**Tears at Bitter Manor**

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| **3) CACODAEMON** | **CR 2** |

*An ever-gnashing maw, filled with row after row of mismatched teeth, dominates this frightful creature’s orb-like body.*

**XP 600**
NE Tiny [outsider](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Outsider) ([daemon](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Daemon), [evil](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Extraplanar), [extraplanar](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Extraplanar)) **Init** +4; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft., [*detect good*](http://www.d20pfsrd.com/magic/all-spells/d/detect-good), [*detect magic*](http://www.d20pfsrd.com/magic/all-spells/d/detect-magic); [Perception](http://www.d20pfsrd.com/skills/perception) +7

**DEFENSE**

**AC** 16, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 12, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 16 (+4 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus), +2 [size](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Size-Bonus)) **hp** 19 (3d10+3); [fast healing](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Fast-Healing-Ex-) 2 **Fort** +2, **Ref** +5, **Will** +4 **DR** 5/good or silver; **Immune** acid, death effects, [disease](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Disease-Ex-or-Su-), [poison](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Poison-Ex-or-Su-); **Resist** cold 10, electricity 10, fire 10

**OFFENSE**

**Speed** 5 ft., fly 50 ft. (perfect) **Melee** bite +6 (1d4+1 plus [disease](http://www.d20pfsrd.com/gamemastering/afflictions#TOC-Diseases))  **Space** 2-1/2 ft.; **Reach** 0 ft. **Special Attacks** soul lock **Spell-Like Abilities** (CL 6th; [concentration](http://www.d20pfsrd.com/magic#TOC-Concentration) +7)

Constant—[*detect good*](http://www.d20pfsrd.com/magic/all-spells/d/detect-good), [*detect magic*](http://www.d20pfsrd.com/magic/all-spells/d/detect-magic)
At will—[*invisibility*](http://www.d20pfsrd.com/magic/all-spells/i/invisibility) (self only)
3/day—[*lesser confusion*](http://www.d20pfsrd.com/magic/all-spells/c/confusion#lesser) (DC 12)
1/week—[*commune*](http://www.d20pfsrd.com/magic/all-spells/c/commune) (CL 12th, six questions)

**STATISTICS**

**Str** 12, **Dex** 11, **Con** 13, **Int** 8, **Wis** 13, **Cha** 12 **Base Atk** +3; **CMB** +1; **CMD** 12 **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** [Bluff](http://www.d20pfsrd.com/skills/bluff) +7, [Fly](http://www.d20pfsrd.com/skills/fly) +18, [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (planes) +5, [Perception](http://www.d20pfsrd.com/skills/perception) +7, [Stealth](http://www.d20pfsrd.com/skills/stealth) +14 **Languages** Abyssal, Common, Infernal; [telepathy](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Telepathy-Su-) 100 ft. **SQ** [change shape](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Change-Shape-Su-) (2 of the following forms: lizard, octopus, small scorpion, venomous snake, [*polymorph*](http://www.d20pfsrd.com/magic/all-spells/p/polymorph))

**SPECIAL ABILITIES**

**Disease (Su)**

**Cacodaemonia**: Bite—injury; *save* [Fortitude](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) DC 12; *onset* 1 day; *frequency* 1/day; *effect* 1d2 [Wisdom](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-) damage, *cure* 2 consecutive saves.

In addition to the normal effects of the disease, as long as a victim is infected, the cacodaemon can telepathically communicate with the creature over any distance (as long as they remain on the same plane).

**Soul Lock (Su)**

Once per day as a [full-round action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Full-Round-Actions), a cacodaemon can ingest the spirit of any sentient creature that has died within the last minute. This causes a soul gem to grow inside of the cacodaemon’s gut, which it can regurgitate as a [standard action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Standard-Actions). A soul gem is a fine-sized object with 1 hit point and hardness 2. Destroying a soul gem frees the soul within, though it does not return the deceased creature to life. This is a death effect. Any attempt to resurrect a body whose soul is trapped in a soul gem requires a DC 12 caster level check. Failure results in the spell having no effect, while success shatters the victim’s soul gem and returns the creature to life as normal. If the soul gem rests in an unholy location, such as that created by the spell [*unhallow*](http://www.d20pfsrd.com/magic/all-spells/u/unhallow), the DC of this caster level check increases by +2. The caster level check DC is [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)-based.

Any evil outsider can, as a standard action, ingest a soul gem. Doing so frees the soul within, but condemns it to one of the lower planes (though the soul can be returned to life as normal). The [outsider](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Outsider) gains [fast healing](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Fast-Healing-Ex-) 2 for a number of rounds equal to its [Hit Dice](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Hit-Dice-HD-).

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| **2) DARK SLAYERS** | **CR 3** |

*This small humanoid is clothed in tattered rags from head to foot. Only its sinister eyes and pale hands are visible.*

**Statistics modified by *alter self***

**XP 800**
CE Small [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) (dark folk)
**Init** +4; **Senses** [*detect magic*](http://www.d20pfsrd.com/magic/all-spells/d/detect-magic), [see in darkness](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-See-in-Darkness-Su-); [Perception](http://www.d20pfsrd.com/skills/perception) +4

**DEFENSE**

**AC** 15, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 15, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 11 (+4 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +1 [size](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Size-))
**hp** 22 (4d8+4)
**Fort** +2, **Ref** +8, **Will** +1
**Weaknesses** [light blindness](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Light-Blindness-Ex-)

**OFFENSE**

**Speed** 30 ft.
**Melee** kukri +8 (1d4/18-20 plus [black smear poison](http://www.d20pfsrd.com/gamemastering/afflictions#TOC-Black-Smear) Fort DC 15, 1/round for 6 rounds, 1d2 Str, cure 1 save)
**Special Attacks** death throes, poison use, [sneak attack](http://www.d20pfsrd.com/classes/core-classes/rogue#TOC-Sneak-Attack) +2d6, soul harvest
**Spell-Like Abilities** (CL 4th; [concentration](http://www.d20pfsrd.com/magic#TOC-Concentration) +6)

**Constant**--[*detect magic*](http://www.d20pfsrd.com/magic/all-spells/d/detect-magic)
**At will**--[bleed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Bleed) (DC 12), [*chill touch*](http://www.d20pfsrd.com/magic/all-spells/c/chill-touch) (DC 13), [*darkness*](http://www.d20pfsrd.com/magic/all-spells/d/darkness), [*spectral hand*](http://www.d20pfsrd.com/magic/all-spells/s/spectral-hand)
**3/day**--[*daze monster*](http://www.d20pfsrd.com/magic/all-spells/d/daze-monster) (DC 14), [*death knell*](http://www.d20pfsrd.com/magic/all-spells/d/death-knell) (DC 14), [*inflict moderate wounds*](http://www.d20pfsrd.com/magic/all-spells/i/inflict-moderate-wounds) (DC 14)

**STATISTICS**

**Str** 11, **Dex** 18, **Con** 12, **Int** 10, **Wis** 11, **Cha** 15
**Base Atk** +3; **CMB** +3; **CMD** 17
**Feats** [Skill Focus](http://www.d20pfsrd.com/feats/general-feats/skill-focus---final) ([Use Magic Device](http://www.d20pfsrd.com/skills/use-magic-device)), [Weapon Finesse](http://www.d20pfsrd.com/feats/combat-feats/weapon-finesse-combat---final)
**Skills** [Climb](http://www.d20pfsrd.com/skills/climb) +3, Disguise +12, [Perception](http://www.d20pfsrd.com/skills/perception) +4, [Spellcraft](http://www.d20pfsrd.com/skills/spellcraft) +7, [Stealth](http://www.d20pfsrd.com/skills/stealth) +12, [Use Magic Device](http://www.d20pfsrd.com/skills/use-magic-device) +12; **Racial Modifiers** +4 [Climb](http://www.d20pfsrd.com/skills/climb), +4 [Stealth](http://www.d20pfsrd.com/skills/stealth), +4 [Perception](http://www.d20pfsrd.com/skills/perception),
**Languages** Dark Folk
**SQ** magical knack

**SPECIAL ABILITIES**

**Death Throes (Su)**

When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a DC 13 [Fortitude](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) save or be [deafened](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Deafened) for 2d4 rounds. The save DC is [Constitution](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-)-based.

**Magical Knack (Ex)**

[Spellcraft](http://www.d20pfsrd.com/skills/spellcraft) and [Use Magic Device](http://www.d20pfsrd.com/skills/use-magic-device) are always class skills for dark slayers.

**Soul Harvest (Su)**

When a dark slayer damages a [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) foe or a foe it is [flanking](http://www.d20pfsrd.com/gamemastering/combat#TOC-Flanking) with a melee [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal amount of [temporary hit points](http://www.d20pfsrd.com/gamemastering/combat#TOC-Temporary-Hit-Points). These temporary [hit points](http://www.d20pfsrd.com/gamemastering/combat#TOC-Hit-Points) last for a maximum of 1 hour.

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| **2) Vulnudaemon** | **CR 4** |

*A bloody, tooth-filled mouth that looks almost like a horrific gash gasps in the neck of this pale, childlike horror.*

**XP 1,200**
NE Small [outsider](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Outsider) ([daemon](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Daemon), [evil](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Evil), [extraplanar](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Extraplanar))
**Init** +3; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft., [*detect good*](http://www.d20pfsrd.com/magic/all-spells/d/detect-good), [*detect magic*](http://www.d20pfsrd.com/magic/all-spells/d/detect-magic); [Perception](http://www.d20pfsrd.com/skills/perception) +10
**Aura** [*aura of doom*](http://www.d20pfsrd.com/magic/all-spells/a/aura-of-doom) (30 ft., DC 18)

**DEFENSE**

**AC** 17, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 14, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 14 (+3 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +3 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus), +1 [size](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Size-Bonus))
**hp** 39 (6d10+6)
**Fort** +6, **Ref** +5, **Will** +6
**DR** 5/good or silver; **Immune** acid, death effects, [disease](http://www.d20pfsrd.com/gamemastering/afflictions/diseases), [poison](http://www.d20pfsrd.com/gamemastering/afflictions/poison); **Resist** cold 10, electricity 10, fire 10

**OFFENSE**

**Speed** 30 ft.
**Melee** short sword +10/+5 (1d4+2/19-20 plus [bleed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Bleed)), bite +5 (1d3+1)
**Special Attacks** [bleed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Bleed) (1d4), [sneak attack](http://www.d20pfsrd.com/classes/core-classes/rogue#TOC-Sneak-Attack) +1d6
**Spell-Like Abilities** (CL 7th; [concentration](http://www.d20pfsrd.com/magic#TOC-Concentration) +10)

**Constant**—[*detect good*](http://www.d20pfsrd.com/magic/all-spells/d/detect-good), [*detect magic*](http://www.d20pfsrd.com/magic/all-spells/d/detect-magic)
**3/day**—[*blur*](http://www.d20pfsrd.com/magic/all-spells/b/blur), [*death knell*](http://www.d20pfsrd.com/magic/all-spells/d/death-knell) (DC 15), [*invisibility*](http://www.d20pfsrd.com/magic/all-spells/i/invisibility), [*minor image*](http://www.d20pfsrd.com/magic/all-spells/m/minor-image) (DC 14)
**1/day**—[*inflict critical wounds*](http://www.d20pfsrd.com/magic/all-spells/i/inflict-critical-wounds) (DC 17), [summon](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Summon-Sp-) (level 2, 1d4 [cacodaemons](http://www.d20pfsrd.com/bestiary/monster-listings/outsiders/daemons/cacodaemon) 40%)

**STATISTICS**

**Str** 14, **Dex** 17, **Con** 13, **Int** 12, **Wis** 13, **Cha** 16
**Base Atk** +6; **CMB** +7; **CMD** 20
**Feats** [Ability Focus](http://www.d20pfsrd.com/feats/monster-feats/ability-focus) ([*aura of doom*](http://www.d20pfsrd.com/magic/all-spells/a/aura-of-doom)), [Combat Casting](http://www.d20pfsrd.com/feats/general-feats/combat-casting---final), [Weapon Finesse](http://www.d20pfsrd.com/feats/combat-feats/weapon-finesse-combat---final)
**Skills** [Bluff](http://www.d20pfsrd.com/skills/bluff) +12, [Diplomacy](http://www.d20pfsrd.com/skills/diplomacy) +10, [Fly](http://www.d20pfsrd.com/skills/fly) +11, [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (arcana) +7, [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (planes) +8, [Perception](http://www.d20pfsrd.com/skills/perception) +10, [Sense Motive](http://www.d20pfsrd.com/skills/sense-motive) +10, [Spellcraft](http://www.d20pfsrd.com/skills/spellcraft) +8, [Stealth](http://www.d20pfsrd.com/skills/stealth) +16
**Languages** Abyssal, Draconic, Infernal; [telepathy](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Telepathy-Su-) 100 ft.

**SPECIAL ABILITIES**

**Aura of Doom (Su)**

As a [free action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Free-Actions), a vulnudaemon can radiate an aura of dread and hopelessness. Any creature within 30 feet of the vulnudaemon must succeed at a DC 18 [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) save or become [shaken](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Shaken) for as long as it remains in the aura.

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| **Cockroach Swarm** | **CR 2** |

*Like a pestilent black tide, a ravenous horde of thousands of tiny, clacking cockroaches washes over everything in its path.*

**XP 600**
N Diminutive [vermin](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Vermin) ([swarm](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Swarm))
**Init** +2; **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-) 30 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +4

**DEFENSE**

**AC** 16, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 16, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 14 (+2 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +4 [size](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Size-Bonus))
**hp** 26 (4d8+8)
**Fort** +6, **Ref** +3, **Will** +1
**Defensive Abilities** [swarm traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Swarm), **Immune** weapon damage
**Weaknesses** [light sensitivity](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Light-Sensitivity-Ex-), [swarm traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Swarm)

**OFFENSE**

**Speed** 20 ft., climb 20 ft., fly 30 ft. (poor)
**Melee** [swarm](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Swarm) (1d6)
**Space** 10 ft.; **Reach** 0 ft.
**Special Attacks** [distraction](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Distraction-Ex-) (DC 14)

**STATISTICS**

**Str** 1, **Dex** 15, **Con** 14, **Int** —, **Wis** 10, **Cha** 2
**Base Atk** +3; **CMB** —; **CMD** —
**Skills** [Climb](http://www.d20pfsrd.com/skills/climb) +10, [Fly](http://www.d20pfsrd.com/skills/fly) +4, [Perception](http://www.d20pfsrd.com/skills/perception) +4, [Stealth](http://www.d20pfsrd.com/skills/stealth) +14; **Racial Modifiers** +4 [Perception](http://www.d20pfsrd.com/skills/perception)
**SQ** [hold breath](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Hold-Breath-Ex-)

**SPECIAL ABILITIES**

**Hold Breath (Ex)**

A cockroach can hold its breath for a number of rounds equal to four times its [Constitution](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-) score before it risks drowning.

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| **2) Lacridaemon** | **CR 3** |

*Sobbing uncontrollably, this gray-skinned creature possesses thin legs ending in black cloven hooves, as well as a ferocious, manic grin. Its flesh is torn and scratched even down to the tip of its misshapen tail, while a patchwork sheet of dirty ice covers its body. Its tears sizzle violently as they hit the ground.*

**XP 800**
NE Medium [outsider](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Outsider) ([daemon](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Daemon), [evil](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Evil), [extraplanar](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Extraplanar))
**Init** +7; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft., [*detect good*](http://www.d20pfsrd.com/magic/all-spells/d/detect-good), [*detect magic*](http://www.d20pfsrd.com/magic/all-spells/d/detect-magic); [Perception](http://www.d20pfsrd.com/skills/perception) +8
**Aura** weeping aura 100 ft.

**DEFENSE**

**AC** 15, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 13, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 12 (+3 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +2 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus))
**hp** 30 (4d10+8)
**Fort** +6, **Ref** +4, **Will** +5
**DR** 5/good or silver; **Immune** acid, death effects, [disease](http://www.d20pfsrd.com/gamemastering/afflictions/diseases), [poison](http://www.d20pfsrd.com/gamemastering/afflictions/poison); **Resist** cold 10, electricity 10, fire 10; **SR** 14

**OFFENSE**

**Speed** 40 ft.

**Ranged** *+1 composite shortbow* +8 (1d6+3/×3)
**Melee** bite +6 (1d4+2 plus 1d4 acid and [poison](http://www.d20pfsrd.com/gamemastering/afflictions/poison)), 2 claws +7 (1d4+2 plus 1d4 acid)
**Special Attacks** poisonous tears
**Spell-Like Abilities** (CL 4th; [concentration](http://www.d20pfsrd.com/magic#TOC-Concentration) +5)

**Constant**—[*detect good*](http://www.d20pfsrd.com/magic/all-spells/d/detect-good), [*detect magic*](http://www.d20pfsrd.com/magic/all-spells/d/detect-magic)
**At will**—[*pass without trace*](http://www.d20pfsrd.com/magic/all-spells/p/pass-without-trace)
**3/day**—[*overwhelming grief*](http://www.d20pfsrd.com/magic/all-spells/o/overwhelming-grief)  (DC 14), [*teleport*](http://www.d20pfsrd.com/magic/all-spells/t/teleport) (self plus 50 lbs. of objects only)
**1/day**—[*hold person*](http://www.d20pfsrd.com/magic/all-spells/h/hold-person) (DC 14), [*invisibility*](http://www.d20pfsrd.com/magic/all-spells/i/invisibility), [*snare*](http://www.d20pfsrd.com/magic/all-spells/s/snare), [summon](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Summon-Sp-) (level 4, 1 lacridaemon, 50%)

**STATISTICS**

**Str** 14, **Dex** 17, **Con** 14, **Int** 11, **Wis** 13, **Cha** 12
**Base Atk** +4; **CMB** +6; **CMD** 19
**Feats** [Improved Initiative](http://www.d20pfsrd.com/feats/combat-feats/improved-initiative-combat---final), [Weapon Focus](http://www.d20pfsrd.com/feats/combat-feats/weapon-focus-combat---final) (claws)
**Skills** [Acrobatics](http://www.d20pfsrd.com/skills/acrobatics) +10 (+14 jump), [Bluff](http://www.d20pfsrd.com/skills/bluff) +8, [Climb](http://www.d20pfsrd.com/skills/climb) +9, [Perception](http://www.d20pfsrd.com/skills/perception) +8, [Sense Motive](http://www.d20pfsrd.com/skills/sense-motive) +8, [Stealth](http://www.d20pfsrd.com/skills/stealth) +10
**Languages** Abyssal, Draconic, Infernal; [telepathy](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Telepathy-Su-) 100 ft.

**SPECIAL ABILITIES**

**Poisonous Tears (Su)**

A lacridaemon’s tears are poisonous to other creatures. As a [move action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Move-Actions) that provokes an [attack of opportunity](http://www.d20pfsrd.com/gamemastering/combat#TOC-Attacks-of-Opportunity), a lacridaemon can coat both of its claws with its tears, giving its next attack the possibility of poisoning its victim. A lacridaemon must attack with its claws on the same round or the round immediately after it applies its tears in order to use this ability; after that time, the tears lose their potency. Once it has attacked a creature using its tear-coated claws, a lacridaemon must reapply the tears again in order to use this ability. A lacridaemon’s bite attack is always treated as having its poisonous tears applied to it.

**Lacridaemon poison**: Injury; *save* [Fortitude](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) DC 14; *frequency* 1/round for 6 rounds; *effect* 1 [Wis](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-) plus [staggered](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Staggered) for 1 round; *cure* 2 consecutive saves.

**Weeping Aura (Su)**

A lacridaemon emits an invisible aura that sounds like the whimpers of a crying child. The whimpers sound almost as if they’re coming from all directions at once, or perhaps from one’s own mind, disorienting those within the aura’s area. Any creature that enters this area takes a –5 penalty on [Survival](http://www.d20pfsrd.com/skills/survival) checks to avoid becoming lost. Creatures within the aura’s range need not be able to physically hear the whimpers in order to be affected by this ability (and those who try to identify its origin so they can get nearer take a –5 penalty on their [Perception](http://www.d20pfsrd.com/skills/perception) checks to do so). A lacridaemon can suppress or reactivate its aura as a [free action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Free-Actions), and the effects from multiple lacridaemon auras stack (up to a maximum penalty of –20). This aura is a sonic, mind-affecting effect.

| **3) Harpies** | **CR 4** |
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*Save for the tattered wings and taloned feet, this creature resembles a feral woman with a wild look about her.*

**XP 1,200**
CE Medium [monstrous humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Monstrous-Humanoid)
**Init** +2; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +7

**DEFENSE**

**AC** 16, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 13, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 13 (+2 [armor](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Armor-Bonus), +2 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +1 [dodge](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Dodge-Bonus), +1 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus))
**hp** 38 (7d10)
**Fort** +4, **Ref** +7, **Will** +6

**OFFENSE**

**Speed** 20 ft., fly 80 ft. (average)
**Melee** [morningstar](http://www.d20pfsrd.com/equipment---final/weapons/weapon-descriptions/morningstar) +8/+3 (1d8+1), 2 talons +3 (1d6)
**Special Attacks** captivating song

**STATISTICS**

**Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17
**Base** **Atk** +7; **CMB** +8; **CMD** 21
**Feats** [Dodge](http://www.d20pfsrd.com/feats/combat-feats/dodge-combat---final), [Flyby Attack](http://www.d20pfsrd.com/bestiary/rules-for-monsters/monster-feats#TOC-Flyby-Attack), [Great Fortitude](http://www.d20pfsrd.com/feats/general-feats/great-fortitude), [Skill Focus](http://www.d20pfsrd.com/feats/general-feats/skill-focus---final) ([Bluff](http://www.d20pfsrd.com/skills/bluff))
**Skills** [Bluff](http://www.d20pfsrd.com/skills/bluff) +7, [Fly](http://www.d20pfsrd.com/skills/fly) +12, [Intimidate](http://www.d20pfsrd.com/skills/intimidate) +7, [Perception](http://www.d20pfsrd.com/skills/perception) +7, [Perform](http://www.d20pfsrd.com/skills/perform) (song) +5
**Languages** Common

**SPECIAL ABILITIES**

**Captivating Song (Su)**

A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no [resistance](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Energy-Resistance) to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting [charm](http://www.d20pfsrd.com/magic#TOC-Enchantment-Charm) effect. The save DC is [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)-based.

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| **Giant Black Widow Spider** | **CR 3** |

*This long-legged spider has a huge, glossy black abdomen, marked on the underside with the shape of a crimson hourglass.***XP 800**N Large [vermin](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Vermin) **Init** +2; **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) +4**DEFENSE****AC** 15, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 11, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 13 (+2 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +4 [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** 37 (5d8+15)**Fort** +7, **Ref** +3, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +6 (1d8+6 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** web (+4 ranged, DC 19, 5 hp)**STATISTICS****Str** 19, **Dex** 15, **Con** 16, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +3; **CMB** +8; **CMD** 20 (32 vs. [trip](http://www.d20pfsrd.com/gamemastering/combat#TOC-Trip))**Skills** [Climb](http://www.d20pfsrd.com/skills/climb)\* +20, [Perception](http://www.d20pfsrd.com/skills/perception) +4, [Stealth](http://www.d20pfsrd.com/skills/stealth)\* +2 (+6 webs); **Racial Modifiers** +8 [Climb](http://www.d20pfsrd.com/skills/climb), +4 [Perception](http://www.d20pfsrd.com/skills/perception), +4 [Stealth](http://www.d20pfsrd.com/skills/stealth) (+8 webs)**SQ** strong webs**SPECIAL ABILITIES****Poison (Ex)** **Bite**—injury; *save* [Fort](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 [Con](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-) and [staggered](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Staggered); *cure* 2 saves. Save DC is [Con](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-)-based with a +2 [racial bonus](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Racial-Bonus).**Strong Webs (Ex)**A black widow’s webs gain a +4 bonus to the DC to break or escape. |  |

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| **2) Giant Spider** | **CR 1** |

*A spider the size of a man crawls silently from the depths of its funnel-shaped web.*

**XP 400**
N Medium [vermin](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Vermin)
**Init** +3; **Senses** 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) +4

**DEFENSE**

**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural armor)
**hp** 16 (3d8+3)
**Fort** +4, **Ref** +4, **Will** +1
**Immune** mind-affecting effects

**OFFENSE**

**Speed** 30 ft., climb 30 ft.
**Melee** bite +2 (1d6 plus [poison](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Poison-Ex-or-Su-))
**Special Attack** [web](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Web-Ex-) (+5 ranged, DC 12, hp 2)

**STATISTICS**

**Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2
**Base Atk** +2; **CMB** +2; **CMD** 15 (27 vs. trip)
**Skills** [Climb](http://www.d20pfsrd.com/skills/climb) +16, [Perception](http://www.d20pfsrd.com/skills/perception) +4 (+8 in webs), [Stealth](http://www.d20pfsrd.com/skills/stealth) +7 (+11 in webs); **Racial Modifiers** +4 [Perception](http://www.d20pfsrd.com/skills/perception), +4 [Stealth](http://www.d20pfsrd.com/skills/stealth) (+8 in webs), +16 [Climb](http://www.d20pfsrd.com/skills/climb)

**SPECIAL ABILITIES**

**Poison (Ex)**

**Bite**—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength [damage](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Ability-Damage-and-Drain-Ex-or-Su-); *cure* 1 save.

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| **Hangman Tree** | **CR 7** |

*This sinister tree looms above a field strewn with bones. numerous leafy vines, their tips looped into nooses, hang from its branches.*

**XP 3,200**
NE Huge [plant](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Plant) **Init** +3; **Senses** [blindsight](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Blindsight-and-Blindsense) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +11

**DEFENSE**

**AC** 20, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 7, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 20 (–1 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +13 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Natural-Armor-), –2 [size](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Size-)) **hp** 84 (8d8+48) **Fort** +12, **Ref** +3, **Will** +5 **Immune** plant traits; **SR** 18 **Weaknesses** [vulnerable](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Vulnerabilities-Ex-or-Su-) to electricity

**OFFENSE**

**Speed** 10 ft. **Melee** 3 vines +11 (1d6+7 plus [grab](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Grab-Ex-) and pull)
**Space** 15 ft.; **Reach** 15 ft. **Special Attacks** [constrict](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Constrict-Ex-) (1d6+7), hallucinatory spores, [pull](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Pull-Ex-) (vine, 5 feet), [strangle](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Strangle-Ex-), [swallow whole](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Swallow-Whole-Ex-) (2d6+7 bludgeoning, AC 16, 8 hp), vines

**STATISTICS**

**Str** 25, **Dex** 8, **Con** 23, **Int** 7, **Wis** 12, **Cha** 10 **Base Atk** +6; **CMB** +15 (+19 [grapple](http://www.d20pfsrd.com/gamemastering/combat#TOC-Grapple)); **CMD** 24 **Feats** [Improved Initiative](http://www.d20pfsrd.com/feats/combat-feats/improved-initiative-combat---final), [Iron Will](http://www.d20pfsrd.com/feats/general-feats/iron-will---final), [Lightning Reflexes](http://www.d20pfsrd.com/feats/general-feats/lightning-reflexes---final), [Skill Focus](http://www.d20pfsrd.com/feats/general-feats/skill-focus---final) ([Perception](http://www.d20pfsrd.com/skills/perception)) **Skills** [Perception](http://www.d20pfsrd.com/skills/perception) +11, [Stealth](http://www.d20pfsrd.com/skills/stealth) –2 **Languages** Sylvan

**SPECIAL ABILITIES**

**Hallucinatory Spores (Ex)**

Once per day as a standard action, a hangman tree can release a cloud of spores in a 50-foot-radius spread. Creatures in the area must make a DC 20 [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) save or believe the hangman tree to be a perfectly ordinary tree—or at worst, a treant or some other friendly tree-like creature. An affected creature becomes passive for 2d6 minutes and refuses to attack the hangman tree during this time. An affected creature can attempt a new Will save each round that the tree attacks an ally—if a hallucinating creature is attacked by the tree, it gains a +4 bonus on its Will save to see through the hallucination. This is a mind-affecting compulsion effect. The save DC is [Constitution](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-)-based.

**Vines (Ex)**

A hangman tree’s vines are primary attacks that deal bludgeoning damage. When a hangman tree grapples a foe with its vines, the tree does not gain the [grappled](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Grappled) condition. A hangman tree that uses [swallow whole](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Swallow-Whole-Ex-) transfers a [pinned](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Pinned) creature from a vine to inside its trunk.

#### Pull (Ex)

A creature with this ability can choose to make a free [combat maneuver](http://www.d20pfsrd.com/gamemastering/combat#TOC-Combat-Maneuvers) check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature’s description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke [attacks of opportunity](http://www.d20pfsrd.com/gamemastering/combat#TOC-Attacks-of-Opportunity) and stop if the pull would move them into a solid object or creature.

#### Strangle (Ex)

An opponent [grappled](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Grappled) by the creature cannot speak or cast spells with verbal [components](http://www.d20pfsrd.com/magic#TOC-Components).

#### 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.

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| **4) Yeth Hounds** | **CR 3** |

*This emaciated, hairless canine has a strange air of menace and cruelty about it.*

**XP 800**
NE Medium [outsider](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Outsider) ([evil](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Evil), [extraplanar](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Extraplanar)) **Init** +6; **Senses** darkvision 60 ft., [scent](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Scent-Ex-); [Perception](http://www.d20pfsrd.com/skills/perception) +9

**DEFENSE**

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) **hp** 30 (4d10+8) **Fort** +3, **Ref** +6, **Will** +6 **DR** 5/silver

**OFFENSE**

**Speed** 40 ft., fly 60 ft. (good) **Melee** bite +7 (2d6+4 plus sinister bite and [trip](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Trip-Ex-)) **Special Attacks** bay

**STATISTICS**

**Str** 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10 **Base** **Atk** +4; **CMB** +7; **CMD** 19 (23 vs. trip) **Feats** [Improved Initiative](http://www.d20pfsrd.com/feats/combat-feats/improved-initiative-combat---final), [Skill Focus](http://www.d20pfsrd.com/feats/general-feats/skill-focus---final) ([Fly](http://www.d20pfsrd.com/skills/fly)) **Skills** [Fly](http://www.d20pfsrd.com/skills/fly) +16, [Perception](http://www.d20pfsrd.com/skills/perception) +9, [Stealth](http://www.d20pfsrd.com/skills/stealth) +9, [Survival](http://www.d20pfsrd.com/skills/survival) +9 **Languages** Abyssal or Infernal (cannot speak)

**SPECIAL ABILITIES**

**Bay (Su)**

When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 12 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

**Flight (Su)**

A yeth hound can cease or resume its flight as a free action.

**Sinister Bite (Su)**

A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must make a DC 14 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

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| **Berbalang** | **CR 6** |

**XP 2,400**
CE Medium [undead](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Undead)
**Init** +4; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +14

**DEFENSE**

**AC** 20, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 15, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 15 (+4 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +1 [dodge](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Dodge-Bonus), +5 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus))
**hp** 68 (8d8+32)
**Fort** +6, **Ref** +6, **Will** +9
**Defensive Abilities** projection **DR** 10/good or silver; **Immune** [undead traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Undead-Traits-Ex-)

**OFFENSE**

**Speed** 40 ft., fly 60 ft. (good)
**Melee\*** bite +10 (1d6+3 plus [paralysis](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Paralysis)), 2 claws +9 (1d6+3 plus [paralysis](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Paralysis)) or [incorporeal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Incorporeal-Ex-) touch +10 (1d4 Con damage)
**Special Attacks** [paralysis](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Paralysis) (1d4+1 rounds, Fort DC 18)
**Spell-Like Abilities** (CL 9th; [concentration](http://www.d20pfsrd.com/magic#TOC-Concentration) +13)

**At will**—[*bleed*](http://www.d20pfsrd.com/magic/all-spells/b/bleed), [*ghost sound*](http://www.d20pfsrd.com/magic/all-spells/g/ghost-sound) (DC 14)
**3/day**—[*alter self*](http://www.d20pfsrd.com/magic/all-spells/a/alter-self), [*charm person*](http://www.d20pfsrd.com/magic/all-spells/c/charm-person) (DC 15)

**STATISTICS**

**Str** 17, **Dex** 19, **Con** —, **Int** 13, **Wis** 16, **Cha** 18
**Base Atk** +6; **CMB** +9; **CMD** 26
**Feats** [Defensive Combat Training](http://www.d20pfsrd.com/feats/combat-feats/defensive-combat-training-combat), [Dodge](http://www.d20pfsrd.com/feats/combat-feats/dodge-combat---final), [Flyby Attack](http://www.d20pfsrd.com/feats/monster-feats/flyby-attack), [Mobility](http://www.d20pfsrd.com/feats/combat-feats/mobility-combat---final)
**Skills** [Bluff](http://www.d20pfsrd.com/skills/bluff) +10, [Escape Artist](http://www.d20pfsrd.com/skills/escape-artist) +10, [Fly](http://www.d20pfsrd.com/skills/fly) +17, [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (local) +5, [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (religion) +6, [Perception](http://www.d20pfsrd.com/skills/perception) +14, [Stealth](http://www.d20pfsrd.com/skills/stealth) +15
**Languages** Common

**SPECIAL ABILITIES**

**Projection (Su)**

Once per day as a [full-round action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Full-Round-Actions), a berbalang can enter a trance that separates the creature's spirit from its body. This splits the berbalang's current [hit points](http://www.d20pfsrd.com/gamemastering/combat#TOC-Hit-Points) in half between its body and its spirit. The berbalang's spirit body gains the [incorporeal subtype](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Incorporeal-Ex-) and special ability; otherwise, it retains the same statistics as its physical self with the following changes: AC 19, touch 19, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 10 (+4 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +4 [deflection](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Deflection-), +1 [dodge](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Dodge-Bonus)), single [incorporeal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Incorporeal-Ex-) [touch attack](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) that deals 1d4 [Constitution damage](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Ability-Score-Damage) on a hit as its sole attack. This spirit projection can travel no more than 1 mile away from the berbalang's body. Because the creature is only partially in existence when in this state, its body gains [*displacement*](http://www.d20pfsrd.com/magic/all-spells/d/displacement) as the spell. When separated in this way, the berbalang's body is [unconscious](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Unconscious) and [helpless](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Helpless). If the berbalang's body is injured while in this state, the separated projection immediately returns to its body, and the body loses [*displacement*](http://www.d20pfsrd.com/magic/all-spells/d/displacement). If the physical body is slain, the spirit body immediately dies as well. If the spirit is reduced to 0 or fewer hit points, it returns to the body immediately. A berbalang in spirit form can end the effect at any time as a [standard action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Standard-Actions), at which point the spirit immediately returns to the body. When a berbalang's spirit form returns to the body, add both the spirit body's hit points and the physical body's hit points back together to determine the creature's current hit point total.

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| **Advanced Shadow Mastiff** | **CR 6** |

*Although shaped like a dog, this muscular creature has a coat that drinks up the light, drawing shadows in around it.Its maw is full of sharp teeth, and a wisp of shadow drips from its writhing tongue.*

**XP 1,600**
NE Medium [outsider](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Outsider) ([evil](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Evil), [extraplanar](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Extraplanar))
**Init** +8; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +12

**DEFENSE**

**AC** 22, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 12, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 16 (+2 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +6 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus))
**hp** 63 (6d10+18)
**Fort** +10, **Ref** +9, **Will** +7
**Defensive Abilities** shadow blend

**OFFENSE**

**Speed** 50 ft.
**Melee** bite +12 (1d8+8 plus [trip](http://www.d20pfsrd.com/gamemastering/combat#TOC-Trip)), tail slap +7 (1d6+5)
**Special Attacks** bay

**STATISTICS**

**Str** 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13
**Base Atk** +8; **CMB** +12; **CMD** 26 (26 vs. [trip](http://www.d20pfsrd.com/gamemastering/combat#TOC-Trip))
**Feats** [Improved Initiative](http://www.d20pfsrd.com/feats/combat-feats/improved-initiative-combat---final), [Iron Will](http://www.d20pfsrd.com/feats/general-feats/iron-will---final), [Power Attack](http://www.d20pfsrd.com/feats/combat-feats/power-attack-combat---final)
**Skills** [Perception](http://www.d20pfsrd.com/skills/perception) +12, [Stealth](http://www.d20pfsrd.com/skills/stealth) +13, [Survival](http://www.d20pfsrd.com/skills/survival) +12
**Languages** Common (cannot speak)

**SPECIAL ABILITIES**

**Bay (Su)**

When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil [outsiders](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Outsider) must succeed at a DC 18 [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) save or become [panicked](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Panicked) for 1d4 rounds. This is a sonic, mind-affecting [fear](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Fear) effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting [fear](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Fear) effect. The save DC is [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)-based.

**Shadow Blend (Su)**

In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it [concealment](http://www.d20pfsrd.com/gamemastering/combat#TOC-Concealment) (50% miss chance). Artificial illumination, even a light or [*continual flame*](http://www.d20pfsrd.com/magic/all-spells/c/continual-flame) spell, does not negate this ability; a [*daylight*](http://www.d20pfsrd.com/magic/all-spells/d/daylight) spell, however, does. A shadow mastiff can suspend or resume this ability as a [free action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Free-Actions).

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| **Mothman** | **CR 6** |

*A shroud of dark wings cloaks this thin, humanoid shape. Two monstrous red eyes glare malevolently from its narrow face.*

**XP 2,400**
CN Medium m[onstrous humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Monstrous-humanoid)
**Init** +8; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +16

**DEFENSE**

**AC** 20, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 14, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 16 (+4 [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** 76 (9d10+27) **Fort** +6, **Ref** +10, **Will** +10 **SR** 17

**OFFENSE**

**Speed** 30 ft., fly 60 ft. (good) **Melee** 2 claw +13 (1d6+1) **Special Attacks** mind-warping gaze **Spell-Like Abilities** (CL 12th; [concentration](http://www.d20pfsrd.com/magic#TOC-Concentration) +16)

Constant—[*blur*](http://www.d20pfsrd.com/magic/all-spells/b/blur)
At will—[*detect thoughts*](http://www.d20pfsrd.com/magic/all-spells/d/detect-thoughts) (DC 16), [*ghost sound*](http://www.d20pfsrd.com/magic/all-spells/g/ghost-sound) (DC 14), [*misdirection*](http://www.d20pfsrd.com/magic/all-spells/m/misdirection) (DC 16)
3/day—[*greater invisibility*](http://www.d20pfsrd.com/magic/all-spells/i/invisibility), [*major image*](http://www.d20pfsrd.com/magic/all-spells/m/major-image) (DC 17), [*modify memory*](http://www.d20pfsrd.com/magic/all-spells/m/modify-memory) (DC 18), [*nightmare*](http://www.d20pfsrd.com/magic/all-spells/n/nightmare) (DC 19), [*phantasmal killer*](http://www.d20pfsrd.com/magic/all-spells/p/phantasmal-killer) (DC 18), [*shadow walk*](http://www.d20pfsrd.com/magic/all-spells/s/shadow-walk) (DC 20), [*suggestion*](http://www.d20pfsrd.com/magic/all-spells/s/suggestion) (DC 17)
1/day—*agent of fate*, [*false vision*](http://www.d20pfsrd.com/magic/all-spells/f/false-vision), [*mind fog*](http://www.d20pfsrd.com/magic/all-spells/m/mind-fog) (DC 19), [*mislead*](http://www.d20pfsrd.com/magic/all-spells/m/mislead) (DC 20), [*project image*](http://www.d20pfsrd.com/magic/all-spells/p/project-image) (DC 21)

**STATISTICS**

**Str** 12, **Dex** 19, **Con** 16, **Int** 17, **Wis** 19, **Cha** 18 **Base Atk** +9; **CMB** +13; **CMD** 24 **Feats** [Agile Maneuvers](http://www.d20pfsrd.com/feats/combat-feats/agile-maneuvers-combat), [Blind-Fight](http://www.d20pfsrd.com/feats/combat-feats/blind-fight-combat), [Flyby Attack](http://www.d20pfsrd.com/feats/monster-feats/flyby-attack), [Improved Initiative](http://www.d20pfsrd.com/feats/combat-feats/improved-initiative-combat---final), [Weapon Finesse](http://www.d20pfsrd.com/feats/combat-feats/weapon-finesse-combat---final) **Skills** [Fly](http://www.d20pfsrd.com/skills/fly) +20, [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (any two) +12, [Perception](http://www.d20pfsrd.com/skills/perception) +16, [Sense Motive](http://www.d20pfsrd.com/skills/sense-motive) +13, [Spellcraft](http://www.d20pfsrd.com/skills/spellcraft) +12, [Stealth](http://www.d20pfsrd.com/skills/stealth) +16 **Languages** Common, Sylvan, Undercommon (can’t speak); [telepathy](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Telepathy-Su-) 100 ft.

**SPECIAL ABILITIES**

**Agent of Fate (Sp)**

A mothman may recreate the effects of any spell of 5th level or lower once per day as a [spell-like ability](http://www.d20pfsrd.com/magic#TOC-Spell-Like-Abilities-Sp-), but only if doing so steers the flow of fate in its proper course. What the proper flow of fate entails is determined by the [GM](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Game-Master-GM-). Typical uses of this ability include casting [*major image*](http://www.d20pfsrd.com/magic/all-spells/m/major-image) to coax someone to a portentous location, casting [*raise dead*](http://www.d20pfsrd.com/magic/all-spells/r/raise-dead) to return someone with an important fate to life, or using [*rusting grasp*](http://www.d20pfsrd.com/magic/all-spells/r/rusting-grasp) to weaken a structure and cause some necessary calamity.

**Mind-Warping Gaze (Su)**

[Fear](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Fear-Su-or-Sp-), 30 feet, [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) DC 18 negates. A creature that fails a save against this attack becomes [shaken](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Shaken) for 1d6 rounds. A creature currently suffering from a fear effect that fails this save instead takes 1d4 points of [Wisdom](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-) damage. This is a mind-affecting [*fear*](http://www.d20pfsrd.com/magic/all-spells/f/fear) effect. The save DC is [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)-based.

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| **3) Attic Whisperers** | **CR 4** |

*This thing resembles a gray, emaciated child, with cobwebs and dust for clothes and a fox skull for a head.*

**XP 1,200**
NE Small [undead](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Undead)
**Init** +8; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +12
**Aura** sobs (10 ft.)

**DEFENSE**

**AC** 19, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 16, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 14 (+4 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +1 [dodge](http://www.d20pfsrd.com/gamemastering/combat#TOC-Armor-Class), +3 [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** 45 (6d8+18)
**Fort** +5, **Ref** +6, **Will** +8
**Immune** [undead traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Undead-Traits-Ex-)

**OFFENSE**

**Speed** 20 ft.
**Melee** bite +9 (1d4–1 plus steal breath), [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) +4 (steal voice)

**STATISTICS**

**Str** 9, **Dex** 19, **Con** --, **Int** 14, **Wis** 16, **Cha** 17
**Base Atk** +4; **CMB** +2; **CMD** 17
**Feats** [Dodge](http://www.d20pfsrd.com/feats/combat-feats/dodge-combat---final), [Improved Initiative](http://www.d20pfsrd.com/feats/combat-feats/improved-initiative-combat---final), [Weapon Finesse](http://www.d20pfsrd.com/feats/combat-feats/weapon-finesse-combat---final)
**Skills** [Bluff](http://www.d20pfsrd.com/skills/bluff) +9, [Climb](http://www.d20pfsrd.com/skills/climb) +8, [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (history) +8, [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (local) +8, [Perception](http://www.d20pfsrd.com/skills/perception) +12, [Stealth](http://www.d20pfsrd.com/skills/stealth) +17
**Languages** Common (plus any 2d4 from victims)

**SPECIAL ABILITIES**

**Aura of Sobs (Su)**

All of the voices that an attic whisperer steals linger around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bardic performances affecting it and takes a –1 penalty on all attack rolls, damage rolls, and [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) saving throws. The attic whisperer can suppress or reactivate its aura as a [free action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Free-Actions). This aura is a sonic, mind-affecting effect.

**Steal Breath (Su)**

A creature bit by an attic whisperer must make a DC 16 [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) save or become [fatigued](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Fatigued) for 1 hour. A fatigued creature that is bitten is instead [exhausted](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Exhausted) for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the attic whisperer or by using [*dispel magic*](http://www.d20pfsrd.com/magic/all-spells/d/dispel-magic), [*remove curse*](http://www.d20pfsrd.com/magic/all-spells/r/remove-curse), or similar effects. The save DC is [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)-based.

**Steal Voice (Su)**

Any creature hit by an attic whisperer’s [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) must make a DC 16 [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an attic whisperer has stolen a creature’s voice, it can perfectly mimic that voice at any time, even after its victim’s voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual’s voice can make a [Sense Motive](http://www.d20pfsrd.com/skills/sense-motive) check opposed by the attic whisperer’s [Bluff](http://www.d20pfsrd.com/skills/bluff) check to realize a mimicked voice is inauthentic. The save DC is [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)-based.

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| **Alchemical Golem** | **CR 9** |

*A rickety construction of glass tubing, metal, and wood convey the brain and two eyes afloat in this figure’s glass skull.*

**XP 6,400**
N Large [construct](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Construct) **Init** +4; **Senses** [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

**DEFENSE**

**AC** 23, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 13, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 19 (+4 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +10 [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** 96 (12d10+30) **Fort** +4, **Ref** +8, **Will** +4 **DR** 10/[adamantine](http://www.d20pfsrd.com/equipment---final/special-materials#TOC-Adamantine) or bludgeoning; **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 +19 (2d8+8 plus alchemy) **Ranged** bomb +15 (8d6 energy damage) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** alchemy, bombs, splash

**STATISTICS**

**Str** 27, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 1 **Base Atk** +12; **CMB** +21; **CMD** 35

**SPECIAL ABILITIES**

**Alchemy (Ex)**

When an alchemical golem strikes a foe, the attack has an additional random effect, chosen from the options below. The attack can

* deal 1d6 points of acid, cold, electricity, or fire damage
* cause the target to become [sickened](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Sickened) ([Fortitude](http://www.d20pfsrd.com/gamemastering/combat#TOC-Fortitude) DC 16 negates) for 1d4 rounds
* cause the target to become [entangled](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Entangled) ([Reflex](http://www.d20pfsrd.com/gamemastering/combat#TOC-Reflex) DC 16 negates) for 1d4 rounds

These save DCs are [Constitution](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Constitution-Con-)-based.

**Bombs (Ex)**

As a [standard action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Standard-Actions), an alchemical golem can throw a bomb as a ranged [touch attack](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) to a distance of 60 feet (no range increment). If the attack misses, treat it as a thrown splash weapon to determine where it lands. Anyone struck by an alchemical golem’s bomb takes 8d6 points of acid, cold, electricity, or fire damage (determine type randomly). All creatures adjacent to the location where the bomb hits take 1d6 points of energy damage of the same type.

**Immunity to Magic (Ex)**

An alchemical golem is immune to spells or [spell-like abilities](http://www.d20pfsrd.com/magic#TOC-Spell-Like-Abilities-Sp-) that allow spell resistance, save for spells with the sonic descriptor. [*Shatter*](http://www.d20pfsrd.com/magic/all-spells/s/shatter) damages an alchemical golem as if it were a crystalline creature.

**Splash (Ex)**

Any strike on an alchemical golem with a non-reach melee weapon deals 1 point of acid, cold, electricity, or fire damage (determine type randomly) to the attacker. This amount increases to 1d6 points of damage if the attack is a [critical hit](http://www.d20pfsrd.com/gamemastering/combat#TOC-Critical-Hits).

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| **Revenant** | **CR 6** |

*This shambling corpse is twisted and mutilated. Fingers of sharpened bone reach out with malevolent intent.*

**XP 2,400**
LE Medium [undead](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Undead)  **Init** +7; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft., sense murderer; [Perception](http://www.d20pfsrd.com/skills/perception) +13

**DEFENSE**

**AC** 19, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 13, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 16 (+3 [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** 76 (9d8+36) **Fort** +7, **Ref** +6, **Will** +7 **DR** 5/slashing; **Immune** cold, [undead traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Undead-Traits-Ex-); **SR** 17 **Weaknesses** self-loathing

**OFFENSE**

**Speed** 30 ft. **Melee** 2 claws +14 (1d8+7 plus [grab](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Grab-Ex-)) **Special Attacks** baleful shriek, [constrict](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Constrict-Ex-) (1d6+7)

**STATISTICS**

**Str** 24, **Dex** 17, **Con** —, **Int** 7, **Wis** 12, **Cha** 19 **Base Atk** +6; **CMB** +13 (+17 [grapple](http://www.d20pfsrd.com/gamemastering/combat#TOC-Grapple)); **CMD** 26 **Feats** [Cleave](http://www.d20pfsrd.com/feats/combat-feats/cleave-combat), [Improved Initiative](http://www.d20pfsrd.com/feats/combat-feats/improved-initiative-combat---final), [Power Attack](http://www.d20pfsrd.com/feats/combat-feats/power-attack-combat---final), [Step Up](http://www.d20pfsrd.com/feats/combat-feats/step-up-combat---final), [Weapon Focus](http://www.d20pfsrd.com/feats/combat-feats/weapon-focus-combat---final) (claw) **Skills** [Intimidate](http://www.d20pfsrd.com/skills/intimidate) +16, [Perception](http://www.d20pfsrd.com/skills/perception) +13 **Languages** Common **SQ** reason to hate

**SPECIAL ABILITIES**

**Baleful Shriek (Su)**

Once every 1d4 rounds, a revenant can shriek as a standard action. All creatures within a 60-foot spread must make a DC 18 [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-)-based.

**Reason to Hate (Su)**

A revenant’s existence is fueled by its hatred for its murderer. As long as the murderer exists, the revenant exists. If the murderer dies, the revenant is immediately slain. A murderer who becomes undead does not trigger a revenant’s destruction. When a revenant encounters its murderer, it gains the benefits of a [*haste*](http://www.d20pfsrd.com/magic/all-spells/h/haste) spell (CL 20th) that lasts as long as its murderer remains in sight. Against its murderer, the revenant also gains a +4 [profane bonus](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Profane-Bonus) on attack rolls, weapon damage rolls, [grapple](http://www.d20pfsrd.com/gamemastering/combat#TOC-Grapple) checks, and [saving throws](http://www.d20pfsrd.com/gamemastering/combat#TOC-Saving-Throws).

**Self-Loathing (Ex)**

When confronted with its reflection or any object that was important to it in life, a revenant must make a DC 20 [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) save to avoid becoming overwhelmed with self-pity. This condition renders the revenant [helpless](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Helpless), and lasts until the revenant is attacked or sees its murderer. If a revenant resists becoming overwhelmed, the revenant becomes obsessed with the source that triggered the [saving throw](http://www.d20pfsrd.com/gamemastering/combat#TOC-Saving-Throws) and does everything it can to destroy it, reacting to the trigger as if the trigger were its murderer and gaining bonuses from its reason to hate ability.

**Sense Murderer (Su)**

A revenant knows the direction but not the distance to its murderer—this sense can be blocked by any effect that blocks [*scrying*](http://www.d20pfsrd.com/magic/all-spells/s/scrying). Against its murderer, a revenant has [*true seeing*](http://www.d20pfsrd.com/magic/all-spells/t/true-seeing) and [*discern lies*](http://www.d20pfsrd.com/magic/all-spells/d/discern-lies) in effect at all times (CL 20th); these abilities cannot be dispelled.

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| **Ceustodaemon** | **CR 6** |

*This beast resembles a gigantic humanoid bear with the talons of an eagle and curling ram horns sprouting from its head.*

**XP 2,400**
NE Large [outsider](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Outsider) ([daemon](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Daemon), [evil](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Evil), [extraplanar](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Extraplanar)) **Init** +1; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft., [*detect good*](http://www.d20pfsrd.com/magic/all-spells/d/detect-good), [*detect magic*](http://www.d20pfsrd.com/magic/all-spells/d/detect-magic), [*see invisibility*](http://www.d20pfsrd.com/magic/all-spells/s/see-invisibility); [Perception](http://www.d20pfsrd.com/skills/perception) +15

**DEFENSE**

**AC** 20, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 10, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 19 (+1 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +10 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus), –1 [size](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Size-Bonus)) **hp** 68 (8d10+24) **Fort** +9, **Ref** +3, **Will** +8 **DR** 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

**OFFENSE**

**Speed** 30 ft. **Melee** bite +11 (2d6+4), 2 claws +11 (1d6+4) **Space** 10 ft.; **Reach** 10 ft.
**Special Attacks** [breath weapon](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Breath-Weapon-Su-) (30-ft. cone; 6d6 fire damage; [Reflex](http://www.d20pfsrd.com/gamemastering/combat#TOC-Reflex) DC 17 for half; usable once every 1d4 rounds) **Spell-Like Abilities** (CL 8th; [concentration](http://www.d20pfsrd.com/magic#TOC-Concentration) +10)

Constant—[*detect good*](http://www.d20pfsrd.com/magic/all-spells/d/detect-good), [*detect magic*](http://www.d20pfsrd.com/magic/all-spells/d/detect-magic), [*see invisibility*](http://www.d20pfsrd.com/magic/all-spells/s/see-invisibility)
At will—[*dimension door*](http://www.d20pfsrd.com/magic/all-spells/d/dimension-door)
3/day—[*dispel magic*](http://www.d20pfsrd.com/magic/all-spells/d/dispel-magic), [*fly*](http://www.d20pfsrd.com/magic/all-spells/f/fly)
1/day—[*hold monster*](http://www.d20pfsrd.com/magic/all-spells/h/hold-monster) (DC 17), [*slow*](http://www.d20pfsrd.com/magic/all-spells/s/slow) (DC 15)

**STATISTICS**

**Str** 18, **Dex** 13, **Con** 16, **Int** 11, **Wis** 14, **Cha** 15 **Base** **Atk** +8; **CMB** +13; **CMD** 24 **Feats** [Alertness](http://www.d20pfsrd.com/feats/general-feats/alertness---final), [Blind-Fight](http://www.d20pfsrd.com/feats/combat-feats/blind-fight-combat), [Power Attack](http://www.d20pfsrd.com/feats/combat-feats/power-attack-combat---final), [Step Up](http://www.d20pfsrd.com/feats/combat-feats/step-up-combat---final) **Skills** [Bluff](http://www.d20pfsrd.com/skills/bluff) +13, [Intimidate](http://www.d20pfsrd.com/skills/intimidate) +11, [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (planes) +9, [Perception](http://www.d20pfsrd.com/skills/perception) +15, [Sense Motive](http://www.d20pfsrd.com/skills/sense-motive) +15, [Stealth](http://www.d20pfsrd.com/skills/stealth) +8, [Survival](http://www.d20pfsrd.com/skills/survival) +9 **Languages** Abyssal, Infernal; [telepathy](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Telepathy-Su-) 100 ft. **SQ** drawn to service

**SPECIAL ABILITIES**

#### Drawn to Service (Su)

When brought to another plane with a [*planar binding*](http://www.d20pfsrd.com/magic/all-spells/p/planar-binding) or [*planar ally*](http://www.d20pfsrd.com/magic/all-spells/p/planar-ally) spell (or any similar calling effect), ceustodaemons take a –5 penalty on the initial [Will](http://www.d20pfsrd.com/gamemastering/combat#TOC-Will) save and on their [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-) check to refuse service. Ceustodaemons also take a –5 penalty on saves against [*binding*](http://www.d20pfsrd.com/magic/all-spells/b/binding), [*planar binding*](http://www.d20pfsrd.com/magic/all-spells/p/planar-binding), and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex

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| **Fiendish Venomous Snake (Living whisper from Gorget)** | **CR 2** |

**XP 400**
N Medium [animal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Animal)
**Init** +5; **Senses** low-light vision, scent; [Perception](http://www.d20pfsrd.com/skills/perception) +9

**DEFENSE**

**AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)
**hp** 13 (2d8+4)
**Fort** +5, **Ref** +4, **Will** +1

**Resist** cold 5, fire 5 **SR** 7

**OFFENSE**

**Speed** 20 ft., climb 20 ft., swim 20 ft.
**Melee** bite +2 (1d4–1 plus [poison](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Poison-Ex-or-Su-))

**STATISTICS**

**Str** 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2
**Base Atk** +1; **CMB** +0; **CMD** 11 (can't be tripped)
**Feats** [Improved Initiative](http://www.d20pfsrd.com/feats/combat-feats/improved-initiative-combat---final), [Weapon Finesse](http://www.d20pfsrd.com/feats/combat-feats/weapon-finesse-combat---final)B
**Skills** [Acrobatics](http://www.d20pfsrd.com/skills/acrobatics) +9, [Climb](http://www.d20pfsrd.com/skills/climb) +9, [Perception](http://www.d20pfsrd.com/skills/perception) +9, [Stealth](http://www.d20pfsrd.com/skills/stealth) +9, [Swim](http://www.d20pfsrd.com/skills/swim) +9; **Racial Modifiers** +4 [Perception](http://www.d20pfsrd.com/skills/perception), +4 [Stealth](http://www.d20pfsrd.com/skills/stealth), +8 [Acrobatics](http://www.d20pfsrd.com/skills/acrobatics); modifies [Climb](http://www.d20pfsrd.com/skills/climb) and [Swim](http://www.d20pfsrd.com/skills/swim) with Dexterity

**SPECIAL ABILITIES**

#### Poison (Ex)

Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

#### Smite Good (Su)

Once per day, the fiendish creature may smite a good-aligned creature. As a [swift action](http://www.d20pfsrd.com/gamemastering/combat#TOC-Swift-Actions), the creature chooses one target within sight to smite. If this target is [good](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Good), the creature adds its [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-) bonus (if any) to attack rolls and gains a damage bonus equal to its [HD](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Hit-Dice-HD-) against that foe. This effect persists until the target is dead or the creature rests.