

LEMURE (Bestiary 79)**CR 1**LE Medium **outsider** (devil, evil, extraplanar, lawful)**Init** +0; **Senses** darkvision 60 ft., see in darkness; **Perception** +0**Defense****AC** 14, touch 10, flat-footed 14 (+4 natural)**hp** 13 (2d10+2)**Fort** +4, **Ref** +3, **Will** +0**DR** 5/good or silver **Resist** acid 10, cold 10 **Immune** fire, mind-affecting effects, poison**Offense****Speed** 20 ft.**Melee** 2 claws +2 (1d4)**Statistics****Str** 11, **Dex** 10, **Con** 12, **Int** —, **Wis** 11, **Cha** 5**Base Atk** +2; **CMB** +2; **CMD** 12

SMALL EARTH ELEMENTAL (Bestiary 122)

CR 1

N Small [outsider](#) ([earth](#), [elemental](#), [extraplanar](#))

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; [Perception](#) +4

Defense

AC 17, touch 10, flat-footed 17 (–1 Dex, +7 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** –1, **Will** +3

Immune [elemental traits](#)

Offense

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +6 (1d6+4)

Melee power attack slam +5 (1d6+7)

Special Attacks earth mastery

Statistics

Str 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4 (+6 to Bull Rush); **CMD** 13 (15 vs. Bull Rush)

Feats [Improved Bull Rush](#)^B, [Power Attack](#)

Skills [Appraise](#) +1, [Climb](#) +7, [Knowledge](#) (dungeoneering) +1, [Knowledge](#) (planes) +1, [Perception](#) +4, [Stealth](#) +7

Languages Terran

Special abilities

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A [move earth](#) spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

HELL HOUND (Bestiary 173)

CR 3

LE Medium [outsider](#) ([evil](#), [extraplanar](#), [fire](#), [lawful](#))

Init +5; **Senses** darkvision 60 ft., [scent](#); [Perception](#) +7

Defense

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +1

Immune fire

Weaknesses vulnerability to cold

Offense

Speed 40 ft.

Melee bite +5 (1d8+1 plus 1d6 fire)

Special Attacks [breath weapon](#) (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 half)

Statistics

Str 13, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats [Improved Initiative](#), [Run](#)

Skills [Acrobatics](#) +8, [Perception](#) +7, [Stealth](#) +13, [Survival](#) +7; **Racial Modifiers** +5 [Stealth](#)

Languages Infernal (cannot speak)

HOUND ARCHON (Bestiary 19)

CR 4

LG Medium **outsider** (archon, extraplanar, good, lawful)

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

Aura aura of menace (DC 16), *magic circle against evil*

Defense

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

hp 39 (6d10+6); **DR** 10/evil

Fort +6, **Ref** +5, **Will** +5; +4 vs. poison, +2 resistance vs. evil

Immune electricity, petrification

SR 15

Offense

Speed 40 ft.

Melee bite +8 (1d8+3), slam +8 (1d4+1) or mwk greatsword +9/+4 (2d6+3), bite +3 (1d8+2)

Spell-Like Abilities (CL 6th, Concentration +7)

Constant—*detect evil*, *magic circle against evil*

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

Statistics

Str 15, **Dex** 10, **Con** 13, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +8; **CMD** 18

Feats *Improved Initiative*, *Iron Will*, *Power Attack*

Skills *Acrobatics* +9, *Intimidate* +10, *Perception* +10, *Sense Motive* +10, *Stealth* +13, *Survival* +14;

Racial Modifiers +4 *Stealth*, +4 *Survival*

Languages Celestial, Draconic, Infernal; truespeech

Special abilities

SQ *change shape* (*beast shape II*)

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

BEARDED DEVIL (BARBAZU) (Bestiary 73)

CR 5

LE Medium **outsider** (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +10

Defense

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 57 (6d10+24); **DR** 5/good or silver

Fort +9, **Ref** +7, **Will** +3

Resist acid 10, cold 10 **Immune** fire, poison **SR** 16

Offense

Speed 40 ft.

Melee glaive +11/+6 (1d10+6 plus infernal wound) OR **Melee** 2 claws +10 (1d6+4)

Melee power attack glaive +9/+4 (1d10+12 plus infernal wound) OR **Melee** power attack 2 claws +8 (1d6+8)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Special Attacks beard

Spell-Like Abilities (CL 12th, Concentration +12)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

Statistics

Str 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 22

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

Skills *Climb* +13, *Intimidate* +7, *Perception* +10, *Sense Motive* +6, *Stealth* +11

Languages Celestial, Common, Draconic, Infernal; *telepathy* 100 ft.

Special abilities

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based. *Devil Chills*: Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str **damage**; *cure* 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of **bleed** damage. **Bleed** caused from an infernal wound is particularly difficult to stanch—a DC 17 *Heal* check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all **bleed** effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

DJINNI (Bestiary 139)

CR 5

CG Large **outsider** (air, extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +12

Defense

AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, –1 size)

hp 52 (7d10+14)

Fort +4, **Ref** +9, **Will** +7

Immune acid

Offense

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +10 (1d8+4) or mwk scimitar +11/+6 (1d8+4/18–20)

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

Special Attacks air mastery, **whirlwind** (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 17)

Spell-Like Abilities (CL 9th, Concentration +11 [+15 defensively])

At will—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)
1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*

Statistics

Str 18, **Dex** 19, **Con** 14, **Int** 14, **Wis** 15, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 27

Feats **Combat Casting**, **Combat Reflexes**, **Dodge**, **Improved Initiative**^B, **Wind Stance**

Skills **Appraise** +12, **Craft** (any one) +12, **Fly** +20, **Knowledge** (planes) +12, **Perception** +12, **Sense Motive** +12, **Spellcraft** +12, **Stealth** +10

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

Special abilities

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Wind Stance If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

Whirlwind (Su) duration 3 rounds, fly speed 60 ft. (perfect). The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from 10 ft. to 50 ft. A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (1d8+4) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 17) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet.

Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Format: whirlwind (3/day, 10–30 ft. high, 1d6+6 damage, DC 15); **Location:** Special Attacks.

KYTON (Beastuary 186)

CR 6

LE Medium [outsider](#) ([evil](#), [extraplanar](#), [kyton](#), [lawful](#))

Init +7; **Senses** darkvision 60 ft.; **Perception** +14

Defense

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 60 (8d10+16); **regeneration** 2 (good weapons and spells, silver weapons)

Fort +8, **Ref** +9, **Will** +3

DR 5/silver or good; **Immune** cold; **SR** 17

Offense

Speed 30 ft.

Melee 4 chains +11 (2d4+2)

Space 5 ft; **Reach** 5 ft. (10 ft. with chains)

Special Attacks dancing chains, unnerving gaze

Statistics

Str 15, **Dex** 17, **Con** 14, **Int** 11, **Wis** 12, **Cha** 12

Base Atk +8; **CMB** +10; **CMD** 23

Feats [Alertness](#), [Blind-Fight](#), [Improved Initiative](#), [Weapon Focus](#) (chain)

Skills [Acrobatics](#) +14, [Climb](#) +13, [Craft](#) (blacksmithing) +11, [Escape Artist](#) +14, [Intimidate](#) +12, [Perception](#) +14

Languages Common, Infernal

SQ chain armor

Special abilities

Chain Armor (Ex) The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making [Climb](#) checks. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

LILLEND (Bestiary 26)

CR 7

CG Large **outsider** (azata, chaotic, extraplanar, good)

Init +3; **Senses** low-light vision, darkvision 60 ft.; **Perception** +13

Defense

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)

hp 73 (7d10+35)

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

Resist cold 10, fire 10

Immune electricity, petrification, poison

Offense

Speed 30 ft., fly 70 ft. (average)

Melee +1 *longsword* +12/+7 (2d6+8/19–20), tail slap +6 (2d6+2 plus **grab**)

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

Special Attacks bardic performance (20 rounds/day), **constrict** (2d6+5)

Spell-Like Abilities (CL 7th, Concentration +11 [+15 defensively])

3/day—*darkness*, *hallucinatory terrain* (DC 18), *knock*, *light*

1/day—*charm person* (DC 15), *speak with animals*, *speak with plants*

Spells Known (CL 7th, Concentration +11 [+15 defensively])

3rd (2/day)—*charm monster* (DC 17), *cure serious wounds*

2nd (4/day)—*hold person* (DC 16), *invisibility*, *sound burst* (DC 16), *suggestion* (DC 16)

1st (5/day)—*charm person* (DC 15), *cure light wounds*, *identify*, *sleep* (DC 15)

Cantrips—*dancing lights*, *daze* (DC 14), *detect magic*, *lullaby* (DC 14), *mage hand*, *read magic*

Statistics

Str 20, **Dex** 17, **Con** 21, **Int** 14, **Wis** 16, **Cha** 19

Base Atk +7; **CMB** +13; **CMD** 26 (can't be tripped)

Feats **Combat Casting**, **Hover**, **Iron Will**, **Lightning Reflexes**

Skills **Bluff** +14, **Diplomacy** +14, **Fly** +11, **Knowledge** (nature) +9, **Perception** +13, **Perform** (stringed instruments) +16, **Sense Motive** +13, **Survival** +14; **Racial Modifiers** +4 **Survival**

Languages Celestial, Draconic, Infernal; truespeech

Bardic Performance A lillend has the bardic performance ability of a 7th-level bard, granting her access to that ability's countersong, fascinate, inspire courage, inspire competence, and *suggestion* aspects.

Spells A lillend casts spells as a 7th-level bard. They favor enchantment and healing spells.

Celestial giant octopus (Bestiary 219, 294)

CR 9

N Large Animal (aquatic)

Init +6; **Senses** Darkvision 60 ft., low-light vision; **Perception** +8

Defense

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 90 (12d8 +36); **DR** 10/evil; **SR** 14

Fort +11, **Ref** +12, **Will** +7

Resist Acid 15, Cold 15, Electricity 15

Defensive Abilities ink cloud (30 ft. radius sphere)

Offense

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +13 (1d8+5 plus poison), 8 tentacles +11 (1d4+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

Special Attack constrict (tentacle, 1d4+2), smite evil 1/day (+12 damage)

Statistics

Str 20, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 3

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 27 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack(B), Skill Focus (Stealth), Stealthy

Skills Escape Artist +18, **Perception** +8, **Stealth** +18, **Swim** +13;

Racial Modifiers +10 Escape Artist, +8 Stealth

Poison (EX) Bite — injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 saves.

NABASU (Bestiary 64)

CR 8

CE Medium **outsider** (chaotic, demon, evil, native)

Init +7; **Senses** darkvision 60 ft.; **Perception** +23

Defense

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

hp 103 (9d10+54); **DR** 10/cold iron or good

Fort +9, **Ref** +9, **Will** +9

Resist acid 10, cold 10, fire 10 **Immune** death effects, electricity, paralysis, poison **SR** 19

Offense

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +15 (1d6+6), bite +15 (1d8+6)

Melee power attack 2 claws +12 (1d6+12), bite +13 (1d8+12)

Gaze death-stealing gaze (free action 1round/day, 30 ft., Fort DC 18)

Special Attacks consume life, death-stealing gaze, sneak attack +2d6, power attack (-3/+6), combat expertise (-3/+3), cleave

Spell-Like Abilities (CL 8th, Concentration +12)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu 30% or 1d4 babaus 30%)

Statistics

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +9; **CMB** +15; **CMD** 29

Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

Skills **Acrobatics** +15, **Fly** +15, **Knowledge** (arcana) +14, **Knowledge** (planes) +14, **Perception** +23, **Sense Motive** +15, **Stealth** +15 (+23 in shadowy conditions), **Survival** +15;

Languages Abyssal, Celestial, Draconic; **telepathy** 100 ft.

Racial Modifiers +8 **Perception**, +8 **Stealth** in shadowy areas

Spical abilities

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and *plane shifts* to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

COUATL (Bestiary 49)**CR 10**LG Large **outsider** (native)**Init** +7; **Senses** darkvision 60 ft., *detect chaos/evil/good/law*; **Perception** +23**Defense****AC** 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, –1 size)**hp** 126 (12d10+60)**Fort** +9, **Ref** +13, **Will** +14**Offense****Speed** 20 ft., fly 60 ft. (good)**Melee** bite +16 (1d8+7 plus **grab** and **poison**)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** **constrict** (1d8+7)**Spell-Like Abilities** (CL 9th, Concentration +12)Constant—*detect chaos, detect evil, detect good, detect law*At will—*detect thoughts* (DC 15), *ethereal jaunt* (CL 16th), *invisibility, plane shift* (DC 20)**Spells Known** (CL 9th, Concentration +12)4th (4/day)—*charm monster* (DC 17), *freedom of movement*3rd (7/day)—*gaseous form, magic circle against evil, summon monster III*2nd (7/day)—*cure moderate wounds, eagle's splendor, scorching ray, silence* (DC 15)1st (7/day)—*endure elements, mage armor, obscuring mist, protection from chaos, true strike*0 (at will)—*daze, disrupt undead, light, ray of frost, read magic, resistance, stabilize***Statistics****Str** 20, **Dex** 16, **Con** 20, **Int** 17, **Wis** 19, **Cha** 17**Base Atk** +12; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)**Feats** **Alertness, Dodge, Empower Spell, Eschew Materials^B, Improved Initiative, Iron Will, Lightning Reflexes****Skills** **Acrobatics** +18, **Bluff** +9, **Diplomacy** +18, **Fly** +20, **Knowledge** (arcana) +9, **Knowledge** (religion) +12, **Perception** +23, **Sense Motive** +15, **Spellcraft** +15, **Survival** +16, **Use Magic Device** +18**Languages** Celestial, Common, Draconic; **telepathy** 100 ft.**Special abilities****Spells** A couatl casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.**Poison (Ex)** Injury—bite; *save* Fortitude DC 16; *frequency* 1/minute for 10 minutes; *effect* 1d4 Str; *cure* 2 consecutive saves. The DC is Constitution-based.

VROCK (Bestiary 69)

CR 9

CE Large **outsider** (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +23

Aura Spores (free action, 1/3 rounds)

Defense

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)

hp 112 (9d10+63); **DR** 10/good

Fort +13, **Ref** +10, **Will** +6

Resist acid 10, cold 10, fire 10 **Immune** electricity, poison **SR** 20

Offense

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)

Melee power attack 2 claws +10 (2d6+11), bite +10 (1d8+11), 2 talons +10 (1d6+11)

Base Atk +9; **CMB** +15; **CMD** 27

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

Special Attacks dance of ruin, spores, stunning screech, cleave, power attack (–3/+6), combat reflexes

Spell-Like Abilities (CL 12th, Concentration +15)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

Statistics

Str 21, **Dex** 15, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16

Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15,

Spellcraft +14, Stealth +10, Survival +15; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Common; *telepathy* 100 ft.

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Zonaladin (Subtier 7-8, 5+ players)

CR 11

FATIGUED MALE ADULT COPPER DRAGON

CG Large dragon (earth)

Init +4; **Senses** Darkvision 120 ft., Blindsense 60 ft., low-light vision (special); **Perception** +22
Aura frightful presence (180 ft., Will DC 21 - shaken [panicked under 4 HD])

Defense

AC 28, touch 9, flat-footed 27 (+19 natural, -1 size)

hp 167 [currently 138] (15d12+75-5);

Fort +13, **Ref** +8, **Will** +12

Defensive Abilities uncanny dodge **DR** 5/magic **Immune** acid, paralysis, sleep **SR** 23

Offense

Speed 40 ft., fly 200 ft. (poor), climb 20 ft. (climb stone)

Melee vital strike bite +19 (4d6+9/19-20) +power attack +15 (4d6+21/19-20)

Melee bite +19 (2d6+9/19-20), 2 claws +19 (1d8+6/19-20), 2 wings +14 (1d6+3), tail +14 (1d8+9)

Melee power attack bite +15 (2d6+21/19-20), 2 claws +15 (1d8+14/19-20), 2 wings +10 (1d6+7), tail +10 (1d8+21)

Base Atk +14; **CMB** +21 (+25 to trip); **CMD** 32 (36 vs. trip)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks b. weapon (80-ft. line, DC 22, 12d6 acid), slow breath (1d6+6 rounds, Fort DC 22), power attack (-4/+8), combat expertise (-4/+4)

Spell-Like Abilities (CL 14th, Concentration +18)

At will—grease (DC 15), hideous laughter (DC 16), stone shape

Spells Known (CL 6th, Concentration +10)

3rd (□ □ X X X)—dispel magic, major image (DC 17)

2nd (□ □ X X X X X)—glitterdust (DC 16), invisibility, phantom trap

1st (□ □ X X X X X)—alarm, identify, magic missile, shield, silent image (DC 15)

Cantrips—detect magic, ghost sound (DC 14), light, message, open/close, prestidigitation, read magic

Statistics

Str 25 (23), **Dex** 12 (10), **Con** 21, **Int** 18, **Wis** 19, **Cha** 18

Feats Combat Expertise, Greater Trip, Improved Critical (bite, claw), Improved Initiative, Improved Trip, Power Attack, Vital Strike

Skills Bluff +21, Climb +14, Craft (traps) +27, Diplomacy +21, Fly +11, Perception +21, Perform (comedy) +18, Sense Motive +21, Spellcraft +21, Stealth +13, Use Magic Device +21

Languages Common, Draconic, Elven, Gnome, Halfling

SQ trap master, fatigued, 1 negative level (included in stats above), climb stone

Lair three potions of cure moderate wounds, pearl of power (2nd), scroll of 4x align weapon, three scrolls of cure critical wounds, lesser silent metamagic rod

Zonaladin (Subtier 7-8, 4 players)

CR 11

EXHAUSTED MALE ADULT COPPER DRAGON

CG Large dragon (earth)

Init +2; **Senses** Darkvision 120 ft., Blindsense 60 ft., low-light vision (special); **Perception** +22
Aura frightful presence (180 ft., Will DC 21 - shaken [panicked under 4 HD])

Defense

AC 26, touch 7, flat-footed 25 (-2 Dex, +19 natural, -1 size)

hp 167 [currently 138] (15d12+75-5);

Fort +13, **Ref** +6, **Will** +12

Defensive Abilities uncanny dodge

DR 5/magic **Immune** acid, paralysis, sleep **SR** 23

Offense

Speed 20 ft., fly 100 ft. (poor), climb 10 ft. (climb stone)

Melee vital strike bite +17 (4d6+6/19-20) +power attack +13 (4d6+18/19-20)

Melee bite +17 (2d6+6/19-20), 2 claws +17 (1d8+4/19-20), 2 wings +12 (1d6+2)

Melee power attack bite +13 (2d6+18/19-20), 2 claws +13 (1d8+12/19-20), 2 wings +8 (1d6+6)

Base Atk +14; **CMB** +19 (+23 to trip); **CMD** 30 (34 vs. trip)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks b. weapon (80-ft. line, DC 22, 12d6 acid), slow breath (1d6+6 rounds,Fort DC 22) ,
power attack (-4/+8), combat expertise (-4/+4)

Spell-Like Abilities (CL 14th, Concentration +18)

At will—grease (DC 15), hideous laughter (DC 16), stone shape

Spells Known (CL 6th, Concentration +10)

3rd (□ □ X X X)—dispel magic, major image (DC 17)

2nd (□ □ X X X X X)—glitterdust (DC 16), invisibility, phantom trap

1st (□ □ X X X X X)—alarm, identify, magic missile, shield, silent image (DC 15)

Cantrips—detect magic, ghost sound (DC 14), light, message, open/close, prestidigitation, read magic

Statistics

Str 25 (19), **Dex** 12 (6), **Con** 21, **Int** 18, **Wis** 19, **Cha** 18

Feats Combat Expertise, Greater Trip, Improved Critical (bite, claw), Improved Initiative, Improved Trip, Power Attack, Vital Strike

Skills Bluff +21, Climb +12, Craft (traps) +27, Diplomacy +21, Fly +9, Perception +21, Perform (comedy) +18, Sense Motive +21, Spellcraft +21, Stealth +11, Use Magic Device +21

Languages Common, Draconic, Elven, Gnome, Halfling

SQ trap master, exhausted, 1 negative level (included in stats above), curse (withered tail)

Lair three potions of cure moderate wounds, pearl of power (2nd), scroll of 4x align weapon, three scrolls of cure critical wounds, lesser silent metamagic rod

Zonaladin (Subtier 10-11, 5+ players)

CR 14

FATIGUED MALE OLD COPPER DRAGON

CG Huge Dragon (earth)

Init +3; **Senses** Darkvision 120 ft., Blindsense 60 ft., low-light vision; Perception +25

Aura frightful presence (240 ft., Will DC 24), slow (5 ft., DC 25, 1 round)

Defense

AC 32, touch 7, flat-footed 32 (-1 Dex, +25 natural, -2 size)

hp 227 (19d12+104; currently 190); **DR** 10/magic

Fort +15, **Ref** +8, **Will** +14

Defensive Abilities uncanny dodge; **Immune** acid, paralysis and sleep, dragon traits **SR** 26

Offense

Speed 40 ft., fly 200 ft. (poor), climb 20 ft. (climb stone)

Melee improved vital strike +23 (6d8+12/19-20) (+ power attack +18 (6d8+27/19-20))

Melee bite +23 (2d8+12/19-20), 2 claws +23 (2d6+8/19-20), 2 wings +18 (1d8+4), tail slap +18 (2d6+12)

Melee power attack bite +18 (2d8+27/19-20), 2 claws +18 (2d6+18/19-20), 2 wings +13 (1d8+9), tail slap +13 (2d6+27)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (100-ft. line, 16d6 acid, Reflex DC 25 for half, usable every 1d4 rounds), crush (2d8+12 damage, Reflex DC 25), slow breath (1d6+8 rounds, Fort DC 25), combat expertise (-5/+5), power attack (-5/+10)

Spell-Like Abilities (CL 17; Concentration +22)

At-will - grease (DC 16), hideous laughter (DC 17), stone shape, transmute mud to rock (DC 20), transmute rock to mud (DC 20)

Spells Known (CL 9th; Concentration +14)

5th (□ □ **X X X**) - feblemind (DC 20), phantasmal web^{APG} (DC 21)

4th (□ □ **X X X X X**) - confusion (DC 19), hallucinatory terrain (DC 20), resilient sphere (DC 19)

3rd (□ □ **X X X X X**) - dispel magic, heroism, major image (DC 19), wind wall

2nd (□ □ **X X X X X**) - glitterdust (DC 17), invisibility, phantom trap, resist energy, see invisibility

1st (□ □ **X X X X X X**) - alarm, identify, magic missile, shield, silent image (DC 17)

Cantrips - dancing lights, detect magic, ghost sound, light, mage hand, message, open/close, prestidigitation, read magic

Str 29(27), **Dex** 10(8), **Con** 23, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +17; **CMB** +27 (+31 trip); **CMD** 36 (42 vs. trip)

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling

Feats Combat Expertise, Greater Trip, Improved Critical (bite, claws), Improved Initiative, Improved Trip, Improved Vital Strike, Power Attack, Spell Focus (Illusion), Vital Strike

Skills Bluff +25, Craft (traps) +33, Diplomacy +25, Fly +11, Knowledge (arcana) +25, Knowledge (history) +25, Perception +25 (+33 vs. traps), Perform (comedy) +22, Sense Motive +25, Spellcraft +25, Use Magic Device +25

Racial Modifiers +8 Perception vs. traps

SQ trap master, fatigued, 2 negative levels (included in his stats above)

Lair three potions of cure moderate wounds, pearl of power (4th), scroll of 4x align weapon, three scrolls of cure critical wounds, silent metamagic rod

Zonaladin (Subtier 10-11, 4 players)

CR 14

EXHAUSTED MALE OLD COPPER DRAGON

CG Huge Dragon (earth)

Init +1; **Senses** Darkvision 120 ft., Blindsense 60 ft., low-light vision; Perception +25

Aura frightful presence (240 ft., Will DC 24), slow (5 ft., DC 25, 1 round)

Defense

AC 30, touch 5, flat-footed 30 (-3 Dex, +25 natural, -2 size)

hp 227 (19d12+104; currently 190); **DR** 10/magic

Fort +15, **Ref** +6, **Will** +14

Defensive Abilities uncanny dodge; **Immune** acid, paralysis and sleep, dragon traits **SR** 26

Offense

Speed 20 ft., fly 100 ft. (poor), climb 10 ft. (climb stone)

Melee improved vital strike +21 (6d8+9/19-20) (+power attack +16 (6d8+24/19-20))

Melee bite +21 (2d8+9/19-20), 2 claws +21 (2d6+6/19-20), 2 wings +16 (1d8+3), tail slap +16 (2d6+9)

Melee power attack bite +16 (2d8+24/19-20), 2 claws +16 (2d6+16/19-20), 2 wings +11 (1d8+8), tail slap +11 (2d6+24)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (100-ft. line, 16d6 acid, Reflex DC 25 for half, usable every 1d4 rounds), crush (2d8+9 damage, Reflex DC 25), slow breath (1d6+8 rounds, Fort DC 25), combat expertise (-5/+5), power attack (-5/+10)

Spell-Like Abilities (CL 17; Concentration +22)

At-will - grease (DC 16), hideous laughter (DC 17), stone shape, transmute mud to rock (DC 20), transmute rock to mud (DC 20)

Spells Known (CL 9th; Concentration +14)

5th (□ □ X X X) - feblemind (DC 20), phantasmal web^{APG} (DC 21)

4th (□ □ X X X X X) - confusion (DC 19), hallucinatory terrain (DC 20), resilient sphere (DC 19)

3rd (□ □ X X X X X) - dispel magic, heroism, major image (DC 19), wind wall

2nd (□ □ X X X X X) - glitterdust (DC 17), invisibility, phantom trap, resist energy, see invisibility

1st (□ □ X X X X X) - alarm, identify, magic missile, shield, silent image (DC 17)

Cantrips - dancing lights, detect magic, ghost sound, light, mage hand, message, open/close, prestidigitation, read magic

Str 29 (23), **Dex** 10 (4), **Con** 23, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +17; **CMB** +25 (+29 trip); **CMD** 34 (40 vs. trip)

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling

Feats Combat Expertise, Greater Trip, Improved Critical (bite, claws), Improved Initiative, Improved Trip, Improved Vital Strike, Power Attack, Spell Focus (Illusion), Vital Strike

Skills Bluff +25, Craft (traps) +33, Diplomacy +25, Fly +11, Knowledge (arcana) +25, Knowledge (history) +25, Perception +25 (+33 vs. traps), Perform (comedy) +22, Sense Motive +25, Spellcraft +25, Use Magic Device +25

Racial Modifiers +8 Perception vs. traps

SQ trap master, fatigued, 2 negative levels (included in his stats above), cursed (withered tail)

Lair three potions of cure moderate wounds, pearl of power (4th), scroll of 4x align weapon, three scrolls of cure critical wounds, silent metamagic rod

PHANTASMAL WEB

School illusion (phantasm) [mind-affecting]; **Level** bard 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature/level, no two of which may be more than 30 ft. apart

Duration 1 round/level (D)

Saving Throw Will disbelief, then Fortitude partial; see text; **Spell Resistance** yes

You implant within the minds of your targets the illusion that they are engulfed in tangled webs teeming with swarms of tiny spiders. Those who fail to disbelieve the *phantasmal web* are treated as if in a *web* spell, but must also make a Fortitude save at the beginning of each turn or become nauseated for that round by the phantasmal spiders.

As the *phantasmal web* exists only in the minds of the targets, it cannot be burned or destroyed, and it provides no cover (though it does provide concealment) against attacks made by the targets. Targets cannot escape the *phantasmal web* by moving, even by *teleportation*. *Freedom of movement* allows unobstructed movement but does not negate the concealment or nausea effects. Targets of the spell perceive everyone else around them to be engulfed in webs and swarming spiders, but the spell has no visible effect to other creatures (who may assist allies to disbelieve the effect).

HOUND OF TINDALOS (Bestiary 2, 158)

CR 7

NE Medium outsider (evil, extraplanar)

Init +9; **Senses** darkvision 120 ft.; **Perception** +18

Gaze ripping gaze (30 ft., 5d6 slashing, Fort DC 18)

Defense

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 85 (10d10+30); **DR** 10/magic

Fort +10, **Ref** +12, **Will** +8

Immune mind-affecting effects, **poison**

Offense

Speed 40 ft.

Melee vital strike bite +15 (4d6+3)

Melee bite +15 (2d6+3), 2 claws +15 (1d8+3)

Base Atk +10; **CMB** +13; **CMD** 28 (32 vs. trip)

Special Attacks ripping gaze

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*air walk*

At will—*fog cloud*, *invisibility*, *locate creature*

3/day—*dimensional anchor*, *discern location*, *greater scrying* (DC 20), *haste*, *slow* (DC 16)

Statistics

Str 17, **Dex** 21, **Con** 16, **Int** 16, **Wis** 21, **Cha** 16

Feats **Blind-Fight**, **Combat Reflexes**, **Improved Initiative**, **Vital Strike**, **Weapon Finesse**

Skills **Acrobatics** +18 (+22 jump), **Intimidate** +16, **Knowledge** (arcana) +16, **Knowledge** (geography) +13, **Knowledge** (planes) +16, **Perception** +18, **Sense Motive** +18, **Stealth** +18, **Survival** +18

Languages Aklo

SQ angled entry, otherworldly mind

Special abilities

Angled Entry (Su) Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use *greater teleport* (self only) once per round as a swift action and *plane shift* (self only) 3/day as a standard action (caster level 10th). A hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.

Otherworldly Mind (Ex) Any non-outsider attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d6 points of nonlethal damage and must make a DC 18 Will save or become confused for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Ripping Gaze (Su) 5d6 slashing damage, 30 feet, Fortitude DC 18 negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours. Damage caused by a ripping gaze can be defeated by **damage reduction**, but it bypasses DR/magic and slashing. The save DC is Charisma-based.

ADVANCED HOUND OF TINDALOS (Bestiary 2, 158)

CR 8

NE Medium outsider (evil, extraplanar)

Init +11; **Senses** darkvision 120 ft.; **Perception** +20

Gaze ripping gaze (30 ft., 5d6 slashing, Fort DC 20)

Defense

AC 24, touch 17, flat-footed 17 (+7 Dex, +7 natural)

hp 105 (10d10+50); **DR** 10/magic

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

Immune mind-affecting effects, **poison**

Offense

Speed 40 ft.

Melee vital strike bite +17 (4d6+5)

Melee bite +17 (2d6+5), 2 claws +17 (1d8+5)

Base Atk +10; **CMB** +15; **CMD** 32 (36 vs. trip)

Special Attacks ripping **gaze**

Spell-Like Abilities (CL 10th; concentration +15)

Constant—*air walk*

At will—*fog cloud*, *invisibility*, *locate creature*

3/day—*dimensional anchor*, *discern location*, *greater scrying* (DC 22), *haste*, *slow* (DC 18)

Statistics

Str 21, **Dex** 25, **Con** 20, **Int** 20, **Wis** 25, **Cha** 20

Feats **Blind-Fight**, **Combat Reflexes**, **Improved Initiative**, **Vital Strike**, **Weapon Finesse**

Skills **Acrobatics** +20 (+24 jump), **Intimidate** +18, **Knowledge** (arcana) +18, **Knowledge** (geography) +15, **Knowledge** (planes) +18, **Perception** +20, **Sense Motive** +20, **Stealth** +20, **Survival** +20

Languages Aklo

SQ angled entry, otherworldly mind

Special abilities

Angled Entry (Su) Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use *greater teleport* (self only) once per round as a swift action and *plane shift* (self only) 3/day as a standard action (caster level 10th). A hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.

Otherworldly Mind (Ex) Any non-outsider attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d6 points of nonlethal damage and must make a DC 20 Will save or become confused for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Ripping Gaze (Su) 5d6 slashing damage, 30 feet, Fortitude DC 20 negates. A creature that succeeds on its save is immune to that hound's **gaze** for 24 hours. Damage caused by a ripping **gaze** can be defeated by **damage reduction**, but it bypasses DR/magic and slashing. The save DC is Charisma-based.

IMENTESH PROTEAN (Androsphynx Form)

CR 10

CN Large Outsider (Chaotic, Extraplanar, Protean, Shapechanger)

Init +7; **Senses** Darkvision 60 ft., low-light vision; Perception +20

Defense

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 123 (13d10+52)

Fort +12, **Ref** +7, **Will** +14

Offense

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

Melee 2 claws +19 (2d6+7 plus grab)

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

Special Attacks pounce, rake (2 claw +19, 2d6+7 plus grab), roar (DC 19), sneak attack +4d6

Spell-Like Abilities (CL 10th; Concentration +15)

Constant - Detect Law, Tongues

1/day - break enchantment, dispel law (DC 20), haste, polymorph any object (DC 23)

3/day - chaos hammer (DC 19), dispel magic, slow (DC 18)

At Will - dimension door (self plus 50 lbs. of objects only), make whole, major creation, shatter (DC 17), shrink item

Statistics

Str 24, **Dex** 17, **Con** 18, **Int** 23, **Wis** 18, **Cha** 21

Base Atk +13; **CMB** +21 (+25 grapple); **CMD** 34 (38 vs. trip)

Feats Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Iron Will, Multiattack, Persuasive

Skills Acrobatics +19, Bluff +21, Diplomacy +25, Disable Device +16, Fly -3, Intimidate +25, Knowledge (arcana) +22, Knowledge (nature) +19, Knowledge (planes) +22, Knowledge (religion) +19, Perception +20, Sense Motive +20, Stealth +15, Swim +7

Languages Abyssal, Protean; *tongues*

Roar (Su) An androsphinx can roar up to three times per day as a standard action. Each progressive roar has a different effect, depending upon whether it is the first, second, or third of the androsphinx's roars for that day. All of these roars are sonic effects that fill a 60-foot-radius burst, centered on the androsphinx; the save DCs are Charisma-based. Sphinxes are immune to all of the effects of an androsphinx's roars.

First Roar: Affected creatures become frightened for 2d6 rounds (DC 19 Will negates). This is a mind-affecting fear effect in addition to being a sonic effect.

Second Roar: Affected creatures are paralyzed with fear and deafened for 1d4 rounds (DC 19 Will negates). This is a mind-affecting fear effect in addition to being a sonic effect.

Third Roar: Affected creatures take a 2d4 penalty to Strength for 2d4 rounds and take 2d8 points of sonic damage. Creatures smaller than the androsphinx are knocked prone. A DC 19 Fortitude save negates the Strength penalty and being knocked prone.

IMENTESH PROTEAN (Bestiary 2, 214) CR 10

CN Large **outsider** (chaotic, extraplanar, protean, shapechanger)

Init +7; **Senses** **blindsense** 30 ft., darkvision 60 ft.; **Perception** +20

Defense

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

hp 123 (13d10+52); **DR** 10/lawful; fast healing 5

Fort +12, **Ref** +7, **Will** +14

Defensive Abilities **amorphous** anatomy, **freedom of movement**

Resist electricity 10, sonic 10 **Immune** acid, polymorph, precision damage, critical hits **SR** 21

Offense

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.

Melee bite +19 (2d6+7), 2 claws +19 (1d8+7), tail +17 (1d8+3 plus **grab**)

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

Special Attacks **constrict** (1d8+7), inflict warpwave, sneak attack +4d6, combat expertise (-4/+4)

Spell-Like Abilities (CL 10th; concentration +15)

Constant—**detect law**, **tongues**

At will—**dimension door** (self plus 50 lbs. of objects only), **make whole**, **major creation**, **shatter** (DC 17), **shrink item**

3/day—**chaos hammer** (DC 19), **dispel magic**, **slow** (DC 18)

1/day—**break enchantment**, **dispel law** (DC 20), **haste**, **polymorph any object** (DC 23)

Statistics

Str 24, **Dex** 17, **Con** 18, **Int** 23, **Wis** 18, **Cha** 21

Base Atk +13; **CMB** +21 (+25 grapple); **CMD** 34 (can't be tripped)

Feats **Combat Expertise**, **Combat Reflexes**, **Improved Feint**, **Improved Initiative**, **Iron Will**, **Multiattack**, **Persuasive**

Skills **Acrobatics** +19, **Bluff** +21, **Diplomacy** +25, **Disable Device** +16, **Fly** +9, **Intimidate** +25, **Knowledge** (arcana) +22, **Knowledge**(planes) +22, **Knowledge** (any two) +19, **Perception** +20, **Sense Motive** +20, **Stealth** +15, **Swim** +15

Languages Abyssal, Protean; **tongues**

SQ **change shape** (**greater polymorph**)

Special abilities

Inflict Warpwave (Su) As a standard action, an imentesh can inflict a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a DC 20 Fortitude save. If the imentesh wishes, it can use this ability as a swift action, but if it does so, it is affected by the warpwave as well unless it resists the effects with its own Fortitude save. See page 213 for a list of possible effects caused by a warpwave. The save DC is Constitution-based.

d20	Warpwave effect
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a <i>heal</i> spell (CL = protean's CR).
18	Target is turned to stone.
19	Target is affected by <i>baleful polymorph</i> (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

ENTROPIC GELATINOUS CUBE (Bestiary 138, Bestiary 2 292) CR 3

N Large ooze

Init –5; **Senses** blindsight 60 ft.; **Perception** –5

Defense

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

hp 50 (4d8+32)

Fort +9, **Ref** –4, **Will** –4

Resist Acid 5, Fire 5

Immune electricity, ooze traits

Offense

Speed 15 ft.

Melee slam +2 (1d6 plus 1d6 acid)

Base Atk +3; **CMB** +4; **CMD** 9 (can't be tripped)

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

Special Attacks engulf (Reflex DC 12), paralysis (Fort DC 20), smite law 1/day (+4 damage)

Statistics

Str 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

SQ transparent

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 **Perception** check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

ADVANCED ENTROPIC GELATINOUS CUBE (Bestiary 138, Bestiary 2 292)

CR 4

N Large ooze

Init –3; **Senses** blindsight 60 ft.; **Perception** –3

Defense

AC 4, touch 4, flat-footed 4 (–3 Dex, –1 size, +2 natural)

hp 58 (4d8+40)

Fort +11, **Ref** –2, **Will** –2

Resist Acid 5, Fire 5

Immune electricity, ooze traits

Offense

Speed 15 ft.

Melee slam +4 (1d6+2 plus 1d6 acid)

Base Atk +3; **CMB** +6; **CMD** 13 (can't be tripped)

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

Special Attacks engulf (Reflex DC 14), paralysis (Fort DC 22), smite law 1/day (+4 damage)

Statistics

Str 14, **Dex** 5, **Con** 30, **Int** —, **Wis** 5, **Cha** 5

SQ transparent

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 14 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 22 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 **Perception** check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

ANIMATE DREAM (Bestiary 2, 29)

CR 8

NE Medium *outsider* (extraplanar, incorporeal)

Init +4; **Senses** darkvision 60 ft.; **Perception** +17

Defense

AC 20, touch 20, flat-footed 15 (+5 deflection, +4 Dex, +1 dodge)

hp 90 (12d10+24)

Fort +10, **Ref** +8, **Will** +12

Defensive Abilities *incorporeal*; **SR** 19

Offense

Speed fly 40 ft. (perfect)

Melee *incorporeal* touch +16 (6d8 negative energy plus nightmare *curse*)

Spell-Like Abilities (CL 12th; concentration +17 [+21 defensively])

3/day—*deep slumber* (DC 18), *dimension door*, *nightmare* (DC 20)

1/day—*confusion* (DC 19), *fear* (DC 19), *phantasmal killer* (DC 19)

Statistics

Str —, **Dex** 18, **Con** 15, **Int** 10, **Wis** 15, **Cha** 21

Base Atk +12; **CMB** +16; **CMD** 32

Feats *Blind-Fight*, *Combat Casting*, *Dodge*, *Flyby Attack*, *Iron Will*, *Mobility*

Skills *Bluff* +20, *Fly* +12, *Intimidate* +20, *Knowledge* (planes) +15, *Perception* +17, *Sense Motive* +17, *Stealth* +19

Languages telepathy 100 ft.

Special abilities

Nightmare Curse (Ex) An animate dream's touch puts horrifying visions in the target's mind.

Curse—*incorporeal* touch; *save* Will DC 21; *frequency* 1/day; *effect* 1d4 Wisdom drain and target is fatigued; *cure* 3 consecutive saves or *dispel evil*, *dream*, or *remove curse*.