

# COOPER'S

# *Connected*

# CREATURE

# CODEX



DR. COOPER IS *IN*  
NOW SERVING  
*A* THROUGH *C*

Pozas'07



# COOPER'S *Corrected* CREATURE CODEX

**AUTHOR: JOHN COOPER**

**COVER ART: CLAUDIO POZAS**

**EDITORS: DEBORAH BALSAM, SEAN C. FROLICH**

**LAYOUT: DEBORAH BALSAM**

Cooper's Corrected Creature Codex: A-C, Copyright 2007, Dog Soul Publishing, Sean C. Frolich and Deborah Balsam.

Requires the use of the Dungeons & Dragons, Third Edition Core Books\*, published by Wizards of the Coast, Inc. "Wizards of the Coast" is a trademark of Wizards of the Coast, Inc. in the United States and other countries and is used with permission.

*\*This product utilizes updated material from the v.3.5 revision.*



# INTRODUCTION

Welcome to Cooper's Corrected Creature Codex. This work was brought about for several reasons. I have, over the years, made a bit of a reputation for myself on the EN World website ([www.enworld.org](http://www.enworld.org) - where I serve as one of the staff reviewers of d20 products), as the "nit-picky stat block guy." Having taught myself the ins and outs of d20 stat blocks, I make it a point to mention in my reviews how well a particular product does as far as accurate creature stat blocks are concerned, and if I find any mistakes in a stat block I post an "unofficial errata" section showing how I would fix the error.

Deborah Balsam of Dog Soul Publishing read a couple of my reviews, noticed my reviewing style, and got to wondering if there were many errors in the System Reference Document (SRD). As a publisher, her main concern was that if the SRD did indeed contain errors, then any publisher using the SRD could be easily led into promulgating those same errors in their own works. She contacted me with an interesting proposal: how would I like to stat-check the monsters in the SRD and correct any errors I noted?

Well, as it turns out, I was very amenable to the proposition, and the work you see before you is a piece of the overall project. Deborah came up with a clever (and alliterative) title for the project, hired the very talented Claudio Pozas to do the cover artwork, and here we are!

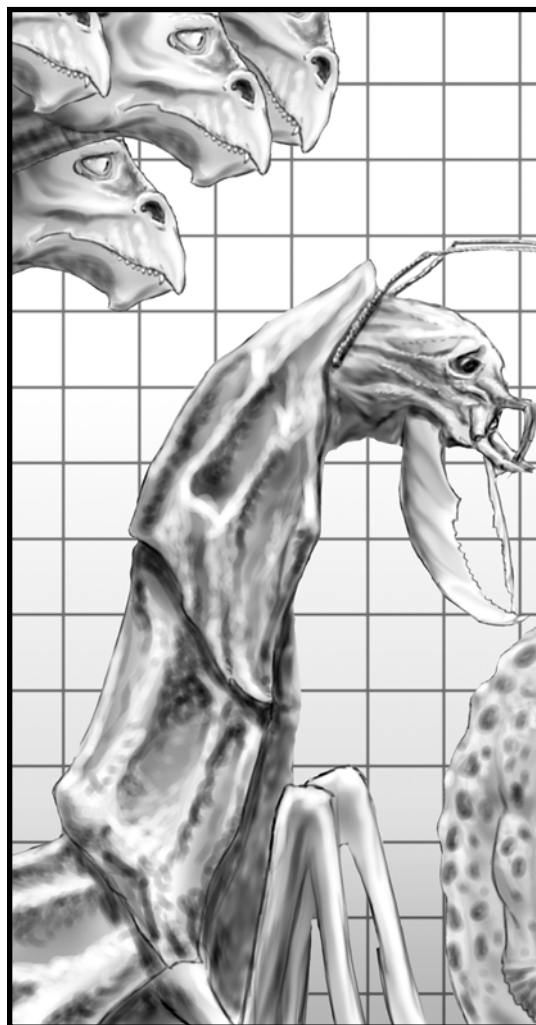
What follows is the whole of the Monster section of the SRD, broken into roughly-equal "chunks" of the alphabet. I have taken the liberty of adding "Cooper's Comments" sidebars to those creature stats that warrant them, explaining what I changed and why I decided to change it that particular way. (I only added the sidebar to stats where an actual change in a statistic was made - I'm sure nobody's interested in me adding commas where needed or shuffling items in a list into alphabetical order.) It's my hope that these sidebars will be helpful in seeing why I made the changes I did to the SRD, with the thought that they will also make it easier for you to make your own changes if you see a better way to do so for your own specific use. I also used the "Cooper's Comments" to prompt the DM to check for possible synergy bonuses and the like in instances where a given creature has a skill or skills that still need to be plugged in, like "Craft (any)" or "Knowledge (any three)."

I know from firsthand experience that d20 stat blocks are tricky things, and I hope that I have caught all of the errors in the stat blocks that follow (and furthermore, that I didn't add any of my own to the mix!). I trust if anyone spots anything I overlooked they'll point it out to me, so the Cooper's Corrected Creature Codex line can be the best DM's resource they can be.

Enjoy!

*John Cooper*

February 2007



# TABLE OF CONTENTS

INTRODUCTION .....	3
ABOLETH .....	5
ABOLETH MAGE .....	6
ACHAIERAI.....	7
ALLIP.....	8
ANGEL.....	9
ANGEL, ASTRAL DEVA .....	9
ANGEL, PLANETAR .....	11
ANGEL, SOLAR.....	12
ANIMATED OBJECT .....	14
ANKHEG.....	17
ARANEA .....	18
ARCHON .....	19
ARCHON, HOUND .....	20
ARCHON, HOUND, HERO .....	21
ARCHON, LANTERN.....	22
ARCHON, TRUMPET .....	23
ARROWHAWK.....	24
ASSASSIN VINE.....	26
ATHACH .....	27
AVORAL .....	28
AZER .....	29
BARGHEST .....	31
BARGHEST, GREATER .....	32
BASILISK .....	33
BASILISK, GREATER, ABYSSAL.....	34
BEHIR .....	34
BELKER .....	36
BLINK DOG .....	37
BODAK.....	38
BRALANI .....	38
BUGBEAR.....	40
BULETTE .....	41
CELESTIAL CREATURE.....	42
CENTAUR .....	43
CHAOS BEAST .....	44
CHIMERA .....	45
CHOKER .....	47
CHUUL .....	48
CLOAKER.....	49
COCKATRICE.....	50
COUATL.....	51



## ABOLETH

	<b>Aboleth</b>	<b>Aboleth Mage, 10th-Level Wizard</b>
	Huge Aberration (Aquatic)	Huge Aberration (Aquatic)
<b>Hit Dice:</b>	8d8+40 (76 hp)	8d8+56 plus 10d4+70 (187 hp)
<b>Initiative:</b>	+1	+7
<b>Speed:</b>	10 ft. (2 squares), swim 60 ft.	10 ft. (2 squares), swim 60 ft.
<b>Armor Class:</b>	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15	18 (-2 size, +3 Dex, +7 natural), touch 11, flat-footed 15
<b>Base Attack/Grapple:</b>	+6/+22	+11/+28
<b>Attack:</b>	Tentacle +12 melee (1d6+8 plus slime)	Tentacle +18 melee (1d6+9 plus slime)
<b>Full Attack:</b>	4 tentacles +12 melee (1d6+8 plus slime)	4 tentacles +18 melee (1d6+9 plus slime)
<b>Space/Reach:</b>	15 ft./10 ft.	15 ft./10 ft.
<b>Special Attacks:</b>	Enslave, psionics, slime	Enslave, psionics, slime, spells
<b>Special Qualities:</b>	Aquatic subtype, darkvision 60 ft., mucus cloud	Aquatic subtype, darkvision 60 ft., mucus cloud, summon familiar
<b>Saves:</b>	Fort +7, Ref +3, Will +11	Fort +14, Ref +10, Will +16
<b>Abilities:</b>	Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17	Str 28, Dex 16, Con 24, Int 20, Wis 16, Cha 14
<b>Skills:</b>	Concentration +16, Knowledge (any one) +13, Listen +16, Spot +16, Swim +16	Bluff +13, Concentration +25, Decipher Script +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +4, Knowledge (arcana) +15, Knowledge (dungeoneering) +25, Knowledge (history) +15, Knowledge (the planes) +15, Listen +17, Search +11, Sense Motive +14, Spellcraft +20, Spot +17, Survival +3 (+5 following tracks, on other planes, and underground), Swim +17
<b>Feats:</b>	Alertness, Combat Casting, Iron Will	Combat Casting, Empower Spell <sup>B</sup> , Eschew Materials, Extend Spell <sup>B</sup> , Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll <sup>B</sup> , Spell Focus (enchantment), Spell Focus (illusion)
<b>Environment:</b>	Underground	Underground
<b>Organization:</b>	Solitary, brood (2-4), or slaver brood (1d3+1 plus 7-12 skum)	Solitary
<b>Challenge Rating:</b>	7	17
<b>Treasure:</b>	Double standard	Double standard
<b>Alignment:</b>	Usually lawful evil	Usually lawful evil
<b>Advancement:</b>	9-16 HD (Huge); 17-24 HD (Gargantuan)	By character class
<b>Level Adjustment:</b>	—	—

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds.

Aboleths speak their own language, as well as Undercommon and Aquan.

### COMBAT

An aboleth attacks by flailing with its long, slimy tentacles, though it prefers to fight from a distance using its illusion powers.

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

**Psionics (Sp):** At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19). Effective caster level 16th. The save DCs are Charisma-based.

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

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

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

**Skills:** An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## ABOLETH MAGE

### COMBAT

The save DC for the aboleth mage's transformation tentacle attack (DC 21) and its mucus cloud (DC 21) are adjusted for its higher Constitution score. The save DC for its enslave ability (DC 16) is adjusted for its lower Charisma score, as are the save DCs for its psionic abilities: *hypnotic pattern* (DC 14), *illusory wall* (DC 16), *mirage arcana* (DC 17), *persistent image* (DC 17), *programmed image* (DC 18), *project image* (DC 19), *veil* (DC 18). Effective caster level 16th.

The aboleth mage uses a number of spells, such as *displacement*, *greater invisibility*, and *wall of force*, to protect itself while seizing control of its foes with spells and innate abilities.

*Typical Wizard Spells Prepared* (4/6/5/4/4/3; save DC 15 + spell level or DC 16 + spell level for enchantment and illusion spells\*): 0—*daze*\*, *detect magic* (2), *resistance*; 1st—*alarm*, *charm person*\*, *color spray*\*, *mage armor*, *magic missile* (2); 2nd—*blur*\*, *bull's strength*, *darkness*, *fox's cunning*, *see invisibility*; 3rd—*dispel magic*, *displacement*\*, *fly*, *lightning bolt*; 4th—*greater invisibility*\*, *phantasmal killer*\*, *screaming stonewall*; 5th—*hold monster*\*, empowered *lightning bolt*, *wall of force*.

## COOPER'S COMMENTS

I made a couple of changes to the aboleth mage. Besides correcting its hit points, Fort save, and Will save, I also swapped out one feat for another and moved around some skill points. As a 10th-level wizard, the aboleth mage gets 3 bonus wizard feats, one of which is Scribe Scroll, and the other two of which must be either item creation feats or metagamic feats. Unfortunately, while Empower Spell fit the requirement, none of the other feats did, so I replaced Spell Penetration with Extend Spell. Likewise, the aboleth mage had only spent 145 of 147 skill points, so I put the 2 extra points into Listen, which balanced it out with Spot. (If you notice, the standard aboleth has an equal number of points in both Listen and Spot.) Finally, since Sense Motive is a cross-class skill for wizards, I decided that it would probably only have spent its “abo leth” skill points on it, which limits it to 11 ranks (8 HD + 3), so I dropped a point from its Sense Motive and added it to Search instead.

In addition, I added the +8 racial bonus to Swim checks to both the aboleth and the aboleth mage. True, the racial Swim bonus only applies to “special actions,” but creatures with a swim speed don’t need to make Swim checks in order to move through the water normally, so the only time a Swim check should need to be made would be for a “special action.” Thus, I chose to add it in. Most other aquatic creatures in the SRD also have the +8 racial bonus factored in, so I believe this was merely an oversight.

## ACHAIERAI

Large Outsider (Evil, Extraplanar, Lawful)	
<b>Hit Dice:</b>	6d8+12 (39 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	50 ft. (10 squares)
<b>Armor Class:</b>	20 (–1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
<b>Base Attack/Grapple:</b>	+6/+14
<b>Attack:</b>	Claw +9 melee (2d6+4)
<b>Full Attack:</b>	2 claws +9 melee (2d6+4) and bite +4 melee (4d6+2)
<b>Space/Reach:</b>	10 ft./10 ft.
<b>Special Attacks:</b>	Black cloud
<b>Special Qualities:</b>	Darkvision 60 ft., spell resistance 19
<b>Saves:</b>	Fort +7, Ref +6, Will +7
<b>Abilities:</b>	Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16
<b>Skills:</b>	Balance +10, Climb +13, Diplomacy +5, Hide +6, Jump +21, Listen +11, Move Silently +10, Sense Motive +11, Spot +11
<b>Feats:</b>	Dodge, Mobility, Spring Attack
<b>Environment:</b>	A lawful-aligned plane
<b>Organization:</b>	Solitary or flock (5–8)
<b>Challenge Rating:</b>	5
<b>Treasure:</b>	Double standard
<b>Alignment:</b>	Always lawful evil
<b>Advancement:</b>	7–12 HD (Large); 13–18 HD (Huge)
<b>Level Adjustment:</b>	—

Achailerai are massive, 15-foot-tall flightless birds that inhabit lawful planes of battle and are only occasionally encountered elsewhere.

Achaierais speak Infernal. They weigh about 750 pounds.

### COMBAT

In close combat, an achaierai lashes out with two of its four legs and snaps with its powerful beak. It makes frequent use of its Spring Attack feat to strike quickly and then retreat out of range before an enemy can counterattack.

An achaierai's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

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

## ALLIP

Medium Undead (Incorporeal)	
<b>Hit Dice:</b>	4d12 (26 hp)
<b>Initiative:</b>	+5
<b>Speed:</b>	Fly 30 ft. (6 squares) (perfect)
<b>Armor Class:</b>	15 (+1 Dex, +4 deflection), touch 15, flat-footed 14
<b>Base Attack/Grapple:</b>	+2/—
<b>Attack:</b>	Incorporeal touch +3 melee (1d4 Wisdom drain)
<b>Full Attack:</b>	Incorporeal touch +3 melee (1d4 Wisdom drain)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Babble, madness, Wisdom drain
<b>Special Qualities:</b>	Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
<b>Saves:</b>	Fort +1, Ref +4, Will +4
<b>Abilities:</b>	Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18
<b>Skills:</b>	Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7
<b>Feats:</b>	Improved Initiative, Lightning Reflexes
<b>Environment:</b>	Any
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral evil
<b>Advancement:</b>	5–12 HD (Medium)
<b>Level Adjustment:</b>	—

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

### COMBAT

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

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



This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

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

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

## COOPER'S COMMENTS

Since the allip only has 4 ranks in Search, it shouldn't get a+2 synergy bonus to its Survival checks when following tracks. Therefore, I deleted Survival from its skill list altogether (since it has 0 ranks in it anyway.)

## ANGEL

Angels are a race of celestials, beings who live on the good-aligned Outer Planes.

Angels can be of any good alignment. Regardless of their alignment, angels never lie, cheat, or steal. They are impeccably honorable in all their dealings and often prove the most trustworthy and diplomatic of all the celestials.

All angels are blessed with comely looks, though their actual appearances vary widely.

Angels speak Celestial, Infernal, and Draconic, though they can speak with almost any creature because of their tongues ability.

### COMBAT

In combat, most angels make full use of their mobility and their ability to attack at a distance.

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

- Darkvision out to 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- Protective Aura (Su):* Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)
- Tongues (Su):* All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

## ANGEL, ASTRAL DEVA

Medium Outsider (Angel, Extraplanar, Good)	
<b>Hit Dice:</b>	12d8+48 (102 hp)
<b>Initiative:</b>	+8
<b>Speed:</b>	50 ft. (10 squares), fly 100 ft. (good)
<b>Armor Class:</b>	29 (+4 Dex, +15 natural), touch 14, flat-footed 29
<b>Base Attack/Grapple:</b>	+12/+18

<b>Attack:</b>	+3 <i>heavy mace of disruption</i> +21 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
<b>Full Attack:</b>	+3 <i>heavy mace of disruption</i> +21/+16/+11 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Spell-like abilities, stun
<b>Special Qualities:</b>	Change shape, damage reduction 10/evil, darkvision 60 ft., immunity to acid, cold, and petrification, low-light vision, protective aura, resistance to electricity 10 and fire 10, spell resistance 30, tongues, uncanny dodge
<b>Saves:</b>	Fort +14 (+18 against poison), Ref +12, Will +12
<b>Abilities:</b>	Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20
<b>Skills:</b>	Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +21, Move Silently +19, Sense Motive +19, Spot +21, Use Rope +4 (+6 with bindings)
<b>Feats:</b>	Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack
<b>Environment:</b>	Any good-aligned plane
<b>Organization:</b>	Solitary, pair, or squad (3–5)
<b>Challenge Rating:</b>	14
<b>Treasure:</b>	No coins; double goods; standard items
<b>Alignment:</b>	Always good (any)
<b>Advancement:</b>	13–18 HD (Medium); 19–36 HD (Large)
<b>Level Adjustment:</b>	+8

An astral deva is about 7-1/2 feet tall and weighs about 250 pounds.

#### COMBAT

An astral deva is not afraid to enter melee combat. It takes a fierce joy in bashing evil foes with its powerful +3 *heavy mace of disruption*.

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

**Spell-Like Abilities:** At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic*, *holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility*; 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

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

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

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

### COOPER'S COMMENTS

I changed the astral deva's flat-footed AC value to reflect its uncanny dodge ability, and I dropped its Listen and Spot values down by two points each, since it had overspent its skill points by a total of four points, and had accidentally allotted 17 skill points each to those two skills, despite having an upper "cap" of 15 points in any one skill.

In addition, I changed the astral deva's polymorph spell-like ability to a change form special ability, as per the official errata on the creature.

## ANGEL, PLANETAR

Large Outsider (Angel, Extraplanar, Good)	
<b>Hit Dice:</b>	14d8+70 (133 hp)
<b>Initiative:</b>	+8
<b>Speed:</b>	30 ft. (6 squares), fly 90 ft. (good)
<b>Armor Class:</b>	32 (–1 size, +4 Dex, +19 natural), touch 13, flat-footed 28
<b>Base Attack/Grapple:</b>	+14/+25
<b>Attack:</b>	+3 <i>greatsword</i> +23 melee (3d6+13/19–20) or slam +20 melee (2d8+10)
<b>Full Attack:</b>	+3 <i>greatsword</i> +23/+18/+13 melee (3d6+13/19–20) or slam +20 melee (2d8+10)
<b>Space/Reach:</b>	10 ft./10 ft.
<b>Special Attacks:</b>	Spell-like abilities, spells
<b>Special Qualities:</b>	Change shape, damage reduction 10/evil, darkvision 60 ft., immunity to acid, cold, and petrification, low-light vision, protective aura, regeneration 10, resistance to electricity 10 and fire 10, spell resistance 30, tongues
<b>Saves:</b>	Fort +14 (+18 against poison), Ref +13, Will +15
<b>Abilities:</b>	Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22
<b>Skills:</b>	Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Listen +23, Move Silently +21, Search +23, Sense Motive +23, Spot +23, Survival +6 (+8 following tracks), Use Rope +4 (+6 with bindings)
<b>Feats:</b>	Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack
<b>Environment:</b>	Any good-aligned plane
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	16
<b>Treasure:</b>	No coins; double goods; standard items
<b>Alignment:</b>	Always good (any)
<b>Advancement:</b>	15–21 HD (Large); 22–42 HD (Huge)
<b>Level Adjustment:</b>	—

A planetar is nearly 9 feet tall and weighs about 500 pounds.

### COMBAT

Despite their vast array of magical powers, planetars are likely to wade into melee with their +3 *greatswords*. They particularly enjoy fighting fiends.

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

**Spell-Like Abilities:** At will—*continual flame*, *dispel magic*, *holy smite* (DC 20), *invisibility* (self only), *lesser restoration* (DC 18), *remove curse* (DC 19), *remove disease* (DC 19), *remove fear* (DC 17), *speak with dead* (DC 19); 3/day—*blade barrier* (DC 22), *flame strike* (DC 21), *power word stun*, *raise dead*, *waves of fatigue*; 1/day—*earthquake* (DC 24), *greater restoration* (DC 23), *mass charm monster* (DC 24), *waves of exhaustion*. Caster level 17th. The save DCs are Charisma-based.

The following abilities are always active on the planetar's person, as the spells (caster level 17th): *detect evil*, *detect snares and pits*, *discern lies* (DC 20), *see invisibility*, and *true seeing*. They can be dispelled, but the planetar can reactivate them as a free action.

**Spells:** Planetars can cast divine spells as 17th-level clerics. A planetar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

*Typical Cleric Spells Prepared (6/8/8/7/7/6/6/4/3/2; save DC 16 + spell level):* 0—*create water, detect magic, guidance, resistance (2), virtue*; 1st—*bles*s (2), *cause fear, divine favor (2), entropic shield, inflict light wounds\**, *shield of faith*; 2nd—*aid\**, *align weapon, bear's endurance, bull's strength (2), consecrate, eagle's splendor, hold person*; 3rd—*contagion\**, *daylight, invisibility purge, prayer (2), summon monster III, wind wall*; 4th—*death ward, dismissal, inflict critical wounds\**, *neutralize poison (2), sending, summon monster IV*; 5th—*break enchantment, dispel evil, mark of justice, mass inflict light wounds\**, *plane shift, righteous might*; 6th—*banishment, greater dispel magic, harm\**, *heal, heroes' feast, mass cure moderate wounds*; 7th—*dictum, disintegrate\**, *holy word, regenerate*; 8th—*holy aura\**, *mass cure critical wounds, shield of law*; 9th—*implosion, summon monster IX (good)\**.

\*Domain spell. Domains: Destruction and Good.

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

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

## COOPER'S COMMENTS

All I really changed with the planetar was to rename its *circle of doom* spell *mass inflict light wounds* (apparently this had gotten missed in the change from 3.0 to 3.5) and add a 4th-level *sending* spell to its list to bring it up to 7/day, as appropriate for a 17th-level cleric. I also added Survival to its skills list, for while it doesn't have any ranks in it, it still gets a +2 synergy bonus from Search when following tracks.

In addition, I changed the planetar's polymorph spell-like ability to a change form special ability, as per the official errata on the creature.

## ANGEL, SOLAR

Large Outsider (Angel, Extraplanar, Good)	
<b>Hit Dice:</b>	22d8+110 (209 hp)
<b>Initiative:</b>	+9
<b>Speed:</b>	50 ft. (10 squares), fly 150 ft. (good)
<b>Armor Class:</b>	35 (−1 size, +5 Dex, +21 natural), touch 14, flat-footed 30
<b>Base Attack/Grapple:</b>	+22/+35
<b>Attack:</b>	+5 <i>dancing greatsword</i> +35 melee (3d6+18/19–20) or +2 <i>composite longbow</i> (+5 Str bonus) +28 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
<b>Full Attack:</b>	+5 <i>dancing greatsword</i> +35/+30/+25/+20 melee (3d6+18/19–20) or +2 <i>composite longbow</i> (+5 Str bonus) +28/+23/+18/+13 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
<b>Space/Reach:</b>	10 ft./10 ft.
<b>Special Attacks:</b>	Spell-like abilities, spells
<b>Special Qualities:</b>	Change shape, damage reduction 15/epic and evil, darkvision 60 ft., immunity to acid, cold, and petrification, low-light vision, protective aura, regeneration 15, resistance to electricity 10 and fire 10, spell resistance 32, tongues
<b>Saves:</b>	Fort +18 (+22 against poison), Ref +18, Will +20
<b>Abilities:</b>	Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25

<b>Skills:</b>	Concentration +30, Craft or Knowledge (any four) +31, Diplomacy +34, Escape Artist +30, Hide +26, Listen +32, Move Silently +30, Search +31, Sense Motive +32, Spellcraft +31, Spot +32, Survival +7 (+9 following tracks), Use Rope +5 (+7 with bindings)
<b>Feats:</b>	Cleave, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack, Track
<b>Environment:</b>	Any good-aligned plane
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	23
<b>Treasure:</b>	No coins; double goods; standard items
<b>Alignment:</b>	Always good (any)
<b>Advancement:</b>	23–33 HD (Large); 34–66 HD (Huge)
<b>Level Adjustment:</b>	—

A solar has a deep and commanding voice, and stands about 9 feet tall. It weighs about 500 pounds.

### COMBAT

Solars are puissant champions of good. Only the most powerful fiends approach their power.

Even more fearsome than their +5 *dancing greatswords* are their +2 *composite longbows* that create any sort of *slaying arrow* when drawn.

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

**Spell-Like Abilities:** At will—*aid*, *animate objects*, *commune*, *continual flame*, *dimensional anchor*, *greater dispel magic*, *holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration* (DC 19), *remove curse* (DC 20), *remove disease* (DC 20), *remove fear* (DC 18), *resist energy*, *summon monster VII*, *speak with dead* (DC 20), *waves of fatigue*; 3/day—*blade barrier* (DC 23), *earthquake* (DC 25), *heal* (DC 23), *mass charm monster* (DC 25), *permanency*, *resurrection*, *waves of exhaustion*; 1/day—*greater restoration* (DC 24), *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 24), *wish*. Caster level 20th. The save DCs are Charisma-based.

The following abilities are always active on a solar's person, as the spells (caster level 20th): *detect evil*, *detect snares and pits*, *discern lies* (DC 21), *see invisibility*, *true seeing*. They can be dispelled, but the solar can reactivate them as a free action.

**Spells:** Solars can cast divine spells as 20th-level clerics. A solar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

*Typical Cleric Spells Prepared* (6/8/8/8/7/7/6/6/5/5; save DC 17 + spell level): 0—*create water*, *detect magic*, *guidance* (2), *resistance* (2); 1st—*bless* (2), *cause fear*, *divine favor* (2), *entropic shield*, *obscuring mist\**, *shield of faith*; 2nd—*align weapon*, *bear's endurance* (2), *bull's strength* (2), *consecrate*, *eagle's splendor*, *spiritual weapon\**; 3rd—*daylight*, *invisibility purge*, *magic circle against evil*, *magic vestment\**, *prayer* (2), *protection from energy*, *wind wall*; 4th—*death ward* (2), *dismissal* (2), *divine power\**, *neutralize poison* (2); 5th—*break enchantment*, *control winds\**, *dispel evil*, *plane shift*, *righteous might* (2), *symbol of pain*; 6th—*banishment*, *chain lightning\**, *heroes' feast*, *mass cure moderate wounds*, *undeath to death*, *word of recall*; 7th—*control weather\**, *destruction*, *dictum*, *ethereal jaunt*, *holy word*, *regenerate*; 8th—*fire storm*, *holy aura*, *mass cure critical wounds* (2), *whirlwind\**; 9th—*etherealness*, *elemental swarm (air)\**, *mass heal*, *miracle*, *storm of vengeance*.

\*Domain spell. Domains: Air and War.

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

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

## COOPER'S COMMENTS

The solar had originally spent 385 out of 350 skill points. Since it had (illegally) spent 27 skill points on each of its five Craft/Knowledge skills (its maximum in any one skill is 25 points), I recovered 10 points by dropping each of its Craft/Knowledge skills from +33 to +31. To recover the remaining 25 skill points, I dropped one of its Craft/Knowledge skills entirely (bringing it down to four different Craft/Knowledge skills).

In addition, I changed the solar's polymorph spell-like ability to a change form special ability, as per the official errata on the creature. Likewise, I deleted power word stun from its "at will" spell-like abilities, as it should only be 1/day.

As a reminder, when you plug specific Craft skills into the stat block for a given solar, don't forget to add the corresponding Appraise skills, with the +2 synergy bonuses from its individual Craft skills. Likewise, when plugging in Knowledge skills, don't forget to check for +2 synergy bonuses as well. For example, if you decide your solar will have its ranks in Craft (armorsmithing), Craft (bowmaking), Craft (weaponsmithing), and Knowledge (the planes), it will also have "Appraise +6 (+8 armor, bows, and weapons)" added to its skill list [0 ranks, +6 Int, +2 synergy bonuses from each of its Craft skills], and you'll need to add "+9 on other planes" to its parenthetical modifiers listed after its Survival skill.

## ANIMATED OBJECT

	Animated Object, Tiny	Animated Object, Small	Animated Object, Medium
	Tiny Construct	Small Construct	Medium Construct
<b>Hit Dice:</b>	1/2 d10 (2 hp)	1d10+10 (15 hp)	2d10+20 (31 hp)
<b>Initiative:</b>	+2	+1	+0
<b>Speed:</b>	40 ft. (8 squares); 50 ft. legs, 60 ft. multiple legs; 80 ft. wheels	30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels	30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels
<b>Armor Class:</b>	14 (+2 size, +2 Dex), touch 14, flat-footed 12	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13	14 (+4 natural), touch 10, flat-footed 14
<b>Base Attack/Grapple:</b>	+0/-9	+0/-4	+1/+2
<b>Attack:</b>	Slam +1 melee (1d3-1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
<b>Full Attack:</b>	Slam +1 melee (1d3-1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
<b>Special Attacks:</b>	See text	See text	See text
<b>Special Qualities:</b>	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
<b>Saves:</b>	Fort +0, Ref +2, Will -5	Fort +0, Ref +1, Will -5	Fort +0, Ref +0, Will -5
<b>Abilities:</b>	Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1	Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1	Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1
<b>Skills:</b>	—	—	—
<b>Feats:</b>	—	—	—
<b>Environment:</b>	Any	Any	Any
<b>Organization:</b>	Group (4)	Pair	Solitary
<b>Challenge Rating:</b>	1/2	1	2
<b>Treasure:</b>	None	None	None
<b>Alignment:</b>	Always neutral	Always neutral	Always neutral

<b>Advancement:</b>	—	—	—
<b>Level Adjustment:</b>	—	—	—

	<b>Animated Object, Large</b>	<b>Animated Object, Huge</b>	<b>Animated Object, Gargantuan</b>
	Large Construct	Huge Construct	Gargantuan Construct
<b>Hit Dice:</b>	4d10+30 (52 hp)	8d10+40 (84 hp)	16d10+60 (148 hp)
<b>Initiative:</b>	+0	-1	-2
<b>Speed:</b>	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
<b>Armor Class:</b>	14 (-1 size, +5 natural), touch 9, flat-footed 14	13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13	12 (-4 size, -2 Dex, +8 natural), touch 4, flat-footed 12
<b>Base Attack/Grapple:</b>	+3/+10	+6/+19	+12/+31
<b>Attack:</b>	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
<b>Full Attack:</b>	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
<b>Space/Reach:</b>	10 ft./5 ft. (long) 10 ft./10 ft. (tall)	15 ft./10 ft. (long) 15 ft./15 ft. (tall)	20 ft./15 ft. (long) 20 ft./20 ft. (tall)
<b>Special Attacks:</b>	See text	See text	See text
<b>Special Qualities:</b>	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
<b>Saves:</b>	Fort +1, Ref +1, Will -4	Fort +2, Ref +1, Will -3	Fort +5, Ref +3, Will +0
<b>Abilities:</b>	Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1	Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1	Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1
<b>Skills:</b>	—	—	—
<b>Feats:</b>	—	—	—
<b>Environment:</b>	Any	Any	Any
<b>Organization:</b>	Solitary	Solitary	Solitary
<b>Challenge Rating:</b>	3	5	7
<b>Treasure:</b>	None	None	None
<b>Alignment:</b>	Always neutral	Always neutral	Always neutral
<b>Advancement:</b>	—	—	—
<b>Level Adjustment:</b>	—	—	—

<b>Animated Object, Colossal</b>	
	Colossal Construct
<b>Hit Dice:</b>	32d10+80 (256 hp)
<b>Initiative:</b>	-3
<b>Speed:</b>	10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
<b>Armor Class:</b>	11 (-8 size, -3 Dex, +12 natural), touch -1, flat-footed 11
<b>Base Attack/Grapple:</b>	+24/+49
<b>Attack:</b>	Slam +25 melee (4d6+13)

<b>Full Attack:</b>	Slam +25 melee (4d6+13)
<b>Space/Reach:</b>	30 ft./20 ft. (long) 30 ft./30 ft. (tall)
<b>Special Attacks:</b>	See text
<b>Special Qualities:</b>	Construct traits, darkvision 60 ft., low-light vision; also see text
<b>Saves:</b>	Fort +10, Ref +7, Will +5
<b>Abilities:</b>	Str 28, Dex 4, Con —, Int —, Wis 1, Cha 1
<b>Skills:</b>	—
<b>Feats:</b>	—
<b>Environment:</b>	Any
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	10
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

Animated objects come in all sizes, shapes, and colors. They owe their existence as creatures to spells such as *animate objects* or similar supernatural abilities.

#### COMBAT

Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions.

An animated object can have one or more of the following special abilities, depending on its form.

**Blind (Ex):** A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

**Constrict (Ex):** A flexible animated object such as a rope, vine, or rug deals damage equal to its slam damage value plus 1-1/2 times its Strength bonus with a successful grapple check against a creature up to one size larger than itself.

An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

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

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

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

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



**Trample (Ex):** An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1-1/2 times its Strength bonus. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + 1/2 object's HD + object's Str modifier) to halve the damage.

## ANKHEG

Large Magical Beast	
<b>Hit Dice:</b>	3d10+12 (28 hp)
<b>Initiative:</b>	+0
<b>Speed:</b>	30 ft. (6 squares), burrow 20 ft.
<b>Armor Class:</b>	18 (-1 size, +9 natural), touch 9, flat-footed 18
<b>Base Attack/Grapple:</b>	+3/+12
<b>Attack:</b>	Bite +7 melee (2d6+7 plus 1d4 acid)
<b>Full Attack:</b>	Bite +7 melee (2d6+7 plus 1d4 acid)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Improved grab, spit acid
<b>Special Qualities:</b>	Darkvision 60 ft., low-light vision, tremorsense 60 ft.
<b>Saves:</b>	Fort +6, Ref +3, Will +2
<b>Abilities:</b>	Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
<b>Skills:</b>	Climb +8, Listen +6, Spot +3
<b>Feats:</b>	Alertness, Toughness
<b>Environment:</b>	Warm plains
<b>Organization:</b>	Solitary or cluster (2-4)
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	4 HD (Large); 5-9 HD (Huge)
<b>Level Adjustment:</b>	—

The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long ([1d10 + 5] x 10).

### COMBAT

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the ankheg does not need to move 10 feet before attacking.)

Clusters of ankhegs share the same territory but do not cooperate.

**Improved Grab (Ex):** To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

**Spit Acid (Ex):** 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

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

## ARANEAE

Medium Magical Beast (Shapechanger)	
<b>Hit Dice:</b>	3d10+6 (22 hp)
<b>Initiative:</b>	+6
<b>Speed:</b>	50 ft. (10 squares), climb 25 ft.
<b>Armor Class:</b>	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
<b>Base Attack/Grapple:</b>	+3/+3
<b>Attack:</b>	Bite +5 melee (1d6 plus poison) or web +5 ranged
<b>Full Attack:</b>	Bite +5 melee (1d6 plus poison) or web +5 ranged
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Poison, spells, web
<b>Special Qualities:</b>	Change shape, darkvision 60 ft., low-light vision
<b>Saves:</b>	Fort +5, Ref +5, Will +4
<b>Abilities:</b>	Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14
<b>Skills:</b>	Climb +14, Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6
<b>Feats:</b>	Improved Initiative, Iron Will <sup>B</sup> , Weapon Finesse
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary or colony (3–6)
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	Standard coins; double goods; standard items
<b>Alignment:</b>	Usually neutral
<b>Advancement:</b>	By character class
<b>Level Adjustment:</b>	+4

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

An aranea weighs about 150 pounds. The hump on its back houses its brain.

Araneas speak Common and Sylvan.

### COMBAT

An aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents for ransom.

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

**Spells:** An aranea casts spells as a 3rd-level sorcerer. It prefers illusions and enchantments and avoids fire spells.

*Typical Sorcerer Spells Known* (6/6; save DC 12 + spell level): 0—*daze, detect magic, ghost sound, light, resistance*; 1st—*mage armor, silent image, sleep*.

**Web (Ex):** In spider or hybrid form (see below), an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

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

The second form is a Medium spider-humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 feet (6 squares).

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

**Skills:** Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

## ARCHON

Archons are celestials from a lawful good-aligned plane.

Archons speak Celestial, Draconic, and Infernal, but can speak with almost any creature because of their tongues ability.

### COMBAT

Archons generally prefer to meet a foe head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and-run tactics or standing off and engaging a foe with magic before moving into melee).

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

—Darkvision out to 60 feet and low-light vision.

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

—Immunity to electricity and petrification.

— +4 racial bonus on saves against poison.

—*Magic Circle against Evil (Su):* A magic circle against evil effect always surrounds an archon (caster level equals the

archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

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

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

## ARCHON, HOUND

	<b>Hound Archon</b>	<b>Hound Archon Hero, 11th-Level Paladin</b>
	Medium Outsider (Archon, Extraplanar, Good, Lawful)	Medium Outsider (Archon, Extraplanar, Good, Lawful)
<b>Hit Dice:</b>	6d8+6 (33 hp)	6d8+18 plus 11d10+33 (138 hp)
<b>Initiative:</b>	+4	+4
<b>Speed:</b>	40 ft. (8 squares)	30 ft. in full plate armor (6 squares); base speed 40 ft.
<b>Armor Class:</b>	19 (+9 natural), touch 10, flat-footed 19	30 (+9 natural, +11 +3 <i>full plate armor</i> ), touch 10, flat-footed 30
<b>Base Attack/Grapple:</b>	+6/+8	+17/+22
<b>Attack:</b>	Bite +8 melee (1d8+2) or greatsword +8 melee (2d6+3/19–20)	+2 <i>cold iron greatsword</i> +25 melee (2d6+9/19–20) or bite +22 melee (1d8+5)
<b>Full Attack:</b>	Bite +8 melee (1d8+2) and slam +3 melee (1d4+1); or greatsword +8/+3 melee (2d6+3/19–20) and bite +3 melee (1d8+1)	+2 <i>cold iron greatsword</i> +25/+20/+15/+10 melee (2d6+9/19–20) and bite +17 melee (1d8+2); or bite +22 melee (1d8+5) and slam +17 melee (1d4+2)
<b>Space/Reach:</b>	5 ft./5 ft.	5 ft./5 ft.
<b>Special Attacks:</b>	Spell-like abilities	Smite evil, spell-like abilities, spells, turn undead 6/day
<b>Special Qualities:</b>	Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, scent, spell resistance 16, teleport, tongues	Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, paladin abilities, scent, spell resistance 27, teleport, tongues
<b>Saves:</b>	Fort +6 (+10 against poison), Ref +5, Will +6	Fort +18 (+22 against poison), Ref +11, Will +13
<b>Abilities:</b>	Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12	Str 21, Dex 10, Con 16, Int 8, Wis 14, Cha 16
<b>Skills:</b>	Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10*	Concentration +17, Diplomacy +16, Hide +0*, Jump +0, Listen +10, Ride +14, Sense Motive +16, Spot +10, Survival +2*
<b>Feats:</b>	Improved Initiative, Power Attack, Track	Improved Initiative, Leadership, Mounted Combat, Ride-By Attack, Track, Weapon Focus (greatsword)
<b>Environment</b>	A lawful good-aligned plane	A lawful good-aligned plane
<b>Organization:</b>	Solitary, pair, or squad (3–5)	Solitary or with juvenile bronze dragon
<b>Challenge Rating:</b>	4	15
<b>Treasure:</b>	No coins; double goods; standard items	Standard

<b>Alignment:</b>	Always lawful good	Always lawful good
<b>Advancement:</b>	7–9 HD (Medium); 10–18 HD (Large)	By character class
<b>Level Adjustment:</b>	+5	+5

Hound archons look like well-muscled humans with canine heads.

#### COMBAT

Hound archons prefer to attack with their natural weapons but occasionally use greatswords.

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

**Spell-Like Abilities:** At will—*aid, continual flame, detect evil, message*. Caster level 6th.

**Aura of Menace (Su):** Will DC 16 negates.

**Change Shape (Su):** A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

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

## ARCHON, HOUND, HERO

The hound archon hero is a mighty champion of justice, devoted to the pursuit and destruction of evil in all its forms.

#### COMBAT

Hound archon heroes have over time developed a love for their weapons. They prefer to use their *holy greatswords* over their bite and slam attacks.

**Smite Evil (Su):** Three times per day a hound archon hero can make a normal melee attack with a +3 bonus that deals an extra 11 points of damage against an evil foe.

**Spell-Like Abilities:** At will—*aid, continual flame, detect evil, message*. Caster level 6th.

**Aura of Menace (Su):** The save DC for the hound archon hero's aura of menace (DC 18) is adjusted for its higher Charisma score.

**Change Shape (Su):** A hound archon hero can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

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

**Paladin Abilities:** Aura of courage, aura of good, *detect evil*, divine grace, divine health, lay on hands (33 points/day), *remove disease* 2/week, special mount (juvenile bronze dragon).

*Typical Paladin Spells Prepared (2/2; save DC 12 + spell level):* 1st— *divine favor, protection from evil*; 2nd— *bull's strength, eagle's splendor*.

*Possessions:* +3 full plate armor, +2 cold iron greatsword.

## HOUD ARCHON HERO MOUNTS

In the course of their adventures, many hound archon heroes befriend bronze dragons, which may come to serve as their mounts. The relationship between these mounts and their celestial riders goes beyond even the special bond between paladin and mount. The dragon and the archon are naturally allies and friends, as can be expected of two powerful servants of cosmic justice. The juvenile bronze dragon mount gains 2 additional HD, 4 points of Strength, an additional 4 points of natural armor, improved evasion, and +10 feet to speed in all its movement forms. The dragon cannot, however, command other creatures of its type as other kinds of paladin mounts can.

## HOUD ARCHONS AS CHARACTERS

Hound archon characters possess the following racial traits.

- +4 Strength, +2 Constitution, +2 Wisdom, +2 Charisma.
- Medium size.
- A hound archon's base land speed is 40 feet.
- Racial Hit Dice: A hound archon begins with six levels of outsider, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.
- Racial Skills: A hound archon's outsider levels give it skill points equal to  $9 \times (8 + \text{Int modifier})$ . Its class skills are Concentration, Hide, Jump, Listen, Move Silently, Sense Motive, Spot, and Survival.
- Racial Feats: A hound archon's outsider levels give it three feats.
- +9 natural armor bonus.
- Natural Weapons: Bite (1d8) and slam (1d4).
- Archon Traits (see page 19) : Darkvision 60 ft., low-light vision, aura of menace (Will DC 15 + character's Cha modifier), immunity to electricity and petrification, +4 racial bonus on saves against poison, magic circle against evil, teleport, tongues.
- Special Attacks: Spell-like abilities.
- Special Qualities: Change shape, damage reduction 10/evil, scent, spell resistance equal to 16 + class levels.
- Automatic Languages: Celestial. Bonus Languages: Common, Draconic, Infernal.
- Favored class: Ranger.
- Level adjustment +5.

## ARCHON, LANTERN

Small Outsider (Archon, Extraplanar, Good, Lawful)	
<b>Hit Dice :</b>	1d8 (4 hp)
<b>Initiative :</b>	+4
<b>Speed :</b>	Fly 60 ft. (12 squares) (perfect)
<b>Armor Class :</b>	15 (+1 size, +4 natural), touch 11, flat-footed 15
<b>Base Attack/Grapple :</b>	+1/-8
<b>Attack :</b>	Light ray +2 ranged touch (1d6)
<b>Full Attack :</b>	2 light rays +2 ranged touch (1d6)
<b>Space/Reach :</b>	5 ft./5 ft.
<b>Special Attacks :</b>	Spell-like abilities
<b>Special Qualities :</b>	Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, teleport, tongues
<b>Saves :</b>	Fort +2 (+6 against poison), Ref +2, Will +2
<b>Abilities :</b>	Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
<b>Skills :</b>	Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4
<b>Feats :</b>	Improved Initiative
<b>Environment :</b>	A lawful good-aligned plane

<b>Organization :</b>	Solitary, pair, or squad (3–5)
<b>Challenge Rating :</b>	2
<b>Treasure :</b>	None
<b>Alignment :</b>	Always lawful good
<b>Advancement :</b>	2–4 HD (Small)
<b>Level Adjustment:</b>	—

Lantern archons appear as floating balls of light that glow about as brightly as a torch. Only their destruction can extinguish the glow, though they can try to hide it.

### COMBAT

A lantern archon has little reason to get within melee range. It usually hovers just close enough to bring the enemy within its aura of menace, then blasts away with its light rays. Lantern archons prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

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

**Spell-Like Abilities:** At will—*aid, detect evil, continual flame*. Caster level 3rd.

**Aura of Menace (Su):** Will DC 12 negates.

### COOPER'S COMMENTS

The hound archon had originally gotten an undeserved +2 synergy bonus from Search towards its Survival checks when following tracks, despite only having 4 ranks in Search, so I deleted it.

The hound archon hero had somehow gained 5 extra hit points on average (which I got rid of), and had spent 85 of 74 skill points. To get it back down to its required number of skill points, I removed 3 points each from Concentration, Diplomacy, and Sense Motive, and the final 2 points from Hide, bringing it to its current state. Finally, if we accept that a standard hound archon is CR 4, then it follows that an 11th-level hound archon paladin would be CR 15, not CR 16.

## ARCHON, TRUMPET

Medium Outsider (Archon, Extraplanar, Good, Lawful)	
<b>Hit Dice:</b>	12d8+72 (126 hp)
<b>Initiative:</b>	+7
<b>Speed:</b>	40 ft. (8 squares), fly 90 ft. (good)
<b>Armor Class:</b>	27 (+3 Dex, +14 natural), touch 13, flat-footed 24
<b>Base Attack/ Grapple:</b>	+12/+17
<b>Attack:</b>	+4 <i>greatsword</i> +21 melee (2d6+11/19–20)
<b>Full Attack:</b>	+4 <i>greatsword</i> +21/+16/+11 melee (2d6+11/19–20)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Spell-like abilities, spells, trumpet
<b>Special Qualities:</b>	Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, spell resistance 29, teleport, tongues
<b>Saves:</b>	Fort +14 (+18 against poison), Ref +11, Will +11
<b>Abilities:</b>	Str 20, Dex 17, Con 23, Int 16, Wis 16, Cha 16

<b>Skills:</b>	Concentration +21, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (any one) +18, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3 (+5 with bindings)
<b>Feats:</b>	Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack
<b>Environment:</b>	A lawful good-aligned plane
<b>Organization:</b>	Solitary, pair, or squad (3–5)
<b>Challenge Rating:</b>	14
<b>Treasure:</b>	No coins; double goods; standard items
<b>Alignment:</b>	Always lawful good
<b>Advancement:</b>	13–18 HD (Medium); 19–36 HD (Large)
<b>Level Adjustment:</b>	+8

Each trumpet archon carries a gleaming silver trumpet about 6 feet long.

### COMBAT

A trumpet archon usually disdains physical combat, preferring to obliterate foes with spells quickly and return to its duties. If forced into an extended battle, it sounds its trumpet and attacks with a vengeance.

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

**Spell-Like Abilities:** At will—*detect evil*, *continual flame*, *message*. Caster level 12th.

**Spells:** Trumpet archons can cast divine spells as 14th-level clerics. A trumpet archon has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

*Typical Cleric Spells Prepared* (6/7/7/6/5/4/4/3; DC 13 + spell level): 0—*detect magic*, *light*, *purify food and drink*, *read magic*, *resistance* (2); 1st—*bles*s (2), *divine favor* (2), *protection from chaos*\*, *sanctuary*, *shield of faith*; 2nd—*aid*\*, *bull's strength* (2), *consecrate*, *lesser restoration*, *owl's wisdom* (2); 3rd—*daylight*, *invisibility purge*, *magic circle against chaos*\*, *magic vestment*, *protection from energy* (2); 4th—*dismissal*, *divine power*, *holy smite*\*, *neutralize poison*, *spell immunity*; 5th—*dispel evil*\*, *mass cure light wounds*, *plane shift*, *raise dead*; 6th—*banishment*, *blade barrier*\*, *heal*, *undeath to death*; 7th—*dictum*\*, *holy word*, *mass cure serious wounds*.

\*Domain spell. Domains: Good and Law.

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

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

**Aura of Menace (Su):** Will DC 21 negates.

## ARROWHAWK

	Juvenile Arrowhawk	Adult Arrowhawk	Elder Arrowhawk
	Small Outsider (Air, Extraplanar)	Medium Outsider (Air, Extraplanar)	Large Outsider (Air, Extraplanar)
<b>Hit Dice:</b>	3d8+3 (16 hp)	7d8+7 (38 hp)	15d8+45 (112 hp)



<b>Initiative:</b>	+5	+5	+5
<b>Speed:</b>	Fly 60 ft. (12 squares) (perfect)	Fly 60 ft. (12 squares) (perfect)	Fly 60 ft. (12 squares) (perfect)
<b>Armor Class:</b>	20 (+1 size, +5 Dex, +4 natural), touch 16, flat-footed 15	21 (+5 Dex, +6 natural), touch 15, flat-footed 16	22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17
<b>Base Attack/Grapple:</b>	+3/+0	+7/+9	+15/+25
<b>Attack:</b>	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)	Electricity ray +19 ranged touch (2d8) or bite +21 melee (2d6+9)
<b>Full Attack:</b>	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)	Electricity ray +19 ranged touch (2d8) or bite +20 melee (2d6+9)
<b>Space/Reach:</b>	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
<b>Special Attacks:</b>	Electricity ray	Electricity ray	Electricity ray
<b>Special Qualities:</b>	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10
<b>Saves:</b>	Fort +4, Ref +8, Will +4	Fort +6, Ref +10, Will +6	Fort +12, Ref +14, Will +10
<b>Abilities:</b>	Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13
<b>Skills:</b>	Diplomacy +3, Escape Artist +11, Knowledge (the planes) +6, Listen +7, Move Silently +11, Search +6, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks, +9 Plane of Air), Use Rope +5 (+7 with bindings)	Diplomacy +3, Escape Artist +15, Knowledge (the planes) +10, Listen +11, Move Silently +15, Search +10, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks, +13 Plane of Air), Use Rope +5 (+7 with bindings)	Diplomacy +3, Escape Artist +23, Knowledge (the planes) +18, Listen +21, Move Silently +23, Search +18, Sense Motive +19, Spot +21, Survival +19 (+21 following tracks, +21 Plane of Air), Use Rope +5 (+7 involving bindings)
<b>Feats:</b>	Dodge, Weapon Finesse	Dodge, Flyby Attack, Weapon Finesse	Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite) <sup>B</sup>
<b>Environment</b>	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
<b>Organization:</b>	Solitary or clutch (2–4)	Solitary or clutch (2–4)	Solitary or clutch (2–4)
<b>Challenge Rating:</b>	3	5	8
<b>Treasure:</b>	None	None	None
<b>Alignment:</b>	Always neutral	Always neutral	Always neutral
<b>Advancement:</b>	4–6 HD (Small)	8–14 HD (Medium)	16–24 HD (Large); 25–32 HD (Gargantuan)
<b>Level Adjustment:</b>	—	—	—

An arrowhawk is a predator and scavenger from the Elemental Plane of Air. By twisting its body and varying the cadence of its wingbeats, an arrowhawk can fly at top speed in any direction. A juvenile arrowhawk (1 to 10 years old) is about 5 feet long from beak to tail, with the body accounting for about one-third of that length. Its wingspan is about 7 feet, and it weighs about 20 pounds. An adult (11 to 40 years old) is about 10 feet long from beak to tail, with a wingspan of about 15 feet and a weight of about 100 pounds. An elder arrowhawk (41 to 75 years old) is about 20 feet long with a wingspan of 30 feet and a weight of about 800 pounds.

Arrowhawks speak Auran, but they are not usually talkative creatures.

#### COMBAT

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature

also bites, but it prefers to stay out of reach.

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

## ASSASSIN VINE

Large Plant	
<b>Hit Dice:</b>	4d8+12 (30 hp)
<b>Initiative:</b>	+0
<b>Speed:</b>	5 ft. (1 square)
<b>Armor Class:</b>	15 (-1 size, +6 natural), touch 9, flat-footed 15
<b>Base Attack/Grapple:</b>	+3/+12
<b>Attack:</b>	Slam +7 melee (1d6+7)
<b>Full Attack:</b>	Slam +7 melee (1d6+7)
<b>Space/Reach:</b>	10 ft./10 ft. (20 ft. with vine)
<b>Special Attacks:</b>	Constrict 1d6+7, entangle, improved grab
<b>Special Qualities:</b>	Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10
<b>Saves:</b>	Fort +7, Ref +1, Will +2
<b>Abilities:</b>	Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9
<b>Skills:</b>	—
<b>Feats:</b>	—
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary or patch (2–4)
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	1/10th coins; 50% goods; 50% items
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	5–16 HD (Huge); 17–32 HD (Gargantuan); 33+ HD (Colossal)
<b>Level Adjustment:</b>	—

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine.

An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity.

A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offall to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

### COMBAT

An assassin vine uses simple tactics: It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks.

**Constrict (Ex):** An assassin vine deals 1d6+7 points of damage with a successful grapple check.

**Entangle (Su):** An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

**Improved Grab (Ex):** To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Blindsight (Ex):** Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

**Camouflage (Ex):** Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

## ATHACH

Huge Aberration	
<b>Hit Dice:</b>	14d8+70 (133 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	35 ft. in hide armor (7 squares); base speed 50 ft.
<b>Armor Class:</b>	20 (-2 size, +1 Dex, +3 hide armor, +8 natural), touch 9, flat-footed 19
<b>Base Attack/Grapple:</b>	+10/+26
<b>Attack:</b>	Morningstar +16 melee (3d6+8) or rock +9 ranged (2d6+8)
<b>Full Attack:</b>	Morningstar +12/+7 melee (3d6+8), and 2 morningstars +12 melee (3d6+4), and bite +12 melee (2d8+4 plus poison); or rock +5 ranged (2d6+8), and 2 rocks +5 ranged (2d6+4)
<b>Space/Reach:</b>	15 ft./15 ft.
<b>Special Attacks:</b>	Poison
<b>Special Qualities:</b>	Darkvision 60 ft.
<b>Saves:</b>	Fort +9, Ref +5, Will +10
<b>Abilities:</b>	Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 6
<b>Skills:</b>	Climb +9, Jump +10, Listen +7, Spot +7
<b>Feats:</b>	Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite)
<b>Environment:</b>	Temperate hills
<b>Organization:</b>	Solitary, gang (2-4), or tribe (7-12)
<b>Challenge Rating:</b>	8
<b>Treasure:</b>	1/2 coins; double goods; standard items
<b>Alignment:</b>	Often chaotic evil
<b>Advancement:</b>	15-28 HD (Huge)
<b>Level Adjustment:</b>	+5

The athach is a hulking, misshapen biped. An adult stands some 18 feet tall and weighs about 4,500 pounds.

Athachs speak a crude dialect of Giant.

**COMBAT**

Athachs charge into melee combat unless their opponents are out of reach, in which case they throw rocks. They sometimes try to overrun armored opponents to reach unarmored opponents in back ranks. With its first few melee attacks, an athach tends to flail about indiscriminately. After a few rounds, it concentrates on foes that have been hitting it most often and uses its bite on whoever has dealt it the most damage.

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

**COOPER'S COMMENTS**

An athach doesn't get a +8 speed bonus to its Jump skill while wearing hide armor, so I dropped its Jump from +18 to +10. (Otherwise, it had spent 25 of 17 skill points.)

**AVORAL**

Medium Outsider (Extraplanar, Good)	
<b>Hit Dice:</b>	7d8+35 (66 hp)
<b>Initiative:</b>	+6
<b>Speed:</b>	40 ft. (8 squares), fly 90 ft. (good)
<b>Armor Class:</b>	24 (+6 Dex, +8 natural), touch 16, flat-footed 18
<b>Base Attack/Grapple:</b>	+7/+9
<b>Attack:</b>	Claw +13 melee (2d6+2) or wing +13 melee (2d8+2)
<b>Full Attack:</b>	2 claws +13 melee (2d6+2) or 2 wings +13 melee (2d8+2)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Fear aura, spell-like abilities
<b>Special Qualities:</b>	Damage reduction 10/evil or silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, speak with animals, spell resistance 25, true seeing
<b>Saves:</b>	Fort +10 (+14 against poison), Ref +11, Will +8
<b>Abilities:</b>	Str 15, Dex 23, Con 20, Int 15, Wis 16, Cha 16
<b>Skills:</b>	Bluff +13, Concentration +15, Diplomacy +7, Disguise +3 (+5 acting), Handle Animal +13, Hide +16, Intimidate +5, Knowledge (any one) +12, Listen +13, Move Silently +16, Ride +8, Sense Motive +13, Spellcraft +12, Spot +21
<b>Feats:</b>	Empower Spell-Like Ability ( <i>magic missile</i> ), Flyby Attack, Weapon Finesse
<b>Environment:</b>	A good-aligned plane.
<b>Organization:</b>	Solitary, pair, or squad (3–5)
<b>Challenge Rating:</b>	9
<b>Treasure:</b>	No coins; double goods; standard items
<b>Alignment:</b>	Always neutral good
<b>Advancement:</b>	8–14 HD (Medium); 15–21 HD (Large)
<b>Level Adjustment:</b>	—

An avoral's bones are strong but hollow, so even the largest specimens weigh no more than 120 pounds. An avoral is about 7 feet tall. Each of an avoral's wings has a small hand at the midpoint. When the wings are folded, these appendages are about where human hands would be and can do nearly anything hands can do.

An avoral's visual acuity is virtually unmatched: It can see detail on objects up to 10 miles away and is said to be able

to discern the color of a creature's eyes at 200 paces.

Avorals speak Celestial, Infernal, and Draconic, but can speak with almost any creature, thanks to their *tongues* ability.

### COMBAT

On the ground, an avoral can lash out with its wings to deliver punishing blows. However, it prefers to meet its foes in the air, where it can employ its talons and make full use of its aerial speed and agility. It can't make wing attacks while flying, however.

An avoral's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

**Fear Aura (Su):** Once per day an avoral can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* from an 8th-level caster (save DC 17). The save DC is Charisma-based.

**Spell-Like Abilities:** At will—*aid*, *blur* (self only), *command* (DC 14), *detect magic*, *dimension door*, *dispel magic*, *gust of wind* (DC 15), *hold person* (DC 16), *light*, *magic circle against evil* (self only), *magic missile*, *see invisibility*; 3/day—*lightning bolt* (DC 16). Caster level 8th. The save DCs are Charisma-based.

**Lay on Hands (Su):** As the paladin class feature, except that each day, an avoral can heal an amount of damage equal to its full normal hit points.

**Speak with Animals (Su):** This ability works like *speak with animals* (caster level 8th) but is a free action and does not require sound.

**True Seeing (Su):** This ability is identical with *true seeing* (caster level 14th), except that it has personal range and the avoral must concentrate for 1 full round before it takes effect. Thereafter the ability remains in effect as long as the avoral concentrates on it.

**Skills:** An avoral's sharp eyes give it a +8 racial bonus on Spot checks.

## AZER

Medium Outsider (Extraplanar, Fire)	
<b>Hit Dice:</b>	2d8+2 (11 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	20 ft. in scale mail (4 squares); base speed 30 ft.
<b>Armor Class:</b>	23 (+1 Dex, +6 natural, +4 scale mail, +2 heavy steel shield), touch 11, flat-footed 22
<b>Base Attack/Grapple:</b>	+2/+3
<b>Attack:</b>	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
<b>Full Attack:</b>	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Heat
<b>Special Qualities:</b>	Darkvision 60 ft., immunity to fire, spell resistance 13, vulnerability to cold
<b>Saves:</b>	Fort +4, Ref +4, Will +4
<b>Abilities:</b>	Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9
<b>Skills:</b>	Appraise +6, Climb +0, Craft (any two) +6, Hide +0, Jump -6, Listen +6, Search +6, Spot +6, Survival +1 (+3 following tracks)

<b>Feats:</b>	Power Attack
<b>Environment:</b>	Elemental Plane of Fire
<b>Organization:</b>	Solitary, pair, team (3–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or clan (30–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, and 3 7th-level captains)
<b>Challenge Rating:</b>	2
<b>Treasure:</b>	Standard coins; double goods (nonflammables only); standard items (nonflammables only)
<b>Alignment:</b>	Always lawful neutral
<b>Advancement:</b>	By character class
<b>Level Adjustment:</b>	+4

Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

### COMBAT

Azers use broad-headed spears or well-crafted hammers in combat. When unarmed, they attempt to grapple foes.

Although unfriendly and taciturn, azers rarely provoke a fight except to relieve a foe of gems, which they love. If threatened, they fight to the death, but they see the value of taking prisoners themselves.

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

### AZERS AS CHARACTERS

Azer characters possess the following racial traits.

- +2 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, –2 Charisma.
- Medium size.
- An azer's base land speed is 30 feet.
- Darkvision: Azers can see in the dark up to 60 feet.
- Racial Hit Dice: An azer begins with two levels of outsider, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.
- Racial Skills: An azer's outsider levels give it skill points equal to 5 x (8 + Int modifier). Its class skills are Appraise, Climb, Craft, Hide, Jump, Listen, Search, and Spot.
- Racial Feats: An azer's outsider levels give it one feat.
- +6 natural armor bonus.
- Special Attacks (see above): Heat.
- Special Qualities (see above): Immunity to fire, spell resistance equal to 13 + class levels, vulnerability to cold.
- Automatic Languages: Common, Ignan. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Infernal, Terran.
- Favored Class: Fighter.
- Level adjustment +4.

## COOPER'S COMMENTS

I added Survival to the azer's skill list, because even though he doesn't have any ranks in it, he still gets the +2 synergy bonus from Search when following tracks.

When you decide on the two Craft skills you're going to give your azer, remember to also add in the appropriate +2 synergy bonuses to Craft-related Appraise checks.

# BARGHEST

	<b>Barghest</b>	<b>Greater Barghest</b>
	Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger)	Large Outsider (Evil, Extraplanar, Lawful, Shapechanger)
<b>Hit Dice:</b>	6d8+6 (33 hp)	9d8+27 (67 hp)
<b>Initiative:</b>	+6	+6
<b>Speed:</b>	30 ft. (6 squares)	40 ft. (8 squares)
<b>Armor Class:</b>	18 (+2 Dex, +6 natural), touch 12, flat-footed 16	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
<b>Base Attack/Grapple:</b>	+6/+9	+9/+18
<b>Attack:</b>	Bite +9 melee (1d6+3)	Bite +13 melee (1d8+5)
<b>Full Attack:</b>	Bite +9 melee (1d6+3) and 2 claws +4 melee (1d4+1)	Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2)
<b>Space/Reach:</b>	5 ft./5 ft.	10 ft./5 ft.
<b>Special Attacks:</b>	Feed, spell-like abilities	Feed, spell-like abilities
<b>Special Qualities:</b>	Change shape, damage reduction 5/magic, darkvision 60 ft., pass without trace, scent	Change shape, damage reduction 10/magic, darkvision 60 ft., pass without trace, scent
<b>Saves:</b>	Fort +6, Ref +7, Will +7	Fort +9, Ref +8, Will +10
<b>Abilities:</b>	Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14	Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18
<b>Skills:</b>	Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11 (+15 in wolf form), Intimidate +13, Jump +12, Listen +11, Move Silently +11, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks)	Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10 (+14 in wolf form), Intimidate +18, Jump +21, Listen +16, Move Silently +14, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks)
<b>Feats:</b>	Combat Reflexes, Improved Initiative, Track	Combat Casting, Combat Reflexes, Improved Initiative, Track
<b>Environment</b>	An evil-aligned plane	An evil-aligned plane
<b>Organization:</b>	Solitary or pack (3–6)	Solitary or pack (3–6)
<b>Challenge Rating:</b>	4	5
<b>Treasure:</b>	Double standard	Double standard
<b>Alignment:</b>	Always lawful evil	Always lawful evil
<b>Advancement:</b>	Special (see below)	Special (see below)
<b>Level Adjustment:</b>	—	—

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin-wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluish-red and eventually becomes blue altogether.

A full-grown barghest is about 6 feet long and weighs 180 pounds. A barghest's eyes glow orange when the creature becomes excited.

Barghests speak Goblin, Infernal, and Worg.

**COMBAT**

Barghests can claw and bite, no matter what their form, and usually disdain weapons. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Barghests start a combat by using *crushing despair* and *charm monster* to keep opponents off balance. They try to stay away from the enemy's main strength.

A barghest's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Feed (Su):** When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

**Spell-Like Abilities:** At will—*blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. Caster level equals the barghest's HD. The save DCs are Charisma-based.

**Change Shape (Su):** A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

**Pass Without Trace (Ex):** A barghest in wolf form can use pass without trace (as the spell) as a free action.

**Skills:** \*A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

**BARGHEST, GREATER**

A barghest that reaches 9 Hit Dice through feeding becomes a greater barghest. These creatures can change shape into a goblinlike creature of Large size (about 8 feet tall and 400 pounds) or a dire wolf. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In dire wolf form, a greater barghest loses its claw attacks but retains its bite attack.

A greater barghest can reach a maximum of 18 Hit Dice through feeding.

**Spell-Like Abilities:** At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 16), *rage* (DC 17); 1/day—*charm monster* (DC 18), *crushing despair* (DC 18), *dimension door*, *mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD. The save DCs are Charisma-based.

**COMBAT**

Occasionally, a greater barghest uses a magic two-handed weapon in combat instead of its claws, giving it multiple attacks (attack bonus +13/+8 plus the weapon's magic bonus). It can also make one bite attack (attack bonus +8) each round.



## COOPER'S COMMENTS

I bumped up the barghest's Move Silently from +10 to +11, since it had only used 89 of its 90 skill points and all of its other skills were already maximized in ranks. As for the greater barghest, I removed Tumble in its entirety and replaced it with Search +16 – while there was nothing mechanically compelling me to do so, the fact that greater barghests all start out as barghests, coupled with the fact that normal barghests are maxed out on their Search skill ranks, made it seem too odd to me to leave greater barghests with no ranks in Search at all. Since Climb, Concentration, and Tumble were the three new skills added to the greater barghest, it had to be one of those getting the axe to make room for Search, and Tumble seemed the least likely for a Large wolflike creature to have.

Finally, I rewrote the greater barghest's Spell-Like Abilities paragraph to list all of its spell-like abilities and provide the modified save DCs, rather than just have you reference the standard barghest's paragraph and have to remember to bump the save DCs up by 2 points due to the greater barghest's improved Charisma score. It seems a bit more user-friendly that way.

## BASILISK

	<b>Basilisk</b>	<b>Abyssal Greater Basilisk</b>
	Medium Magical Beast	Large Magical Beast (Extraplanar)
<b>Hit Dice:</b>	6d10+12 (45 hp)	18d10+90 (189 hp)
<b>Initiative:</b>	-1	-1
<b>Speed:</b>	20 ft. (4 squares)	20 ft. (4 squares)
<b>Armor Class:</b>	16 (-1 Dex, +7 natural), touch 9, flat-footed 16	17 (-1 size, -1 Dex, +9 natural) touch 8, flat-footed 17
<b>Base Attack/Grapple:</b>	+6/+8	+18/+29
<b>Attack:</b>	Bite +8 melee (1d8+3)	Bite +25 melee (3d6+10)
<b>Full Attack:</b>	Bite +8 melee (1d8+3)	Bite +25 melee (3d6+10)
<b>Space/Reach:</b>	5 ft./5 ft.	10 ft./5 ft.
<b>Special Attacks:</b>	Petrifying gaze	Petrifying gaze, smite good
<b>Special Qualities:</b>	Darkvision 60 ft., low-light vision	Damage reduction 10/magic, darkvision 60 ft., low-light vision, resistance to cold 10 and fire 10, spell resistance 23
<b>Saves:</b>	Fort +9, Ref +4, Will +3	Fort +18, Ref +12, Will +8
<b>Abilities:</b>	Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11	Str 24, Dex 8, Con 21, Int 3, Wis 10, Cha 15
<b>Skills:</b>	Hide +0*, Listen +7, Spot +7	Hide +0*, Listen +10, Spot +10
<b>Feats:</b>	Alertness, Blind-Fight, Great Fortitude	Alertness, Blind-Fight, Great Fortitude, Iron Will, Improved Natural Attack (bite), Lightning Reflexes, Weapon Focus (bite)
<b>Environment:</b>	Warm deserts	A chaotic evil plane
<b>Organization:</b>	Solitary or colony (3-6)	Solitary or colony (3-6)
<b>Challenge Rating:</b>	5	12
<b>Treasure:</b>	None	Standard
<b>Alignment:</b>	Always neutral	Always chaotic evil
<b>Advancement:</b>	7-10 HD (Medium); 11-18 HD (Large)	—
<b>Level Adjustment:</b>	—	—

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

#### COMBAT

A basilisk relies on its gaze attack, biting only when opponents come within reach. Though it has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Intruders who flee a basilisk rather than fight can expect, at best, a halfhearted pursuit. These creatures tend to spend most of their time lying in wait for prey, which includes small mammals, birds, reptiles, and similar creatures.

**Petrifying Gaze (Su):** Turn to stone permanently, range 30 feet; Fortitude DC 13 negates. The save DC is Charisma-based.

**Skills:** \*The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

## BASILISK, GREATER, ABYSSAL

#### COMBAT

The save DC for the abyssal greater basilisk's petrifying gaze (DC 21) is adjusted for its greater Hit Dice and higher Charisma score.

An abyssal greater basilisk's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Smite Good (Su):** Once per day an abyssal greater basilisk can make a normal melee attack to deal an extra 18 points of damage against a good foe.

### COOPER'S COMMENTS

If you examine the stats closely, the abyssal greater basilisk is nothing more than a fiendish basilisk advanced to 18 HD. As such, it should remain a magical beast, not become an outsider with the augmented subtype. I bumped its base bite damage from 2d8 to 3d6; while it's true that the normal basilisk's base 1d8 bite damage is increased to 2d8 during the size increase from Medium to Large, it then bumps again from 2d8 to 3d6 as a result of the Improved Natural Attack (bite) feat.

## BEHIR

Huge Magical Beast	
<b>Hit Dice:</b>	9d10+45 (94 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	40 ft. (8 squares), climb 15 ft.
<b>Armor Class:</b>	20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
<b>Base Attack/Grapple:</b>	+9/+25
<b>Attack:</b>	Bite +15 melee (2d4+12)
<b>Full Attack:</b>	Bite +15 melee (2d4+12)
<b>Space/Reach:</b>	15 ft./10 ft.

<b>Special Attacks:</b>	Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole
<b>Special Qualities:</b>	Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent
<b>Saves:</b>	Fort +11, Ref +7, Will +5
<b>Abilities:</b>	Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12
<b>Skills:</b>	Climb +16, Hide +5, Listen +4, Spot +4, Survival +2
<b>Feats:</b>	Alertness, Cleave, Power Attack, Track
<b>Environment:</b>	Warm hills
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	8
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Often neutral
<b>Advancement:</b>	10–13 HD (Huge); 14–27 HD (Gargantuan)
<b>Level Adjustment:</b>	—

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long and weighs about 4,000 pounds. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting.

Behirs speak Common.

#### COMBAT

A behir usually bites and grabs its prey first, then either swallows or constricts the opponent. It can employ its claws only against foes caught in its coils. If beset by a large number of foes, it uses its breath weapon.

**Breath Weapon (Su):** 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

**Constrict (Ex):** A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

**Improved Grab (Ex):** To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

**Rake (Ex):** Six claws, attack bonus +15 melee, damage 1d4+4.

**Swallow Whole (Ex):** A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

**Skills:** Behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

## BELKER

Large Elemental (Air, Extraplanar)	
<b>Hit Dice:</b>	7d8+7 (38 hp)
<b>Initiative:</b>	+5
<b>Speed:</b>	30 ft. (6 squares), fly 50 ft. (perfect)
<b>Armor Class:</b>	22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17
<b>Base Attack/Grapple:</b>	+5/+11
<b>Attack:</b>	Wing +9 melee (1d6+2)
<b>Full Attack:</b>	2 wings +9 melee (1d6+2) and bite +7 melee (1d4+1) and 2 claws +7 melee (1d3+1)
<b>Space/Reach:</b>	10 ft./10 ft.
<b>Special Attacks:</b>	Smoke claws
<b>Special Qualities:</b>	Darkvision 60 ft., elemental traits, smoke form
<b>Saves:</b>	Fort +3, Ref +10, Will +2
<b>Abilities:</b>	Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11
<b>Skills:</b>	Listen +7, Move Silently +9, Spot +7
<b>Feats:</b>	Alertness, Multiattack, Weapon Finesse
<b>Environment:</b>	Elemental Plane of Air
<b>Organization:</b>	Solitary, pair, or clutch (3-4)
<b>Challenge Rating:</b>	6
<b>Treasure:</b>	None
<b>Alignment:</b>	Usually neutral evil
<b>Advancement:</b>	8-10 HD (Large); 11-21 HD (Huge)
<b>Level Adjustment:</b>	—

Belkers are creatures from the Plane of Air. They are composed primarily of smoke. Although undeniably evil, they are very reclusive and usually have no interest in the affairs of others. A belker's winged shape makes it look distinctly demonic. It is about 7 feet long and weighs about 8 pounds.

Belkers speak Auran.

### COMBAT

In most cases, a belker fights with its nasty claws and painful bite.

**Smoke Claws (Ex):** A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

**Smoke Form (Su):** Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

**Skills:** Belkers have a +4 racial bonus on Move Silently checks.

## COOPER'S COMMENTS

Since the belker has the Multiattack feat, I bumped its secondary attacks (bite and claws) from +4 melee to +7 melee.

## BLINK DOG

Medium Magical Beast	
<b>Hit Dice:</b>	4d10 (22 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
<b>Base Attack/Grapple:</b>	+4/+4
<b>Attack:</b>	Bite +4 melee (1d6)
<b>Full Attack:</b>	Bite +4 melee (1d6)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Blink, darkvision 60 ft., dimension door, low-light vision, scent
<b>Saves:</b>	Fort +4, Ref +7, Will +4
<b>Abilities:</b>	Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11
<b>Skills:</b>	Hide +4, Listen +5, Sense Motive +3, Spot +5, Survival +4
<b>Feats:</b>	Iron Will, Run, Track <sup>B</sup>
<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Solitary, pair, or pack (7–16)
<b>Challenge Rating:</b>	2
<b>Treasure:</b>	None
<b>Alignment:</b>	Usually lawful good
<b>Advancement:</b>	5–7 HD (Medium); 8–12 HD (Large)
<b>Level Adjustment:</b>	+2 (cohort)

The blink dog is an intelligent canine that has a limited teleportation ability.

Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information.

### COMBAT

Blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing some of them to take advantage of flanking.

**Blink (Su):** A blink dog can use *blink* as the spell (caster level 8th), and can evoke or end the effect as a free action.

**Dimension Door (Su):** A blink dog can teleport, as *dimension door* (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

## COOPER'S COMMENTS

Since the blink dog had only used 13 of its 14 skill points, and since Hide was listed as one of its skills without it having actually spent any ranks on it at all, I went ahead and spent the extra point on Hide, bringing it from +3 (its Dex modifier) to +4.

## BODAK

Medium Undead (Extraplanar)	
<b>Hit Dice:</b>	9d12 (58 hp)
<b>Initiative:</b>	+6
<b>Speed:</b>	20 ft. (4 squares)
<b>Armor Class:</b>	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
<b>Base Attack/Grapple:</b>	+4/+5
<b>Attack:</b>	Slam +6 melee (1d8+1)
<b>Full Attack:</b>	Slam +6 melee (1d8+1)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Death gaze
<b>Special Qualities:</b>	Damage reduction 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight
<b>Saves:</b>	Fort +3, Ref +5, Will +7
<b>Abilities:</b>	Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12
<b>Skills:</b>	Listen +11, Move Silently +10, Spot +11
<b>Feats:</b>	Alertness, Dodge, Improved Initiative, Weapon Focus (slam)
<b>Environment:</b>	A chaotic evil-aligned plane
<b>Organization:</b>	Solitary or gang (2–4)
<b>Challenge Rating:</b>	8
<b>Treasure:</b>	None
<b>Alignment:</b>	Always chaotic evil
<b>Advancement:</b>	10–13 HD (Medium); 14–27 HD (Large)
<b>Level Adjustment:</b>	—

Bodaks are the undead remnants of humanoids who have been destroyed by the touch of absolute evil.

A bodak retains fleeting memories of its past life and can speak Common (or some other humanoid language).

### COMBAT

**Death Gaze (Su):** Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

**Vulnerability to Sunlight (Ex):** Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

## BRALANI

Medium Outsider (Chaotic, Extraplanar, Good)	
<b>Hit Dice:</b>	6d8+18 (45 hp)
<b>Initiative:</b>	+8
<b>Speed:</b>	40 ft. (8 squares), fly 100 ft. (perfect)
<b>Armor Class:</b>	20 (+4 Dex, +6 natural), touch 14, flat-footed 16
<b>Base Attack/Grapple:</b>	+6/+10

<b>Attack:</b>	+1 <i>holy scimitar</i> +11 melee (1d6+5/18–20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11 ranged (1d8+5/x3) or slam +10 melee (1d6+4)
<b>Full Attack:</b>	+1 <i>holy scimitar</i> +11/+6 melee (1d6+5/18–20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11/+6 ranged (1d8+5/x3) or slam +10 melee (1d6+4)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Spell-like abilities, whirlwind blast
<b>Special Qualities:</b>	Alternate form, damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, tongues
<b>Saves:</b>	Fort +8, Ref +9, Will +7
<b>Abilities:</b>	Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14
<b>Skills:</b>	Concentration +12, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings)
<b>Feats:</b>	Alertness, Blind-Fight, Improved Initiative
<b>Environment:</b>	A chaotic good-aligned plane
<b>Organization:</b>	Solitary, pair, or squad (3–5)
<b>Challenge Rating:</b>	6
<b>Treasure:</b>	No coins; double goods; standard items
<b>Alignment:</b>	Always chaotic good
<b>Advancement:</b>	7–12 HD (Medium); 13–18 HD (Large)
<b>Level Adjustment:</b>	+5

In addition to their natural form, bralanis can assume the shape of a whirlwind or zephyr of dust, snow, or sand.

Bralanis speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their *tongues* ability.

### COMBAT

Bralanis prefer the scimitar and bow, the weapons of the desert nomads they most closely resemble.

A bralani's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

**Spell-Like Abilities:** At will— *blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*; 2/day— *lightning bolt* (DC 15), *cure serious wounds* (DC 15). Caster level 6th. The save DCs are Charisma-based.

**Whirlwind Blast (Su):** When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 16 half). The save DC is Constitution-based.

**Alternate Form (Su):** A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

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

## COOPER'S COMMENTS

I bumped the bralani's +1 *holy scimitar* damage from 1d6+4/18–20 to 1d6+5/18–20, since it has a +4 Str bonus and a +1 magic weapon bonus to damage.

## BUGBEAR

Medium Humanoid (Goblinoid)	
<b>Hit Dice:</b>	3d8+3 (16 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	30 ft. (6 squares)
<b>Armor Class:</b>	17 (+1 Dex, +3 natural, +2 leather armor, +1 light wooden shield), touch 11, flat-footed 16
<b>Base Attack/Grapple:</b>	+2/+4
<b>Attack:</b>	Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
<b>Full Attack:</b>	Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Darkvision 60 ft., scent
<b>Saves:</b>	Fort +2, Ref +4, Will +1
<b>Abilities:</b>	Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9
<b>Skills:</b>	Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4
<b>Feats:</b>	Alertness, Weapon Focus (morningstar)
<b>Environment:</b>	Temperate mountains
<b>Organization:</b>	Solitary, gang (2–4), or band (11–20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd–5th level)
<b>Challenge Rating:</b>	2
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Usually chaotic evil
<b>Advancement:</b>	By character class
<b>Level Adjustment:</b>	+1

Bugbears speak Goblin and Common.

### COMBAT

Bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group that, if they spy prey, return to report and bring up reinforcements.

Bugbear attacks are coordinated, and their tactics are sound if not brilliant.

**Skills:** Bugbears have a +4 racial bonus on Move Silently checks.

### BUGBEARS AS CHARACTERS

Bugbear characters possess the following racial traits.

- +4 Strength, +2 Dexterity, +2 Constitution, –2 Charisma.
- Medium size.
- A bugbear's base land speed is 30 feet.
- Darkvision out to 60 feet.



- Racial Hit Dice: A bugbear begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.
- Racial Skills: A bugbear's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.
- Racial Feats: A bugbear's humanoid levels give it two feats.
- +3 natural armor bonus.
- +4 racial bonus on Move Silently checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.
- Favored Class: Rogue.
- Level adjustment +1.

## BULETTE

Huge Magical Beast	
<b>Hit Dice:</b>	9d10+45 (94 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	40 ft. (8 squares), burrow 10 ft.
<b>Armor Class:</b>	22 (–2 size, +2 Dex, +12 natural), touch 10, flat-footed 20
<b>Base Attack/Grapple:</b>	+9/+25
<b>Attack:</b>	Bite +16 melee (2d8+8)
<b>Full Attack:</b>	Bite +16 melee (2d8+8) and 2 claws +10 melee (2d6+4)
<b>Space/Reach:</b>	15 ft./10 ft.
<b>Special Attacks:</b>	Leap
<b>Special Qualities:</b>	Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.
<b>Saves:</b>	Fort +11, Ref +8, Will +6
<b>Abilities:</b>	Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6
<b>Skills:</b>	Jump +18, Listen +9, Spot +3
<b>Feats:</b>	Alertness, Iron Will, Track, Weapon Focus (bite)
<b>Environment:</b>	Temperate hills
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	7
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	10–16 HD (Huge); 17–27 HD (Gargantuan)
<b>Level Adjustment:</b>	—

Also known as the landshark, the bulette is a terrifying predator that lives only to eat.

### COMBAT

A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, a landshark relies on its tremorsense ability to detect prey.

When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

**Leap (Ex):** A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

## CELESTIAL CREATURE

Celestial creatures dwell on the upper planes, the realms of good, although they resemble beings found on the Material Plane. They are more regal and more beautiful than their earthly counterparts.

Celestial creatures often come in metallic colors (usually silver, gold, or platinum). They can be mistaken for half-celestials, more powerful creatures that are created when a celestial mates with a non-celestial creature.

## CREATING A CELESTIAL CREATURE

“Celestial” is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin of good or neutral alignment (referred to hereafter as the base creature).

A celestial creature uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points if its type changes.

**Size and Type:** Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Celestial creatures encountered on the Material Plane have the extraplanar subtype.

**Special Attacks:** A celestial creature retains all the special attacks of the base creature and also gains the following attack.

*Smite Evil (Su):* Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

**Special Qualities:** A celestial creature retains all the special qualities of the base creature and also gains the following qualities.

- Darkvision out to 60 feet.
- Damage reduction (see the table below).
- Resistance to acid, cold, and electricity (see the table below).
- Spell resistance equal to HD + 5 (maximum 25).

Hit Dice	Resistance to Acid, Cold, Electricity	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12 or more	10	10/magic

If the base creature already has one or more of these special qualities, use the better value.

If a celestial creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Abilities:** Same as the base creature, but Intelligence is at least 3.

**Environment:** Any good-aligned plane.

**Challenge Rating:** HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

**Alignment:** Always good (any).

**Level Adjustment:** Same as the base creature +2.

# CENTAUR

Large Monstrous Humanoid	
<b>Hit Dice:</b>	4d8+8 (26 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	50 ft. (10 squares)
<b>Armor Class:</b>	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
<b>Base Attack/Grapple:</b>	+4/+12
<b>Attack:</b>	Longsword +7 melee (2d6+6/19–20) or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
<b>Full Attack:</b>	Longsword +7 melee (2d6+6/19–20) and 2 hooves +3 melee (1d6+2); or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Darkvision 60 ft.
<b>Saves:</b>	Fort +3, Ref +6, Will +5
<b>Abilities:</b>	Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11
<b>Skills:</b>	Listen +3, Move Silently +4, Spot +3, Survival +2
<b>Feats:</b>	Dodge, Weapon Focus (hoof)
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary, company (5–8), troop (8–18 plus 1 leader of 2nd–5th level), or tribe (20–150 plus 30% noncombatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 leader of 5th–9th level)
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Usually neutral good
<b>Advancement:</b>	By character class
<b>Level Adjustment:</b>	+2

A centaur is as big as a heavy horse, but much taller and slightly heavier. A centaur is about 7 feet tall and weighs about 2,100 pounds.

Centaur speak Elven and Sylvan.

## COMBAT

A centaur employing a lance deals double damage when it charges, just as a rider on a mount does.

## CENTAURS AS CHARACTERS

A centaur druid is usually a tribe's designated leader and speaker. Centaur characters possess the following racial traits.

- +8 Strength, +4 Dexterity, +4 Constitution, –2 Intelligence, +2 Wisdom.
- Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/5 feet.
- A centaur's base land speed is 50 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A centaur begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

- Racial Skills: A centaur's monstrous humanoid levels give it skill points equal to  $7 \times (2 + \text{Int modifier})$ . Its class skills are Listen, Move Silently, Spot, and Survival.
- Racial Feats: A centaur's monstrous humanoid levels give it two feats.
- +3 natural armor bonus.
- Automatic Languages: Elven, Sylvan. Bonus Languages: Common, Gnome, Halfling.
- Favored Class: Ranger.
- Level adjustment +2.

## CHAOS BEAST

Medium Outsider (Chaotic, Extraplanar)	
<b>Hit Dice:</b>	8d8+8 (44 hp)
<b>Initiative:</b>	+5
<b>Speed:</b>	20 ft. (4 squares)
<b>Armor Class:</b>	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
<b>Base Attack/Grapple:</b>	+8/+10
<b>Attack:</b>	Claw +10 melee (1d3+2 plus corporeal instability)
<b>Full Attack:</b>	2 claws +10 melee (1d3+2 plus corporeal instability)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Corporeal instability
<b>Special Qualities:</b>	Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15
<b>Saves:</b>	Fort +7, Ref +7, Will +6
<b>Abilities:</b>	Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10
<b>Skills:</b>	Balance +3, Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings)
<b>Feats:</b>	Dodge, Improved Initiative, Mobility
<b>Environment:</b>	A chaotic-aligned plane
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	7
<b>Treasure:</b>	None
<b>Alignment:</b>	Always chaotic neutral
<b>Advancement:</b>	9–12 HD (Medium); 13–24 HD (Large)
<b>Level Adjustment:</b>	—

The horrific creatures known as chaos beasts have mutable, ever-changing forms. A chaos beast's dimensions vary, but it always weighs about 200 pounds.

Chaos beasts do not speak.

### COMBAT

For all its fearsome appearances, whether it has claws, fangs, pincers, tentacles, or spines, a chaos beast does little physical harm. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more.

A chaos beast's claw attacks, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

**Corporeal Instability (Su):** A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

**Immunity to Transformation (Ex):** No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

## COOPER'S COMMENTS

I made just a couple of changes to the chaos beast's stats. First, I added "Balance +3" to its skills list, the result of a +2 synergy bonus from its Tumble ranks coupled with its +1 Dex modifier. Secondly, I changed its Environment from "Ever-Changing Chaos of Limbo" to "a chaotic-aligned plane." Wizards of the Coast has changed the names of the Outer Planes with more generic terms in its other SRD monsters; I assume this one was just overlooked.

## CHIMERA

Large Magical Beast	
<b>Hit Dice:</b>	9d10+27 (76 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	30 ft. (6 squares), fly 50 ft. (poor)
<b>Armor Class:</b>	19 (–1 size, +1 Dex, +9 natural), touch 10, flat-footed 18
<b>Base Attack/Grapple:</b>	+9/+17
<b>Attack:</b>	Bite +12 melee (2d6+4)
<b>Full Attack:</b>	Bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2)

<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Breath weapon
<b>Special Qualities:</b>	Darkvision 60 ft., low-light vision, scent
<b>Saves:</b>	Fort +9, Ref +7, Will +6
<b>Abilities:</b>	Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10
<b>Skills:</b>	Hide +1*, Listen +9, Spot +9
<b>Feats:</b>	Alertness, Hover, Iron Will, Multiattack
<b>Environment:</b>	Temperate hills
<b>Organization:</b>	Solitary, pride (3–5), or flight (6–13)
<b>Challenge Rating:</b>	7
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Usually chaotic evil
<b>Advancement:</b>	10–13 HD (Large); 14–27 HD (Huge)
<b>Level Adjustment:</b>	+2 (cohort)

A chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds. A chimera's dragon head might be black, blue, green, red, or white.

Chimeras can speak Draconic but seldom bother to do so, except when toadying to more powerful creatures.

#### COMBAT

The chimera prefers to surprise prey. It often swoops down from the sky or lies concealed until it charges. The dragon head can loose a breath weapon instead of biting. Several chimeras attack in concert.

**Breath Weapon (Su):** A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

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

**Skills:** A chimera's three heads give it a +2 racial bonus on Spot and Listen checks. \*In areas of scrubland or brush, a chimera gains a +4 racial bonus on Hide checks.

**Carrying Capacity:** A light load for a chimera is up to 348 pounds; a medium load, 349–699 pounds, and a heavy load, 700–1,050 pounds.

## CHOKER

Small Aberration	
<b>Hit Dice:</b>	3d8+3 (16 hp)
<b>Initiative:</b>	+6
<b>Speed:</b>	20 ft. (4 squares), climb 10 ft.
<b>Armor Class:</b>	17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15
<b>Base Attack/Grapple:</b>	+2/+5
<b>Attack:</b>	Tentacle +6 melee (1d3+3)
<b>Full Attack:</b>	2 tentacles +6 melee (1d3+3)
<b>Space/Reach:</b>	5 ft./10 ft.
<b>Special Attacks:</b>	Constrict 1d3+3, improved grab
<b>Special Qualities:</b>	Darkvision 60 ft., quickness
<b>Saves:</b>	Fort +2, Ref +5, Will +4
<b>Abilities:</b>	Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7
<b>Skills:</b>	Climb +13, Hide +10, Move Silently +6
<b>Feats:</b>	Improved Initiative <sup>B</sup> , Lightning Reflexes, Stealthy
<b>Environment:</b>	Underground
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	2
<b>Treasure:</b>	1/10 coins; 50% goods; 50% items
<b>Alignment:</b>	Usually chaotic evil
<b>Advancement:</b>	4–6 HD (Small); 7–12 HD (Medium)
<b>Level Adjustment:</b>	—

These vicious little predators lurk underground, grabbing whatever prey happens by. Their hands and feet have spiny pads that help the chokers grip almost any surface. The creatures weigh about 35 pounds.

Chokers speak Undercommon.

### COMBAT

A choker likes to perch near the ceiling, often at intersections, archways, wells, or staircases, and reach down to attack its prey. A choker attacks creatures of almost any size, but prefers lone prey of its size or larger. If one is very hungry, it may attack a group, but it waits to grab the last creature in line.

**Constrict (Ex):** A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

**Improved Grab (Ex):** To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

**Quickness (Su):** Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

**Skills:** A chokers has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

# CHUUL

Large Aberration (Aquatic)	
<b>Hit Dice:</b>	11d8+44 (93 hp)
<b>Initiative:</b>	+7
<b>Speed:</b>	30 ft. (6 squares), swim 20 ft.
<b>Armor Class:</b>	22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19
<b>Base Attack/Grapple:</b>	+8/+17
<b>Attack:</b>	Claw +12 melee (2d6+5)
<b>Full Attack:</b>	2 claws +12 melee (2d6+5)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Constrict 3d6+5, improved grab, paralytic tentacles
<b>Special Qualities:</b>	Amphibious, darkvision 60 ft., immunity to poison
<b>Saves:</b>	Fort +7, Ref +6, Will +9
<b>Abilities:</b>	Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5
<b>Skills:</b>	Hide +13, Listen +11, Spot +11, Swim +13
<b>Feats:</b>	Alertness, Blind-Fight, Combat Reflexes, Improved Initiative
<b>Environment:</b>	Temperate marshes
<b>Organization:</b>	Solitary, pair, or pack (3-5)
<b>Challenge Rating:</b>	7
<b>Treasure:</b>	1/10th coins; 50% goods; standard items
<b>Alignment:</b>	Usually chaotic evil
<b>Advancement:</b>	12-16 HD (Large); 17-33 HD (Huge)
<b>Level Adjustment:</b>	—

A horrible mix of crustacean, insect, and serpent, the chuul is an abomination that lurks submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. A chuul is about 8 feet long and weighs 650 pounds.

Chuuls speak Common (or Undercommon, for the underground variety).

## COMBAT

A chuul prefers to wait by the shore, submerged in murky water, until it hears nearby prey (in or out of the water) that it can attack with surprise. A chuul grabs with its claws and constricts its foe, then passes the opponent to its paralytic tentacles. It tries to always have one claw free, so if it faces a large number of opponents, it drops a paralyzed or dead victim and continues attempting to grab, constrict, and paralyze the rest.

**Constrict (Ex):** On a successful grapple check, a chuul deals 3d6+5 points of damage.

**Improved Grab (Ex):** To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

**Paralytic Tentacles (Ex):** A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.



**Amphibious (Ex):** Although chuuls are aquatic, they can survive indefinitely on land.

**Skills:** A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## CLOAKER

Large Aberration	
<b>Hit Dice:</b>	6d8+18 (45 hp)
<b>Initiative:</b>	+7
<b>Speed:</b>	10 ft. (2 squares), fly 40 ft. (average)
<b>Armor Class:</b>	19 (–1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
<b>Base Attack/Grapple:</b>	+4/+13
<b>Attack:</b>	Tail slap +8 melee (1d6+5)
<b>Full Attack:</b>	Tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2)
<b>Space/Reach:</b>	10 ft./10 ft. (5 ft. with bite)
<b>Special Attacks:</b>	Engulf, moan
<b>Special Qualities:</b>	Darkvision 60 ft., shadow shift
<b>Saves:</b>	Fort +5, Ref +5, Will +7
<b>Abilities:</b>	Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15
<b>Skills:</b>	Hide +8, Listen +13, Move Silently +12, Spot +13
<b>Feats:</b>	Alertness, Combat Reflexes, Improved Initiative
<b>Environment:</b>	Underground
<b>Organization:</b>	Solitary, mob (3–6), or flock (7–12)
<b>Challenge Rating:</b>	5
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Usually chaotic neutral
<b>Advancement:</b>	7–9 HD (Large); 10–18 HD (Huge)
<b>Level Adjustment:</b>	—

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent.

A cloaker has a wingspan of about 8 feet. It weighs about 100 pounds.

Cloakers speak Undercommon.

### COMBAT

Cloakers usually lie still, watching and listening for prey. If facing a single opponent, a cloaker uses its engulf attack. Against multiple foes, it lashes with its tail in concert with its moan and shadow shift abilities to reduce the opposition's numbers, then engulfs a survivor. Multiple cloakers usually split up, leaving one or two behind to use special abilities while the rest make melee attacks.

**Engulf (Ex):** A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Moan (Ex):** A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

*Fear:* Anyone within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

*Nausea:* Anyone in a 30-foot cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness.

Affected characters fall prone and become nauseated for 1d4+1 rounds.

*Stupor:* A single creature within 30 feet of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a *hold monster* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

*Unnerve:* Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

**Shadow Shift (Su):** A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

*Dancing Images:* This effect duplicates a *mirror image* spell (caster level 6th).

*Obscure Vision:* The cloaker gains concealment (20% miss chance) for 1d4 rounds.

*Silent Image:* This effect duplicates a *silent image* spell (DC 15, caster level 6th). The save DC is Charisma-based.

## COCKATRICE

Small Magical Beast	
<b>Hit Dice:</b>	5d10 (27 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	20 ft. (4 squares), fly 60 ft. (poor)
<b>Armor Class:</b>	14 (+1 size, +3 Dex), touch 14, flat-footed 11
<b>Base Attack/Grapple:</b>	+5/–1
<b>Attack:</b>	Bite +9 melee (1d4–2 plus petrification)
<b>Full Attack:</b>	Bite +9 melee (1d4–2 plus petrification)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Petrification
<b>Special Qualities:</b>	Darkvision 60 ft., low-light vision
<b>Saves:</b>	Fort +4, Ref +7, Will +2
<b>Abilities:</b>	Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9
<b>Skills:</b>	Listen +7, Spot +7
<b>Feats:</b>	Alertness, Dodge, Weapon Finesse <sup>B</sup>

<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Solitary, pair, flight (3–5), or flock (6–13)
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	6–8 HD (Small); 9–15 HD (Medium)
<b>Level Adjustment:</b>	—

A male cockatrice has wattles and a comb, just like a rooster. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds.

### COMBAT

A cockatrice fiercely attacks anything that it deems a threat to itself or its lair. Flocks of cockatrices do their utmost to overwhelm and confuse their foes, and sometimes fly directly into their opponents' faces.

**Petrification (Su):** Creatures hit by a cockatrice's bite attack must succeed on a DC 12 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

## COUATL

Large Outsider (Native)	
<b>Hit Dice:</b>	9d8+18 (58 hp)
<b>Initiative:</b>	+7
<b>Speed:</b>	20 ft. (4 squares), fly 60 ft. (good)
<b>Armor Class:</b>	21 (–1 size, +3 Dex, +9 natural), touch 12, flat-footed 18
<b>Base Attack/Grapple:</b>	+9/+17
<b>Attack:</b>	Bite +12 melee (1d3+6 plus poison)
<b>Full Attack:</b>	Bite +12 melee (1d3+6 plus poison)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Constrict 2d8+6, improved grab, poison, psionics, spells
<b>Special Qualities:</b>	Change shape, darkvision 60 ft., ethereal jaunt, telepathy 90 ft.
<b>Saves:</b>	Fort +8, Ref +9, Will +10
<b>Abilities:</b>	Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17
<b>Skills:</b>	Balance +5, Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)
<b>Feats:</b>	Dodge, Empower Spell, Eschew Materials <sup>B</sup> , Hover, Improved Initiative
<b>Environment:</b>	Warm forests
<b>Organization:</b>	Solitary, pair, or flight (3–6)
<b>Challenge Rating:</b>	10
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Always lawful good
<b>Advancement:</b>	10–13 HD (Large); 14–27 HD (Huge)
<b>Level Adjustment:</b>	+7

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds.

Couatls speak Celestial, Common, and Draconic, and also have the power of telepathy (see below).

## COMBAT

A couatl uses its *detect thoughts* ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle.

**Constrict (Ex):** A couatl deals 2d8+6 points of damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, a couatl must hit a creature of up to two size categories larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Poison (Ex):** Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str. The save DC is Constitution-based.

**Psonics (Sp):** At will—*detect chaos, detect evil, detect good, detect law, detect thoughts* (DC 15), *invisibility, plane shift* (DC 20). Effective caster level 9th. The save DCs are Charisma-based.

**Spells:** A couatl casts spells as a 9th-level sorcerer. It can choose its spells known from the sorcerer list, the cleric list, and from the lists for the Air, Good, and Law domains. The cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

*Typical Spells Known* (6/7/7/7/4; save DC 13 + spell level): 0—*cure minor wounds, daze, detect magic, disrupt undead, light, ray of frost, read magic, resistance*; 1st—*endure elements, mage armor, obscuring mist, protection from chaos, true strike*; 2nd—*cure moderate wounds, eagle's splendor, scorching ray, silence*; 3rd—*gaseous form, magic circle against evil, summon monster III*; 4th—*charm monster, freedom of movement*.

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

**Ethereal Jaunt (Su):** This ability works like the *ethereal jaunt* spell (caster level 16th).

**Telepathy (Su):** A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes—no common language is needed.

## COOPER'S COMMENTS

The couatl receives a +2 synergy bonus from Tumble to its Balance checks, which coupled with its +3 Dex modifier gives it Balance +5. Also, I fixed a couple problems with the spells listed in its typical repertoire. *Obscuring mist* was listed as a 0-level spell; I moved it to its 1st-level spells. Likewise, the 2nd-level *wind wall* spell was listed in its 1st-level spells, but since it already had a full complement of 2nd-level spells, I simply deleted it. The problems there derived from the fact that couatls can cast spells from the Air, Good, and Law domains as sorcerer spells; however, cleric domain spells go from levels 1-9 – there are no 0-level domain spells. I think whoever originally compiled the spell list simply mistook *obscuring mist* (the 1st-level Air domain spell) as a 0-level spell and *wind wall* (the 2nd-level Air domain spell) as a 1st-level spell. Finally, to fill the gap left in the couatl's 0-level spell list by the deletion of *obscuring mist*, I chose to add *detect magic*, a spell I felt most couatls would find handy from time to time, and one that fit in well with its *detect chaos, detect evil, detect good, detect law, and detect thoughts* psionic abilities.

I also deleted the couatl's *polymorph* psionic ability and replaced it with the change shape special ability, as indicated by the official errata on the creature.

When you decide which two Knowledge skills your couatl will have, remember to grant it the appropriate +2 synergy bonuses. As an example, if you decide that your couatl will have Knowledge (arcana) and Knowledge (nature) as its two areas of expertise, be sure to bump its Spellcraft up to +17 (+19 scrolls) and change its "Survival +4 (+6 following tracks)" to "Survival +4 (+6 following tracks and in aboveground natural environments)."

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE  
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by David Arneson and E. Gary Gygax.

Cooper's Corrected Creature Codex: A through C, Copyright 2007, Dog Soul Publishing, Sean C. Frolich and Deborah Balsam.  
Author: John Cooper

Open Game Content:  
All materials and content, barring what is listed as Product Identity, original artwork, place names, proper names, and adventure descriptions and original fiction is provided as Open Content.

### DESIGNATION OF PRODUCT IDENTITY

The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Dog Soul and Dog Soul Publishing logos and identifying marks, including all Dog Soul and Dog Soul Publishing product and product line names including, but not limited to, Folkloric, Betmal, Balok's Books of Banter, Tagar's Tomes of Trouble, Plexiglass, Dog Star, Dyson, The Road of Worlds, Sahasra, Rassiya, Gallia, The Fishers of the Dead, The Coming of Baldr, The Underhill Court, Kitsunemori, Races of Consequence; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, logos, or graphic designs; except such elements that belong to another company and have been declared as such, and except such elements that already appear in final or draft versions of the d20 System Reference Document or as Open Game Content above and are already OGC by virtue of appearing there.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A

A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).