3	+4	+4
Good Skills:	+11	+9	+10	+9	+10	+10

Typical Skills: Jump +11, Perception +10, Persuasion +4, Sense Motive +10, Stealth +9 (+13)*, Survival +10 (+14)*

Special Qualities: change shape, spell-like abilities, teleport

Feats: Improved Initiative, Power Attack, Skill Focus (Survival)

Advancement: 7–9 HD (Medium); 10–18 HD (Large)

ECOLOGY

Environment: warm plains

Organization: solitary or cluster (2–4)

Treasure: none

SPECIAL ABILITIES

Aligned Weapons (Su): A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Aura of Menace (Su): A righteous aura surrounds a hound archon when it fights or gets angry. Any hostile creature within a 20-foot radius of the archon must succeed on a Will save (DC 16) to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. 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 doglike or wolflike animal of the animal type.

Magic Circle Against Evil (Su): A *magic circle against evil* effect always surrounds a hound archon (CL 6). All creatures within 10 feet gain the effects of a *protection from evil spell*, and no non-good summoned creatures can enter the area. The archon and all creatures within the area gain a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks made or effects created by evil creatures. The barrier also blocks any attempt to possess or exercise mental control over the warded creatures. (The defensive benefits from the circle are not included in an archon's statistics block.)

Scent (Ex): A hound archon can detect creatures by sense of smell, generally within 30 feet. It can take a move action to note the direction of the scent, and if it comes within 5 feet of the source, the hound archon pinpoints the source's location. A hound archon can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).

Spell-Like Abilities: CL 6.

At will—*aid, continual flame, detect evil, message*

Teleport (Su): A hound archon can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su): A hound archon can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills: *While in canine form, a hound archon gains a +4 circumstance bonus on Stealth and Survival checks.

Always LG Medium Outsider (Archon, Extraplanar, Good, Lawful)

Init: +7; **Senses:** darkvision 60 ft., low-light vision; Perception +18

Aura: aura of menace (20 ft., DC 21)

Languages: Celestial, Draconic, Infernal; tongues

DEFENSE

AC: 27 (+3 Dex, +14 natural), touch 13, flat-footed 24 (+2 deflection vs. evil)

Hit Points: 126 (12d8+72); **DR:** 10/evil

Immune: electricity, petrification

Spell Resistance: 29

Special Defenses: magic circle against evil

Fort: +14 (+18 against poison), **Ref:** +11, **Will:** +11 (+2 resistance vs. evil)

OFFENSE

Speed: 40 ft., fly 90 ft. (good)

Space: 5 ft.; **Reach:** 5 ft.

BAB: +12; **CMB:** +17; **CMD:** 30

Melee: +4 *greatsword* +21 or +20/+20 (+12 BAB, +5 Str, +4 enhancement)

Damage: +4 *greatsword* 2d6+11/19-20

Combat Reactions: 4; **Dodge:** +6; **Parry:** DR 6

Special Attacks: aligned attacks (good, lawful), Blind-Fight, Cleave, Power Attack, trumpet

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	20	17	23	16	16	16
Modifier:	+5	+3	+6	+3	+3	+3
Average Skills:	+11	+9	+12	+9	+9	+9
Good Skills:	+20	+18	+21	+18	+18	+18

Typical Skills: Escape Artist +18, Handle Animal +18, Knowledge (any one) +18, Perception +18, Perform (wind instruments) +18, Persuasion +18, Ride +18, Stealth +18, Sense Motive +18

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

Special Qualities: magic circle against evil, spell-like abilities, spells, teleport

Advancement: 13-18 HD (Medium); 19-36 HD (Large)

ECOLOGY

Environment: warm plains

Organization: solitary or cluster (2–4)

Treasure: none

SPECIAL ABILITIES

Aligned Weapons (Su): A trumpet archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Aura of Menace (Su): A righteous aura surrounds a trumpet archon when it fights or gets angry. Any hostile creature within a 20-foot radius of the archon must succeed on a Will save (DC 21) to resist its effects. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Magic Circle Against Evil (Su): A *magic circle against evil* effect always surrounds a trumpet archon (CL 12). All creatures within 10 feet gain the effects of a *protection from evil spell*, and no non-good summoned creatures can enter the area. The archon and all creatures within the area gain a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks made or effects created by evil creatures. The barrier also blocks any attempt to possess or exercise mental control over the warded creatures. (The defensive benefits from the circle are not included in an archon's statistics block.)

Spell-Like Abilities: CL 12.

At will—*continual flame, detect evil, message*

Spells: A trumpet archon casts cleric spells as a 14th-level caster but does not gain access to domains or additional class features.

Typical Readied Spells: CL 14. The save DCs are Wisdom-based.

7th (DC 21) □□	6th (DC 20) □□□	5th (DC 21) □□□	4th (DC 18) □□□□
<i>dictum</i>	<i>blade barrier</i>	<i>dispel evil</i>	
<i>holy word</i>	<i>banishment</i>	<i>mass cure light wounds</i>	
<i>mass cure serious wounds</i>	<i>heal</i>	<i>plane shift</i>	
	<i>undeath to death</i>	<i>raise dead</i>	
3rd (DC 17) □□□□□	2nd (DC 16) □□□□□	1st (DC 15) □□□□□	0th (DC 15) □□□□□

Teleport (Su): A trumpet archon can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su): A trumpet archon can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Trumpet (Su): An archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except archons within 100 feet of the blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a *+4 greatsword* as a free action.

If a trumpet is ever stolen, it becomes a chunk of useless metal until the owner can recover it. Woe betide any thief caught with one.

Always N Small Outsider (Air, Extraplanar)

Init: +5; **Senses:** darkvision 60 ft.; Perception +7

Languages: Auran

DEFENSE

AC: 21 (+5 Dex, +1 Dodge, +4 natural, +1 size), touch 17, flat-footed 15

Hit Points: 16 (3d8+3)

Resist: cold 10, fire 10; **Immune:** acid, electricity, poison

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

OFFENSE

Speed: fly 60 ft. (perfect)

Space: 5 ft.; **Reach:** 5 ft.

BAB: +3; **CMB:** +0; **CMD:** 17

Melee: bite +9 (+3 BAB, +5 Dex, +1 size)

Ranged: electricity ray +9 touch (+3 BAB, +5 Dex, +1 size), rng 50 ft.

Damage: bite 1d6+1, electricity ray 2d6

Combat Reactions: 1; **Dodge:** +1; **Parry:** DR 1

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	12	21	12	10	13	13
Modifier:	+1	+5	+1	+0	+1	+1
Average Skills:	+2	+6	+2	+1	+2	+2
Good Skills:	+7	+11	+7	+6	+7	+7

Typical Skills: Escape Artist +11, Knowledge (the planes) +6, Perception +7, Persuasion +2, Search +6, Sense Motive +7, Stealth +11, Survival +7

Feats: Dodge, Weapon Finesse

Advancement: 4–6 HD (Small)

ECOLOGY

Environment: Elemental Plane of Air

Organization: solitary or clutch (2–4)

Treasure: none

SPECIAL ABILITIES

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

Always N Medium Outsider (Air, Extraplanar)

Init: +5; **Senses:** darkvision 60 ft.; Perception +11

Languages: Auran

DEFENSE

AC: 22 (+5 Dex, +1 Dodge, +6 natural), touch 16, flat-footed 16

Hit Points: 38 (7d8+7)

Resist: cold 10, fire 10; **Immune:** acid, electricity, poison

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

OFFENSE

Speed: fly 60 ft. (perfect)

Space: 5 ft.; **Reach:** 5 ft.

BAB: +7; **CMB:** +9; **CMD:** 25

Melee: bite +12 (+7 BAB, +5 Dex)

Ranged: electricity ray +12 touch (+7 BAB, +5 Dex), rng 50 ft.

Damage: bite 1d8+3, electricity ray 2d8

Combat Reactions: 2; **Dodge:** +3; **Parry:** DR 3

Special Attacks: Flyby Attack

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	14	21	12	10	13	13
Modifier:	+2	+5	+1	+0	+1	+1
Average Skills:	+5	+8	+4	+3	+4	+4
Good Skills:	+12	+15	+11	+10	+11	+11

Typical Skills: Escape Artist +15, Knowledge (the planes) +10, Perception +11, Persuasion +4, Search +10, Sense Motive +11, Stealth +15, Survival +11

Feats: Dodge, Flyby Attack, Weapon Finesse

Advancement: 8–14 HD (Medium)

ECOLOGY

Environment: Elemental Plane of Air

Organization: solitary or clutch (2–4)

Treasure: none

SPECIAL ABILITIES

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

Always N Large Outsider (Air, Extraplanar)

Init: +5; **Senses:** darkvision 60 ft.; Perception +22

Languages: Auran

DEFENSE

AC: 23 (+5 Dex, +1 Dodge, +8 natural, -1 size), touch 15, flat-footed 17

Hit Points: 112 (15d8+45)

Resist: cold 10, fire 10; **Immune:** acid, electricity, poison

Fort: +12, **Ref:** +14, **Will:** +10

OFFENSE

Speed: fly 60 ft. (perfect)

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

BAB: +15; **CMB:** +25; **CMD:** 40

Melee: bite +21 (+15 BAB, +6 Str, -1 size, +1 Weapon Focus)

Ranged: electricity ray +19 touch (+15 BAB, +5 Dex, -1 size), rng 50 ft.

Damage: bite 1d8+3, electricity ray 2d8

Combat Reactions: 4; **Dodge:** +7; **Parry:** DR 7

Special Attacks: Blind-Fight, Flyby Attack

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	22	21	16	10	13	13
Modifier:	+6	+5	+3	+0	+1	+1
Average Skills:	+13	+12	+10	+7	+8	+8
Good Skills:	+24	+23	+21	+18	+19	+19

Typical Skills: Escape Artist +23, Knowledge (the planes) +18, Perception +22, Persuasion +8, Search +18, Sense Motive +19, Stealth +23, Survival +19

Feats: Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Skill Focus (Perception), Weapon Focus (bite)

Advancement: 16–24 HD (Large); 25–32 HD (Gargantuan)

ECOLOGY

Environment: Elemental Plane of Air

Organization: solitary or clutch (2–4)

Treasure: none

SPECIAL ABILITIES

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

Always N Large Plant

Init: +0; **Senses:** blindsight 30 ft., low-light vision; Perception +1

Languages: —

DEFENSE

AC: 15 (+6 natural, -1 size), touch 9, flat-footed 15

Hit Points: 30 (4d8+12)

Resist: cold 10, fire 10; **Immune:** electricity, plant immunities

Fort: +7, **Ref:** +1, **Will:** +2

OFFENSE

Speed: 5 ft.

Space: 10 ft.; **Reach:** 10 ft. (20 ft. with vine)

BAB: +3; **CMB:** +12; **CMD:** 21

Melee: slam +7 (+3 BAB, +5 Str, -1 size)

Damage: slam 1d6+7

Combat Reactions: 1; **Dodge:** +1; **Parry:** DR 1

Special Attacks: constrict 1d6+7, entangle, improved grab (slam)

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	20	10	16	–	13	9
Modifier:	+5	+0	+3	–	+1	–1
Average Skills:	–	–	–	–	–	–
Good Skills:	–	–	–	–	–	–

Typical Skills: —

Feats: —

Special Qualities: camouflage, plant traits

Advancement: 5–16 HD (Huge); 17–32 HD (Gargantuan); 33+ HD (Colossal)

ECOLOGY

Environment: temperate forests

Organization: solitary or patch (2–4)

Treasure: 1/10th coins; 50% goods; 50% items

SPECIAL ABILITIES

Blindsight (Ex): An assassin vine can maneuver and fight effectively without vision and does not need to make Perception checks to locate objects and creatures within 30 feet. It ignores invisibility, darkness, concealment, gaze attacks, and blinding.

Assassin vines have no visual organs and ascertains all foes using sound, scent, and vibration. Its blindsight is not negated by deafening or a *silence* spell.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Perception check to notice it before it attacks.

Anyone with ranks in Knowledge (nature) or Survival can use one of those skills instead of Perception to notice the plant. Dwarves can use stonecunning to notice those growing in the subterranean.

Constrict (Ex): An assassin vine deals an additional 1d6+7 points of damage whenever it makes a successful grapple combat maneuver roll.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (CL 4).

Improved Grab (Ex): If an assassin vine hits an opponent of up to one size smaller with its slam attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If its grapple combat maneuver roll is successful, it initiates a grapple and deals constrict damage.

Plant Immunities: Plants are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), paralysis, poison, polymorph, sleep effects, and stunning.

Often CE Huge Aberration

Init: +1; **Senses:** darkvision 60 ft.; Perception +11

Languages: Giant

DEFENSE

AC: 20 (+1 Dex, +8 natural, -2 size, +3 hide armor), touch 9, flat-footed 19

Hit Points: 133 (14d8+70)

Fort: +9, **Ref:** +5, **Will:** +10

OFFENSE

Speed: 35 ft. in hide armor; base speed 50 ft.

Space: 15 ft.; **Reach:** 15 ft.

BAB: +10; **CMB:** +26; **CMD:** 37

Melee: morningstar +16 or +14/+14 (+10 BAB, +8 Str, -2 size); or morningstar +12 or +10/+10 and 2 morningstars +12 and bite +12 (-5 secondary, +1 Weapon Focus)

Ranged: rock +9 (+10 BAB, +1 Dex, -2 size), rng 120 ft./5; or rock +5 and 2 rocks +5

Damage: morningstar 3d6+8 or 3d6+4 (secondary), bite 2d8+4 plus poison, rock 2d6+8 or 2d6+4 (secondary)

Combat Reactions: 2; **Dodge:** +5; **Parry:** DR 5

Special Attacks: Cleave, poison (bite), Power Attack

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	26	13	21	7	12	6
Modifier:	+8	+1	+5	-2	+1	-2
Average Skills:	+15	+8	+12	+5	+8	+5
Good Skills:	+25	+18	+22	+15	+18	+15

Typical Skills: Climb +12, Jump +12, Perception +11

Feats: Cleave, Multiweapon Fighting, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Advancement: 15–28 HD (Huge)

ECOLOGY

Environment: temperate hills

Organization: solitary, gang (2–4), or tribe (7–12)

Treasure: 1/2 coins; double goods; standard items

SPECIAL ABILITIES

Poison (Ex): Injury (bite), Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Always LN Medium Outsider (Extraplanar, Fire)

Init: +1; **Senses:** darkvision 60 ft.; Perception +6

Languages: Common, Ignan

DEFENSE

AC: 23 (+1 Dex, +6 natural, +4 scale mail, +2 heavy shield), touch 11, flat-footed 22

Hit Points: 11 (2d8+2)

Immune: fire; **Weakness:** vulnerability to cold (+50% damage)

Spell Resistance: 13

Fort: +4, **Ref:** +4, **Will:** +4

OFFENSE

Speed: 20 ft. in scale mail; base speed 30 ft.

Space: 5 ft.; **Reach:** 5 ft.

BAB: +2; **CMB:** +3; **CMD:** 14

Melee: warhammer +3 (+2 BAB, +1 Str)

Ranged: shortspear +3 (+2 BAB, +1 Dex), rng 10 ft./5

Damage: warhammer 1d8+1/x3 plus 1 fire, shortspear 1d6+1 plus 1 fire

Combat Reactions: 1; **Dodge:** +1; **Parry:** DR 1

Special Attacks: Power Attack

STATISTICS

Abilities & Skills:

	Str	Dex	Con	Int	Wis	Cha
Score:	13	13	13	12	12	9
Modifier:	+1	+1	+1	+1	+1	-1
Average Skills:	+2	+2	+2	+2	+2	+0
Good Skills:	+6	+6	+6	+6	+6	+4

Typical Skills: Appraise +6, Climb +0, Craft (any two) +6, Jump +0, Perception +6, Search +6, Stealth +0

Feats: Power Attack

Advancement: by character class

ECOLOGY

Environment: Elemental Plane of Fire

Organization: solitary, pair, team (3-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Treasure: standard coins; double goods (nonflammables only); standard items (nonflammables only)

SPECIAL ABILITIES

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal an extra 1 point of fire damage. Its metallic weapons also conduct this heat.