

# Ahriman Family

## Beady Eye (CR 1/3)

A tiny yellow eye with two small wings and two tiny legs.

XP 135

NE Tiny Aberration

Init +5; Senses Darkvision 60 ft., low-light vision; Perception +4

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### DEFENSE

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AC 13, touch 13; flat-footed 12 (+2 size, +1 Dex)

hp 5 [9] (1d8+1)

Fort +1, Ref +1, Will +2

Immune Blind status effects

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### OFFENSE

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Speed 10 ft., Fly 60 ft. (perfect)

Melee Bite +0 (1d3-2)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks Hypnotic Gaze (DC 11, 1 round)

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### STATISTICS

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Str 7, Dex 13, Con 12, Int 4, Wis 10, Cha 5

Base Atk +0; CMB -2; CMD 8

Feats Improved Initiative

Skills Fly +7, Perception +4

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### SPECIAL ABILITIES

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## Familiar

The master of a beady eye familiar gains a +2 bonus to Will saves.

## Hypnotic Gaze (Ex)

Creatures meeting the gaze of a beady eye must succeed on a DC 11 Will save or stand and stare blankly at the beady eye for 1 round. The save DC is Constitution-based.

## Floating Eye (CR 1/2)

A giant eye with two enormous wings and two tiny legs. It has the ability to blind its prey and is quite good at being a nuisance in battle.

XP 200

NE Small Aberration

Init +6; Senses Darkvision 60 ft., low-light vision; Perception +4

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### DEFENSE

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AC 14, touch 13, flat-footed 12 (+1 size, +2 Dex, +1 natural)

hp 9 [13] (1d8+5)

Fort +2, Ref +2, Will +2  
Immune Blind status effects

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#### OFFENSE

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Speed 15 ft.; Fly 30 ft. (perfect)  
Melee Bite -1 (1d4-1)  
Space 5 ft.; Reach 5 ft.  
Special Attacks Umbral Gaze

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#### STATISTICS

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Str 8, Dex 14, Con 14, Int 6, Wis 10, Cha 8  
Base Atk +0; CMB -3; CMD 9  
Feats [Improved Initiative](#), Toughness\*  
\*Bonus Feat  
Skills Fly +6, Perception +4  
Language Infernal, Abyssal

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#### SPECIAL ABILITIES

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### Umbral Gaze (Su)

1/day, A floating eye can unleash a blast of electricity against a single target within 30 feet. The floating eye must make a range touch attack (+3), if it hits, the attack deals 1d6+2 points of lightning damage and must make a Fortitude save (DC 12) or be inflicted with the Blind status for 1d4 rounds. The save DC is Constitution-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Dungeoneering DC 17).

### Blood Eye (CR 2)

A giant red eye with two enormous wings and two tiny legs. It has the ability to blind or confuse its prey and is quite good at being a pest in battle.

XP 600

NE Small Aberration

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +6

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#### DEFENSE

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AC 17, touch 15, flat-footed 13 (+1 size, +3 Dex, +1 dodge, +2 natural)  
hp 19 [30] (3d8+6)  
Fort +3, Ref +4, Will +3  
Immune Blind and Sleep status effects

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#### OFFENSE

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Speed 15 ft.; Fly 30 ft. (perfect)  
Melee Bite +3 (1d4)  
Space 5 ft.; Reach 5 ft.  
Special Attacks Umbral Gaze

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#### STATISTICS

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Str 10, Dex 16, Con 14, Int 6, Wis 10, Cha 10  
Base Atk +2; CMB +1; CMD 14

Feats [Dodge](#), [Improved Initiative](#)  
Skills Fly +9, Perception +6  
Language Infernal, Abyssal

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#### **SPECIAL ABILITIES**

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### **Umbral Gaze (Su)**

A blood eye can unleash a blast of electricity against a single target within 30 feet. The blood eye must make a range touch attack (+6), if it hits, the attack deals 1d6+2 points of lightning damage and must make a Fortitude save (DC 13) or be inflicted with the Blind status for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Dungeoneering DC 17).

### **Evil Eye (CR 4)**

A giant gray eye with two enormous wings and two tiny legs. It has the ability to blind or confuse its prey and it seeks prey on whom it can feed upon.

XP 1,200

NE Medium Aberration

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +9

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#### **DEFENSE**

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AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

hp 47 (6d8+18)

Fort +5, Ref +5, Will +5

Immune Blind and Sleep status effects

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#### **OFFENSE**

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Speed 20 ft.; Fly 30 ft. (good)

Melee Bite +5 (1d6+1)

Space 5 ft.; Reach 5 ft.

Special Attacks Confusing Gaze, Umbral Gaze

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#### **STATISTICS**

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Str 12, Dex 17, Con 16, Int 8, Wis 10, Cha 14

Base Atk +4; CMB +5; CMD 18

Feats [Dodge](#), [Improved Initiative](#), [Skill Focus](#) (Perception)

Skills Fly +12, Perception +6

Language Infernal, Abyssal

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#### **SPECIAL ABILITIES**

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### **Confusing Gaze (Su)**

1/day, An evil eye can unleash a mind-affecting gaze against a single target within 30 feet. The target must be looking towards the evil eye for the effect to even work also must make a Will save (DC 16) or be inflicted with Confuse status for 1d2 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Dungeoneering DC 23).

## Umbral Gaze (Su)

An evil eye can unleash a blast of electricity against a single target within 30 feet. The evil eye must make a range touch attack (+7), if it hits, the attack deals 1d6+2 points of lightning damage and must make a Fortitude save (DC 13) or be inflicted with the Blind status for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Dungeoneering DC 17).

## Plague Horror (CR 6)

A giant black eye with two enormous wings and two tiny legs. It has the ability to blind or confuse its prey and picks off the weak ones within the group.

XP 2,400

NE Medium Aberration

Init +8; Senses Darkvision 60 ft., low-light vision; Perception +13

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### DEFENSE

AC 21, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +6 natural)

hp 76 [108] (9d8+36)

Fort +7, Ref +7, Will +7

Immune Blind and Sleep status effects

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### OFFENSE

Speed 20 ft.; Fly 30 ft. (good)

Melee Bite +8 (1d8+3)

Space 5 ft.; Reach 5 ft.

Special Attacks Confusing Glare, Umbral Storm

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### STATISTICS

Str 14, Dex 19, Con 18, Int 10, Wis 12, Cha 16

Base Atk +6; CMB +8; CMD 22

Feats [Dodge](#), [Improved Initiative](#), [Improved Natural Attack](#) (Bite), [Mobility](#), [Skill Focus](#) (Perception)

Skills Fly +16, Perception +13

Language Infernal, Abyssal

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### SPECIAL ABILITIES

## Confusing Glare (Su)

3/day, Once every 1d4+1 rounds, A plague horror can unleash a mind-affecting gaze against a group of targets within 30-ft.-cone. The targets must make a Will save (DC 17) or be inflicted with Confuse status for 1d4 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Dungeoneering DC 27).

## Umbral Storm (Su)

Once every 1d4+1 rounds, A plague horror can unleash a blinding lightning burst against a group of targets within 50 feet in a 20-ft.-radius burst. Creatures within the area of effect take 8d6 points of lightning damage and are inflicted with the Blind status for 1d4+1 rounds. A successful Reflex (DC 17) halves the damage and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Dungeoneering DC 23).

## Ahriman (CR 10)

A giant pale yellow eye with two enormous wings and two tiny legs. Its eye constantly drips thick green ichor, and occasionally blinks. It inhabits mostly broken towers and castles or ruins.

XP 9,600

NE Large Aberration

Init +9; Senses Darkvision 60 ft., low-light vision; Perception +17

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### DEFENSE

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AC 24, touch 15, flat-footed 19 (+5 Dex, -1 size, +1 dodge, +10 natural)

hp 110 (13d8+52)

Fort +8, Ref +9, Will +9

Immune Blind, Doom, and Sleep status effects

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### OFFENSE

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Speed 25 ft.; Fly 60 ft. (good)

Melee Bite +10 (1d10+3)

Space 10 ft.; Reach 5 ft.

Special Attacks Bewitching Gaze, Confusing Glare, Umbral Storm

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### STATISTICS

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Str 15, Dex 21, Con 19, Int 10, Wis 12, Cha 18

Base Atk +9; CMB +12; CMD 27

Feats [Dodge](#), [Furious Focus](#), [Improved Initiative](#), [Improved Natural Attack](#) (Bite), [Mobility](#), [Power Attack](#), [Skill Focus](#) (Perception)

Skills Fly +21, Perception +17

Language Infernal, Abyssal

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### SPECIAL ABILITIES

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#### Bewitching Gaze (Su)

An ahriman can unleash an overwhelming gaze at a target within 50 feet, inflicting many status effects. The target must make a Fortitude save (DC 20) per each status affect or be inflicted with Blind, Silence, Immobilize, Disable, or Petrify for 1d4 rounds each. Blue mages may learn this ability as a 6th level spell (Knowledge: Dungeoneering DC 27).

#### Confusing Glare (Su)

An ahriman can unleash a mind-affecting gaze against a group of targets within 30-ft.-cone. The targets must make a Will save (DC 20) or be inflicted with Confuse status for 1d4 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Dungeoneering DC 27).

#### Roulette (Su)

1/day, Ahriman summons a hand of death that cycles through your allies, yourself, and your foes alike. Choose a creature within 60 feet at random, that creature dies. This spell cannot be reflected back at the caster. Everyone's numbers must be decided before you make the roll. Roll a die based on the size of the group within the radius and if it happens on fall upon their number, that target dies. If the number happens to be in between two picked numbers, flip a coin to determines who dies. Blue mages may learn this ability as a 9th level spell (Knowledge: Dungeoneering DC 33).

## Umbral Storm (Su)

An ahriman can unleash a blinding lightning burst against a group of targets within 50 feet in a 20-ft.-radius burst. Creatures within the area of effect take 8d6 points of lightning damage and are inflicted with the Blind status for 1d4+1 rounds. A successful Reflex (DC 18) halves the damage and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Dungeoneering DC 23).

## Monster Eater Family

### Chocobo Eater (CR 5)

A monster with large arms who, as its name suggests, has a taste for chocobo meat.

XP 1,600

N Huge Aberration

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +14

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#### DEFENSE

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AC 18, touch 10; flat-footed 16 (+2 dex, +8 natural, -2 size)

hp 52 (7d8+21)

Fort +5, Ref +4, Will +6

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#### OFFENSE

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Speed 40 ft.

Melee Bite +11 (2d8+7 plus grab), 2 Claws +10 (1d8+7 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks Swallow Whole (1d8+4, AC 14, 5 HP)

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#### STATISTICS

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Str 25, Dex 15, Con 16, Int 2, Wis 12, Cha 2

Base Atk +5; CMB +14 (+20 to grapple); CMD 25 (27 against grapple)

Feats Improved Grapple, [Improved Initiative](#), [Skill Focus](#) (Perception), Weapon Focus (Bite)

Skills Acrobatics +11, Perception +14, Stealth +7

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#### SPECIAL ABILITIES

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### Swallow Whole (Ex)

If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use

swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

## Gazer

### Gazer (CR 18)

It floats before you, a large, bulbous body with a central, unblinking eye, and a large maw filled with dagger-like teeth. Smaller eyes, attached to wriggling stalks, sprout from the top of the orb-like body.  
XP 153,600

LE Large Aberration

Init +8; Senses Darkvision 60 ft.; Perception +30

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#### DEFENSE

AC 32, touch 13; flat-footed 28 (+4 dex, +19 natural, -1 size)

hp 173 (18d8+92)

Fort +12, Ref +12, Will +14

DR 10/-; SR 28

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#### OFFENSE

Speed Fly 20 ft. (Good)

Melee Bite +12 (2d6)

Space 10 ft.; Reach 5 ft.

Special Attacks Eye Rays (+18 Ranged Touch), Stop Gaze

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#### STATISTICS

Str 10, Dex 18, Con 18, Int 22, Wis 17, Cha 22

Base Atk +13; CMB +14; CMD 28

Feats Alertness, Flyby Attack, Improved Initiative, Great Fortitude, Lightning Reflexes, Magical Aptitude, Point-Blank Shot, Skill Focus (Perception), Weapon Focus (Rays)

Skills Fly +27, Knowledge (arcana) +27, Intimidate +27, Perception +30, Spellcraft +29, Stealth +21, Use Magic Device +26; Racial Modifier +2 Perception

Languages Common, Gazer

SQ Flight

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#### SPECIAL ABILITIES

### Flight (Ex)

Gazers are naturally buoyant which allows them to fly at a speed of 20 feet, as well as a permanent chocho feather effect with personal range.

### Eye Rays (Su)

The gazer can produce a ray from each of its 10 small eyes once per round as a free action. During a round, it may only aim 3 eye rays in any given 90 degree arc (forward, back, left, right, up, down). The rays (CL 18, save DC 21, duration of 1 minute, saves are Charisma-based) each have different effects:

Charm: The target must succeed on a Will save or be affected as though by the spell.

Confusion: The target must succeed on a Will save or be affected as though by the spell.

Disable: The target must succeed on a Fortitude save or be affected as though by the spell.

Elemental: The gazer can use any of the following spells: Stone III, Thunder III, Fire III, Water III, Blizzard III, or Aero III. The target must succeed on a saving throw according to the spell.

Enervation: The target must succeed on a Fortitude save or be affected as though by the spell.

Fear: This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell.

Immobilize: The target must succeed on a Fortitude save or be affected as though by the spell.

Statue: The target must succeed on a Fortitude save or be affected as though by the spell.

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates).

Slow: This works like the spell, except that it affects one creature. The target can make a Will save to negate the effect.

## Stop Gaze (Su)

A gazer's central eye can produce a 150-foot cone of Stop status effect as a standard action. All creatures within the area of effect must make a Will save (DC 25) or be inflicted with the Stop status for 1 minute. Blue mages may learn this ability as a 9th level spell (Knowledge: Dungeoneering DC 33).

# Helm Family

## Raldo (CR 2)

A steamy helm covered by a hard shell. Slow-moving, but has high physical defense.

XP 600

CE Small Aberration

Init -2; Senses Darkvision 60 ft., low-light vision; Perception +4

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### DEFENSE

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AC 15, touch 9; flat-footed 15 (-2 dex, +6 natural, +1 size)

hp 28 [39] (3d8+15)

Fort +7, Ref -1, Will +3

**Resist** Earth 5; **Strong** Physical

**Weakness** Ice

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### OFFENSE

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Speed 20 ft.

Melee 2 Slams +5 (1d4+2)

Space 5 ft.; Reach 5 ft.

**Special** Attacks Critical Attack

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### STATISTICS

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Str 14, Dex 7, Con 18, Int 4, Wis 11, Cha 8

Base Atk +2; CMB +3; CMD 11

Feats Great Fortitude, Toughness

Skills Acrobatics +2, Perception +4, Survival +4



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## SPECIAL ABILITIES

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### Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the raldo can inflict more pain than normal. If they succeed at hitting with their slam attack, the damage is 1d4+2 plus another 1d4+2 divided by half.

### Murussu (CR 3)

A crystal helm with a glowing blue eyes, who live in caves or forest

XP 800

CE Small Aberration

Init -2; Senses Darkvision 60 ft., low-light vision; Perception +6

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## DEFENSE

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AC 16, touch 9; flat-footed 16 (-2 dex, +7 natural, +1 size)

hp 47 [65] (5d8+25)

Fort +7, Ref -1, Will +5

**Resist** Earth 5, Ice 5; **Strong** Physical

**Weakness** Fire and Lightning

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## OFFENSE

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Speed 20 ft.

Melee 2 Slams +7 (1d4+3 plus slow)

Space 5 ft.; Reach 5 ft.

Special Attacks Slow (DC 13 Fort save)

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## STATISTICS

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Str 16, Dex 7, Con 19, Int 4, Wis 13, Cha 12

Base Atk +3; CMB +4; CMD 12

Feats Great Fortitude, Power Attack, Toughness

Skills Acrobatics +3, Perception +6, Survival +6

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## SPECIAL ABILITIES

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### Slow (Ex)

Slam – injury; save Fort DC 13; frequency for 1d4 rounds; slow status effect; cure 1 save. The save DC is Wisdom-based.

### Bunyip (CR 4)

A blue type helm with fungus on his backside, who live in the wetlands.

XP 1,200

CE Small Aberration

Init -1; Senses Darkvision 60 ft., low-light vision; Perception +6

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## DEFENSE

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AC 19, touch 10; flat-footed 18 (-1 dex, +9 natural, +1 size)

hp 58 [78] (6d8+30)

Fort +8, Ref +1, Will +6

**Resist** Earth 10; **Strong** Physical  
**Weakness** Ice and Water

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#### OFFENSE

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Speed 20 ft.  
Melee 2 Slams +9 (1d4+4 plus slow)  
Space 5 ft.; Reach 5 ft.  
Special Attacks Slow (DC 14 Fort save)

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#### STATISTICS

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Str 18, Dex 8, Con 19, Int 4, Wis 13, Cha 8  
Base Atk +4; CMB +7; CMD 16  
Feats Great Fortitude, Power Attack, Toughness  
Skills Acrobatics +4, Perception +6, Survival +6

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#### SPECIAL ABILITIES

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### Slow (Ex)

Slam – injury; save Fort DC 14; frequency for 1d4 rounds; slow status effect; cure 1 save. The save DC is Wisdom-based.

### Halma (CR 6)

A heavily armored helm which wander around in ruins or dungeons.  
XP 2,400  
CE Small Aberration  
Init +0; Senses Darkvision 60 ft., low-light vision; Perception +8

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#### DEFENSE

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AC 21, touch 11; flat-footed 21 (+10 natural, +1 size)  
hp 76 [108] (9d8+54)  
Fort +10, Ref +3, Will +7  
**DR** 5/-; **Resist** Earth 10, Ice 5, Water 5; **Strong** Physical  
**Weakness** Fire

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#### OFFENSE

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Speed 20 ft.  
Melee 2 Slams +12 (1d6+5 plus slow)  
Space 5 ft.; Reach 5 ft.  
Special Attacks Slow (DC 16 Fort save)

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#### STATISTICS

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Str 20, Dex 10, Con 20, Int 5, Wis 14, Cha 10  
Base Atk +6; CMB +10; CMD 20  
Feats Cleave, Great Fortitude, Improved Natural Attack (Slam), Power Attack, Toughness  
Skills Acrobatics +6, Perception +8, Survival +8

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## SPECIAL ABILITIES

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### Slow (Ex)

Slam – injury; save Fort DC 16; frequency for 1d4 rounds; slow status effect; cure 1 save. The save DC is Wisdom-based

### Tanket (CR 20)

A extremely heavily armored helm with a diamond shell crystals.

XP 307,200

CE Large Aberration

Init -2; Senses Darkvision 60 ft., low-light vision; Perception +18

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## DEFENSE

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AC 57, touch 7; flat-footed 57 (-2 dex, +60 natural, -1 size)

hp 486 [612] (36d8+324)

Fort +22, Ref +12, Will +22

**DR** 10/-; **Resist** Earth 20, Ice 20, Water 20; SR 31; **Strong** Physical

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## OFFENSE

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Speed 30 ft.

Melee 2 Slams +39 (4d8+13/19-20 plus Berserk)

Space 10 ft.; Reach 10 ft.

Special Attacks Berserk (DC 30 Will save), Delay Buster, Rush Attack

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## STATISTICS

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Str 36, Dex 6, Con 27, Int 5, Wis 14, Cha 10

Base Atk +27; CMB +41; CMD 48

Feats All-Consuming Swing, Bull Rush Strike, Cleave, Cleaving Finish, Devastating Strike, Diehard, Endurance, Great Cleave, Great Fortitude, Greater Bull Rush, Improved Bull Rush, Improved Critical (Slam), Improved Natural Attack (Slam), Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Toughness

Skills Acrobatics +15, Perception +18, Survival +18

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## SPECIAL ABILITIES

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### Berserk (Ex)

Slam – injury; save Will DC 30; frequency for 1d6+1 rounds; berserk status effect; cure 1 save. The save DC is Wisdom-based

### Delay Buster (Su)

The tanket bumps into his opponent delaying their next turn. This attack confers a -20 Initiative penalty for the next round upon an opponent struck by a successful melee attack; affected creatures must make a Will save (DC 30) to negate it; the save DC is Wisdom-based

### Rush Attack (Su)

Once every 1d2 rounds, the tanket rushes into his opponent delaying their next turn. If he succeeds at a melee attack, it deals 8d8+26 points of bludgeoning damage; in addition, an opponent struck by

this attack must make a Fortitude save (DC 41) or be inflicted with Berserk status and a -20 Initiative penalty for the next round; the save DC is Strength-based; this is a full-round action that does not provoke attacks of opportunity.

## Mindflayer Family

### Piscodaemon (CR 6)

A humanoid wizard with a squid-like face with mind-affecting abilities. They usually hide in the dark and ambush unsuspecting adventurers.

XP 2,400

LE Medium Aberration

Init +6; Senses Darkvision 60 ft.; Perception +16

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#### DEFENSE

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AC 14, touch 12, flat-footed 12 (+2 dex, +2 natural)

hp 50 (8d8+8)

mp 25

Fort +3, Ref +4, Will +9

SR 19

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#### OFFENSE

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Speed 30 ft.

Melee 4 Tentacles +8 (1d4+1 plus grab)

Space 5 ft.; Reach 5 ft.

Special Attacks Mind Blast, Thought Tentacle

Spells Known (FC CL 8th, Concentration +11)

At Will – Amanuensis, Dark Orb, Detect Magic, Mending, Message, Moment, Read Magic

1st – Dark (DC 14), Delayed Opponent (DC 14), Deceleration (DC 14), Mage Armor, True Strike

2nd – Dark II (DC 15), Dimension Hop, Elemental Resistance

3rd – Bio (DC 16), Blink, Dark III (DC 16), Darkra (DC 16), Dimension Step, Dispel, Fly, Haste, Mass Deceleration (DC 16), Slow (DC 16)

4th – Dark Blight (DC 17), Dimension Door, Stoneskin, Vanish

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#### STATISTICS

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Str 12, Dex 14, Con 12, Int 17, Wis 16, Cha 14

Base Atk +6; CMB +7 (+9 grapple); CMD 19 (21 vs grapple)

Feats Combat Casting, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Weapon Finesse

Skills Bluff +14, Diplomacy +14, Intimidate +14, Knowledge (Arcana) +13, Perception +14, Sense

Motive +14, Spellcraft +13, Stealth +13

Language Common, Undercommon, Telepathy 100 ft.

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#### SPECIAL ABILITIES

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### Mind Blast (Su)

Piscodaemons are able to project a 60 foot of psychic static towards a single target. The target is stunned for 1d4 rounds and takes 8d6 points of non-elemental damage. A successful Will save (DC

17) reduces the damage by half and negates the status effect. This ability is used as a standard action is considered a mind-affecting effect and the saving throw DC is Charisma-based. Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

## Thought Tentacle (Ex)

If a piscodaemon has someone grappled and successfully deals damage to that target, instead of the normal physical damage, it can choose to deal 1d4+2 points of Intelligence damage instead. This ability only works on creatures with an actual brain. Thus, it does not work on constructs, elementals, plants, oozes or undead in addition to creatures that either do not have an actual brain or the brain is not physically inside the grappled creature.

## Mindflayer (CR 8)

A squid-like humanoid that casts spells and devours brains. Always looking out for number one (themselves).

XP 4,800

LE Medium Aberration

Init +6; Senses Darkvision 60 ft.; Perception +16

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### DEFENSE

AC 15, touch 12, flat-footed 13 (+2 dex, +3 natural)

hp 63 (10d8+10)

mp 39

Fort +4, Ref +5, Will +10

SR 21

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### OFFENSE

Speed 30 ft.

Melee 4 Tentacles +9 (1d4+1 plus grab)

Space 5 ft.; Reach 5 ft.

Special Attacks Mind Blast, Thought Tentacle

Spells Known (FC CL 10th, Concentration +14)

At Will – Amanuensis, Dark Orb, Detect Magic, Mending, Message, Moment, Read Magic

1st – Dark (DC 15), Delayed Opponent (DC 15), Deceleration (DC 15), Mage Armor, True Strike

2nd – Dark II (DC 16), Dimension Hop, Elemental Resistance

3rd – Bio (DC 17), Blink, Dark III (DC 17), Darkra (DC 17), Dimension Step, Dispel, Fly, Haste, Mass Deceleration (DC 17), Slow (DC 17)

4th – Dark Blight (DC 18), Dimension Door, Stoneskin, Vanish

5th – Biora (DC 19), Darkga (DC 19), Drain (DC 19), Greater Blink, Flight

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### STATISTICS

Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17

Base Atk +7; CMB +8 (+10 grapple); CMD 20 (22 vs grapple)

Feats Combat Casting, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Weapon Finesse

Skills Bluff +16, Diplomacy +16, Intimidate +16, Knowledge (Arcana) +17, Perception +16, Sense Motive +16, Spellcraft +17, Stealth +15

Language Common, Undercommon, Telepathy 100 ft.

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## SPECIAL ABILITIES

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### Mind Blast (Su)

Mindflayers are able to project a 60 foot of psychic static towards a single target. The target is stunned for 1d4 rounds and takes 8d6 points of non-elemental damage. A successful Will save (DC 18) reduces the damage by half and negates the status effect. This ability is used as a standard action is considered a mind-affecting effect and the saving throw DC is Charisma-based. Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

### Thought Tentacle (Ex)

If a mindflayer has someone grappled and successfully deals damage to that target, instead of the normal physical damage, it can choose to deal 1d4+2 points of Intelligence damage instead. This ability only works on creatures with an actual brain. Thus, it does not work on constructs, elementals, plants, oozes or undead in addition to creatures that either do not have an actual brain or the brain is not physically inside the grappled creature.

### Squidraken (CR 10)

A humanoid wizard with a squid-like head using mind-affecting abilities. They're usually found in the deep sea area or anywhere near the ocean looking for unexpected prey.

XP 9,600

LE Medium Aberration ([Aquatic](#))

Init +6; Senses Darkvision 60 ft.; Perception +19

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#### DEFENSE

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AC 17, touch 13, flat-footed 14 (+3 dex, +4 natural)

hp 97 (13d8+26)

mp 66

Fort +6, Ref +7, Will +13

SR 24; Resist Water 5, Ice 5

Weakness Lightning

---

#### OFFENSE

---

Speed 30 ft., Swim 60 ft.

Melee 4 Tentacles +12 (1d4+1 plus grab)

Space 5 ft.; Reach 5 ft.

Special Attacks Mind Blast, Thought Tentacle

Spells Known (FC CL 13th, Concentration +18)

At Will – Amanuensis, Dark Orb, Detect Magic, Mending, Message, Moment, Read Magic

1st – Dark (DC 16), Delayed Opponent (DC 16), Deceleration (DC 16), Mage Armor, Sleep (DC 16), True Strike, Water (DC 16), Water Blast (DC 16)

2nd – Dark II (DC 17), Dimension Hop, Elemental Resistance, Slipstream, Water II (DC 17)

3rd – Bio (DC 18), Blink, Dark III (DC 18), Darkra (DC 18), Dimension Step, Dispel, Fly, Haste, Mass Deceleration (DC 18), Sleepga (DC 18), Slow (DC 18), Water III (DC 18), Watera (DC 18), Water Walk

4th – Communal Water Walk, Dark Blight (DC 19), Dark IV (DC 19), Dimension Door, Hydraulic Torrent (DC 19), Protection of Elements, Stoneskin, Vanish, Water IV (DC 19)

5th – Biora (DC 20), Darkga (DC 20), Drain (DC 20), Drown (DC 20), Greater Blink, Flight, Waterga (DC 20)

6th – Control Water, Feeblemind (DC 21), Greater Dispel, Greater Vanish, Hastega, Slowga (DC

21)

**7th** – Deja Vu (DC 22), Fluid Form, Lesser Time Stop, Reverse (DC 22), Stop (DC 22), Vortex (DC 22)

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### STATISTICS

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Str 13, Dex 16, Con 14, Int 21, Wis 20, Cha 20

Base Atk +9; CMB +10 (+12 grapple); CMD 22 (24 vs grapple)

Feats Combat Casting, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Weapon Finesse

Skills Bluff +19, Diplomacy +19, Intimidate +19, Knowledge (Arcana) +20, Perception +19, Sense Notice +19, Spellcraft +20, Stealth +18

Language Common, Undercommon, Telepathy 100 ft.

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### SPECIAL ABILITIES

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#### Mind Blast (Su)

Squidrakens are able to project a 60 foot of psychic static towards a single target. The target is stunned for 1d4 rounds and takes 8d6 points of non-elemental damage. A successful Will save (DC 20) reduces the damage by half and negates the status effect. This ability is used as a standard action is considered a mind-affecting effect and the saving throw DC is Charisma-based. Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

#### Thought Tentacle (Ex)

If a squidraken has someone grappled and successfully deals damage to that target, instead of the normal physical damage, it can choose to deal 1d4+2 points of Intelligence damage instead. This ability only works on creatures with an actual brain. Thus, it does not work on constructs, elementals, plants, oozes or undead in addition to creatures that either do not have an actual brain or the brain is not physically inside the grappled creature.

## Naga Family

### Naga (CR 6)

With scales of dark green moss, the creature has many jagged spines running along the length of its back and tail, and a human-like face with glowing red eyes.

XP 2,400

CE Medium Aberration ([Reptilian](#))

Init +6; Senses Darkvision 60 ft.; Perception +13

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### DEFENSE

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AC 21, touch 17; flat-footed 14 (+6 dex, +1 dodge, +4 natural)

hp 63 (9d8+18)

mp 14

Fort +5, Ref +11, Will +7

Weakness Holy

---

## OFFENSE

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Speed 30 ft., Swim 50 ft.

Melee Bite +12 (2d6+1) or Sting +12 (1d4+1 plus poison)

Space 10 ft.; Reach 5 ft.

Special Attacks Tongue

Spells Known (SC CL 9th, Concentration +10)

At will – Daze (DC 11), Elemental Orb, Read Magic

1st – Blind (DC 12), Dark (DC 12), Mage Armor, Sleep (DC 12), Thunder (DC 12)

2nd – Dark II (DC 13), Silence (DC 13), Thunder II (DC 13)

3rd – Blindga (DC 14), Dark III (DC 14), Darkra (DC 14), Sleepga (DC 14), Thundara (DC 14), Thunder III (DC 14)

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## STATISTICS

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Str 13, Dex 23, Con 15, Int 12, Wis 12, Cha 8

Base Atk +6; CMB +7; CMD 13 (cannot be tripped)

Feats Combat Casting, Dodge, Lightning Reflexes, Spell Penetration, Weapon Finesse

**Skills** Bluff +15, Knowledge (Local) +11, Perception +12, Sense Motive +11, Spellcraft +11, Stealth +19

Language Common, Undercommon

SQ Oversized Maw

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## SPECIAL ABILITIES

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### Oversized Maw (Ex)

The collection of membranous skin surrounding the jaw of this creature has led many to underestimate the powerful bite that the naga can deliver. If forced into a melee combat battle or cornered, the naga will make use of its bite attack. A naga's maw is immensely large, and this ability increases the damage dice of its bite attack as if it was two size categories larger.

### Poison (Ex)

Sting – injury; save Fort DC 16; frequency 1/round for 3 rounds; effect 1d2 Con damage; cure 1 save. The save DC is Constitution-based.

### Tongue (Su)

A naga licks a nearby unsuspecting foe, making a melee touch attack (+7). If it hits, the target must make a Will save (DC 15) or be inflicted with the Sleep status effect for 1d8+4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Dungeoneering DC 21).

### Water Naga (CR 8)

Slender spines and brightly colored frills stretch back from the human-like face of this massive water snake. Every motion of the serpent's long form sets its brightly patterned scale and glistening fins to flashing like gems in the surf.

XP 4,800

CE Large Aberration ([Aquatic](#), Reptilian)

Init +6; Senses Darkvision 60 ft.; Perception +15



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## DEFENSE

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AC 22, touch 16; flat-footed 14 (+6 dex, +1 dodge, +5 natural, -1 size)  
hp 91 (10d8+50)  
mp 19  
Fort +8, Ref +11, Will +10  
Weakness Lightning

---

## OFFENSE

---

Speed 30 ft., Swim 50 ft.  
Melee Bite +11 (2d8+5 plus poison) or Sting +11 (1d8+5 plus poison)  
Space 10 ft.; Reach 10 ft.  
Special Attacks Tongue  
Spells Known (SC CL 10th, Concentration +12)  
At will – Daze (DC 12), Elemental Orb, Read Magic  
1st – Blind (DC 13), Dark (DC 14), Mage Armor, Sleep (DC 13), Water (DC 13)  
2nd – Dark II (DC 14), Silence (DC 14), Water II (DC 14)  
3rd – Blindga (DC 15), Dark III (DC 15), Darkra (DC 15), Sleepga (DC 15), Water III (DC 15), Watera (DC 15)  
4th – Dazera (DC 16), Dark IV (DC 16), Disable (DC 16), Frog (DC 16), Silencega (DC 16), Vanish, Water IV (DC 16)

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## STATISTICS

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Str 20, Dex 23, Con 20, Int 14, Wis 17, Cha 10  
Base Atk +7; CMB +13; CMD 29 (cannot be tripped)  
Feats Combat Casting, Dodge, Elemental Focus (Shadow), Lightning Reflexes, Spell Penetration  
Skills Bluff +18, Knowledge (Local) +13, Perception +15, Sense Motive +14, Spellcraft +13, Stealth +20  
Language Common, Infernal, Undercommon  
SQ Amphibious, Oversized Maw

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## SPECIAL ABILITIES

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### Oversized Maw (Ex)

The collection of membranous skin surrounding the jaw of this creature has led many to underestimate the powerful bite that the water naga can deliver. If forced into a melee combat battle or cornered, the water naga will make use of its bite attack. A water naga's maw is immensely large, and this ability increases the damage dice of its bite attack as if it was two size categories larger.

### Poison (Ex)

Sting – injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save. The save DC is Constitution-based.

### Tongue (Su)

A water naga licks a nearby unsuspecting foe, making a melee touch attack (+12). If it hits, the target must make a Will save (DC 18) or be inflicted with the Sleep status effect for 1d8+4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Dungeoneering DC 21).

## Nagarani (CR 10)

A sharp-featured humanoid head crowns the dark powerful, sinuous body of this snake-like monstrosity with a bed of snakes lies atop her head where her hair should be.

XP 6,400

CE Large Aberration ([Reptilian](#))

Init +6; Senses Darkvision 60 ft.; Perception +24

---

### DEFENSE

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AC 25, touch 17; flat-footed 17 (+7 dex, +1 dodge, +8 natural, -1 size)

hp 136 (15d8+75)

mp 44

Fort +10, Ref +14, Will +12

Defensive Abilities Guarded Thoughts; DR 5/-; Immune Poison

---

### OFFENSE

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Speed 30 ft.

Melee Bite +16 (2d8+6 plus poison) or Sting +16 (2d6+6 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks Tongue

Spells Known (SC CL 15th, Concentration +19)

At will – Daze (DC 14), Elemental Orb, Read Magic

1st – Blind (DC 15), Dark (DC 16), Mage Armor, Sleep (DC 15), Stone (DC 15)

2nd – Dark II (DC 17), Silence (DC 16), Stone II (DC 16)

3rd – Blindga (DC 17), Dark III (DC 18), Darkra (DC 17), Sleepga (DC 17), Stonera (DC 17), Stone III (DC 17)

4th – Dazera (DC 18), Disable (DC 18), Frog (DC 18), Silencega (DC 18), Vanish

5th – Crush (DC 19), Stonega (DC 19)

---

### STATISTICS

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Str 22, Dex 24, Con 20, Int 18, Wis 17, Cha 10

Base Atk +11; CMB +18; CMD 35 (cannot be tripped)

Feats Alertness, Combat Casting, Combat Expertise, Dodge, Elemental Focus (Shadow), Lightning Reflexes, Spell Penetration, Stealthy

Skills Bluff +23, Knowledge (Local) +20, Perception +24, Sense Motive +23, Spellcraft +20, Stealth +28

Language Common, Infernal, Undercommon +1 other

SQ Oversized Maw

---

### SPECIAL ABILITIES

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#### Guarded Thoughts (Ex)

Nagarani are immune to any form of mind reading, such as that granted by detect thoughts. This ability also grants a +2 racial bonus on all saves against charm effects.

#### Oversized Maw (Ex)

The collection of membranous skin surrounding the jaw of this creature has led many to underestimate the powerful bite that the nagarani can deliver. If forced into a melee combat battle or cornered, the nagarani will make use of its bite attack. A nagarani's maw is immensely large, and this ability increases the damage dice of its bite attack as if it was two size categories larger.

## Poison (Ex)

Sting – injury; save Fort DC 22; frequency 1 round; effect frog for 4 rounds; cure 1 save. The save DC is Constitution-based.

## Tongue (Su)

A nagarani licks a nearby unsuspecting foe, making a melee touch attack (+17). If it hits, the target must make a Will save (DC 18) or be inflicted with the Sleep status effect for 1d8+4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Dungeoneering DC 21).

## Mahanaga (CR 12)

Sister species of the nagarani, other than the whiter color of their scales, the two are virtually indistinguishable. She is also no less cold-blooded nor any less sinister than her kinswoman, only stronger.

XP 19,200

CE Large Aberration ([Reptilian](#))

Init +6; Senses Darkvision 60 ft.; Perception +27

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### DEFENSE

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AC 29, touch 18; flat-footed 20 (+8 dex, +1 dodge, +11 natural, -1 size)

hp 154 (17d8+85)

mp 59

Fort +10, Ref +14, Will +14

Defensive Abilities Guarded Thoughts; DR 10/-; Immune Poison

---

### OFFENSE

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Speed 30 ft.

Melee Bite +17 (2d8+6 plus poison) or Sting +17 (2d6+6 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks Tongue

Spells Known (SC CL 17th, Concentration +22)

At will – Daze (DC 15), Elemental Orb, Read Magic

1st – Blind (DC 16), Dark (DC 17), Mage Armor, Sleep (DC 16), Stone (DC 16)

2nd – Dark II (DC 18), Silence (DC 17), Stone II (DC 17)

3rd – Blindga (DC 18), Dark III (DC 19), Darkra (DC 18), Sleepga (DC 18), Stonera (DC 18), Stone III (DC 18)

4th – Dazera (DC 19), Disable (DC 19), Frog (DC 19), Silencega (DC 19), Vanish

5th – Crush (DC 20), Drain (DC 21), Stonega (DC 20)

6th – Greater Vanish, Shadowfire Ray, Syphon (DC 22)

---

### STATISTICS

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Str 22, Dex 26, Con 20, Int 20, Wis 18, Cha 10

Base Atk +12; CMB +19; CMD 37 (cannot be tripped)

Feats Alertness, Combat Casting, Combat Expertise, Dodge, Elemental Focus (Shadow), Greater Spell Penetration, Lightning Reflexes, Spell Penetration, Stealthy

Skills Bluff +25, Knowledge (Local) +23, Perception +27, Sense Motive +26, Spellcraft +23, Stealth +31

Language Common, Infernal, Undercommon +2 others

SQ Oversized Maw

---

## SPECIAL ABILITIES

---

### Guarded Thoughts (Ex)

Mahanaga are immune to any form of mind reading, such as that granted by detect thoughts. This ability also grants a +2 racial bonus on all saves against charm effects.

### Oversized Maw (Ex)

The collection of membranous skin surrounding the jaw of this creature has led many to underestimate the powerful bite that the mahanaga can deliver. If forced into a melee combat battle or cornered, the mahanaga will make use of its bite attack. A mahanaga's maw is immensely large, and this ability increases the damage dice of its bite attack as if it was two size categories larger.

### Poison (Ex)

Sting – injury; save Fort DC 23; frequency 1 round; effect frog for 4 rounds; cure 1 save. The save DC is Constitution-based.

### Tongue (Su)

A mahanaga licks a nearby unsuspecting foe, making a melee touch attack (+18). If it hits, the target must make a Will save (DC 18) or be inflicted with the Sleep status effect for 1d8+4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Dungeoneering DC 21).

## Object Family

### Mimic (CR 6)

A treasure chest whom is actually a monster in disguise to surprise unwary treasure hunters.

XP 2,400

N Medium Aberration (Shapechanger)

Init +5; Senses Blindsight 30 ft., Darkvision 60 ft.; Perception +14

---

#### DEFENSE

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AC 18, touch 11, flat-footed 17 (+1 dex, +7 natural)

hp 67 (9d8+27)

mp 6

Fort +6, Ref +6, Will +7

Immune Mini, Poison, & Sap status effects

---

#### OFFENSE

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Speed 10 ft.

Melee Bite +10 (1d8+6 plus adhesive and corrosive glue)

Space 5 ft.; Reach 5 ft.

Special Attacks Adaptive Resistance, Constrict (bite, 1d8+6), Corrosive Glue, Hypersenses, Pox

Spells Known (PC CL 9th; Concentration +11)

4th – Mini (DC 16)

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## STATISTICS

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Str 19, Dex 12, Con 17, Int 14, Wis 13, Cha 10

Base Atk +5; CMB +9; CMD 20 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (Bite)

Skills Climb +14, Disguise +10 (+30 when mimicking objects), Knowledge (Dungeoneering) +10,

Perception +14; Racial Modifier +20 Disguise when mimicking objects

Languages Common

SQ Mimic Object

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## SPECIAL ABILITIES

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### Adaptive Resistance (Ex)

The mimic has resistance 20 against any one of the following energy types at any one time: earth, fire, ice, lightning, water, or wind. As a move action, the mimic may change the energy type against which it is resistant.

### Adhesive (Ex)

A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its bite attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A manufactured weapon, natural weapon, or unarmed strike that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or remedy dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

### Corrosive Glue (Ex)

The mimic deals an extra 2d6 points of non-elemental damage with every successful bite attack or grapple check.

### Hypersenses (Ex)

The mimic's entire body is a primitive sensory organ. This gives it blindsense with a range of 30 feet, and it cannot be flanked.

### Mimic Object (Ex)

A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

### Pox (Su)

3/day, a mimic can infect a creature within 30-ft. The target is inflicted with Disease and Sap status for 1 minute. A successful Fortitude save (DC 17) negates the status effects. Blue mages may learn this ability as a 5th level spell (Knowledge: Dungeoneering DC 25).

## Battery Mimic (CR 8)

A mimic who can take shape of electronic devices as well a normal chest, waiting it's unsuspecting prey.

XP 4,800

N Medium Aberration ([Lightning](#), Shapechanger)

Init +5; Senses Blindsight 30 ft., Darkvision 60 ft.; Perception +17

---

### DEFENSE

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AC 21, touch 11, flat-footed 20 (+1 dex, +10 natural)

hp 100 (12d8+48)

mp 12

Fort +8, Ref +6, Will +10

DR 5/-; Immune Lightning, Mini, Poison, Static, & Sap status effects

Weakness Water

---

### OFFENSE

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Speed 40 ft.

Melee Bite +15 (1d10+7 plus adhesive)

Space 5 ft.; Reach 5 ft.

Special Attacks Constrict (bite, 1d10+7), Corrosive Glue, Electric Shock, Pox

Special Abilities Adaptive Resistance, Hypersenses, Lightning Armor

Spells Known (PC CL 12th; Concentration +15)

1st (DC 14) – Thunder

2nd (DC 15) – Thunder II

3rd (DC 16) – Thundara, Thunder III

4th (DC 17) – Mini, Thunder IV

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### STATISTICS

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Str 20, Dex 12, Con 18, Int 16, Wis 14, Cha 10

Base Atk +9; CMB +14; CMD 25 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (Bite)

Skills Climb +15, Disguise +12 (+32 when mimicking objects), Knowledge (Dungeoneering) +12,

Perception +17, Spellcraft +12; Racial Modifier +20 Disguise when mimicking objects

Languages Common

SQ Mimic Object

---

### SPECIAL ABILITIES

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#### Adaptive Resistance (Ex)

The battery mimic has resistance 20 against any one of the following energy types at any one time: earth, fire, ice, or wind. As a move action, the mimic may change the energy type against which it is resistant. If it struck by lightning it can add another 1d6 lightning damage to corrosive glue and anyone who strikes the battery mimic with metal takes 1d6 lightning damage. This effect lasts for 1d4+1 rounds unless the battery mimic is struck with water effects.

#### Adhesive (Ex)

A battery mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its bite attack. Opponents so grappled cannot get free while the mimic is alive without removing the

adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 21 Reflex save. A successful DC 21 Strength check is needed to pry off a stuck weapon. Strong alcohol or remedy dissolves the adhesive, but the mimic can still grapple normally. A battery mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

### **Corrosive Glue (Ex)**

The battery mimic deals an extra 2d6 points of lightning damage with every successful bite attack or grapple check.

### **Electric Shock (Su)**

A battery mimic can send an electric jolt at a single target within 5 feet. This attack deals 2d8 points of lightning damage to the target and a successful Reflex save (DC 16) halves the damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Dungeoneering DC 19).

### **Hypersenses (Ex)**

The battery mimic's entire body is a primitive sensory organ. This gives it blindsense with a range of 30 feet, and it cannot be flanked.

### **Lightning Armor (Su)**

1/day, a battery mimic grants itself a shocking barrier as a standard action. All allies can gain the effect of Shock Spikes. The allies must be within 30 feet of battery mimic when it uses this ability to receive these bonuses for 6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Dungeoneering DC 23).

### **Mimic Object (Ex)**

A battery mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A battery mimic's body is hard and has a rough texture, no matter what appearance it might present. A battery mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

### **Mover (CR 14)**

A floating red ball with no physical features outside of two eyes. They usually appear in threes and are highly dangerous foes due to their high reflexes and speed. They also very desirable enemies to fight since they give large rewards in gil and treasure.

XP 38,400

N Tiny Aberration

Init +17; Senses Darkvision 60 ft.; Perception +26

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#### **DEFENSE**

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AC 32, touch 27, flat-footed 19 (+13 dex, +5 natural, +4 size)

hp 184 (22d8+88)

mp 49

Fort +17, Ref +26, Will +16

Resist All 5; Immune Bad status effects

---

## OFFENSE

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Speed Fly 80 ft. (Perfect)  
Melee Slam +30/+25/+20/+15 (1d8)  
Space 2.5 ft.; Reach 2.5 ft.  
Special Attacks Delta Attack, Encircle  
Spells Known (SC CL 12th; Concentration +19)  
1st – Fire (DC 18), Flame Breath (DC 18)  
2nd – Fire II (DC 19), Flaming Sphere (DC 19)  
3rd – Fire (DC 20), Fire III (DC 20)  
4th – Blaze Spikes  
5th – Firaga (DC 22), Fire Snake (DC 22)  
6th – Flare (DC 23)

---

## STATISTICS

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Str 10, Dex 36, Con 18, Int 24, Wis 16, Cha 10  
Base Atk +16; CMB +27; CMD 37 (can't be tripped)  
Feats Acrobatic Spellcaster, Canny Tumble, Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Acrobatics), Spell Penetration, Weapon Finesse, Weapon Focus (Slam)  
Skills Acrobatics +32, Fly +30, Knowledge (Arcana, Dungeoneering, Geography, Nature) +26, Perception +26, Spellcraft +26, Stealth +30, Survival +12  
SQ Resilience

---

## SPECIAL ABILITIES

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### Delta Attack (Su)

When three movers select a single target they can choose to use this ability: The chosen target is engulfed by glowing triangles then must make a Fortitude save (DC 23) or have the Petrified status effect. The movers need to recharge their ability for 1d4+1 rounds to use it again.

### Encircle (Su)

1/day, a mover can summon a circle to engulf a single target closing off their life-source. The target must make a Fortitude save (DC 26) or dies.

### Resilience (Ex)

A mover has all its saves considered as good saves.

## Sinspawn Family

### Sinscale Type 1 (CR 1/2)

Sinspawn are presumably fiends that are formed by outlets of the multitude of pyreflies that composes Sin's physical form. Collectively, the forms of Sinspawn coincide with those of reef-dwelling creatures, such as anemones and jellyfish. – DMLeibfrid

XP 200

NE Small Aberration

Init +2; Senses Low-light vision; Perception +2



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**DEFENSE**

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AC 14, touch 13, flat-footed 12 (+1 size, +2 Dex, +1 natural)  
hp 5 [8] (1d8)  
Fort +0, Ref +2, Will +4

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**OFFENSE**

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Speed 30 ft., Climb 15 ft.  
Melee Bite +1 (1d3+1 plus poison)  
Space 5 ft.; Reach 5 ft.  
**Special Attack** Wing Flicker

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**STATISTICS**

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Str 12, Dex 14, Con 11, Int 2, Wis 14, Cha 4  
Base Atk +0; CMB +1; CMD 13  
Feats Improved Natural Armor  
Skills Swim +4

---

**SPECIAL ABILITIES**

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**Poison (Ex)**

Bite – injury; save Fort DC 10; frequency 1/round for 4 rounds; effect 1d4 non-elemental damage; cure 1 save.

**Wing Flicker (Ex)**

Once every 1d4+1 rounds, the sinscale's wings will flicker for one round. The following turn as a swift action, the sinscale shoot out spines doing 1d4+1 piercing damage within a 30 foot range.

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**ECOLOGY**

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Organization gang (3-5), crowd (6-12), mob (13+)

**Ammes – Sinspawn (CR 2)**

Sinspawn are presumably fiends that are formed by outlets of the multitude of pyreflies that composes Sin's physical form. Collectively, the forms of Sinspawn coincide with those of reef-dwelling creatures, such as anemones and jellyfish. – DMLeibfrid

XP 600

NE Large Aberration

Init +3; Senses Low-light vision; Perception +2

---

**DEFENSE**

---

AC 13, touch 10, flat-footed 12 (-1 size, +1 Dex, +3 natural)  
hp 32 [50] (4d8+4)  
Fort +3, Ref +4, Will +5  
Immune Doom, Gravity, Petrify, Poison, Sleep, Zombie

---

**OFFENSE**

---

Speed 30 ft., Climb 15 ft.  
Melee N/A

Space 10 ft.; Reach 10 ft.  
Special Attack Gravity

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### STATISTICS

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Str 16, Dex 13, Con 14, Int 2, Wis 12, Cha 10  
Base Atk +3; CMB +7; CMD 18  
Feats Improved Natural Attack (Bite), Multiattack  
Skills Fly +7, Swim +4

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### SPECIAL ABILITIES

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## Gravity (Su)

6/day, it weaken it's foe with crushing gravity. The target must make a Fortitude save (DC 14) or lose half of his current hit point total (rounded down). The save DC is wisdom-based.

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### ECOLOGY

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Organization solitary or pair

## Sinscale Type 2 (CR 2)

Sinspawn are presumably fiends that are formed by outlets of the multitude of pyreflies that composes Sin's physical form. Collectively, the forms of Sinspawn coincide with those of reef-dwelling creatures, such as anemones and jellyfish. – DMLeibfrid

XP 600

NE Medium Aberration

Init +2; Senses Low-light vision; Perception +2

---

### DEFENSE

---

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 11 [18] (2d8+2)

Fort +1, Ref +2, Will +5

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### OFFENSE

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Speed 30 ft., Climb 15 ft.

Melee Bite +3 (1d4+3 plus poison)

Space 5 ft.; Reach 5 ft.

**Special Attack** Wing Flicker

---

### STATISTICS

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Str 14, Dex 15, Con 13, Int 2, Wis 14, Cha 5

Base Atk +0; CMB +2; CMD 14

Feats Improved Natural Armor

Skills Swim +5

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### SPECIAL ABILITIES

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## Poison (Ex)

Bite – injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d4 non-elemental damage; cure 1 save.

## Wing Flicker (Ex)

Once every 1d4+1 rounds, the sinscale's wings will flicker for one round. The following turn as a swift action, the sinscale shoot out spines doing 1d6+3 piercing damage within a 30 foot range.

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### ECOLOGY

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Organization gang (3-5), crowd (6-12), mob (13+)

## Sinscale Type 3 (CR 3)

Sinspawn are presumably fiends that are formed by outlets of the multitude of pyreflies that composes Sin's physical form. Collectively, the forms of Sinspawn coincide with those of reef-dwelling creatures, such as anemones and jellyfish. – DMLeibfrid

XP 800

NE Medium Aberration

Init +3; Senses Low-light vision; Perception +2

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### DEFENSE

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AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 32 [50] (5d8+10)

Fort +3, Ref +4, Will +6

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### OFFENSE

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Speed 30 ft., Climb 15 ft.

Melee Bite +6 (1d6+3 plus poison), 2 Wings +4 (1d4+1)

Space 5 ft.; Reach 5 ft.

**Special Attack** Wing Flicker

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### STATISTICS

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Str 16, Dex 17, Con 14, Int 2, Wis 14, Cha 5

Base Atk +3; CMB +6; CMD 19

Feats Improved Natural Armor, Improved Natural Attack (Bite), Multiattack

Skills Swim +9

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### SPECIAL ABILITIES

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## Poison (Ex)

Bite – injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d6 non-elemental damage; cure 1 save.

## Wing Flicker (Ex)

Once every 1d4+1 rounds, the sinscale's wings will flicker for one round. The following turn as a swift action, the sinscale shoot out spines doing 1d8+4 piercing damage within a 30 foot range.

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### ECOLOGY

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Organization gang (3-5), crowd (6-12), mob (13+)

## **Echuilles – Sinspawn (CR 5)**

Sinspawn are presumably fiends that are formed by outlets of the multitude of pyreflies that composes Sin's physical form. Collectively, the forms of Sinspawn coincide with those of reef-dwelling creatures, such as anemones and jellyfish. – DMLeibfrid

XP 1,600

NE Huge Aberration

Init +5; Senses Low-light vision; Perception +2

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### **DEFENSE**

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AC 18, touch 13, flat-footed 13 (-2 size, +5 Dex, +5 natural)

hp 58 [90] (9d8+18)

Fort +5, Ref +8, Will +8

Immune Antagonized, Death, Petrify, Poison, Sleep, Zombie

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### **OFFENSE**

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Speed Swim 40 ft., Fly 20 ft.

Melee 2 Tentacles +5 (2d6+4 plus bleed)

Space 15 ft.; Reach 15 ft.

Special Attacks Blender, Drain Touch

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### **STATISTICS**

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Str 18, Dex 20, Con 14, Int 4, Wis 14, Cha 12

Base Atk +6; CMB +12; CMD 27

Feats Cleave, Improved Natural Armor, Hover, Power Attack, Weapon Focus (Tentacle)

Skills Fly +8, Swim +12

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### **SPECIAL ABILITIES**

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#### **Blender (Su)**

Once every 1d4 rounds as a full round action, this attack inflicts 5d6+6 points of water damage to all opponents within 30' cone; Reflex save (DC 15) for half damage.

#### **Drain Touch (Su)**

Whenever the Echuilles damages an opponent with its normal tentacle attack; it gains HP equal to ½ the damage dealt.

#### **Bleed (Ex)**

A creature with this ability causes wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

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### **ECOLOGY**

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Organization solitary

## Geneaux – Sinspawn (CR 8)

Sinspawn are presumably fiends that are formed by outlets of the multitude of pyreflies that composes Sin's physical form. Collectively, the forms of Sinspawn coincide with those of reef-dwelling creatures, such as anemones and jellyfish. – DMLeibfrid

XP 4,800

NE Huge Aberration

Init +5; Senses Blindsight 60 ft.; Perception +12

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### DEFENSE

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AC 18, touch 6, flat-footed 18 (-2 size, -2 Dex, +12 natural)

hp 142 [195] (15d8+75)

mp 29

Fort +9, Ref +3, Will +11

**Absorb** Water; **Defensive Ability** Full Defense; Immune Antagonized, Blind, Doom, Gravity, Petrify, Poison, Sleep, Zombie

Weakness Fire

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### OFFENSE

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Speed Swim 40 ft., Fly 20 ft.

Melee 2 Tentacles +16 (2d6+6 plus poison)

Space 15 ft.; Reach 15 ft.

Special Attacks Sigh, Staccato

Spells Known (SC CL 10th, Concentration +12)

1st (DC 13) – Water

2nd (DC 14) – Water II

3rd (DC 15) – Water III

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### STATISTICS

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Str 22, Dex 7, Con 19, Int 4, Wis 14, Cha 12

Base Atk +11; CMB +19; CMD 27

Feats Blind Fight, Cleave, Extra MP, Improved Natural Armor, Power Attack, Toughness, Vital Attack, Weapon Focus (Tentacle)

Skills Fly +4, Perception +12, Stealth +12

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### SPECIAL ABILITIES

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#### Full Defense (Ex)

As a standard action, the Geneaux begins to rapidly recover, increasing its natural armor bonus by +10 and gaining fast healing 10 for 1d4+1 rounds.

#### Poison (Ex)

Bite – injury; save Fort DC 21; frequency 1/round for 4 rounds; effect 1d12 non-elemental damage; cure 1 save.

#### Sigh (Su)

Once every 1d4 rounds as a standard action, the Geneaux releases a long sigh that inflicts 10d4 points of wind damage to all opponents within 30 ft. radius around it and those within the radius must make a Reflex save (DC 19) for half damage. The Geneaux can Sigh during Full Defense.

## **Staccato (Su)**

Once every 1d4 rounds as a standard action, the Geneaux drops down a barrage of whip like attacks that inflict 10d4 points of water and Bludgeoning damage to all opponents within a 15 foot cone and those within range must make a Reflex save (DC 19) for half damage.

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### **ECOLOGY**

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Organization solitary