**Gnoll**

*Hunched and feral, this furred, hyena-headed humanoid stands slightly taller than the average human.*
CE Medium [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) ([gnoll](http://www.d20pfsrd.com/bestiary/monster-listings/humanoids/gnoll))
**Init** +0; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +2 **AC** 15, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 10, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 15 (+2 [armor](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Armor-), +1 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Natural-Armor-), +2 [shield](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Shield-))
**hp** 11 (2d8+2)
**Fort** +4, **Ref** +0, **Will** +0 **Speed** 30 ft.
**Melee** [spear](http://www.d20pfsrd.com/equipment---final/weapons/weapon-descriptions/spear) +3 (1d8+3/x3)
**Ranged** [spear](http://www.d20pfsrd.com/equipment---final/weapons/weapon-descriptions/spear) +1 (1d8+2/x3)

**Str** 15, **Dex** 10, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8
**Base Atk** +1; **CMB** +3; **CMD** 13
**Feats** [Power Attack](http://www.d20pfsrd.com/feats/combat-feats/power-attack-combat---final)
**Skills** [Perception](http://www.d20pfsrd.com/skills/perception) +2
**Languages** Gnoll

Give the Gnoll’s more than three spears, they favor ranged attacks.

**Dust Digger**

*A tremendous starfish-like creature emerges from the sand, its five long arms surrounding a circular toothy maw.*

N Large [aberration](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Aberration)
**Init** +4; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft., [tremorsense](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Tremorsense-Ex-) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +5

**DEFENSE AC** 16, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 9, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 16 (+7 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Natural-Armor-), –1 [size](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Size-))
**hp** 42 (5d8+20)
**Fort** +5, **Ref** +1, **Will** +4

**OFFENSE Speed** 10 ft., [burrow](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Burrow-Ex-) 20 ft.
**Melee** bite +5 (1d8+3 plus [grab](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Grab-Ex-)), **5 tentacles** +3 (1d4+1 plus [grab](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Grab-Ex-))
**Space** 10 ft.; **Reach** 10 ft.
**Special Attacks** sinkhole, [swallow whole](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Swallow-Whole-Ex-) (2d8+4 bludgeoning, AC 13, 4 hp)

**STATISTICS Str** 17, **Dex** 11, **Con** 18, **Int** 2, **Wis** 11, **Cha** 10
**Base Atk** +3; **CMB** +7; **CMD** 17
**Feats** [Improved Initiative](http://www.d20pfsrd.com/feats/combat-feats/improved-initiative-combat---final), [Multiattack](http://www.d20pfsrd.com/feats/monster-feats/multiattack-combat), [Skill Focus](http://www.d20pfsrd.com/feats/general-feats/skill-focus---final) ([Stealth](http://www.d20pfsrd.com/skills/stealth))
**Skills** [Perception](http://www.d20pfsrd.com/skills/perception) +5, [Stealth](http://www.d20pfsrd.com/skills/stealth) +5 (+13 in ambush); **Racial Modifiers** +8 [Stealth](http://www.d20pfsrd.com/skills/stealth) in ambush

**SPECIAL ABILITIES**

**Sinkhole (Ex)** A dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk into a square it threatens, it can deflate its body as an [immediate action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Immediate-Actions), causing the sand and other loose soil above to shift and slide. All creatures who were standing in the dust digger’s reach must make a DC 15 [Reflex](http://www.d20pfsrd.com/gamemastering/combat#TOC-Reflex) save or become [entangled](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Entangled) as long as they remain in the dust digger’s reach. All creatures who were standing at least partially in the dust digger’s actual space must make a DC 15 [Reflex](http://www.d20pfsrd.com/gamemastering/combat#TOC-Reflex) save or become entangled and fall [prone](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Prone)—if such a creature makes this save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls [prone](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Prone). The save DC is [Strength](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Strength-Str-)-based.

Swallow Whole (Ex)

If a creature with this special attack begins its turn with an opponent [grappled](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Grappled) in its mouth (see [Grab](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Grab-Ex-)), it can attempt a new [combat maneuver](http://www.d20pfsrd.com/gamemastering/combat#TOC-Combat-Maneuvers) check (as though attempting to [pin](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Pinned) the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature’s statistics. A swallowed creature keeps the [grappled](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Grappled) condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature’s total [hit points](http://www.d20pfsrd.com/gamemastering/combat#TOC-Hit-Points)), or it can just try to escape the [grapple](http://www.d20pfsrd.com/gamemastering/combat#TOC-Grapple). The [Armor Class](http://www.d20pfsrd.com/gamemastering/combat#TOC-Armor-Class) of the interior of a creature that swallows whole is normally 10 + 1/2 its [natural armor bonus](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus), with no modifiers for size or [Dexterity](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-). If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the [grapple](http://www.d20pfsrd.com/gamemastering/combat#TOC-Grapple), success puts it back in the attacker’s mouth, where it may be bitten or swallowed again.

*Format*: swallow whole (5d6 acid damage, AC 15, 18 hp); *Location*: Special Attacks.

Grab (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a [grapple](http://www.d20pfsrd.com/gamemastering/combat#TOC-Grapple) as a [free action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Free-Actions) without provoking an [attack of opportunity](http://www.d20pfsrd.com/gamemastering/combat#TOC-Attacks-of-Opportunity). Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line. The creature has the option to conduct the [grapple](http://www.d20pfsrd.com/gamemastering/combat#TOC-Grapple) normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its [CMB](http://www.d20pfsrd.com/gamemastering/combat#TOC-Combat-Maneuver-Bonus) check to make and maintain the [grapple](http://www.d20pfsrd.com/gamemastering/combat#TOC-Grapple), but does not gain the [grappled](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Grappled) condition itself. A successful hold does not deal any extra damage unless the creature also has the [constrict](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Constrict-Ex-) special attack. If the creature does not [constrict](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Constrict-Ex-), each successful [grapple](http://www.d20pfsrd.com/gamemastering/combat#TOC-Grapple) check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature’s descriptive text).

Creatures with the grab special attack receive a +4 bonus on [combat maneuver](http://www.d20pfsrd.com/gamemastering/combat#TOC-Combat-Maneuvers) checks made to start and maintain a [grapple](http://www.d20pfsrd.com/gamemastering/combat#TOC-Grapple).

*Format*: grab; *Location*: individual attacks and special attacks.

SCALING ENCOUNTER A

### Zombie, Plague

*This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.*

NE Medium [undead](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Undead) **Init** +0; **Senses** darkvision 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +0

**DEFENSE** **AC** 12, touch 10, flat-footed 12 (+2 natural) **hp** 12 (2d8+3) **Fort** +0, **Ref** +0, **Will** +3 **Immune** [undead traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Undead)

**OFFENSE**

**Spd** 30 ft. **Melee** slam +4 (1d6+4 plus disease)
**Special Attacks** death burst

**STATISTICS** **Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10 **Base** **Atk** +1; **CMB** +4; **CMD** 14 **Feats** [Toughness](http://www.d20pfsrd.com/feats/general-feats/toughness---final)B **SQ** staggered

**SPECIAL ABILITIES**

**Death Burst (Ex)**

When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

**Disease (Su)**

The slam attack — as well as any other natural attacks — of a plague zombie carries the [zombie rot](http://www.d20pfsrd.com/gamemastering/afflictions#TOC-Zombie-Rot) disease.

*Zombie rot*: slam; *save* Fort DC 11; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

**Staggered (Ex)**

Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Undead are once-living creatures animated by spiritual or [supernatural](http://www.d20pfsrd.com/magic#TOC-Supernatural-Abilities-Su-) forces.

An undead creature has the following features.

d8 [Hit Die](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Hit-Dice-HD-).

[Base attack bonus](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Base-Attack-Bonus-BAB-) equal to 3/4 total [Hit Dice](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Hit-Dice-HD-) (medium progression).

Good [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) Saves.

Skill points equal to 4 + [Int](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-) modifier (minimum 1) per [Hit Die](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Hit-Dice-HD-). Many undead, however, are mindless and gain no skill points or feats. The following are class skills for undead: [Climb](http://www.d20pfsrd.com/skills/climb), [Disguise](http://www.d20pfsrd.com/skills/disguise), [Fly](http://www.d20pfsrd.com/skills/fly), [Intimidate](http://www.d20pfsrd.com/skills/intimidate), [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (arcana), [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (religion), [Perception](http://www.d20pfsrd.com/skills/perception), [Sense Motive](http://www.d20pfsrd.com/skills/sense-motive), [Spellcraft](http://www.d20pfsrd.com/skills/spellcraft), and [Stealth](http://www.d20pfsrd.com/skills/stealth).

**Traits**: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

No [Constitution](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-) score. Undead use their [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-) score in place of their [Constitution](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-) score when calculating [hit points](http://www.d20pfsrd.com/gamemastering/combat#TOC-Hit-Points), [Fortitude](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) saves, and any special ability that relies on [Constitution](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-)(such as when calculating a [breath weapon’s](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Breath-Weapon-Su-) DC).

[Darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 feet.

[Immunity](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Immunity-Ex-or-Su-) to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

[Immunity](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Immunity-Ex-or-Su-) to [bleed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Bleed), death effects, [disease](http://www.d20pfsrd.com/gamemastering/afflictions/diseases), [paralysis](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Paralysis), [poison](http://www.d20pfsrd.com/gamemastering/afflictions/poison), [*sleep*](http://www.d20pfsrd.com/magic/all-spells/s/sleep) effects, and stunning.

Not subject to [nonlethal damage](http://www.d20pfsrd.com/gamemastering/combat#TOC-Nonlethal-Damage), [ability drain](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Ability-Damage-and-Drain-Ex-or-Su-), or [*energy drain*](http://www.d20pfsrd.com/magic/all-spells/e/energy-drain). Immune to [damage](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Ability-Damage-and-Drain-Ex-or-Su-) to its physical ability scores ([Constitution](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-), [Dexterity](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), and [Strength](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Strength-Str-)), as well as to [exhaustion](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Exhausted) and [fatigue](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Fatigued) effects.

Cannot heal damage on its own if it has no [Intelligence](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-) score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The [fast healing](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Fast-Healing-Ex-) special quality works regardless of the creature's [Intelligence](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Intelligence-Int-) score.

[Immunity](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Immunity-Ex-or-Su-) to any effect that requires a [Fortitude](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) save (unless the effect also works on objects or is harmless).

Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 [hit points](http://www.d20pfsrd.com/gamemastering/combat#TOC-Hit-Points).

Not affected by [*raise dead*](http://www.d20pfsrd.com/magic/all-spells/r/raise-dead) and [*reincarnate*](http://www.d20pfsrd.com/magic/all-spells/r/reincarnate) spells or abilities. [*Resurrection*](http://www.d20pfsrd.com/magic/all-spells/r/resurrection) and [*true resurrection*](http://www.d20pfsrd.com/magic/all-spells/t/true-resurrection) can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

Proficient with its [natural weapons](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Natural-Attacks), all simple weapons, and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.

Undead do not breathe, eat, or sleep.

**Per the spell** [***magic jar***](http://www.d20pfsrd.com/magic/all-spells/m/magic-jar): "*Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.*" This is an important sentence when considering any spells or effects which reference "souls."

### Golem, Carrion

*A lurching mash-up of rotting flesh, jagged bone, and coarse hair, this humanoid monstrosity reeks of death and decay.*

N Medium [construct](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Construct)
**Init** +1; **Senses** [blindsense](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Blindsight-and-Blindsense) 10 ft., [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft., [low-light vision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Low-Light-Vision); [Perception](http://www.d20pfsrd.com/skills/perception) +0
**Aura** foul stench (DC 12, 1 round)

**DEFENSE AC** 17, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 11, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 16 (+1 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +6 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Natural-Armor-))
**hp** 42 (4d10+20)
**Fort** +1, **Ref** +2, **Will** +1
**DR** 5/bludgeoning or slashing; **Immune** [construct traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Construct-Traits-Ex-), magic

**OFFENSE**

**Speed** 30 ft.
**Melee** 2 slams +7 (1d8+3 plus disease)
**Special Attacks** plague carrier

**STATISTICS Str** 17, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1
**Base Atk** +4; **CMB** +7; **CMD** 18

**Foul Stench (Ex)**

This functions as the [stench](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Stench-Ex-) ability, but causes affected creatures to be [nauseated](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Nauseated) rather than [sickened](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Sickened).

Immune to Magic (Ex)

A carrion golem is immune to any spell or [spell-like ability](http://www.d20pfsrd.com/magic#TOC-Spell-Like-Abilities-Sp-) that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

* [*Gentle repose*](http://www.d20pfsrd.com/magic/all-spells/g/gentle-repose) causes a carrion golem to become stiff and [helpless](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Helpless) for 1d4 rounds if it fails a [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) save against the spell.
* [*Animate dead*](http://www.d20pfsrd.com/magic/all-spells/a/animate-dead) causes the various parts of the golem’s body to shudder and tear, dealing 1d6 points of damage per caster level to the golem (no save).
* Any magical attack that deals cold or fire damage slows a carrion golem (as the [*slow*](http://www.d20pfsrd.com/magic/all-spells/s/slow) spell) for 2d6 rounds (no save).
* Any magical attack that deals electricity damage hastes a carrion golem (as the [*haste*](http://www.d20pfsrd.com/magic/all-spells/h/haste) spell) for 2d6 rounds.

Plague Carrier (Ex)

When a carrion golem is created, its creator infects it with a specific [disease](http://www.d20pfsrd.com/gamemastering/afflictions#TOC-Diseases). The carrion golem can then infect those it strikes with its slams with this disease—most carrion golems inflict filth fever. The save DC is [Constitution](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-)-based and includes a +2 [racial bonus](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Racial-Bonus).

**Filth Fever**: slam—injury; *save* [Fortitude](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-) damage and 1d3 [Con](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-) damage; *cure* 2 consecutive saves.

### Allip

*This malignant cloud of shadows boils in the air, its skeletal maw eerily babbling as the creature's claws manifest from the darkness.*

CE Medium [undead](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Undead) ([incorporeal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Incorporeal-Ex-))
**Init** +5; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +7
**Aura** babble (60 ft., DC 15)

**DEFENSE AC** 14, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 14, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 13 (+3 [deflection](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Deflection-), +1 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-))
**hp** 30 (4d8+12)
**Fort** +4, **Ref** +4, **Will** +4
**Defensive Abilities** [channel resistance](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Channel-Resistance) +2, [incorporeal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Incorporeal-Ex-); **Immune** [undead traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Undead-Traits-Ex-)

**OFFENSE Speed** fly 30 ft. (perfect)
**Melee** incorporeal touch +4 (1d4 [Wisdom damage](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Ability-Score-Damage))
**Special Attacks** babble, touch of insanity

**STATISTICS Str** —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16
**Base Atk** +3; **CMB** +4; **CMD** 17
**Feats** [Improved Initiative](http://www.d20pfsrd.com/feats/combat-feats/improved-initiative-combat---final), [Lightning Reflexes](http://www.d20pfsrd.com/feats/general-feats/lightning-reflexes---final)
**Skills** [Fly](http://www.d20pfsrd.com/skills/fly) +16, [Intimidate](http://www.d20pfsrd.com/skills/intimidate) +10, [Perception](http://www.d20pfsrd.com/skills/perception) +7, [Stealth](http://www.d20pfsrd.com/skills/stealth) +8
**Languages** Aklo, Common
**SQ** madness

**SPECIAL ABILITIES**

**Babble (Su)**

An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 15 [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) save or be [fascinated](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Fascinated) for 2d4 rounds. While a target is [fascinated](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Fascinated), the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting [compulsion](http://www.d20pfsrd.com/magic#TOC-Enchantment-Compulsion) effect. The save DC is [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)-based.

**Maddness (Su)**

Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of [Wisdom damage](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Ability-Score-Damage).

**Touch of Insanity (Su)**

The touch of an allip deals 1d4 points of [Wisdom damage](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Ability-Score-Damage) (DC 15 [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) negates). A successful [critical hit](http://www.d20pfsrd.com/gamemastering/combat#TOC-Critical-Hits) causes 1d4 points of [Wisdom damage](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Ability-Score-Damage) and 1 point of [Wisdom drain](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Ability-Drain) (instead of double [Wisdom damage](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Ability-Score-Damage)). With each successful attack, an allip gains 5 [temporary hit points](http://www.d20pfsrd.com/gamemastering/combat#TOC-Temporary-Hit-Points). The save DC is [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)-based.

**Incorporeal (Ex)**

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, [spell-like abilities](http://www.d20pfsrd.com/magic#TOC-Spell-Like-Abilities-Sp-), or [supernatural](http://www.d20pfsrd.com/magic#TOC-Supernatural-Abilities-Su-) abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for [channel energy](http://www.d20pfsrd.com/classes/core-classes/cleric#channel-energy)). Although it is not a magical attack, holy water can affect incorporeal [undead](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Undead). Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a [*magic missile*](http://www.d20pfsrd.com/magic/all-spells/m/magic-missile), affect an incorporeal creature normally.

An incorporeal creature has no [natural armor bonus](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus) but has a [deflection](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Deflection-Bonus) bonus equal to its [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-) bonus (always at least +1, even if the creature’s [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-) score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object’s exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total [concealment](http://www.d20pfsrd.com/gamemastering/combat#TOC-Concealment) (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total [cover](http://www.d20pfsrd.com/gamemastering/combat#TOC-Cover), but when it attacks a creature outside the object it only has [cover](http://www.d20pfsrd.com/gamemastering/combat#TOC-Cover), so a creature outside with a [readied](http://www.d20pfsrd.com/gamemastering/combat#TOC-Ready) action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature’s attacks pass through (ignore) [natural armor](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus), armor, and shields, although [deflection](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Deflection-Bonus) bonuses and force effects (such as [*mage armor*](http://www.d20pfsrd.com/magic/all-spells/m/mage-armor)) work normally against it. [Incorporeal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Incorporeal-Ex-) creatures pass through and operate in water as easily as they do in air. [Incorporeal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Incorporeal-Ex-) creatures cannot fall or take falling damage. [Incorporeal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Incorporeal-Ex-) creatures cannot make [trip](http://www.d20pfsrd.com/gamemastering/combat#TOC-Trip) or [grapple](http://www.d20pfsrd.com/gamemastering/combat#TOC-Grapple) attacks, nor can they be [tripped](http://www.d20pfsrd.com/gamemastering/combat#TOC-Trip) or [grappled](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Grappled). In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. [Incorporeal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Incorporeal-Ex-) creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with [Perception](http://www.d20pfsrd.com/skills/perception) checks if it doesn’t wish to be. It has no [Strength](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Strength-Str-) score, so its [Dexterity](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-) modifier applies to its melee attacks, ranged attacks, and [CMB](http://www.d20pfsrd.com/gamemastering/combat#TOC-Combat-Maneuver-Bonus). Nonvisual senses, such as [scent](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Scent) and [blindsight](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Blindsight-and-Blindsense), are either ineffective or only partly effective with regard to incorporeal creatures. [Incorporeal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Incorporeal-Ex-) creatures have an innate sense of direction and can move at full speed even when they cannot see.

*Format*: incorporeal; *Location*: Defensive Abilities.