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FREE **D&D**® V.3.5 ACCESSORY UPDATE

*Monster Manual II*

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# Revision Update

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## The Nature of the Core Rulebooks' Changes

3 The purpose of this booklet is not to provide a comprehensive list of everything that has changed with the 3.5 revision. The changes are too large in number and varied in scope to be able to provide an all-inclusive inventory. Instead, what we want to do is to show you a broad picture of what has changed and to provide you with support for updating our most popular product.

Do you need to make these changes?

No.

This booklet is for players and Dungeon Masters who value rules precision and need to know what's changed so that they can continue to enjoy their 3rd Edition products.

You might choose to make notations in your existing books, photocopy and cut up this booklet to add book-marklike inserts to your books, or simply use this booklet simultaneously with your books.

We provide a brief, general overview of the core books and detailed revision notes for *Deities and Demigods*, *Epic Level Handbook*, *Fiend Folio*, *Manual of the Planes*, and *Monster Manual II*.

# Monster Manual II

Monsters from the *Monster Manual II*, as well as the monsters that appear in *Manual of the Planes, Deities and Demigods*, and the *Epic Level Handbook*, are summarized below. Each entry provides the following revised information about each monster:

The statistics given here indicate changes to update the creatures in the book to 3.5. They are not full stat blocks.

**Monster:** Type (Subtype); Space/Reach; Damage Reduction; Skills; Feats; Level Adjustment; Notes. A — indicates no change.

**Space/Reach:** Each monster's space/reach is indicated on the table.

**Damage Reduction:** Monsters that have damage reduction have a new entry to conform to the new damage reduction rules. A few monsters that did not have damage reduction indicated in their original entries gain it under the revised D&D rules.

**Skills:** A complete, revised skill entry takes into consideration new skill point calculations, new synergy bonuses, and changed or deleted skills.

**Feats:** A complete, revised feats entry takes into consideration new feat calculations and new feats.

**Level Adjustment:** A level adjustment is specified here for every monster that could be an appropriate Player Character or cohort in a D&D campaign below 20th level. As in the revised *Monster Manual*, level adjustments are not included for monsters whose level adjustment would make them epic-level characters, as well as for creatures with an Intelligence score of 2 or less and others deemed inappropriate for use as PCs or cohorts.

**Notes:** Any other change required to the monster is indicated in this column. These might include a change in type (with the Beast and Shapechanger types eliminated), modified statistics due to changes in feats, adjustments to energy resistance, reminders about changed rules the monster utilizes (such as cold and fire subtypes), and, in a few cases, errata to the monster's original entry.

In addition to the information below, remember the following general rule: If a monster has a common special attack, special quality, or subtype, refer to the glossary in the revised *Monster Manual* instead of the monster's entry in its original sourcebook. Likewise, use the type definitions and properties, such as undead or construct traits, in the *Monster Manual* in preference to the ones in the original sourcebooks. Also use the rules for improving monsters in Chapter 4 of the *Monster Manual*, the information on monster creation in Chapter 5, and the new feat definitions in Chapter 6 rather than the material in the first 21 pages of the *Monster Manual II*.

## UPDATED STATISTICS

The following material replaces the specified material in *Monster Manual II*.

**Greater Wounding Weapon Property:** A greater wounding weapon deals 2 points of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants

and constructs) are immune to the Constitution damage dealt by this weapon.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *Mordenkainen's sword*; Price +4 bonus.

This replaces the greater wounding property described in the kelvezu entry, p. 62.

**Yugoloth Traits:** A yugoloth is immune to poison and acid. It has cold, fire, and electricity resistance 10. Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

These replace the yugoloth traits presented on p. 202.

**Monster:** Type (Subtype); Space/Reach; Damage Reduction; Skills; Feats; Level Adjustment (LA); Notes.

**Abeil, Queen:** Monstrous Humanoid; 5 ft./5 ft. 10/magic; Concentration +13, Diplomacy +8, Intimidate +14, Knowledge (nobility) +12, Knowledge (nature) +12, Listen +13, Sense Motive +12, Spot +8, Survival +15; Dodge, Flyby Attack, Great Fortitude<sup>®</sup>, Improved Initiative, item creation feat (any one), metamagic feat (any one); LA —.

**Abeil, Soldier:** Monstrous Humanoid; 10 ft./10 ft. (15 ft. with ranseur); 5/magic; Listen +5, Sense Motive +3, Spot +5, Survival +4; Alertness, Dodge, Flyby Attack; LA +5; Stormwing deals sonic damage.

**Abeil, Vassal:** Monstrous Humanoid; 5 ft./5 ft.; Craft or Knowledge (any one) +4, Listen +3, Search +1, Survival +4; Dodge; LA +4.

**Ash Rat:** Magical Beast; 5 ft./5 ft.; Climb +14, Hide +9\*, Move Silently +5; Improved Initiative; LA —; Fire subtype change. Smoky hide grants concealment (20% miss chance).

**Asperi:** Magical Beast; 10 ft./5 ft.; Intimidate +7, Listen +6, Spot +7, Survival +8; Alertness, Flyby Attack; LA —; Cold subtype change. Improved uncanny dodge.

**Automaton, Hammerer:** Construct; 5 ft./5 ft.; LA —; Gains 20 bonus hit points (change to Construct type); HD become 3d10+20 (36 hp); CR increases to 4.

**Automaton, Pulverizer:** Construct; 5 ft./5 ft.; LA —; Gains 20 bonus hit points (change to Construct type); HD become 5d10+20 (47 hp); CR increases to 4.

**Avolakia:** Aberration; 10 ft./10 ft.; Bluff +19, Concentration +16, Diplomacy +23, Intimidate +8, Sense Motive +18, Spellcraft +16; Combat Casting, Combat Reflexes, Dodge, Multiattack<sup>®</sup>, Quicken Spell-Like Ability; LA +5; Gain Shapechanger subtype. *Polymorph self* ability becomes supernatural change shape ability, allowing it to assume any humanoid form.

**Banshee:** Undead; 5 ft./5 ft.; Balance +5, Hide +32, Jump +2, Knowledge (nature) +32, Knowledge (religion) +32, Listen +33, Search +32, Spot +33, Tumble +32; Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (incorporeal touch), Improved Initiative, Iron Will<sup>®</sup>, Mobility, Spring Attack; LA —.

**Bladeling:** Outsider; 5 ft./5 ft.; 5/magic bludgeoning; Bluff +4, Climb +4, Craft (weaponsmithing) +4, Hide +5, Jump +4, Knowledge (the planes) +4, Listen +4, Spot +4; Improved Initiative; LA +2.

**Blood Ape:** Magical Beast; 10 ft./10 ft.; Climb +15, Listen +4, Spot +3; Improved Bull Rush, Power Attack; LA —; Growth has the following effects (change to the animal growth spell): SZ Huge; HD 4d10+16 (38 hp); Init +1; AC 14 (–2 size, +1 Dex, +5 natural), touch 9, flat-footed 13; Atk +11 melee (2d4+9, 2 claws), +6 melee (2d6+4, bite); SQ damage reduction 10/magic; Space/Reach 15 ft./15 ft.; SV Fort +12, Ref +9, Will +6; Str 29, Dex 13, Con 18; Climb +19.

**Boggle:** Monstrous Humanoid; 5 ft./5 ft.; 5/magic; Climb +8, Escape Artist +16, Hide +13, Move Silently +8, Sleight of Hand +7; Improved Initiative, Stealthy; LA +3.

**Bogun:** Construct; 2-1/2 ft./0 ft.; Survival +6; Track; LA —; Caster Level: 4th; Prerequisites: Craft Construct or Craft Wondrous Item, *control plants*, *wood shape*, and *beget bogun*; Market Price: 2,000 gp (never sold); Cost to Create: 1,050 gp + 78 XP.

**Bone Naga:** Undead; 10 ft./10 ft.; 5/slashing or bludgeoning; Bluff +21, Concentration +21, Diplomacy +7, Hide +15, Intimidate +23, Listen +20, Sense Motive +20, Spellcraft +21, Spot +20; Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, metamagic feat (any one), Spell Focus (any one school); LA —; Damage reduction 5/bludgeoning or piercing replaces "half damage from piercing weapons."

**Bone Ooze:** Ooze; 20 ft./15 ft.; 15/magic bludgeoning; LA —; Loses bonus hit points formerly granted to oozes; Hit Dice become 20d10+180 (290 hp).

**Braxat:** Monstrous Humanoid; 10 ft./10 ft.; 10/magic; Intimidate +11, Jump +13, Listen +12, Spot +13, Survival +12; Combat Expertise<sup>8</sup>, Improved Bull Rush, Improved Disarm, Improved Trip, Iron Will<sup>8</sup>, Power Attack<sup>8</sup>, Weapon Focus (greatclub); LA +7.

**Breathdrinker:** Elemental; 5 ft./5 ft.; 10/magic; Hide +12, Move Silently +10, Search +12, Spot +9, Survival +9; Flyby Attack, Improved Initiative, Track; LA +7; No Evil subtype.

**Bronze Serpent:** Construct; 15 ft./10 ft.; 10/adamantine; Climb +15; LA —; Gains 40 bonus hit points (change to Construct type); HD becomes 16d10+40 (128 hp). Eliminate electricity resistance 10; the creature takes no damage from electricity and is healed 1 hit point for every 3 points of damage the attack would normally deal. Caster Level 16th; Prerequisites: Craft Construct, *geas/quest*, *limited wish*, *polymorph any object*, and *shocking grasp*; Market Price: 90,000 gp; Cost to Create: 46,500 gp + 3,540 XP.

**Captured One:** Template; 5 ft./5 ft.; (see bugbear in the *Monster Manual*.) Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar); LA —; Base creature change: Change attacks to morningstar +5 melee.

**Catoblepas:** Aberration; 15 ft./10 ft.; Jump +10, Listen +3, Spot +3, Survival +4; Improved Bull Rush, Improved Overrun, Power Attack; LA —.

**Celestial, Cervidal:** Outsider; 5 ft./5 ft.; Balance +10, Concentration +9, Heal +10, Intimidate +10, Jump +19, Knowledge (the planes) +8, Listen +10, Spellcraft +8, Spot +10; Multiattack, Power Attack; LA +5; Gains Guardinal subtype, which replaces the celestrial traits listed.

**Celestial, Lupinal:** Outsider; 5 ft./5 ft.; 5/evil; Balance +18, Climb +17, Concentration +12, Diplomacy +13, Hide +16, Jump +13, Listen +17, Move Silently +16, Spot +17, Survival +15, Tumble +13; Alertness, Power Attack, Track; LA +7; Gains Guardinal subtype, which replaces the celestrial traits listed. Wild Empathy (Ex): This power works exactly like the druid's wild empathy class feature.

**Chain Golem:** Construct; 5 ft./10 ft.; LA —; Gains 20 bonus hit points (change to Construct type); HD become 7d10+20 (58 hp). Chain barrier ability works exactly like the *blade barrier* spell. **Magic Immunity (Ex):** A chain golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry.

**Chaos Roc:** Magical Beast; 30 ft./15 ft.; 15/epic; Listen +3, Spot +21, Survival +19; Ability Focus (prismatic spray), Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Hover, Iron Will, Mobility, Power Attack, Snatch, Wingover; LA —; Feats improve its Will save to +14 and the save DC of its prismatic spray ability to 29.

**Chimeric Creature:** Magical Beast; 10 ft./5 ft.; (see Ankheg in the *Monster Manual*) Climb +8, Listen +8, Spot +5; Alertness, Toughness, Multiattack<sup>8</sup>; LA —.

**Cloaked Ape:** Magical Beast; 5 ft./5 ft.; 5/cold iron; Climb +9, Listen +4, Spot +4, Survival +3, Tumble +4; Alertness, Flyby Attack; LA +2.

**Clockwork Horror, Adamantine:** Construct; 5 ft./5 ft.; Balance +23, Climb +24, Jump +24, Hide +27, Move Silently +23; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Improved Sunder, Power Attack; LA —; Gains 10 bonus hit points (change to Construct type); HD become 16d10+10 (98 hp).

**Clockwork Horror, Electrum:** Construct; 5 ft./5 ft.; Climb +8; Point Blank Shot, Precise Shot; LA —; Gains 10 bonus hit points (change to Construct type); HD become 4d10+10 (32 hp).

**Clockwork Horror, Gold:** Construct; 5 ft./5 ft.; Climb +13; Cleave, Improved Sunder, Power Attack; LA —; Gains 10 bonus hit points (change to Construct type); HD become 8d10+10 (54 hp).

**Clockwork Horror, Platinum:** Construct; 5 ft./5 ft.; Climb +18, Hide +22, Move Silently +18; Cleave, Combat Reflexes, Great Cleave, Improved Sunder, Power Attack; LA —; Gains 10 bonus hit points (change to Construct type); HD become 12d10+10 (76 hp).

**Cloud Ray:** Magical Beast; Hide +12, Listen +13, Spot +13; Alertness, Cleave, Dodge, Flyby Attack, Great Cleave, Hover, Improved Initiative, Mobility, Power Attack, Snatch, Wingover; LA —; Feat improves its initiative to +5. Protection from arrows grants damage reduction 10/magic against ranged weapons. Swallow Whole: The AC of the creature's throat is 12.

**Corollax:** Magical Beast; 2-1/2 ft./0 ft.; 5/cold iron; Listen +4, Spot +4; Weapon Finesse; LA —.

**Corpse Gatherer:** Undead; 20 ft./20 ft.; 15/magic bludgeoning; Climb +29, Jump +28, Listen +33, Search +33, Spot +33; Blind-Fight, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus

(slam); LA —; Feats improve slam attack bonus to +24/+19/+14 melee and Fortitude save bonus to +12. Desanctifying aura improves slam attack bonus to +26/+21/+16, damage to 2d12+20, HD to 30d12+60 (255 hp), and saves to Fort +14, Ref +10, Will +19. Swallow Whole: The AC of the creature's throat is 14.

**Crimson Death:** Undead; 5 ft./5 ft.; Concentration +18, Hide +21, Knowledge (nature) +19, Knowledge (religion) +19, Listen +18, Search +19, Spot +18; Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative<sup>8</sup>, Lightning Reflexes<sup>8</sup>, Mobility, Spring Attack<sup>8</sup>; LA —.

**Darktentacles:** Aberration; 10 ft./15 ft.; Concentration +11, Hide +16, Listen +9, Move Silently +16, Spot +9; Combat Reflexes, Multidexterity, Multiweapon Fighting, Stealthy; LA —; Replace tentacle regeneration with the following text: An opponent can attack a darktentacles's tentacles as if they were weapons—see Sunder, in Chapter 8 of the *Player's Handbook*. A darktentacles's tentacles have 20 hit points. If the darktentacles is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a darktentacles's tentacles deals damage to the creature equal to half the limb's hit points. A darktentacles regrows severed limbs within a day.

**Death Knight:** Undead; 5 ft./5 ft.; as written; change Sunder to Improved Sunder; LA +5.

**Deathbringer:** Undead; 10 ft./10 ft.; Intimidate +31, Jump +36 (includes speed bonus), Listen +35, Move Silently +29, Spot +35; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (flail), Improved Sunder, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (flail); LA —; Two-Weapon Defense feats makes AC 33 (+1 shield), flat-footed 32. Uses Large flail, not heavy flail: damage 2d6+5/19–20 or 2d6+2/19–20.

**Demon, Abyssal Maw:** Outsider; 5 ft./5 ft.; Climb +8, Intimidate +4, Jump +8, Listen +6, Spot +6, Swim +8; Alertness; LA +2.

**Demon, Abyssal Ravager:** Outsider; 10 ft./5 ft.; Jump +9, Listen +7, Move Silently +10, Sense Motive +7, Spot +7, Survival +7; Track, Weapon Focus (sting); LA +5; Acid resistance 10, cold resistance 10.

**Demon, Abyssal Skulker:** Outsider; 5 ft./5 ft.; Bluff +4, Climb +5, Diplomacy +1, Hide +11, Intimidate +6, Jump +9 (includes speed), Listen +7, Move Silently +7, Spot +7, Survival +7; Weapon Finesse; LA +2.

**Demon, Jarilith:** Outsider; 10 ft./5 ft.; 15/good; Balance +19, Climb +19, Concentration +21, Hide +22, Jump +31 (includes speed), Listen +14, Move Silently +26, Seach +5, Spot +14; Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (claw); LA —; Gains tanar'ri subtype, revised tanar'ri traits. See *Monster Manual* glossary for revised definitions of pounce and rake.

**Demon, Jovoc:** Outsider; 5 ft./5 ft.; 5/good or cold iron; Hide +13, Listen +7, Move Silently +9, Search +5, Sense Motive +7, Spot +7; Toughness x2; LA +5; Gains tanar'ri subtype, revised tanar'ri traits.

**Demon, Kelvezu:** Outsider; 5 ft./5 ft.; 15/cold iron good; Bluff +18, Concentration +18, Diplomacy +11, Hide +33, Intimidate +12, Knowledge (the planes) +18, Listen +18, Move Silently +33, Search +18, Sense Motive +18, Sleight of Hand +16, Spellcraft +18, Spot +18; Greater Two-Weapon Fighting, Improved Feint, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting; LA —; Gains tanar'ri subtype, revised tanar'ri traits. See revised greater wounding property. Improved uncanny dodge.

**Demon, Palrethee:** Outsider; 5 ft./5 ft.; 10/good; Bluff +11, Diplomacy +15, Hide +14, Intimidate +2, Knowledge (arcana) +12, Listen +12, Sense Motive +12, Search +12, Spellcraft +14, Spot +12; Combat Expertise, Dodge, Weapon Focus (longsword); LA +6; Gains tanar'ri subtype, revised tanar'ri traits. Fire subtype change.

**Demon, Zovvut:** Outsider; 5 ft./5 ft.; 10/good; Bluff +15, Concentration +15, Diplomacy +12, Hide +14, Intimidate +11, Listen +18, Move Silently +14, Search +15, Sense Motive +16, Spellcraft +15, Spot +18; Alertness, Dodge, Mobility, Spring Attack; LA —.

**Desmodu:** Monstrous Humanoid; 10 ft./10 ft.; Balance +13, Climb +19, Handle Animal +8, Jump +15, Listen +12, Move Silently +9, Ride +11, Spot +12, Tumble +11, Use Rope +9; Combat Expertise, Combat Reflexes, Great Fortitude, Multiattack, Quick Draw, Two-Weapon Fighting<sup>8</sup>; LA +2; Creatures immune to critical hits are immune to the wounding effects of bite attack. Replace blindsight with blindsense. Wild Empathy (Ex): This power works exactly like the druid's wild empathy class feature.

**Desmodu Guard Bat:** Animal; 10 ft./5 ft.; Listen +12\*, Move Silently +9, Spot +12\*; Dodge<sup>8</sup>, Mobility, Spring Attack; LA —; Replace blindsight with blindsense.

**Desmodu Hunting Bat:** Animal; 5 ft./5 ft.; Hide +12, Listen +13, Move Silently +9, Spot +13; Dodge, Weapon Finesse; LA —; Creatures immune to critical hits are immune to the wounding effects of bite attack. Replace blindsight with blindsense.

**Desmodu War Bat:** Animal; 15 ft./10 ft.; Listen +12, Move Silently +11, Spot +12; Alertness, Dodge, Flyby Attack, Power Attack; LA —; Replace blindsight with blindsense.

**Devil, Advespa:** Outsider; 10 ft./10 ft.; 5/silver or good; Balance +10, Hide +4, Jump +7, Listen +7, Move Silently +8, Search +6, Spot +7, Tumble +8; Flyby Attack, Improved Initiative; LA +4; Gains baatezu subtype, revised baatezu traits. Regeneration (Ex): An advespa takes normal damage from acid, from holy weapons, and from attacks that deal holy damage.

**Devil, Amnizu:** Outsider; 5 ft./5 ft.; Balance +14, Concentration +13, Diplomacy +14, Hide +12, Jump +3, Knowledge (the planes) +15, Search +15, Sense Motive +14, Spellcraft +15, Spot +14, Swim +13, Tumble +12; Combat Casting, Combat Expertise, Improved Initiative, Quicken Spell-Like Ability; LA +5; Gains baatezu subtype, revised baatezu traits. Regeneration (Ex): An amnizu takes normal damage from acid, from holy weapons, and from attacks that deal holy damage.

**Devil, Malebranche:** Outsider; 15 ft./15 ft.; 10/good; Balance +1, Bluff +19, Climb +13, Diplomacy +2, Intimidate +21, Jump +32, Listen +18, Move Silently +18, Search +19, Spot +18, Tumble +20; Cleave, Flyby Attack, Great Cleave, Improved Sunder, Multiattack, Power Attack; LA —; Gains baatezu subtype, revised baatezu traits. Regeneration (Ex): A malebranche takes normal damage from acid, from holy weapons, and from attacks that deal holy damage.

**Dinosaur, Allosaurus:** Animal; 15 ft./15 ft.; Listen +10, Spot +11; Alertness, Run, Toughness, Track; LA —; Type becomes animal instead of beast. Hit Dice become 10d8+33 (78 hp). See *Monster Manual* glossary for revised definition of rake. Swallow Whole: The AC of the creature's digestive tract is 12.

**Dinosaur, Ankylosaurus:** Animal; 15 ft./10 ft.; Listen +7, Spot +7; Alertness, Great Fortitude, Toughness x2; LA —; Type becomes animal instead of beast. Hit Dice become 9d8+78 (118 hp). Feat increases Fortitude save to +16.

**Dinosaur, Cryptoclidus:** Animal; 10 ft./5 ft.; Hide +1, Listen +5, Spot +5, Swim +12; Alertness, Dodge; LA —; Type becomes animal instead of beast. Hit Dice become 3d8+9 (22 hp). Swallow Whole: The AC of the creature's digestive tract is 12.

**Dinosaur, Quetzalcoatlus:** Animal; 15 ft./10 ft.; Listen +5, Spot +18; Alertness, Flyby Attack, Snatch, Wingover; LA —; Type becomes animal instead of beast. Hit Dice become 10d8+50 (95 hp). Swallow Whole: The AC of the creature's gizzard is 14.

**Dinosaur, Seismosaurus:** Animal; Listen +22, Spot +21; Alertness, Awesome Blow, Diehard, Endurance, Improved Bull Rush, Power Attack, Run, Toughness x4; LA —; Type becomes animal instead of beast. Hit Dice become 32d8+300 (444 hp).

**Dinosaur, Spinosaurus:** Animal; 20 ft./20 ft.; Listen +16, Spot +15; Alertness, Run, Toughness x4, Track; LA —; Type becomes animal instead of beast. Hit Dice become 20d8+132 (222 hp). Swallow Whole: The AC of the creature's digestive tract is 14.

**Dire Elephant:** Animal; 20 ft./10 ft.; Listen +19, Spot +15; Alertness, Endurance, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Listen), Weapon Focus (gore); LA —; No climb speed (and no racial bonus on Climb). Feats improved gore attack bonus to +27 melee and Will save bonus to +16.

**Dire Elk:** Animal; 15 ft./10 ft.; Hide -4, Listen +10, Spot +9; Alertness, Diehard, Endurance, Power Attack, Toughness; LA —; Feat improves Hit Dice to 12d8+63 (117 hp).

**Dire Hawk:** Animal; 5 ft./5 ft.; Listen +7, Move Silently +8, Spot +7\*; Alertness, Weapon Finesse; LA —.

**Dire Horse:** Animal; 10 ft./5 ft.; Listen +8, Spot +8; Endurance, Run, Toughness; LA —; Feat improves Hit Dice to 8d8+51 (87 hp).

**Dire Snake:** Animal; 15 ft./10 ft.; Balance +14, Climb +15, Hide +6, Listen +8, Spot +8; Alertness, Endurance, Toughness; LA —; Feat improves Hit Dice to 7d8+24 (55 hp).

**Dire Toad:** Animal; 5 ft./5 ft.; Hide +8, Jump +10, Listen +7, Spot +8; Alertness, Weapon Finesse; LA —.

**Dragon, Amethyst:** Dragon; Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrmling 20/magic; LA Wyrmling: +4, very young: +4, young: +5; Refer to *Monster Manual* entry on true dragons for introductory material. Gem dragons have psionics, planar travel, and fire resistance 15, and otherwise conform to the *Monster Manual*. Increase Challenge Rating at each age category by +1. *Amethyst Telekinesis* (Sp): In addition to the effects described, an amethyst great wyrm can use the combat maneuver application of *telekinesis*, using its Hit Dice as its caster level. Skills: These skills are available to amethyst dragons at 1 skill point per rank: Bluff, Hide, and Move Silently. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

**Dragon, Crystal:** Dragon; Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrmling 20/magic; LA Wyrmling: +5, very young: +5, young: +5, juvenile: +6; Refer to *Monster Manual* entry on true dragons for introductory material. Gem dragons have psionics, planar travel, and fire resistance 15, and otherwise conform to the *Monster Manual*. Increase Challenge Rating at each age category by +1. Skills: These skills are available to crystal dragons at 1 skill point per rank: Gather Information, Jump, and Swim. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

**Dragon, Emerald:** Dragon; Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrmling 20/magic; LA wyrmling: +4, very young: +4, young: +6; Refer to *Monster Manual* entry on true dragons for introductory material. Gem dragons have psionics, planar travel, and fire resistance 15, and otherwise conform to the *Monster Manual*. Increase Challenge Rating at each age category by +1. Skills: These skills are available to emerald dragons at 1 skill point per rank: Gather Information, Hide, and Swim. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

**Dragon, Sapphire:** Dragon; Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrmling 20/magic; LA wyrmling: +2, very young: +3, young: +4, juvenile: +4; Refer to *Monster Manual* entry on true dragons for introductory material. Gem dragons have psionics, planar travel, and fire resistance 15, and otherwise conform to the *Monster Manual*. Increase Challenge Rating at each age category by +1. Skills: These skills are available to sapphire dragons at 1 skill point per rank: Climb, Jump, and Move Silently. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons. (This replaces the free ranks in Climb.)

**Dragon, Topaz:** Dragon; Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrmling 20/magic; LA wyrmling: +4, very young: +4, young: +5; Refer to *Monster Manual* entry on true dragons for introductory material. Gem dragons have psionics, planar travel, and fire resistance 15, and otherwise conform to the *Monster Manual*. Increase Challenge Rating at each age category by +1. Skills: These skills are available to topaz dragons at 1 skill point per rank: Hide, Survival, and Swim. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons. (This replaces the free ranks in Swim.)

**Dread Guard:** Construct; 5 ft./5 ft.; Spot +9; Cleave, Power Attack; LA —; Gains 20 bonus hit points (change to Construct type); HD become 5d10+20 (47 hp); CR increases to 3. Caster Level: 5th; Prerequisites: Craft Construct, *fabricate*, *geas/quest*, and *polymorph any object*; Market Price: 5,000 gp; Cost to Create: 3,059 gp (includes masterwork banded mail and masterwork light steel shield) + 178 XP.

**Dune Stalker:** Outsider; 5 ft./5 ft.; 10/magic; Balance +11, Climb +20, Hide +9, Intimidate +4, Jump +5, Knowledge (nature) +10, Listen +13, Move Silently +9, Search +10, Spot +13, Survival +4, Tumble +9; Alertness, Combat Expertise, Improved Initiative; LA +5; No Evil subtype.

**Effigy:** Undead; 5 ft./5 ft.; Balance +4, Escape Artist +32, Hide +32, Intimidate +33, Jump +2, Listen +35, Search +33, Spot +35, Tumble +32; Alertness, Blind-Fight, Combat Expertise, Great Fortitude, Improved Critical (incorporeal touch), Improved Initiative, Iron Will, Lightning Reflexes, Run, Weapon Focus (incorporeal touch); LA —; Fire subtype change.

**Elemental Weird, Air:** Elemental; 10 ft./10 ft.; 10/—; Concentration +21, Diplomacy +26, Intimidate +24, Knowledge (any three) +23, Listen +8, Sense Motive +24, Spot +8; Alertness, Dodge<sup>8</sup>, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell; LA —; Change attacks to 2 slams +15 melee.

**Elemental Weird, Earth:** Elemental; 10 ft./10 ft.; 10/—; Concentration +21, Diplomacy +26, Intimidate +24, Knowledge (any three) +23, Listen +8, Sense Motive +24, Spot +9; Alertness, Dodge<sup>8</sup>, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell; LA —; Change attacks to 2 slams +15 melee.

**Elemental Weird, Fire:** Elemental; 10 ft./10 ft.; 10/—; Concentration +21, Diplomacy +26, Intimidate +24, Knowledge (any three) +23, Listen +8, Sense Motive +24, Spot +10; Alertness, Dodge<sup>8</sup>, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell; LA —; Change attacks to 2 slams +15 melee. Fire subtype change.

**Elemental Weird, Water:** Elemental; 10 ft./10 ft.; 10/—; Concentration +21, Diplomacy +26, Intimidate +24, Knowledge (any three) +23, Listen +8, Sense Motive +24, Spot +11; Alertness, Dodge<sup>8</sup>, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell; LA —; Change attacks to 2 slams +15 melee.

**Ether Scarab:** Outsider; 2-1/2 ft./0 ft.; Hide +14, Listen +3, Spot +3; Improved Initiative; LA —; Creatures immune to critical hits are immune to the wounding effects of bite attack.

**Ethereal Doppelganger:** Monstrous Humanoid (Shapechanger); 5 ft./5 ft.; 10/magic piercing; Bluff +14, Diplomacy +17, Disguise +25, Intimidate +16, Listen +13, Sense Motive +12, Spot +16; Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Initiative, Mobility, Weapon Finesse; LA —; Type becomes monstrous humanoid (shapechanger) instead of shapechanger. Change attacks to 2 claws +21 melee. Change Fortitude save to +6.

**Ethereal Slayer:** Outsider; 5 ft./10 ft.; 10/magic; Hide +23, Jump +28, Listen +24, Move Silently +23, Spot +24; Alertness, Dodge, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (claw); LA —; No Chaotic and Evil subtypes. Feat changes attacks to 2 claws +21 melee and bite +15 melee.

**Famine Spirit:** Undead; 5 ft./5 ft.; Balance +35, Climb +38, Jump +50, Listen +37, Search +37, Spot +37; Blind-Fight, Cleave, Combat Expertise, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Trip, Multiattack, Power Attack; LA —.

**Felldrake, Crested:** Dragon; 5 ft./5 ft.; Hide +9, Jump +5, Listen +8, Spot +8; Alertness; LA +2.

**Felldrake, Horned:** Dragon; 5 ft./5 ft.; Hide +6, Jump +8, Listen +8, Spot +8; Alertness, Weapon Focus (horn); LA +2.

**Felldrake, Spitting:** Dragon; 5 ft./5 ft.; Hide +9, Jump +9, Listen +10, Spot +10; Alertness, Weapon Focus (bite); LA +2.

**Fiendwurm:** Magical Beast; 20 ft./10 ft.; 15/—; Listen +18, Spot +17; Alertness, Cleave, Dodge, Great Cleave, Improved Initiative, Improved Overrun, Mobility, Power Attack, Spring Attack; LA —.

**Fihyr:** Aberration; 5 ft./5 ft.; Hide +11, Move Silently +7, Spot +4; Stealthy, Skill Focus (Spot); LA —.

**Fihyr, Great:** Aberration; 5 ft./5 ft.; Hide +21, Move Silently +21, Open Lock +21, Spot +21; Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility; LA —.

**Firbolg:** Giant; 10 ft./10 ft.; Knowledge (nature) +20, Move Silently +17, Spot +18, Survival +20; Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Spring Attack; LA +5.

**Fire Bat:** Elemental; 5 ft./5 ft.; Hide +10, Listen +5, Spot +5; Dodge, Flyby Attack, Weapon Finesse; LA —; Fire subtype change. Change blindsight to blindsense.

**Flesh Jelly:** Ooze; 20 ft./15 ft.; LA —; Loses bonus hit points formerly granted to oozes; Hit Dice become 18d10+108 (207 hp).

**Fomorion:** Giant; 15 ft./15 ft.; 5/—; Listen +3, Move Silently +29, Spot +21; Alertness, Cleave, Great Cleave, Power Attack, Track; LA +4; Wields a heavy flail sized for a Huge creature; damage is 4d6+18/19–20.

**Forest Sloth:** Animal; 10 ft./10 ft.; Climb +15, Listen +9, Move Silently +10, Spot +9; Alertness, Improved Bull Rush, Improved Overrun, Power Attack, Track; LA —; Type becomes animal instead of beast. Hit Dice become 14d8+70 (133 hp). Swallow Whole: The AC of the creature's gullet is 13.

**Frost Salamander:** Magical Beast; 10 ft./5 ft.; 10/magic; Climb +8, Hide +12, Listen +3, Move Silently +11, Spot +3; Alertness, Blind-Fight, Improved Critical (claw), Multiattack, Stealthy; LA +3; Cold subtype change.

**Galeb Duhr:** Elemental; 5 ft./5 ft.; 10/magic; Concentration +9, Diplomacy +3, Knowledge (geography) +4, Perform (sing) +7, Sense Motive +11; Combat Casting, Iron Will, Negotiator; LA +5.

**Gambol:** Magical Beast; 10 ft./10 ft.; Balance +6, Climb +14, Jump +33, Tumble +15; Dodge, Lightning Reflexes, Multiattack; LA —; **Quickness (Su):** Although not particularly dexterous, a gambol is supernaturally quick. It can take an extra attack or move action each round, either before or after its normal action. (Replaces *haste* ability.)

**Giant, Forest:** Giant; 15 ft./15 ft.; Diplomacy +7, Hide +13, Listen +19, Sense Motive +19, Spot +19; Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot; LA +4; Wields a greatclub sized for a Huge creature; damage is 4d8+16.

**Giant, Mountain:** Giant; 30 ft./25 ft.; Jump +39, Listen +17, Spot +17; Alertness, Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (mountain giant club), Improved Overrun, Improved Sunder, Power Attack, Track; LA —; The mountain giant club is the equivalent of a heavy mace sized for a Colossal creature; damage is correct (4d8+24).

**Giant, Ocean:** Giant; 15 ft./15 ft.; Diplomacy +6, Listen +16, Sense Motive +16, Spot +16, Swim +22; Combat Reflexes, Endurance, Far Shot, Improved

Initiative, Point Blank Shot, Precise Shot, Shot on the Run; LA —; Wields a two-handed trident sized for a Huge creature; damage is correct (4d6+21). Cold subtype change.

**Giant, Sun:** Giant; 15 ft./15 ft.; Handle Animal +15, Hide +11\*, Listen +19, Ride +16, Spot +19; Alertness, Combat Casting, Mounted Combat, Point Blank Shot, Precise Shot; LA +4; Fire subtype change.

**Glimmerskin:** Outsider; 5 ft./5 ft.; 5/magic; Bluff +18, Diplomacy +22, Intimidate +13, Knowledge (arcana) +15, Knowledge (the planes) +15, Search +15, Sense Motive +17, Spellcraft +9, Spot +17; Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack; LA —.

**Golem, Brass:** Construct; 10 ft./10 ft.; 10/adamantine; Survival +21\*; Cleave, Great Cleave, Improved Critical (greataxe), Improved Sunder, Power Attack, Track; LA —; Gains 30 bonus hit points (change to Construct type); HD become 16d10+30 (118 hp). Wields a greataxe sized for a Large creature; damage is 3d6+10/x3. **Magic Immunity (Ex):** A brass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry. Caster Level: 16th; Prerequisites: Craft Construct, *geas/quest*, *limited wish*, *maze*, *Mordenkainen's sword*, and polymorph any object; Market Price: 90,000 gp; Cost to Create: 33,820 gp (includes +3 *wounding greataxe*) + 2,247 XP.

**Golem, Dragonflesh:** Construct; 10 ft./10 ft.; 15/adamantine; Listen +22, Spot +21; Alertness, Cleave, Great Cleave, Hover, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Toughness x2, Wingover; LA —; Gains 30 bonus hit points (change to Construct type); HD become 30d10+30 (195 hp). Change blindsight to blindsense. **Magic Immunity (Ex):** A dragonflesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry. Caster Level: 16th; Prerequisites: Craft Construct, *geas/quest*, *limited wish*, and *polymorph any object*; Market Price: 175,000 gp; Cost to Create: 92,500 gp + 6,800 XP.

**Golem, Stained Glass:** Construct; 5 ft./5 ft.; 10/adamantine; Hide +18\*; Blind-Fight, Cleave, Great Cleave, Power Attack, Skill Focus (Hide); LA —; Gains 20 bonus hit points (change to Construct type); HD become 12d10+20 (86 hp). **Magic Immunity (Ex):** A brass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry. Caster Level: 16th; Prerequisites: Craft Construct, *geas/quest*, *limited wish*, and *polymorph any object*; Market Price: 28,000 gp; Cost to Create: 15,000 gp + 1,080 XP.

**Gravecrawler:** Undead; 5 ft./5 ft.; Balance +4, Bluff +14, Diplomacy +20, Escape Artist +16, Gather Information +2, Hide +34, Intimidate +2, Jump +4, Knowledge (history) +31, Knowledge (local) +31, Knowledge (religion) +31, Listen +16, Sense Motive +16, Spot +2, Tumble +16; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Critical (bite), Iron Will, Mobility, Negotiator, Spring Attack; LA —.

**Gravorg:** Magical Beast; 10 ft./5 ft.; 5/magic; Climb +16, Hide +0\*, Listen +5, Spot +5; Ability Focus (reverse gravity), Alertness, Improved Initiative, Power Attack; LA —.

**Greenvise:** Plant; 15 ft./15 ft.; Hide +10; Cleave, Improved Initiative, Improved Critical (bite), Power Attack, Skill Focus (Hide); LA —; Swallow Whole: The AC of the creature's stomach is 14.

**Grell:** Aberration; 5 ft./5 ft.; Hide +10, Listen +4, Move Silently +10, Spot +4; Flyby Attack, Stealthy; LA +4; Replace tentacle regeneration with the following text: An opponent can attack a grell's tentacles as if they were weapons—see Sunder, in Chapter 8 of the Player's Handbook. A grell's tentacles have 10 hit points. If the grell is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a grell's tentacles deals damage to the creature equal to half the limb's hit points. A grell regrows severed limbs within a day.

**Grimalkin:** Magical Beast (Shapechanger); 5 ft./5 ft.; Climb +2, Hide +2, Jump +5, Listen +2, Move Silently +6, Spot +2; Acrobatic, Improved Initiative; LA +3; Type becomes magical beast (shapechanger) instead of shapechanger. Change Hit Dice to 4d10 (22 hp). Change attacks to 2 claws +3 melee and bite –2 melee. Change Will save to +2. Replace Polymorph with Alternate Form (Su): Can assume any animal or vermin form of Medium size or smaller as a free action. This ability functions as a *polymorph* spell cast on itself at a caster level of 4th, except that the creature does not regain hit points for changing form and can only assume the form of an animal or vermin. The creature can remain in its animal or vermin form until it chooses to assume a new one or return to its natural form.

**Grizzly Mastodon:** Animal; 15 ft./10 ft.; Listen +11, Spot +11; Alertness, Endurance, Improved Bull Rush, Power Attack, Toughness x2; LA —; Type becomes animal instead of beast. Hit Dice become 15d8+96 (163 hp). See *Monster Manual* glossary for revised definition of trample.

**Half-Fiend, Durzagon:** Outsider; 5 ft./5 ft.; 5/magic; Appraise +10, Bluff +7, Craft (metalworking) +10, Craft (stoneworking) +10, Diplomacy +11, Intimidate +1, Listen +11, Move Silently +14, Search +10, Sense Motive +8, Spot +11; Alertness<sup>8</sup>, Improved Initiative, Power Attack; LA +3; Replace energy resistances with resistance to acid 10, cold 10, electricity 10, and fire 10. Replace light sensitivity with Light Sensitivity (Ex): Durzagons are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Half-Golem, Clay:** Construct; 5 ft./5 ft.; LA —; **Hit Dice:** The character gains bonus hit points according to his size: one-half the bonus construct hit points for his size if he keeps his original type, or all the bonus hit points if he is now a construct. For the sample half-golems, change HD to 1d10+20 (25 hp). Magic Immunity (Ex): A half-golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in the appropriate golem descriptions. See *Monster Manual* for revised golem special attacks (note the change to clay golem's cursed wound).

**Half-Golem, Flesh:** Construct; 5 ft./5 ft.; 5/adamantine; LA —.

**Half-Golem, Iron:** Construct; 5 ft./5 ft.; LA —.

**Half-Golem, Stone:** Construct; 5 ft./5 ft.; LA —.

**Hellfire Wyrm:** Dragon; 15 ft./10 ft.; 15/epic; Bluff +35, Diplomacy +37, Intimidate +37, Jump +47, Knowledge (arcana) +32, Knowledge (history) +32, Knowledge (religion) +32, Knowledge (the planes) +32, Listen +34, Search +32, Spellcraft +34, Spot +34; Cleave, Flyby Attack, Hover, Improved Initiative, Power Attack, Quicken Spell-Like Ability, Snatch, Wingover; LA —; Fire subtype change.

**Hook Horror:** Aberration; 10 ft./10 ft.; Climb +16, Hide +3\*, Jump +11, Listen +8; Cleave, Improved Trip, Power Attack, Skill Focus (Listen); LA +4; Replace blindsight with blindsense 60 ft.

**Immoth:** Elemental; 10 ft./10 ft.; 10/magic bludgeoning; Climb +17, Hide +12, Jump +17, Spot +14, Swim +12; Cleave, Combat Casting, Combat Reflexes, Power Attack; LA +6; Cold subtype change. Replace immunities with improved damage reduction.

**Ixitxachtl:** Aberration; 5 ft./5 ft.; Hide +11, Knowledge (nature) +3, Listen +3, Spot +3, Swim +9, Tumble +5; Dodge; LA +2.

**Ixitxachtl, Vampiric:** Aberration; 5 ft./5 ft.; Hide +10, Knowledge (nature) +4, Listen +4, Spot +4, Swim +9, Tumble +6; Dodge; LA +3.

**Jahi:** Undead; 2-1/2 ft./0 ft.; Balance +2, Bluff +19, Diplomacy +25, Escape Artist +23, Hide +26, Intimidate +6, Jump +2, Listen +22, Search +20, Sense Motive +20, Spot +22, Tumble +23; Ability Focus (dominate person), Alertness, Blind-Fight, Combat Expertise, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability; LA —.

**Jerlaine:** Fey; 2-1/2 ft./0 ft.; Craft (trapmaking) +2, Hide +14, Listen +8, Move Silently +6, Spot +8; Alertness; LA +0; Wild Empathy (Ex): This power works exactly like the druid's wild empathy class feature.

**Juggernaut:** Construct; 15 ft./15 ft.; 10/adamantine; LA —; Gains 40 bonus hit points (change to Construct type); HD become 18d10+40 (139 hp). See *Monster Manual* glossary for revised definition of trample (for squash ability). Caster Level: 18th; Prerequisites: Craft Construct, *bull's strength*, *geas/quest*, *limited wish*, *polymorph any object*, *forcecage*, *grease*, *hold monster*, *magic missile*, *slow*, *wall of force*, and *web*; Market Price: 140,000 gp; Cost to Create: 75,000 gp + 5,400 XP.

**Julajimus:** Aberration; 15 ft./10 ft.; 10/magic; Climb +18, Disguise +14, Intimidate +12, Jump +18, Listen +10, Spot +10; Cleave, Great Cleave, Improved Initiative, Improved Bull Rush, Power Attack, Skill Focus (Disguise); LA —; Reduce fire resistance to 10.

**Kopru:** Monstrous Humanoid; 5 ft./5 ft.; Concentration +8, Escape Artist +11, Move Silently +6, Search +4, Swim +10; Iron Will, Multiattack, Skill Focus (Escape Artist); LA +4.

**Leechwalker:** Vermin; 5 ft./5 ft.; 10/piercing or slashing; LA —; Replace half damage from bludgeoning weapons with damage reduction. Creatures immune to critical hits are immune to the wounding effects of tentacle rake attack.

**Legendary Ape:** Animal; 5 ft./5 ft.; Climb +19, Listen +5, Move Silently +11, Spot +12; Alertness, Endurance, Toughness x2, Track; LA —; Feat improves Hit Dice to 13d8+45 (103 hp). See *Monster Manual* glossary for revised definition of rend.

**Legendary Bear:** Animal; 10 ft./5 ft.; Listen +11, Spot +11, Swim +20; Cleave, Great Cleave, Endurance, Improved Overrun, Power Attack, Run, Track; LA —.

**Legendary Eagle:** Animal; 5 ft./5 ft.; Listen +12, Spot +16; Alertness, Flyby Attack, Hover, Skill Focus (Spot), Weapon Finesse; LA —.

**Legendary Horse:** Animal; 10 ft./5 ft.; Listen +14, Spot +11; Endurance, Improved Overrun, Power Attack, Run, Toughness x3; LA —; Feat improves Hit Dice to 18d8+153 (234 hp).

**Legendary Shark:** Animal; 15 ft./10 ft.; Listen +19, Spot +18, Swim +17; Improved Critical (bite), Toughness x9, Weapon Focus (bite); LA —; Feat improves Hit Dice to 30d8+237 (372 hp). Change attacks to bite +30 melee.

**Legendary Snake:** Animal; 10 ft./10 ft.; Balance +27, Climb +24, Hide +14, Listen +15, Spot +15, Swim +18; Alertness, Athletic, Endurance, Toughness x3; LA —; Feat improves Hit Dice to 16d8+121 (193 hp).

**Legendary Tiger:** Animal; 10 ft./5 ft.; Hide +8, Jump +27, Listen +8, Move Silently +12, Spot +11, Swim +17; Alertness, Endurance, Run, Stealthy, Toughness x4, Weapon Focus (claw); LA —; Feat improves Hit Dice to 26d8+194 (311 hp). Change attacks to 2 claws +30 melee and bite +24 melee. See *Monster Manual* glossary for revised definitions of pounce and rake.

**Legendary Wolf:** Animal; 5 ft./5 ft.; Hide +16, Listen +12, Move Silently +15, Spot +12, Survival +4\*; Alertness, Endurance, Stealthy, Track, Weapon Finesse; LA —.

**Leviathan:** Magical Beast; 10/—; Listen +21, Spot +20, Swim +23; Alertness, Cleave, Great Cleave, Diehard, Endurance, Improved Critical (bite), Iron Will, Power Attack, Toughness x3; LA —; No Aquatic subtype. Feat improves Hit Dice to 32d10+329 (505 hp).

**Linnorm, Corpse Tearer:** Dragon; 20 ft./15 ft.; 20/magic; Bluff +35, Concentration +39, Diplomacy +8, Hide +18, Intimidate +6, Knowledge (arcana) +34, Listen +38, Search +34, Sense Motive +36, Spellcraft +36, Spot +38, Swim +21; Alertness, Awesome Blow, Cleave, Enlarge Spell, Flyby Attack, Improved Bull Rush, Multiattack, Power Attack, Quicken Spell-Like Ability, Snatch; LA —; Change blindsight to blindsense.

**Linnorm, Dread:** Dragon; 30 ft./15 ft.; 15/magic; Bluff +28, Concentration +33, Diplomacy +18, Intimidate +19, Knowledge (arcana) +25, Listen +31, Search +25, Spellcraft +27, Spot +31, Swim +23; Alertness, Cleave, Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability, Snatch; LA —; Change blindsight to blindsense.

**Linnorm, Gray:** Dragon; 15 ft./10 ft.; 15/magic; Bluff +19, Concentration +21, Diplomacy +7, Intimidate +5, Knowledge (arcana) +18, Listen +22, Search +18, Sense Motive +20, Spellcraft +20, Spot +22, Swim +15; Alertness, Flyby Attack, Multiattack, Power Attack, Snatch; LA —; Change blindsight to blindsense.

**Loxo:** Monstrous Humanoid; 5 ft./10 ft.; Climb +5, Listen +5, Spot +5, Survival +5; Great Fortitude, Power Attack; LA +2; Feat improves Fortitude save to +4. See *Monster Manual* glossary for revised definition of trample.

**Marrash:** Outsider; 5 ft./5 ft.; Balance +15, Jump +13, Knowledge (the planes) +9, Listen +11, Search +9, Spot +11, Tumble +15; Dodge, Point Blank Shot, Precise Shot; LA +6.

**Meenlock:** Aberration; 2-1/2 ft./0 ft.; Hide +12, Listen +5, Move Silently +5, Spot +4, Survival +5; Alertness, Track; LA +4.

**Megalodon:** Animal; 20 ft./10 ft.; Listen +10, Spot +10, Swim +27; Improved Critical (bite), Toughness x7, Weapon Focus (bite); LA —; Type becomes animal instead of beast. Hit Dice become 24d8+189 (297 hp). Change attacks to bite +25 melee. Swallow Whole: The AC of the creature's gullet is 16.

**Megapede:** Vermin; 15/magic adamantine; LA —; Change poison save DC to 34 (change in vermin type).

**Monster of Legend:** Outsider; 10 ft./10 ft.; 10/magic; Intimidate +3, Listen +8, Search +3, Spot +8; Great Fortitude, Improved Initiative<sup>8</sup>, Multiattack<sup>8</sup>, Power Attack, Track; LA Base creature +7; Change to cold and fire subtypes, *haste* spell. Type changes to outsider (native); monsters of legend can be raised, reincarnated, or resurrected normally.

**Moonbeast:** Aberration; 15 ft./15 ft.; Climb +22, Listen +11, Search +3, Spot +12; Ability Focus (fear aura), Alertness, Cleave, Combat Reflexes, Great Cleave, Iron Will, Power Attack; LA —; Feat increases the save DC of fear aura to 25.

**Mooncalf:** Magical Beast; 10 ft./10 ft. (30 ft. with tentacle rake); 10/magic; Concentration +25, Hide +17, Knowledge (arcana) +23, Knowledge (history) +23, Listen +25, Spellcraft +25, Spot +25; Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle rake), Improved Initiative, Improved Trip, Iron Will<sup>8</sup>, Lightning Reflexes<sup>8</sup>, Toughness<sup>8</sup>; LA —; Add the following text to the Combat section: An opponent can attack a mooncalf's tentacles as if they were weapons—see *Sunder*, in Chapter 8 of the *Player's Handbook*. A mooncalf's tentacles have 20 hit points. If the mooncalf is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the *sunder* attempt. Severing a mooncalf's tentacles deals damage to the creature equal to half the limb's hit points. A mooncalf regrows severed limbs in 1d10+10 days.



**Moonrat:** Magical Beast; 2-1/2 ft./0 ft.; Balance +10, Climb +10, Hide +15, Move Silently +8; Iron Will, Weapon Finesse<sup>®</sup>; LA —; Improved uncanny dodge.

**Morkoth:** Aberration; 5 ft./5 ft.; Hide +15, Knowledge (arcana) +13, Listen +13, Spellcraft +13, Spot +13, Swim +7; Blind-Fight, Dodge, Improved Initiative, Skill Focus (Hide)<sup>®</sup>; LA +3.

**Mudmaw:** Magical Beast; 10 ft./10 ft.; 10/magic; Hide +6\*, Survival +3, Swim +12; Improved Initiative, Iron Will, Track; LA —; See Monster Manual glossary for revised definition of trample.

**Myconid, Average Worker:** Plant; 5 ft./5 ft.; Knowledge (nature) +2, Listen +3, Profession (farmer) +5, Sense Motive +3, Spot +3, Survival +3; Alertness; LA +2; All myconids gain skills (and feats) as plants, not fey.

**Myconid, Circle Leader:** Plant; 10 ft./10 ft.; Diplomacy +4, Intimidate +5, Knowledge (nature) +3, Listen +5, Profession (farmer) +7, Sense Motive +6, Survival +6; Alertness, Weapon Focus (spores); LA +5; All myconids gain skills (and feats) as plants, not fey.

**Myconid, Elder Worker:** Plant; 5 ft./5 ft.; Knowledge (nature) +3, Listen +4, Profession (farmer) +6, Sense Motive +4, Spot +4, Survival +5; Alertness, Toughness; LA +3; All myconids gain skills (and feats) as plants, not fey. Feat improves Hit Dice to 3d8+6 (19 hp).

**Myconid, Guard:** Plant; 5 ft./5 ft.; Intimidate +5, Knowledge (nature) +3, Listen +4, Profession (farmer) +6, Sense Motive +4, Spot +4, Survival +4; Alertness, Weapon Focus (spores); LA +4; All myconids gain skills (and feats) as plants, not fey. Feat improves attacks to 2 slams +5 melee, or spores +6 ranged touch.

**Myconid, Junior Worker:** Plant; 2-1/2 ft./0 ft.; Knowledge (nature) +0, Listen +3, Profession (farmer) +3, Spot +3, Survival +2; Alertness; LA +2; All myconids gain skills (and feats) as plants, not fey.

**Myconid, Sovereign:** Plant; 10 ft./10 ft.; Intimidate +6, Knowledge (nature) +4, Listen +7, Move Silently +3, Profession (farmer) +8, Profession (herbalist) +7, Sense Motive +6, Spot +7, Survival +6; Alertness, Brew Potion<sup>®</sup>, Toughness, Weapon Focus (spores); LA +6; All myconids gain skills (and feats) as plants, not fey.

**Needlefolk:** Plant; 5 ft./5 ft.; Hide +8\*, Listen +4, Move Silently +2, Spot +4; Alertness, Stealthy; LA +1.

**Neogi, Adult:** Aberration; 5 ft./5 ft.; Balance +10, Climb +11, Disable Device +8, Intimidate +9, Jump +10, Move Silently +9; Dodge, Mobility, Simple Weapon Proficiency<sup>®</sup>, Weapon Finesse<sup>®</sup>; +5; The poison save DC is Constitution based and includes a +3 racial bonus.

**Neogi, Great Old Master:** Vermin; 10 ft./10 ft.; LA —; The poison save DC is Constitution based and includes a -3 racial penalty.

**Neogi, Spawn:** Aberration; 2-1/2 ft./0 ft.; Balance +4, Climb +11, Jump +4, Move Silently +4; Weapon Finesse; LA —; The poison save DC is Constitution based and includes a +5 racial bonus.

**Nethersight Mastiff:** Magical Beast; 10 ft./5 ft.; Jump +15, Listen +7, Spot +6, Survival +4; Alertness, Improved Initiative, Iron Will, Track; LA +6.

**Nightmare Beast:** Magical Beast; 15 ft./10 ft.; 15/magic; Jump +24, Spot +10; Cleave, Improved Critical (tusk), Improved Bull Rush, Improved Overrun, Multiattack, Power Attack; LA —; See Monster Manual glossary for revised definition of trample. Change tusk damage to 4d6+9/17-20 (Improved Critical doubles its natural threat range of 19-20).

**Nimblewright:** Construct; 5 ft./5 ft.; Balance +9, Jump +19, Tumble +22; Combat Expertise<sup>®</sup>, Combat Reflexes<sup>®</sup>, Dodge, Improved Disarm, Mobility, Spring Attack; LA +6; Gains 20 bonus hit points (change to Construct type); HD become 10d10+20 (75 hp). Change rapier-hand damage to 2d6+4/15-20, and adjust Augmented Criticals entry accordingly. Caster Level: 18th; Prerequisites: Craft Construct, *geas/quest*, *haste*, *limited wish*, and *polymorph any object*; Market Price: 22,000 gp; Cost to Create: 18,500 gp (including 7,500 for the body) + 580 XP.

**Ocean Strider:** Fey; 15 ft./15 ft.; 15/cold iron; Hide +26, Intimidate +35, Jump +37, Knowledge (nature) +38, Listen +41, Search +36, Spot +41, Survival +39, Swim +45; Alertness, Blind-Fight, Cleave, Combat Expertise, Dodge, Improved Initiative, Improved Sunder, Mobility, Power Attack, Spring Attack, Whirlwind Attack; LA —; Wields a falchion sized for a Huge creature; damage is correct (2d8+6). Alternatively wields a two-handed trident sized for a Huge creature; damage is correct (4d6+6). Replace water breathing with **Amphibious (Ex)**: Although ocean striders breathe by means of gills, they can survive indefinitely on land.

**Orcwort, Orcwort:** Plant; 30 ft./25 ft.; 5/—; Hide +19, Move Silently +35; Awesome Blow, Blind-Fight, Cleave, Endurance, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Stealthy;

LA —; Orcworts gain skills (and feats) as plants, not fey. Feat improves Will save to +15. Swallow Whole: The AC of the creature's pitcher is 16. Remove partial immunity to piercing weapons.

**Orcwort, Wortling:** Plant; 5 ft./5 ft.; 5/bludgeoning or slashing; Climb +10, Hide +11, Move Silently +7; Improved Initiative, Stealthy; LA —; Orcworts gain skills (and feats) as plants, not fey. Replace partial immunity to piercing weapons with damage reduction.

**Orymyr:** Monstrous Humanoid; 15 ft./10 ft.; Knowledge (arcana) +7, Listen +8, Spellcraft +8, Swim +16; Alertness, Combat Reflexes, Multiweapon Fighting; LA +6.

**Phase Wasp:** Magical Beast; 2-1/2 ft./0 ft.; Listen +6, Spot +6, Survival +3; Alertness; LA —.

**Phoenix:** Magical Beast; 10 ft./5 ft.; 15/magic cold iron; Concentration +25, Diplomacy +28, Knowledge (arcana) +27, Knowledge (history) +27, Spellcraft +29, Spot +26; Empower Spell, Enlarge Spell, Extend Spell, Flyby Attack, Heighten Spell, Improved Critical (claw), Improved Initiative<sup>®</sup>, Iron Will<sup>®</sup>, Maximize Spell; LA —; **Spell-Like Abilities:** replace negative energy protection with death ward. **Defensive Aura:** Change to supernatural rather than spell-like. Improved uncanny dodge.

**Planetouched, Chaond:** Warrior; 5 ft./5 ft.; Escape Artist +5, Jump +5, Move Silently +4, Tumble +5; Dodge; LA +1; The entry describes a chaond Warrior 1. Change ability scores to Str 13, Dex 15, Con 14, Int 10, Wis 9, Cha 6. Change Hit Dice to 1d8+2 (6 hp). Change attacks to sickle +2 melee (1d6+1) or dart +3 ranged (1d4+1). Change Fort save to +4 and Will save to +1. The warrior began with the following ability scores before applying the changed racial modifiers: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

**Planetouched, Zenythri:** Warrior; 5 ft./5 ft.; Balance +6, Search +4, Survival +4; Weapon Focus (scimitar); LA +1; The entry describes a zenythri Warrior 1. Change ability scores to Str 15, Dex 13, Con 12, Int 10, Wis 11, Cha 6. Change Hit Dice to 1d8+1 (5 hp). Change attacks to scimitar +4 melee (1d6+2). Change Fort save to +3 and Will save to +2. The warrior began with the following ability scores before applying the chaond racial modifiers: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8. **Skills:** A zenythri receives a +2 racial bonus on Balance and Survival checks.

**Psurlon, Average:** Aberration; 5 ft./5 ft.; 5/magic; Balance +12, Concentration +11, Escape Artist +12, Heal +10, Knowledge (arcana) +14, Spellcraft +16; Combat Casting, Dodge, Improved Initiative, Iron Will<sup>®</sup>, Multiattack<sup>®</sup>; LA +5.

**Psurlon, Elder:** Aberration; 5 ft./5 ft.; 10/magic; Balance +17, Concentration +16, Escape Artist +17, Heal +18, Knowledge (arcana) +20, Knowledge (the planes) +20, Spellcraft +22; Combat Casting, Combat Expertise, Dodge, Improved Initiative, Iron Will<sup>®</sup>, Mobility, Multiattack<sup>®</sup>; LA +5.

**Psurlon, Giant:** Aberration; 10 ft./10 ft.; 15/magic; Balance +22, Concentration +23, Escape Artist +22, Heal +25, Spellcraft +26; Combat Casting, Combat Expertise, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack; LA —.

**Ragewind:** Undead; 10 ft./10 ft.; 15/magic; Balance +7, Hide +35, Jump +5, Listen +39, Search +35, Spot +39, Tumble +39; Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Improved Disarm, Improved Trip, Mobility, Power Attack, Spring Attack, Whirlwind Attack; LA —.

**Raggamoffyn, Common:** Construct; 5 ft./5 ft.; Hide +10, Move Silently +10; Dodge, Stealthy; LA —; Gains 20 bonus hit points (change to Construct type); HD become 3d10+20 (36 hp).

**Raggamoffyn, Guttersnipe:** Construct; 5 ft./5 ft.; LA —; Hide +14, Move Silently +14; Dodge, Mobility, Stealthy; LA —; Gains 20 bonus hit points (change to Construct type); HD become 8d10+20 (64 hp).

**Raggamoffyn, Shrapnyl:** Construct; 10 ft./10 ft.; Hide +13, Move Silently +17; Cleave, Great Cleave, Improved Sunder, Power Attack, Stealthy; LA —; Gains 30 bonus hit points (change to Construct type); HD become 12d10+30 (96 hp).

**Raggamoffyn, Tatterdemanimal:** Construct; 5 ft./5 ft.; Hide +15, Move Silently +11; Stealthy; LA —; Gains 10 bonus hit points (change to Construct type); HD become 1d10+10 (15 hp).

**Rampager:** Magical Beast; 10 ft./5 ft.; Spot +19; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack; LA —; Type becomes magical beast instead of beast. Change attacks to 2 claws +18 melee and bite +13 melee. **Acid (Ex):** The acid that coats a rampager's claws not only deals extra damage on successful attacks, it also dissolves an opponent's armor and clothing, making those items useless immediately unless they succeed at Reflex saves (DC 22). The DC is Constitution based. **Armor Damage (Ex):** If a rampager hits with its bite attack, it tears at any armor worn by its foe, dealing 4d6+4 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this

special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

**Razor Boar:** Magical Beast; 10 ft./5 ft.; 5/—; Listen +8, Spot +8, Survival +8; Alertness, Awesome Blow, Diehard, Endurance, Improved Bull Rush, Power Attack; LA —; Type becomes magical beast instead of beast. Change attacks to tusk slash +22 melee and 2 hooves +17 melee, or bite +22 melee. See *Monster Manual* glossary for revised definition of trample.

**Reason Stealer:** Ooze; 5 ft./5 ft.; 10/magic; LA —; Change Constitution score to 16 and Fortitude save to +4.

**Red Sundew:** Plant; 15 ft./15 ft.; Hide +12; Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack, Skill Focus (Hide); LA —.

**Rogue Eidolon:** Construct; 10 ft./10 ft.; 10/adamantine; Jump +17; Cleave, Improved Bull Rush, Improved Sunder, Power Attack; LA —; Gains 30 bonus hit points (change to Construct type); HD becomes 9d10+30 (79 hp).

**Rukarazyll:** Outsider; 10 ft./10 ft.; 15/magic silver; Balance +25, Bluff +19, Climb +6, Concentration +19, Diplomacy +8, Disguise +19, Escape Artist +15, Forgery +11, Hide +19, Intimidate +21, Jump +16, Knowledge (religion) +12, Search +19, Sense Motive +18, Spellcraft +12, Spot +18, Tumble +23; Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Weapon Finesse; LA —; Change to Weapon Finesse changes bite attack to +14 melee.

**Runic Guardian:** Construct; 10 ft./10 ft.; 10/adamantine; LA —; Gains 30 bonus hit points (change to Construct type); HD becomes 17d10+30 (123 hp). Change attacks to 2 slams +18 melee (2d8+78 plus stunning strike). Caster Level: 16th; Prerequisites: Craft Construct; Market Price: 175,000 gp; Cost to Create: 97,500 gp (including 10,000 gp for the body) + 6,600 XP.

**Scorpionfolk:** Monstrous Humanoid; 10 ft./5 ft.; Diplomacy +4, Intimidate +6, Listen +7, Sense Motive +7, Spot +7; Alertness, Cleave, Multiattack, Power Attack; LA +4; See *Monster Manual* for revised definition of trample.

**Shadow Spider:** Magical Beast; 15 ft./10 ft.; 10/magic; Climb +20, Hide –3\*, Listen +5, Spot +5; Improved Initiative, Improved Overrun, Lightning Reflexes, Multiattack, Power Attack; LA —.

**Sirine:** Fey; 5 ft./5 ft.; 5/cold iron; Concentration +7, Heal +10, Hide +11, Perform (dance) +18, Perform (sing) +18, Swim +15, Survival +10; Combat Expertise, Dodge; LA +4; **Wild Empathy (Ex):** This power works exactly like the druid's wild empathy class feature.

**Spawn of Kyuss:** Undead; 5 ft./5 ft.; Hide +5, Jump +7, Move Silently +5, Spot +3; Stealthy, Toughness; LA +5.

**Spell Weaver:** Monstrous Humanoid; 5 ft./5 ft.; Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +16, Spellcraft +19, Spot +16, Use Magic Device +16; Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Spell Focus (Abjuration)<sup>8</sup>, Spell Focus (Evocation)<sup>8</sup>, Spell Penetration<sup>8</sup>; LA +7.

**Spellgaunt:** Magical Beast; 10 ft./5 ft.; 15/magic cold iron; Balance +16, Climb +12, Hide +19, Jump +28, Spot +26; Combat Expertise, Dodge, Improved Disarm, Improved Trip, Multiattack, Weapon Focus (bite); LA —.

**Spellstitched Creature:** Undead; 5 ft./5 ft.; 1–3 HD: 5/silver, 4–7 HD: 5/magic, 8–11 HD: 5/magic silver, 12+ HD: 10/magic silver; (see ghost in the *Monster Manual*); Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness; LA —; Note that the ghost is significantly changed in the *Monster Manual*. Reapply this template to the revised ghost or any other corporeal undead creature. **Saves:** A spellstitched creature gains a +2 profane bonus on all saving throws.

**Spirit of the Land:** Fey; 15 ft./15 ft.; 10/—; Concentration +33, Diplomacy +32, Hide +16, Knowledge (geography) +28, Knowledge (nature) +30, Listen +27, Search +28, Sense Motive +27, Spellcraft +28, Spot +27, Survival +27; Cleave\*, Combat Expertise<sup>8</sup>, Dodge<sup>8</sup>, Great Cleave\*, Improved Bull Rush\*, Improved Disarm, Improved Sunder\*, Improved Trip\*, Mobility, Power Attack\*<sup>8</sup>; LA —; **Wild Empathy (Ex):** This power works exactly like the druid's wild empathy class feature.

**Stone Spike:** Elemental; 5 ft./5 ft.; Listen +6, Spot +4; Alertness, Power Attack; LA +2.

**Swamplight Lynx:** Magical Beast; 10 ft./5 ft.; Hide +5, Jump +14, Listen +8, Move Silently +9, Spot +9; Alertness, Dodge, Improved Initiative, Run; LA +6; See *Monster Manual* glossary for revised definition of rake.

**Sylph:** Outsider; 5 ft./5 ft.; Balance +9, Concentration +5, Escape Artist +7, Hide +11, Jump +1, Knowledge (nature) +10, Listen +9, Move Silently +7, Spot +9, Survival +9, Tumble +7; Combat Casting, Empower Spell; LA +5; **Wild Empathy (Ex):** This power works exactly like the druid's wild empathy class feature.

**Tauric Creature:** Monstrous Humanoid; 10 ft./5 ft.; Intimidate +5, Jump +13, Listen +8, Move Silently +5, Spot +7; Alertness, Great Fortitude, Iron Will; LA

Base humanoid +3; Sample creature: Iron Will feat increases Will save to +4. See *Monster Manual* glossary for revised definition of rake.

**Tempest:** Elemental; 20 ft./10 ft.; 10/—; Concentration +18, Listen +11, Spot +11; Alertness, Awesome Blow, Cleave, Empower Spell-Like Ability, Endurance, Great Cleave, Improved Bull Rush, Power Attack, Quicken Spell-Like Ability; LA —; Fire subtype change. Change attacks to 2 slams +23 melee. **Drench:** The tempest can choose not to activate this ability (in order to not extinguish the flame of an opponent affected by its burn attack, for example).

**Teratomorph:** Ooze; 20 ft./15 ft.; LA —; Loses 30 bonus hit points (change to Ooze type); HD becomes 28d10+140 (294 hp).

**Thri-Kreen:** Monstrous Humanoid; 5 ft./5 ft.; Balance +4, Climb +3, Hide +4\*, Jump +35, Listen +3, Spot +3; Deflect Arrows<sup>8</sup>, Weapon Focus (gythka); LA +1 or +3; Change Intelligence to 10.

**Titanic Creature:** Animal or Vermin; 20 ft./15 ft.; Hide +2, Listen +13, Spot +13; Alertness, Awesome Blow, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Power Attack, Snatch, Toughness; LA —; **Skills:** A titanic creature has 28 skill points. Its class skills are the same as the base creature's. **Feats:** A titanic creature has 9 feats. It favors Awesome Blow, Great Fortitude, Improved Bull Rush, Power Attack, Toughness, and the feats of the base creature. Sample Creature: Feat changes HD to 25d8+203 (315 hp).

**Twig Blight:** Plant; 5 ft./5 ft.; 5/bludgeoning or slashing; Hide +8, Listen +1, Move Silently +4, Spot +1; Stealthy; LA +2; Twig blights gain skills (and feats) as plants, not fey. Replace partial immunity to piercing weapons with damage reduction.

**Vaporighu:** Outsider; 5 ft./5 ft.; 10/silver; Balance +12, Bluff +15, Concentration +16, Diplomacy +2, Intimidate +17, Knowledge (arcana) +14, Knowledge (the planes) +14, Listen +12, Spellcraft +16, Spot +12; Improved Bull Rush, Improved Critical (slam), Persuasive, Power Attack; LA —; **Corrosive Slime (Ex):** Vaporighus constantly exude a mucuslike slime that contains a corrosive substance. A vaporighu's slam attack leaves behind a smear of slime. An opponent's armor and clothing dissolve and become useless immediately unless they succeed at Reflex saves (DC 18). Any weapon that strikes a vaporighu also dissolves immediately unless it succeeds at a Reflex save (DC 18). Both DCs are Constitution based. **Spell-Like Abilities:** Change *sleep* to *deep slumber*. Improved *uncanny dodge*.

**Warbeast:** Animal or Vermin; 10 ft./5 ft.; Listen +17, Spot +5; Alertness, Diehard, Endurance, Improved Natural Attack (gore); LA —; **Skills:** A warbeast gains skills according to its new Hit Dice. It receives a +1 racial bonus on Listen and Spot checks. **Feats:** A warbeast gains a feat if its additional Hit Die qualifies it for one.

**Windghost:** Aberration; 15 ft./10 ft.; Hide +19, Knowledge (arcana) +23, Listen +25, Spot +25; Alertness, Combat Reflexes, Flyby Attack, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Weapon Focus (bite); LA —; Swallow Whole: The AC of the creature's stomach is 13.

**Wyste:** Aberration; 15 ft./10 ft.; Listen +6, Spot +6, Swim +14; Alertness, Improved Critical (bite); LA —.

**Yak Folk:** Monstrous Humanoid; 10 ft./10 ft.; Disguise +10, Heal +10, Knowledge (arcana) +10, Use Magic Device +10; Improved Initiative<sup>8</sup>, Power Attack, Weapon Focus (quarterstaff); LA +2.

**Yugoloth, Arcanaloth:** Outsider; 5 ft./5 ft.; 15/good; Bluff +18, Concentration +15, Diplomacy +22, Gather Information +18, Intimidate +20, Knowledge (arcana) +20, Knowledge (the planes) +20, Listen +19, Profession (scribe) +19, Search +20, Sense Motive +19, Spellcraft +22, Spot +19; Combat Casting, Empower Spell, Improved Initiative, Iron Will, Spell Focus (Abjuration); LA +7; See yugoloth subtype description. **Summon Yugoloth:** This is the equivalent of a 6th-level spell.

**Yugoloth, Marraenoloth:** Outsider; 5 ft./5 ft.; Appraise +14, Balance +15, Bluff +13, Diplomacy +8, Intimidate +8, Knowledge (the planes) +14, Listen +11, Profession (boater) +15, Spot +11, Survival +15, Swim +14; Alertness, Combat Casting, Dodge, Mobility; LA +5; See yugoloth subtype description. **Summon Yugoloth:** This is the equivalent of a 5th-level spell.

**Yugoloth, Yagnaloth:** Outsider; 10 ft./10 ft.; 15/good; Bluff +16, Climb +23, Concentration +17, Diplomacy +20, Intimidate +18, Jump +31, Knowledge (the planes) +15, Listen +15, Sense Motive +15, Spot +15; Cleave, Great Cleave, Power Attack, Weapon Focus (claw); LA +6; See yugoloth subtype description.

**Stunning Blow:** A creature that fails its Fortitude save is stunned for a number of rounds equal to the yagnaloth's damage roll (1d6, without Strength modifier).