

Arachne Family

Tantala (CR 11)

Initially, it appears to be a giant spider with green hair and chitin, but the upper half of a woman with blue skin and copper hair tells you that the creature before you is no mere arachnid. – Manly Man
XP 12,800

N Large Monstrous Humanoid

Init +9; **Senses** darkvision 60 ft., tremorsense 90 ft.; **Perception** +20

DEFENSE

AC 28, touch 14, flat-footed 22 (+14 natural, +5 Dex, -1 size)

hp 217 [280] (14d10+140)

Fort +13, **Ref** +14, **Will** +12

Immune polymorphing; **Resist** earth 15

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +22 (2d6+8 plus Poison (2d6 damage/round for 2d6 rounds, Fort DC 26 negates)), 2 claws +22 (1d6+8 plus grab)

Space/Reach 10 ft./10 ft.

Special Attacks earthquake, silk burst

STATISTICS

Str 26, **Dex** 20, **Con** 28, **Int** 14, **Wis** 16 **Cha** 20

Base Atk +14; **CMB** +23 (+25 when grappling, +27 when grappling while flanking); **CMD** 38 (40 vs grapple, 50 vs. trip)

Feats Toughness, Improved Initiative, Dirty Fighting, Improved Grapple, Body Shield, Improved Natural Attack (bite), Combat Reflexes

Skills Climb +33, Bluff +22, Diplomacy +15, Intimidate +22, Perception +20, Stealth +26, Survival +13

Languages Common, Dwarven, Sylvan

SQ counter, softstep, wall walking

SPECIAL ABILITIES

Counter (Ex)

Whenever a tantala is targeted with an attack, she can make an attack of opportunity. Her attack of opportunity comes into play after the provoking attack is resolved.

Earthquake (Su)

The tantala can cause the ground to erupt around her within a 30 ft. radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect. All those in the area of effect must make a Reflex save (DC 19) for half damage and negating the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Nature DC 23).

Silk Burst (Ex)

The tantala can aim her abdomen and release a spray of silken threads, covering all enemies in a 30 ft. cone. All enemies within the area are entangled, and those who fail a Reflex save (DC 26) are afflicted with the Slow status for as long as they remain entangled. Targets who take fire damage are automatically freed, and dealing fire damage in an area of effect that covers half of the affected area destroys the silk entirely, freeing all who were affected.

Softstep (Ex)

Despite its size, the tantala is a master of stealth, able to move with nary a sound and disappear into shadowy corners with ease. She gains a +4 bonus to Stealth checks, and takes no size penalty on Stealth checks.

Wall Walking (Ex)

This ability works like the spider climb spell. The tantala can move across any surfaces without penalty and does not need to make Acrobatics checks to run or charge on them.

ECOLOGY

Environment warm desert, warm forest, or underground

Organization solitary or pair

Treasure standard

More clever than craven, tantalas are fond of sneaking up on foes to grapple them and haul them off into the shadows of their dwellings. If they know they have multiple enemies to face, they will usually start by making use of their silk instead before moving in. They use their earthquake ability to discourage several enemies from coming near, and will gladly protect themselves with Body Shield if attacked.

Arachne (CR 14)

A fair woman's torso with golden hair and eyes sits atop the purple carapace of a spider in place of a human lower body. She makes an eerie cackle at her newfound prey. – Manly Man

XP 38,400

N Large Monstrous Humanoid

Init +10; **Senses** darkvision 60 ft., tremorsense 90 ft.; **Perception** +26

DEFENSE

AC 30, touch 15, flat-footed 24 (+15 natural, +6 Dex, -1 size)

hp 297 [378] (18d10+198)

Fort +17, **Ref** +17, **Will** +16

Immune polymorphing; **Resist** earth 20

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +27 (2d6+10 plus Poison (2d6 damage/round for 2d6 rounds, Fort DC 30 negates), 2 claws +27 (1d8+10 plus grab)

Space/Reach 10 ft./10 ft.

Special Attacks earthquake, silk burst

STATISTICS

Str 30, **Dex** 22, **Con** 32, **Int** 16, **Wis** 20 **Cha** 24

Base Atk +18; **CMB** +29 (+31 when grappling, +33 when grappling while flanking); **CMD** 45 (47 vs grapple, 57 vs. trip)

Feats Improved Initiative, Dirty Fighting, Improved Grapple, Body Shield, Improved Natural Attack (bite), Improved Natural Attack (claw), Combat Reflexes, Grabbing Style*, Grabbing Drag, Grabbing Master

**Indicates a bonus feat.*

Skills Climb +39, Bluff +25, Diplomacy +25, Intimidate +28, Perception +26, Stealth +31, Survival +26

Languages Common, Dwarven, Elvaan, Sylvan

SQ counter, softstep, wall walking

SPECIAL ABILITIES

Counter (Ex)

Whenever an arachne is targeted with an attack, she can make an attack of opportunity. Her attack of opportunity comes into play after the provoking attack is resolved.

Earthquake (Su)

The arachne can cause the ground to erupt around her within a 30 ft. radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect. All those in the area of effect must make a Reflex save (DC 21) for half damage and negating the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Nature DC 23).

Silk Burst (Ex)

The arachne can aim her abdomen and release a spray of silken threads, covering all enemies in a 30 ft. cone. All enemies within the area are entangled, and those who fail a Reflex save (DC 30) are afflicted with the Slow status for as long as they remain entangled. Targets who take fire damage are automatically freed, and dealing fire damage in an area of effect that covers half of the affected area destroys the silk entirely, freeing all who were affected.

Softstep (Ex)

Despite its size, the arachne is a master of stealth, able to move with nary a sound and disappear into shadowy corners with ease. She gains a +4 bonus to Stealth checks, and takes no size penalty on Stealth checks.

Wall Walking (Ex)

This ability works like the spider climb spell. The arachne can move across any surfaces without penalty and does not need to make Acrobatics checks to run or charge on them.

ECOLOGY

Environment warm desert, warm forest, or underground

Organization solitary or pair

Treasure standard

Though they lack true malice, arachnes are practical and shrewd combatants, and prefer to make heavy use of their impressive stealth capabilities to set up an ambush. Typically, they move into position to entangle as many enemies as possible in their silk before grappling one or two of them and fleeing with their prize, making sure to activate the Grabbing Style feat as they do. Stronger

enemies will also get a bite while being grappled, hopefully inflicting them with Poison, so as to weaken them or finish them off if they prove to be a hassle for the arachne. If harried, she will make heavy use of their earthquake ability to either defeat groups of enemies or slow them down, and will flee if either severely outmatched or brought to 25% or less of their maximum hit points. Arachnes also do not hesitate to use the Body Shield feat to fend off their attackers and weaken their prey at the same time.

Riezo (CR 17)

At first, you think you see another tantala, but the skin of the womanly half is a little greener, she wears the blouse of an office worker, and a pair of well-made spectacles sit atop her nose. She looks like she hasn't seen a bed in three weeks. – Manly Man

XP 102,400

NG Large monstrous humanoid (Mini-Boss)

Init +12; **Senses** darkvision 60 ft., tremorsense 90 ft.; **Perception** +31

DEFENSE

AC 39, touch 17, flat-footed 30 (+21 natural, +8 Dex, -1 size)

hp 407 (22d10+286)

Fort +20 **Ref** +21 **Will** +19

Immune mind-affecting, polymorphing, sleep **Resist** earth 30, lightning 30

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +33 (2d6+12 plus Poison (3d6 damage/round for 3d6 rounds, Fort DC 34 negates)), 2 claws +33 (1d8+12 plus grab)

Space/Reach 10 ft./10 ft.

Special Attacks blood drain, decaffeinate, magnitude 8, silk burst

STATISTICS

Str 34, **Dex** 26, **Con** 36, **Int** 22, **Wis** 22 **Cha** 26

Base Atk +22; **CMB** +35 (+37 when grappling, +39 when grappling while flanking); **CMD** 53 (55 vs. grapple, 65 vs. trip)

Feats Improved Initiative, Dirty Fighting, Improved Grapple, Body Shield, Improved Natural Attack (bite), Improved Natural Attack (claw), Combat Reflexes, Grabbing Style*, Grabbing Drag, Grabbing Master, Chokehold, Exsanguinate

**Indicates a bonus feat.*

Skills Bluff +33, Climb +45, Craft (electronic) +31, Diplomacy +30, Intimidate +22, Knowledge (technology) +28, Perception +31, Profession (programmer) +28, Sense Motive +17, Stealth +37, Survival +31

Languages Common, Draconic, Dwarven, Elvaan, Lalafellan, Moogole, Sylvan

SQ counter, for want of a cup, I don't get paid enough for this crap, softstep

SPECIAL ABILITIES

Blood Drain (Ex)

Riezo drains blood at the end of her turn when she grapples a foe, dealing 1d4 Constitution damage.

Counter (Ex)

Whenever Riezo is targeted with an attack, she can make an attack of opportunity. Her attack of opportunity comes into play after the provoking attack is resolved.

Decaffeinate (Ex)

When using her blood drain ability, Riezo inflicts Slow upon the target for a number of rounds equal to the Constitution damage dealt, no save.

For Want of a Cup (Ex)

Riezo can consume coffee, potions, and other such drinks as a swift action. When drinking coffee or some other highly caffeinated beverage, she is granted the Haste status for 1 minute, and is fatigued for 10 minutes afterward.

I Don't Get Paid Enough For This Crap (Ex)

When reduced to 50% or less of her maximum hit points, Riezo is granted the benefits of mighty rage, as the beastmaster ability, for 5 minutes. While this ability is in effect, all enemies she grapples take 2d8+32 crushing damage at the beginning of her turn as she throttles them to death, and must make a Fortitude save (DC 33) to avoid going unconscious at the beginning of their turn while grappled. If offered a 5-gallon bucket of coffee while raging, the one who attempts to give her the coffee can make a DC 40 Diplomacy check; if successful, Riezo will end her rage, release any grappled opponents, and on her next turn, drink the bucket of coffee down as a full-round action. Doing so grants her the Haste status effect for 2 minutes, removes any fatigue or exhaustion, heals her 15d8 hit points, and ends her rage. Harming Riezo before she can drink the coffee grants her the benefits of the coffee but does not end her rage. Attacking Riezo or engaging in some other hostile behavior towards her after calming her down with coffee activates her mighty rage again, regardless of her current hit points, and she cannot be calmed down again with further offerings of coffee.

Magnitude 8 (Su)

Riezo can cause the ground to erupt wildly around her within a 60-ft.-radius. Creatures within the area of effect take 15d10 points of earth damage and are inflicted with the Weighted status effect. They must make a successful Reflex save (DC 26) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

Silk Burst (Ex)

Riezo can aim her abdomen and release a spray of silken threads, covering all enemies in a 30 ft. cone. All enemies within the area are entangled, and those who fail a Reflex save (DC 34) are afflicted with the Slow status for as long as they remain entangled. Targets who take fire damage are automatically freed, and dealing fire damage in an area of effect that covers half of the affected area destroys the silk entirely, freeing all who were affected.

Softstep (Ex)

Despite her size, Riezo is a master of stealth, able to move with nary a sound and disappear into shadowy corners with ease. She gains a +4 bonus to Stealth checks, and takes no size penalty on Stealth checks.

ECOLOGY

Environment indoors

Organization unique

Treasure not nearly enough

Riezo is a perfect example of the capitalistic victim at its finest, being the quintessential overworked employee. She specializes in programming computers, especially electronic games, and has a great passion for her craft, but resents the ungodly hours her employers foist upon her. Working for whatever megacorporation hires her has led her to take the philosophy of "Sleep is for the weak" to its logical extreme, and so while she does her best to be cordial and helpful, her tiredness makes her grouchy and irritable at times. Almost always to be found with a cup of strong coffee in hand or at her desk, if engaged, she immediately drinks it down as soon as her turn comes, following it with either silk burst or magnitude 8, depending on how annoying her opponents are. When in melee, she favors grappling her opponents, who she then will typically carry away, usually booting them out the front door of the building if they don't die by then. So long as she is not in combat, Riezo is receptive to bribery in the form of a coffee break, large sums of money, or vacation time, and is perfectly willing to discuss topics such as her job, coworkers, and what she wishes she could do if she could get a day off for once.

Centaur Family

Centaur Archer (CR 1)

XP 400

Centaur Archer 1

CN Large Monstrous Humanoid (Centaur)

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

DEFENSE

AC 16, touch 12; flat-footed 13 (+2 armor, +3 dex, +2 natural, – 1 size)

hp 7 [11] (1d8+3)

Fort +2, **Ref** +5, **Will** +2

Defensive Abilities Natural Armor; **Resist** Earth 5;

OFFENSE

Speed 50 ft.

Melee Longspear +2 (1d8+2/x3), 2 hooves -3 (1d6+1)

Ranged Longbow +4 (1d8/x3)

Special Attacks [Aim](#) (move action, +1 Att, Dmg, and skills)

STATISTICS

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

Base Atk +0; **CMB** +3; **CMD** 16

Feats Weapon Focus (Longbow)

Skills Acrobatics +7, Knowledge (Nature) +4, Perception +6, Survival +6

Languages Centaur, Common

SQ [Archer Styles](#) (Point-Blank Shot), Fast, Natural Mount, Undersized weapons

Gear cure potion (1), longspear, longbow, 20 arrows, leather armor

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Centaur Forager (CR 1)

XP 400

Centaur Druid 1

CN Large Monstrous Humanoid (Centaur)

Init: +1; **Senses** Darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 12, touch 10; flat-footed 11 (+1 dex, +2 natural, – 1 size)

hp 6 [10] (1d8+2)

mp 2

Fort +3, **Ref** +3, **Will** +3

Defensive Abilities Natural Armor; **Resist** Earth 5;

OFFENSE

Speed 50 ft.

Melee Scythe +2 (2d4+3/x4), 2 hooves -3 (1d6+1)

Ranged Shortspear +1 (1d6+2)

Special Attacks [Lightning Arc](#) (3/day), [Storm Burst](#) (3/day)

Special Abilities [Nature Bond](#) (Lightning and Weather)

Spells Known(Geomancer CL 1st, concentration +4)

1st (DC 14) – Burning Disarm, Frostbite, Jump, Stone Fist, Wind Armor, Wind Shield

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 15

Feats Combat Casting

Skills Handle Animal +12, Heal +17, Knowledge (Nature) +15, Perception +19, Survival +19 (+23 Survival)

Languages Centaur, Common

SQ [Animal Companion](#), Fast, Natural Mount, [Shared Spells](#), Undersized weapons, [Wild Empathy](#)

Gear cure potion (1), scythe, shortspear (5)

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

ANIMAL COMPANION

Wolf

N Medium Animal

Init: +2; **Senses** low-light vision, scent; Perception +8

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

hp 13 [20] (2d8+4)

Fort +5; **Ref** +5; **Will** +1

Speed 50 ft.

Melee Bite +2 (1d6+1 plus trip)

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

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats [Skill Focus](#) (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent

SQ Link

Centaur Striker (CR 1)

XP 400

Centaur Lancer 1

CN Large Monstrous Humanoid (Centaur)

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

DEFENSE

AC 16, touch 11; flat-footed 14 (+3 armor, +2 dex, +2 natural, – 1 size)

hp 8 [13] (1d10+3)

Fort +4, **Ref** +4, **Will** +2

Defensive Abilities Natural Armor; **Resist** Earth 5;

OFFENSE

Speed 50 ft.

Melee Halberd +4 (1d10+3/19-20 x3), 2 hooves -2 (1d6+1)

Ranged Spear +3 (1d8+2/x3)

Special Attacks [Mounted Lancer](#) (+1d6)

STATISTICS

Str 15, Dex 14, Con 15, Int 10, Wis 14, Cha 8

Base Atk +1; **CMB** +4; **CMD** 16

Feats Weapon Focus (Halberd)

Skills Acrobatics +7, Ride +8

Languages Centaur, Common

SQ Fast, Natural Mount, Undersized weapons

Gear cure potion (1), halberd, spear (5), studded leather armor

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Centaur Fighter (CR 4)

XP 1,200

Centaur Fighter 4

CN Large Monstrous Humanoid (Centaur)

Init: +2; **Senses** Darkvision 60 ft., low-light vision, Perception +1

DEFENSE

AC 21, touch 13; flat-footed 17 (+6 armor, +2 shield, +2 dex, +2 natural, – 1 size)

hp 34 [56] (4d10+16)

Fort +7, **Ref** +3, **Will** +2

Defensive Abilities Natural Armor; **Resist** Earth 5;

OFFENSE

Speed 50 ft.

Melee Greataxe +9 (1d12+9/x3), 2 hooves +2 (1d6+2)

Ranged Longbow +5 (1d8/x3)

Special Attacks [Overhand Chop](#) +9 (1d12+13/x3)

Special Abilities [Martial Flexibility](#) (5/day)

STATISTICS

Str 18, Dex 15, Con 16, Int 10, Wis 12, Cha 8

Base Atk +4; **CMB** +9; **CMD** 22

Feats Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

Skills Acrobatics +2, Climb +4

Languages Centaur, Common

SQ [Chosen Weapon](#) +1 (Axes), Fast, [Fighter Talent](#) (Melee Defense, Melee Power), Natural Mount, Undersized weapons

Gear cure potion (2), greataxe, longbow, 20 arrows, breastplate

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Centaur Naturecaller (CR 4)

XP 1,200

Centaur Geomancer 4

CN Large Monstrous Humanoid (Centaur)

Init: +1; **Senses** Darkvision 60 ft., low-light vision, Perception +11

DEFENSE

AC 16, touch 10; flat-footed 15 (+4 armor, +1 dex, +2 natural, – 1 size)

hp 30 [52] (4d8+12)

mp 9

Fort +6, **Ref** +2, **Will** +8

Defensive Abilities Natural Armor; **Resist** Earth 7, Fire 2, Ice 2, Lightning 2, Water 2, Wind 2;

OFFENSE

Speed 50 ft.

Melee Scythe +4 (2d4+3/x4), 2 hooves +0 (1d6+1)

Ranged Shortspear +3 (1d6+2)

Special Attacks [Geomancy](#) (8/day, 2d6)

Special Abilities [Geomancy Tricks](#) (Infiltration[4 hours]), [Homefield Advantage](#) (1/day, 4 rounds), [Terrain Movement](#) (7/day)

Spells Known (Geomancer CL 4th, concentration +8)

At-will (DC 14) – Create Water, Detect Magic, Elemental Orb, Ignite, Read Magic

1st (DC 15) – Burning Disarm (DC 16), Frostbite, Stone Fist, Wind Armor, Wind Shield

2nd (DC 16) – Barkskin, Burning Arc (DC 17), Flaming Sphere (DC 17), Frost Fall

STATISTICS

Str 15, Dex 12, Con 15, Int 10, Wis 18, Cha 8

Base Atk +3; **CMB** +6; **CMD** 17

Feats Combat Casting, Elemental Focus (fire)

Skills Knowledge (Geography) +7, Knowledge (Nature) +7, Perception +11, Survival +11

Languages Centaur, Common

SQ [Armored Mage](#) (light), [Favored Terrain](#) (Plains, +2), Fast, [Ley Lines](#) +2, Natural Mount, [Spell Proficiency](#), Undersized weapons

Gear cure potion (2), 2nd-lvl geomancer scroll, scythe, shortspear (5), hide

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur

can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Centaur Arcane Ranger (CR 4)

XP 1,200

Centaur Ranger 4

CN Large Monstrous Humanoid (Centaur)

Init: +2; **Senses** Darkvision 60 ft., low-light vision, Perception +8

DEFENSE

AC 17, touch 11; flat-footed 15 (+4 armor, +2 dex, +2 natural, – 1 size)

hp 38 [60] (4d12+12)

mp 2

Fort +6, **Ref** +6, **Will** +4

Defensive Abilities Natural Armor; **Resist** Earth 5;

OFFENSE

Speed 50 ft., [Woodland Stride](#)

Melee Greataxe +6 (1d12+4/x3), 2 hooves +1 (1d6+1)

Ranged Longbow +6 (1d8/x3)

Special Attacks [Hunter's Tricks](#) (5/day, Aiding Attack, Distracting Attack)

Special Abilities [Animal Focus](#) (4 minutes/day)

Spells Known (Geomancer CL 1st, concentration +4)

1st (DC 14) – Frostbite, Stone Fist, Wind Armor

STATISTICS

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

Base Atk +4; **CMB** +8; **CMD** 22

Feats Point-Blank Shot, Weapon Focus (Longbow)

Skills Acrobatics +9, Knowledge (Nature) +9, Perception +11, Survival +11 (+13 track)

Languages Centaur, Common

SQ [Alertness](#), [Animal Companion](#), Fast, [Favored Enemy](#) (Hume, +2), Natural Mount, [Nature Sense](#), [Shared Spells](#), [Track](#), [Trackless Step](#), Undersized weapons

Gear cure potion (2), greataxe, longbow, 20 arrows, hide

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

ANIMAL COMPANION

Warg Wolf

N Medium Animal

Init: +3; **Senses** low-light vision, scent; Perception +9

AC 18, **touch** 13, **flat-footed** 15 (+3 Dex, +5 natural)

hp 30 [44] (4d8+12)

Fort +6; **Ref** +6; **Will** +3

Defensive Abilities Evasion;

Speed 50 ft.

Melee Bite +7 (1d6+6 plus trip)

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

Str 18, Dex 16, Con 16, Int 2, Wis 14, Cha 10

Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats [Run](#), [Skill Focus](#) (Perception)

Skills Perception +9, Stealth +7, Survival +3 (+7 scent tracking); Racial Modifiers +4 Survival when tracking by scent

SQ Link, Shared Spells

Centaur Geomancer (CR 7)

XP 3,200

Centaur Geomancer 7

CN Large Monstrous Humanoid (Centaur)

Init: +1; **Senses** Darkvision 60 ft., low-light vision, Perception +14

DEFENSE

AC 16, touch 10; flat-footed 15 (+4 armor, +1 dex, +2 natural, – 1 size)

hp 52 [77] (7d8+21)

mp 32

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

Defensive Abilities Natural Armor; **Resist** Earth 9, Fire 4, Ice 4, Lightning 4, Water 4, Wind 4;

OFFENSE

Speed 50 ft.

Melee Scythe +8 (2d6+4/x3), 2 hooves +3 (1d6+1)

Ranged Shortspear +4 (1d6+3)

Special Attacks [Geomancy](#) (11/day, 3d6)

Special Abilities [Geomancy Tricks](#) (Improved Geomancy, Infiltration[4 hours]), [Homefield Advantage](#) (1/day, 7 rounds), [Terrain Movement](#) (7/day)

Spells Known (Geomancer CL 7th, concentration +11)

At-will (DC 14) – Create Water, Detect Magic, Elemental Orb, Ignite, Read Magic, Virtue

1st (DC 15) – Burning Disarm (DC 16), Frostbite, Stone Fist, Wind Armor, Wind Shield

2nd (DC 16) – Barkskin, Burning Arc (DC 17), Flaming Sphere (DC 17), Frost Fall

3rd (DC 17) – Call Lightning, Ice Spears, Meld into Stone, Wind Wall

4th (DC 18) – Comet (DC 19), Volcanic Storm (DC 19)

STATISTICS

Str 16, Dex 13, Con 16, Int 10, Wis 19, Cha 8

Base Atk +5; **CMB** +8; **CMD** 19

Feats Combat Casting, Elemental Focus (fire), Extend Spell, Extra MP

Skills Knowledge (Geography) +10, Knowledge (Nature) +10, Perception +14, Survival +14

Languages Centaur, Common

SQ [Armored Mage](#) (light), [Clear Mind](#), [Endure Elements](#), [Favored Terrain](#) (Plains and Mountain, +2),

Fast, [Geosynchronous](#), [Ley Lines](#) +2, Natural Mount, [Spell Proficiency](#), Undersized weapons

Gear cure potion (3), 4th-lvl geomancer scroll, scythe, shortspear (5), hide

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Centaur Lancer (CR 7)

XP 3,200

Centaur Lancer 7

CN Large Monstrous Humanoid (Centaur)

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

DEFENSE

AC 20, touch 11; flat-footed 18 (+5 armor, +2 shield, +2 dex, +2 natural, – 1 size)

hp 73 [105] (7d10+35)

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

Defensive Abilities Natural Armor; **Resist** Earth 5;

OFFENSE

Speed 50 ft.

Melee +1 Halberd +12/+7 (1d10+5/18-20 x3), 2 hooves +6 (1d6+1)

Ranged Spear +10/+5 (1d8+4/x3)

Special Attacks [Lancer's Charge](#), [Mounted Lancer](#) (+3d6)

Special Abilities [Acrobatic Talents](#) (Flexible Flanker, Green Dragon Scales, Heroic Landing [Earth, DC 16 Reflex], Phalanx Fighting)

STATISTICS

Str 16, Dex 14, Con 18, Int 10, Wis 14, Cha 8

Base Atk +7/+2; **CMB** +10; **CMD** 22

Feats Cleave, Improved Critical (Halberd), Power Attack, Weapon Focus (Halberd)

Skills Acrobatics +9, Ride +10

Languages Centaur, Common

SQ [Armor Training](#) (+2), [Battlefield Agility](#), [Dragoon Training](#) +1, Fast, [Fighter Training](#), Natural Mount, [Pole Fighting](#), [Skilled Rider](#), Undersized weapons

Gear cure potion (3), +1 halberd, spear (5), Lamellar (horn), Snarlshield (wooden)

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Centaur Sniper (CR 7)

XP 3,200

Centaur Archer 7

CN Large Monstrous Humanoid (Centaur)

Init: +3; **Senses** Darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 17, touch 12; flat-footed 14 (+3 armor, +3 dex, +2 natural, – 1 size)

hp 52 [77] (7d8+21)

Fort +4, **Ref** +8, **Will** +4

Defensive Abilities [Evasion](#), Natural Armor, [Uncanny Dodge](#); **Resist** Earth 5;

OFFENSE

Speed 60 ft.

Melee Longspear +8 (1d8+3/x3), 2 hooves +3 (1d6+1)

Ranged +1 Longbow +10 (1d8+5/x3)

Special Attacks [Aim](#) (move or swift action, +2 Att, Dmg, and skills), [Quick Shot](#) +8/+8 (1d8+5/x3)

Special Abilities [Archery Talents](#) (Defensive Grace, Improved Called Shot, Surprise Shot), [Called Shot](#)

STATISTICS

Str 16, Dex 17, Con 15, Int 10, Wis 15, Cha 8

Base Atk +5; **CMB** +8; **CMD** 21

Feats Deadly Aim, Point-Blank Shot, Rapid Shot, Weapon Focus (Longbow)

Skills Acrobatics +12, Knowledge (Nature) +10, Perception +12, Survival +12

Languages Centaur, Common

SQ [Archer Styles](#) (Far Shot and Improved Precise Shot), [Archer Training](#), [Agile Archer](#), [Expert Archer](#) +1, Fast, [Fast Movement](#) (+10 ft.), [Hawkeye](#), Natural Mount, Undersized weapons

Gear cure potion (3), longspear, +1 longbow, 20 arrows, hide shirt

SPECIAL ABILITIES

Fast (Ex)

Centaur gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Centaur Arcane Ranger (CR 9)

XP 6,400

Centaur Ranger 9

CN Large Monstrous Humanoid (Centaur)

Init: +4; **Senses** Darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 20, touch 12; flat-footed 17 (+6 armor, +3 dex, +2 natural, – 1 size)

hp 94 [144] (9d12+36)

mp 8

Fort +9, **Ref** +10, **Will** +7

Defensive Abilities [Evasion](#), Natural Armor; **Resist** Earth 5;

OFFENSE

Speed 50 ft., [Woodland Stride](#)

Melee Greataxe +13/+8 (1d12+6/x3), 2 hooves +8 (1d6+2)

Ranged +1 Longbow +15/+10 (1d8+1/x3)

Special Attacks [Hunter's Tricks](#) (8/day, Aiding Attack, Bolster Companion, Distracting Attack, Second Chance Strike)

Special Abilities [Animal Focus](#) (9 minutes/day), [Second Animal Focus](#)

Spells Known (Geomancer CL 6th, concentration +10)

1st (DC 15) – Burning Disarm, Frostbite, Produce Flame, Stone Fist, Wind Armor

2nd (DC 16) – Barkskin, Burning Arc, Stone Call

STATISTICS

Str 18, Dex 16, Con 16, Int 10, Wis 18, Cha 8

Base Atk +9/+4; **CMB** +13; **CMD** 27

Feats Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow)

Skills Acrobatics +15, Knowledge (Nature) +14, Perception +16, Survival +16 (+20 track)

Languages Centaur, Common

SQ [Alertness](#), [Animal Companion](#), [Camouflage](#), Fast, [Favored Enemy](#) (Hume and Animal, +2), [Favored Terrain](#) (Plains, +2), Natural Mount, [Nature Sense](#), [Shared Spells](#), [Track](#), [Trackless Step](#), Undersized weapons

Gear cure potion (4), greataxe, +1 longbow, 20 arrows, +1 lamellar (horn)

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

ANIMAL COMPANION

Dark Wolf

NE Large Animal (Dark)

Init: +4; **Senses** low-light vision, keen scent; Perception +11

AC 22, **touch** 13, **flat-footed** 18 (+4 Dex, +9 natural, -1 size)

hp 85 [117] (9d8+45)

Fort +11; **Ref** +10; **Will** +6

Defensive Abilities Evasion;

Speed 50 ft.

Melee Bite +15 (1d8+9 plus trip)

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

Str 23, Dex 18, Con 20, Int 8, Wis 16, Cha 10

Base Atk +6; **CMB** +13; **CMD** 26 (30 vs. trip)

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

Skills Perception +11, Stealth +5, Survival +5 (+9 scent tracking); Racial Modifiers +4 Survival when tracking by scent

SQ Link, Shared Spells

Keen Scent (Ex)

A dark wolf can detect prey within 60 feet by sense of smell, as per the scent ability. This range increases to 120 feet if the opponents are upwind; and decreases to 30 feet if downwind.

Centaur Champion (CR 9)

XP 6,400

Centaur Fighter 9

CN Large Monstrous Humanoid (Centaur)

Init: +3; **Senses** Darkvision 60 ft., low-light vision, Perception +1

DEFENSE

AC 23, **touch** 13; **flat-footed** 19 (+6 armor, +2 shield, +3 dex, +2 natural, -1 size, +1 deflect)

hp 94 [135] (9d10+45)

Fort +10, **Ref** +6, **Will** +4

Defensive Abilities Natural Armor; **Resist** Earth 5;

OFFENSE

Speed 50 ft.

Melee +1 Greataxe +19/+14 (1d12+13/19-20 x3), 2 hooves +9 (1d6+2)

Ranged Longbow +12/+7 (1d8/x3)

Special Attacks [Overhand Chop](#) +19 (1d12+16/19-20 x3), [Backswing](#) +19/+14 (1d12+16/19-20 x3) & 2 hooves +9 (1d6+2)

Special Abilities [Martial Flexibility](#) (7/day), [Reliable Strike](#) (7/day)

STATISTICS

Str 20, Dex 16, Con 18, Int 10, Wis 12, Cha 8

Base Atk +9/+4; **CMB** +14; **CMD** 24

Feats Cleave, Improved Critical (Greataxe), Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

Skills Acrobatics +8, Climb +10

Languages Centaur, Common

SQ [Chosen Weapon](#) +3 (Axes), Fast, [Fighter Talent](#) (Melee Defense, Melee Power, Parry, Riposte), Natural Mount, [Rapid Attack](#), Undersized weapons

Gear cure potion (4), +1 greataxe, longbow, 20 arrows, breastplate, ring of protection +1

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Centaur Druid (CR 9)

XP 6,400

Centaur Druid 9

CN Large Monstrous Humanoid (Centaur)

Init: +2; **Senses** Darkvision 60 ft., low-light vision, scent; Perception +19

DEFENSE

AC 17, touch 12, flat-footed 15 (+3 armor, +2 dex, +2 natural, – 1 size, +1 deflect)

hp 76 [108] (9d8+36)

mp 33

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

Defensive Abilities Natural Armor; **Resist** Earth 5;

OFFENSE

Speed 50 ft., [Woodland Stride](#)

Melee +1 Scythe +13/+8 (2d4+5/x4), 2 hooves +7 (1d6+1)

Ranged Shortspear +11/+6 (1d6+3)

Special Attacks [Lightning Arc](#) (5/day), [Storm Burst](#) (5/day)

Special Abilities [Nature Bond](#) (Lightning and Weather), [Quarry](#)

Spells Known (Geomancer CL 9th, concentration +14)

1st (DC 16) – Burning Disarm, Endure Elements, Frostbite, Jump, Produce Flame, Rain, Stone Fist, Wind Armor, Wind Runner, Wind Shield

2nd (DC 17) – Barkskin, Binding Earth, Burning Arc, Flaming Sphere, Groundswell, Frost Fall

3rd (DC 18) – Aqueous Orb, Battering Blast, Call Lightning, Elemental Aura, Ice Spears, Sleet Storm

STATISTICS

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

Base Atk +9/+4; **CMB** +12; **CMD** 25

Feats Combat Casting, Enlarge Spell, Extend Spell, Extra MP, Furious Spell

Skills Handle Animal +12, Heal +17, Knowledge (Nature) +15, Perception +19, Survival +19 (+23 Survival)

Languages Centaur, Common

SQ [Alertness](#), [Animal Companion](#), [Armored Mage](#) (light), [Empathic Link](#), Fast, [Favorite](#)

[Terrain](#) (Plains, +2), [Improved Empathic Link](#), Natural Mount, [Nature Sense](#), [Shared Spells](#), [Speak with Animals](#), [Track](#), [Trackless Step](#), Undersized weapons, [Wild Empathy](#)

Gear cure potion (4), +1 scythe, leaf armor, shortspear (5), ring of protection +1

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

ANIMAL COMPANION

Dark Wolf

NE Large Animal (Dark)

Init: +4; **Senses** low-light vision, keen scent; Perception +11

AC 22, **touch** 13, **flat-footed** 18 (+4 Dex, +9 natural, -1 size)

hp 85 [117] (9d8+45)

Fort +11; **Ref** +10; **Will** +6

Defensive Abilities Evasion;

Speed 50 ft.

Melee Bite +15 (1d8+9 plus trip)

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

Str 23, Dex 18, Con 20, Int 8, Wis 16, Cha 10

Base Atk +6; **CMB** +13; **CMD** 26 (30 vs. trip)

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

Skills Perception +11, Stealth +5, Survival +5 (+9 scent tracking); Racial Modifiers +4 Survival when tracking by scent

SQ Link, Shared Spells

Keen Scent (Ex)

A dark wolf can detect prey within 60 feet by sense of smell, as per the scent ability. This range increases to 120 feet if the opponents are upwind; and decreases to 30 feet if downwind.

Centaurion (CR 9)

XP 6,400

Centaur Lancer 9

CN Large Monstrous Humanoid (Centaur)

Init: +3; **Senses** Darkvision 60 ft., low-light vision, Perception +2

DEFENSE

AC 22, **touch** 12; **flat-footed** 18 (+6 armor, +2 shield, +3 dex, +2 natural, - 1 size)

hp 99 [144] (9d10+54)

Fort +12, **Ref** +10, **Will** +6

Defensive Abilities Natural Armor; **Resist** Earth 5;

OFFENSE

Speed 50 ft.

Melee +1 Halberd +16/+11 (1d10+8/18-20 x3), 2 hooves +8 (1d6+2)

Ranged Spear +13/+8 (1d8+5/x3)

Special Attacks [Lancer's Charge](#), [Mounted Lancer](#) (+3d6), [Spinning Lance](#): +1 Halberd +14/+9/+9 (1d10+8/18-20 x3 & 1d6+6)

Special Abilities [Acrobatic Talents](#) (Flexible Flanker, Green Dragon Scales, Heroic Landing [Earth, DC 18 Reflex], Phalanx Fighting)

STATISTICS

Str 18, Dex 16, Con 20, Int 10, Wis 14, Cha 8

Base Atk +9/+4; **CMB** +13; **CMD** 26

Feats Cleave, Improved Critical (Halberd), Power Attack, Weapon Focus (Halberd), Weapon Specialization (Halberd)

Skills Acrobatics +12, Ride +13

Languages Centaur, Common

SQ [Armor Training](#) (+2), [Battlefield Agility](#), [Dragoon Training](#) +1, Fast, [Fighter Training](#), Natural Mount, [Pole Fighting](#), [Skilled Rider](#), Undersized weapons

Gear cure potion (4), +1 halberd, spear (10), mountain pattern, Snarlshield (wooden), cloak of resistance +1

SPECIAL ABILITIES

Fast (Ex)

Centaur's gain a 10-foot racial bonus to their speed.

Natural Armor (Ex)

Centaur's have tough skin, granting them a +2 natural armor bonus.

Natural Mount (Ex)

A centaur counts as having the Mounted Combat feat only for the purpose of meeting feat prerequisites, and substitutes the Acrobatic skill for any Ride skill prerequisites when acquiring feats that have Mounted Combat as a prerequisite. Because of his equine form, a centaur can wield a lance one-handed as if mounted and deals double damage with a lance while charging. A centaur can never gain the benefit of the Mounted Combat feat (or other similar feats or effects, such as Trick Riding) if ridden by another creature.

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Faceless

Faceless (CR 3)

These humanoids resemble hairless, genderless humes with no facial features and grey skin that changes color, allowing them to blend perfectly with their surroundings.

XP 800

NE Medium Monstrous Humanoid

Init: +7; Senses Darkvision 60 ft., Perception +6

DEFENSE

AC 17, touch 13; flat-footed 14 (+3 Dex, +1 natural, +3 armor)

hp 26 [40] (4d8+8)

Fort +3, Ref +7, Will +4

OFFENSE

Speed 30 ft.

Melee Shortsword +7 (1d6+2)

Special Attacks Critical Attack, Shadow Blink, +2d6 sneak attack

STATISTICS

Str 15, Dex 17, Con 15, Int 13, Wis 11, Cha 6

Base Atk +4; CMB +6; CMD 19

Feats [Improved Initiative](#), Weapon Finesse

Skills Acrobatics +7, Escape Artist +7, Perception +11, Stealth +14 (+19 with cloak); Racial

Modifiers +4 Perception, +4 Stealth

Languages Common, Sign Language

SQ 20% concealment (with cloak)

Gear shortsword, studded leather armor, faceless cloak (20% concealment, +5 on Stealth checks, disintegrates in sunlight)

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the faceless can inflict more pain than normal. If they succeed at hitting with their shortsword attack, the damage is 1d6+2 plus another 1d6+2 divided by half.

Shadow Blink (Su)

The faceless can teleport adjacently to any creature within 15 ft. and may attack the creature, once. This ability cannot be used while in Sunlight nor can it be used if there's no room to teleport adjacently to the creature. This ability does not provoke attacks of opportunity. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Gargoyle Family

Gargoyle (CR 5)

Seemingly carved from a dark gray stone, this sinister crouching humanoid resembles a horned, winged demon.

XP 1,600

CE Medium Monstrous Humanoid ([Earth](#))

Init +6; Senses Darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 18, touch 12; flat-footed 16 (+2 dex, +6 natural)

hp 63 (6d10+24)

Fort +6, Ref +7, Will +6

DR 10/magic; Resist Earth 15; Strong Lightning

Weakness Wind

OFFENSE

Speed 40 ft., Fly 60 ft. (average)
Melee 2 Claws +9 (1d6+3), Bite +9 (1d6+3), Gore +9 (1d6+3)
Special Attacks Bloody Claw

STATISTICS

Str 17, Dex 15, Con 19, Int 8, Wis 12, Cha 8
Base Atk +6; CMB +9; CMD 21
Feats [Improved Initiative](#), [Power Attack](#), [Skill Focus](#) (Fly)
Skills Fly +14, Perception +10, Stealth +10 (+16 in stony areas); Racial Modifiers +2 Stealth (+6 in stony environments)
Language Common, Terran
SQ Freeze

SPECIAL ABILITIES

Bloody Claw (Su)

3/day, a gargoyle forms a crimson claw draining the life force from their target with a melee touch attack (+9). If it hits, the target take 3d6 points of shadow damage and is healed for that much. The victim also takes 1 point of ability damage to a random stat (1d6): 1 for Strength, 2 for Dexterity, 3 for Constitution, 4 for Intelligence, 5 for Wisdom, or 6 for Charisma. Blue mages may learn this ability as a 3rd level spell (Knowledge: Local DC 21).

Freeze (Ex)

A gargoyle can hold itself so still, it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Belphegor (CR 8)

Seemingly carved from a dark green stone, this sinister crouching humanoid resembles a horned, winged demon. Usually leads a pack of gargoyles with them.

XP 4,800

CE Large Monstrous Humanoid ([Earth](#))

Init +6; Senses Darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 22, touch 11; flat-footed 20 (+2 dex, +11 natural, -1 size)
hp 123 (11d10+66)
Fort +9, Ref +9, Will +8
DR 10/cold iron; Resist Earth 15; Strong Lightning
Weakness Wind

OFFENSE

Speed 40 ft., Fly 60 ft. (average)
Melee 2 Claws +16 (1d8+6), Bite +16 (1d8+6), Gore +16 (1d8+6)
Space 10 ft.; Reach 10 ft.
Special Attacks Bloody Claw, Snatch, Triumphant Roar

STATISTICS

Str 22, Dex 15, Con 22, Int 10, Wis 12, Cha 8

Base Atk +11; CMB +18; CMD 30

Feats [Bloody Assault](#), [Cleave](#), [Death from Above](#), [Improved Initiative](#), [Power Attack](#), [Skill Focus](#) (Fly)

Skills Fly +19, Perception +15, Stealth +15 (+19 in stony areas); Racial Modifier +2 Stealth (+6 in stony environments)

Language Common, Terran

SQ Freeze

SPECIAL ABILITIES

Bloody Claw (Su)

3/day, a belphegor forms a crimson claw draining the life force from their target with a melee touch attack (+9). If it hits, the target take 3d6 points of shadow damage and is healed for that much. The victim also takes 1 point of ability damage to a random stat (1d6): 1 for Strength, 2 for Dexterity, 3 for Constitution, 4 for Intelligence, 5 for Wisdom, or 6 for Charisma. Blue mages may learn this ability as a 3rd level spell (Knowledge: Local DC 21).

Freeze (Ex)

A belphegor can hold itself so still, it appears to be a statue. A belphegor that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Snatch (Ex)

A belphegor can start a grapple when it hits with both claw attacks, as though it had the grab ability. If it grapples a creature of size Medium or smaller, it squeezes each round for automatic claw damage with a successful grapple check. A belphegor can fly while holding a creature that weighs 350 pounds or less. It cannot throw creatures it is carrying, but can drop them as a free action.

Triumphant Roar (Su)

1/day, the belphegor releases a raging fierce roar, boosting their personal attack power by +6 for three rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Local DC 21).

Foras (CR 11)

An unsightly demon that resembles an obsidian human with scythes that pierce its own hands. Both intelligent and persistent, the foras fades into the darkness to more effectively stalk its prey.

XP 12,800

CE Large Monstrous Humanoid ([Earth](#))

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 26, touch 12; flat-footed 23 (+3 dex, +14 natural, -1 size)

hp 178 (15d10+105)

Fort +12, Ref +12, Will +10

DR 10/adamantine; Resist Earth 15; Strong Lightning

Weakness Wind

OFFENSE

Speed 40 ft., Fly 60 ft. (average)

Melee 2 Claws +21 (2d8+7/x4), Bite +21 (1d8+7), Gore +21 (1d8+7)

Space 10 ft.; Reach 10 ft.

Special Attacks Bloody Claw, Scythe Claws, Snatch, Terror Eye, Triumphant Roar

STATISTICS

Str 24, Dex 16, Con 24, Int 12, Wis 12, Cha 8

Base Atk +15; CMB +23; CMD 36

Feats [Bloody Assault](#), [Cleave](#), [Death from Above](#), Flyby Attack, Hover, [Improved Initiative](#), [Power Attack](#), [Skill Focus](#) (Fly)

Skills Fly +23, Perception +19, Stealth +19 (+23 in stony areas); Racial Modifier +2 Stealth (+6 in stony environments)

Language Common, Terran

SQ Freeze

SPECIAL ABILITIES

Bloody Claw (Su)

3/day, a foras forms a crimson claw draining the life force from their target with a melee touch attack (+9). If it hits, the target take 3d6 points of shadow damage and is healed for that much. The victim also takes 1 point of ability damage to a random stat (1d6): 1 for Strength, 2 for Dexterity, 3 for Constitution, 4 for Intelligence, 5 for Wisdom, or 6 for Charisma. Blue mages may learn this ability as a 3rd level spell (Knowledge: Local DC 21).

Freeze (Ex)

A foras can hold itself so still, it appears to be a statue. A foras that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Scythe Claws (Ex)

Foras have improved claw damage by 2 sizes and have their critical bonus damage increase to x4.

Snatch (Ex)

A foras can start a grapple when it hits with both claw attacks, as though it had the grab ability. If it grapples a creature of size Medium or smaller, it squeezes each round for automatic claw damage with a successful grapple check. A foras can fly while holding a creature that weighs 350 pounds or less. It cannot throw creatures it is carrying, but can drop them as a free action.

Terror Eyes (Su)

1/day, the foras strikes fear in its opponents within a 30-ft. cone freezing them in time. Anyone caught in the cone-shaped effect must make a Will save (DC 20) or be inflicted with the Stop status effect for 3 rounds. This is considered a fear effect. Blue mages may learn this ability as a 9th level spell (Knowledge: Local DC 33).

Triumphant Roar (Su)

1/day, the foras releases a raging fierce roar, boosting their personal attack power by +6 for three rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Local DC 21).

Lamia Family

Lamia (CR 6)

These creatures are half woman and half snake. The snake half being the lower half of the two. She seduces men, enticing them in order to feed on their blood. It is also said they reside in towers or secluded areas and have magical abilities.

XP 2,400

CE Large Monstrous Humanoid ([Reptilian](#))

Init +3; Senses Darkvision 60 ft., low-light vision, scent; Perception +3

DEFENSE

AC 20, touch 13; flat-footed 16 (+3 dex, +1 dodge, +7 natural, -1 size)

hp 67 (9d10+18)

mp 34

Fort +5, Ref +9, Will +9

Immune Mind-affecting effects

OFFENSE

Speed 40 ft., Climb 40 ft., Swim 40 ft.

Melee +1 Scimitars +9/+9/+4 (1d6+4/15-20 plus 1 wisdom drain on first hit each round), or Touch +12 (1d4 Wisdom drain)

Space 10 ft.; Reach 10 ft.

Special Attacks Entice, Wisdom Drain

Spells Known (FC CL 9th, Concentration +13)

At will (DC 14) – Charm, Disguise Self

1st (DC 15) – Cure, Sleep

2nd (DC 16) – Cure II, Minor Image

3rd (DC 17) – Cure, Cure III, Dispel, Major Image, Sleepga

STATISTICS

Str 18, Dex 16, Con 14, Int 13, Wis 16, Cha 18

Base Atk +9; CMB +14; CMD 28 (can't be tripped)

Feats Dodge, Double Slice, Improved Critical (scimitar), Two-Weapon Fighting, Weapon Focus (scimitar)

Skills Acrobatics +5 (+9 jump), Bluff +17, Climb +10, Diplomacy +8, Disguise +8, Intimidate +17,

Knowledge (any one) +12, Knowledge (arcana) + 12, Spellcraft +12, Swim +10, Use Magic Device

+18; Racial Modifiers +4 Acrobatics, +4 Bluff, +4 Use Magic Device

Language Abyssal, Common, Draconic

SQ Change Shape (fixed Medium humanoid form, alter self), Undersized Weapons

Gear 2 +1 Scimitars, 3rd-lvl illusionist or white mage scroll

SPECIAL ABILITIES

Undersized Weapons (Ex)

Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).

Entice (Su)

A lamia blows a kiss towards her target as pink hearts are being thrown from her lips towards him. The target must make a Will save (DC 19) or be affected as if by a Charm spell for a duration of 1 minute. The charm effect on this ability is harder to overcome unlike other charm spells and has its DC increase by 1. Blue mages may learn this ability as a 4th level spell (Knowledge: Local DC 23).

Wisdom Drain (Su)

A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to charm.

Lamia Matriarch (CR 8)

This creature looks like a beautiful human woman from the waist up, but below is the body and tail of an immense snake.

XP 4,800

CE Large Monstrous Humanoid ([Reptilian](#))

Init +4; Senses Darkvision 60 ft., low-light vision, scent; Perception +3

DEFENSE

AC 22, touch 14; flat-footed 17 (+4 dex, +1 dodge, +8 natural, -1 size)

hp 102 (12d10+36)

mp 57

Fort +7, Ref +12, Will +11

Immune Mind-affecting effects

OFFENSE

Speed 40 ft., Climb 40 ft., Swim 40 ft.

Melee +1 Scimitars +14/+14/+9/+9/+4 (1d6+6/15-20 plus 1 wisdom drain on first hit each round), or

Touch +16 (1d4 Wisdom drain)

Space 10 ft.; Reach 10 ft.

Special Attacks Entice, Wisdom Drain

Spells Known (FC CL 12th, Concentration +17)

At will (DC 15) – Charm, Disguise Self

1st (DC 16) – Cure, Mage Armor, Sleep

2nd (DC 17) – Blur, Cure II, Minor Image

3rd (DC 18) – Cure, Cure III, Dispel, Haste, Major Image, Sleepga

4th (DC 19) – Esuna, Shadow Step, Vanish

5th (DC 20) – Curaga

STATISTICS

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

Base Atk +12; CMB +18; CMD 32 (can't be tripped)

Feats Dodge, Double Slice, Improved Critical (scimitar), Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (scimitar)

Skills Acrobatics +8 (+12 jump), Bluff +21, Climb +13, Diplomacy +11, Disguise +11, Intimidate +20,

Knowledge (any one) +15, Knowledge (arcana) +15, Spellcraft +15, Swim +13, Use Magic Device

+21; Racial Modifiers +4 Acrobatics, +4 Bluff, +4 Use Magic Device

Language Abyssal, Common, Draconic

SQ Change Shape (fixed Medium humanoid form, alter self), Undersized Weapons
Gear 2 +1 Scimitars, 5th-lvl illusionist or white mage scroll

SPECIAL ABILITIES

Undersized Weapons (Ex)

Although a lamia matriarch is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamia matriarchs wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).

Entice (Su)

A lamia matriarch blows a kiss towards her target as pink hearts are being thrown from her lips towards him. The target must make a Will save (DC 20) or be affected as if by a Charm spell for a duration of 1 minute. The charm effect on this ability is harder to overcome unlike other charm spells and has its DC increase by 1. Blue mages may learn this ability as a 4th level spell (Knowledge: Local DC 23).

Wisdom Drain (Su)

A lamia matriarch drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia matriarch does not heal any damage when it uses its Wisdom drain.) Lamia matriarchs try to use this power early in an encounter to make foes more susceptible to charm.

Lamia Queen (CR 10)

This creature looks like a beautiful human woman from the waist up, but below is the body and tail of an immense snake. She regards herself queen of the lamia and is considered the most beautiful but deceitful of all the lamia kind.

XP 9,600

CE Large Monstrous Humanoid ([Reptilian](#))

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

DEFENSE

AC 25, touch 15, flat-footed 19 (+5 dex, +1 dodge, +1 shield, +9 natural, -1 size)

hp 150 (15d10+65)

mp 87

Fort +9, Ref +14, Will +13

Immune Mind-affecting effects

OFFENSE

Speed 40 ft., Climb 40 ft., Swim 40 ft.

Melee +2 Scimitars +19/+19/+14/+14/+9/+9 (1d6+8/15-20 plus 1 wisdom drain on first hit each round), or Touch +20 (1d4 Wisdom drain)

Space 10 ft.; Reach 10 ft.

Special Attacks Entice, Wisdom Drain

Spells Known (FC CL 15th, Concentration +21)

At will (DC 17) – Charm, Disguise Self

1st (DC 18) – Cure, Mage Armor, Sleep

2nd (DC 19) – Blur, Cure II, Minor Image

3rd (DC 20) – Cure, Cure III, Dispel, Haste, Major Image, Sleepga

4th (DC 21) – Esuna, Shadow Step, Vanish
5th (DC 22) – Curaga, Persistent Image
6th (DC 23) – Esunaga, Greater Dispel, Greater Vanish, Hastega, Mislead
7th (DC 24) – Bravery, Full-Cure, Vanishga

STATISTICS

Str 22, Dex 21, Con 20, Int 18, Wis 18, Cha 24
Base Atk +15; CMB +21; CMD 36 (can't be tripped)
Feats Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Critical (scimitar), Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (scimitar)
Skills Acrobatics +11 (+15 jump), Bluff +24, Climb + 16, Diplomacy +14, Disguise +14, Intimidate +23, Knowledge (any one) +18, Knowledge (arcana) + 18, Spellcraft +18, Swim +16, Use Magic Device +24; Racial Modifiers +4 Acrobatics, +4 Bluff, +4 Use Magic Device
Language Abyssal, Common, Draconic
SQ Change Shape (fixed Medium humanoid form, alter self), Undersized Weapons
Gear 2 +2 Scimitars, 7th-lvl illusionist or white mage scroll

SPECIAL ABILITIES

Undersized Weapons (Ex)

Although a lamia queen is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamia queens wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).

Entice (Su)

A lamia queen blows a kiss towards her target as pink hearts are being thrown from her lips towards him. The target must make a Will save (DC 22) or be affected as if by a Charm spell for a duration of 1 minute. The charm effect on this ability is harder to overcome unlike other charm spells and has its DC increase by 1. Blue mages may learn this ability as a 4th level spell (Knowledge: Local DC 23).

Wisdom Drain (Su)

A lamia queen drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia queen does not heal any damage when it uses its Wisdom drain.) Lamia queens try to use this power early in an encounter to make foes more susceptible to charm.

Medusa Family

Gorgon (CR 7)

A hideous creature that resembles a woman with countless snakes for hair. Its accursed gaze can turn a man to stone. Once a vain woman who lost her beauty for reasons unknown, the gorgon seethes with jealousy for beautiful girls and the men it can never have. It takes perverse pleasure in smashing the petrified bodies of its victims into dust.

XP 3,200

LE Medium Monstrous Humanoid ([Reptilian](#))

Init +6; Senses All-around vision, Darkvision 60 ft.; Perception +16

DEFENSE

AC 15, touch 12; flat-footed 13 (+2 dex, +3 natural)
hp 76 [112] (8d10+32)
mp 25
Fort +6, Ref +8, Will +7
Immune petrify; Resist Earth 10, Dark 5

OFFENSE

Speed 30 ft.
Melee Dagger +10/+5 (1d4/19-20), snake bite +5 (1d4 plus poison)
Ranged Mwk Longbow +11/+6 (1d8/x3)
Special Attacks Petrify, Petrifying Gaze
Spells Known (FC CL 8th, Concentration +11)
At will (DC 13) – Earth Orb, Message
1st (DC 14) – Entomb, Mage Armor, Sleep, Stone
2nd (DC 15) – Entomb II, Poison, Stone II, Stone Call
3rd (DC 16) – Bio, Entomb III, Sleepga, Slow, Stone III, Stonera
4th (DC 17) – Rock Spikes, Statue, Stone IV

STATISTICS

Str 10, Dex 15, Con 18, Int 16, Wis 13, Cha 15
Base Atk +8; CMB +8; CMD 20
Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse
Skills Bluff +10, Climb +11, Disguise +10, Intimidate +13, Knowledge (Dungeoneering) +11, Perception +16, Stealth +13; **Racial Modifiers** +4 Perception
Languages Abyssal, Common, Draconic
Gear dagger, mwk longbow, 20 arrows

SPECIAL ABILITIES

All-around Vision (Ex)

A gorgon's snake-hair allows her to see in all directions. Gorgon gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrify (Su)

3/day, a gorgon can focus her stony gaze upon a single target within 30 feet. The target receives the Petrify status (Fortitude save DC 17 to negate). Blue mages may learn this ability as a 4th level spell (Knowledge: Local DC 23).

Petrifying Gaze (Su)

1/day, a gorgon turns it victims to stone permanently within a 30-ft.-cone radius. Everyone within the effect must make a Fortitude DC 16 to negate the Petrify Status effect. This is a gaze attack. The save DC is Charisma-based.

Poison (Ex)

Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves. The save DC is Constitution-based.

Medusa (CR 9)

A monster that looks like a woman, and will turn to stone any who look into her eyes. Once a beautiful maiden, the medusa was turned into her current hideous form from the curses of those who envied her beauty. She now lives in seclusion, and shows her resentment to those who cursed her into her current form, the world itself, and any who she encounter by turning everyone and everything into stone.

XP 6,400

LE Medium Monstrous Humanoid ([Reptilian](#))

Init +7; Senses All-around vision, Darkvision 60 ft.; Perception +20

DEFENSE

AC 19, touch 14; flat-footed 15 (+3 dex, +1 dodge, +5 natural)

hp 115 [165] (11d10+55)

mp 45

Fort +8, Ref +10, Will +9

Immune death, petrify; Resist Earth 15, Dark 5

OFFENSE

Speed 30 ft.

Melee +1 Dagger +15/+10 (1d4+2/19-20), snake bite +9 (1d4+1 plus poison)

Ranged +1 Longbow +16/+11 (1d8+1/x3)

Special Attacks Petrify, Petrifying Gaze

Spells Known (FC CL 11th, Concentration +15)

At will (DC 14) – Earth Orb, Message

1st (DC 15) – Entomb, Mage Armor, Sleep, Stone

2nd (DC 16) – Entomb II, Poison, Stone II, Stone Call

3rd (DC 17) – Bio, Entomb III, Sleepga, Slow, Stone III, Stonera

4th (DC 18) – Rock Spikes, Statue, Stone IV, Stoneskin

5th (DC 19) – Crush, Poisonja, Sleepja, Stonega, Wall of Stone

STATISTICS

Str 12, Dex 17, Con 21, Int 18, Wis 14, Cha 18

Base Atk +11; CMB +12; CMD 25

Feats Dodge, Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (Longbow)

Skills Bluff +15, Climb +15, Disguise +15, Intimidate +16, Knowledge (Dungeoneering) +15, Perception +20, Survival +15, Stealth +15; **Racial Modifiers** +4 Perception

Languages Abyssal, Common, Draconic, Terran

Gear +1 dagger, +1 longbow, 20 arrows

SPECIAL ABILITIES

All-around Vision (Ex)

A medusa's snake-hair allows her to see in all directions. Medusa gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrify (Su)

3/day, a medusa can focus her stony gaze upon a single target within 30 feet. The target receives the Petrify status (Fortitude save DC 18 to negate). Blue mages may learn this ability as a 4th level spell (Knowledge: Local DC 23).

Petrifying Gaze (Su)

1/day, a medusa turns its victims to stone permanently within a 30-ft.-cone radius. Everyone within the effect must make a Fortitude DC 19 to negate the Petrify Status effect. This is a gaze attack. The save DC is Charisma-based.

Poison (Ex)

Bite—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d4 Str; cure 2 consecutive saves. The save DC is Constitution-based.

Earth Medusa (CR 11)

The earth medusa is a most terrifying female creature who had hair of living, venomous snakes, and a horrifying visage that turned those who beheld it to stone.

XP 12,800

LE Medium Monstrous Humanoid ([Earth](#), [Reptilian](#))

Init +8; Senses All-around vision, Darkvision 60 ft.; Perception +24

DEFENSE

AC 22, touch 15; flat-footed 17 (+4 dex, +1 dodge, +7 natural)

hp 175 [238] (11d10+55)

mp 65

Fort +11, Ref +13, Will +12

Immune death, earth, petrify; Resist Dark 10, Ice 5; Strong Lightning

OFFENSE

Speed 30 ft.

Melee +2 Dagger +20/+15/+10 (1d4+4/19-20), snake bite +13 (1d4+2 plus poison)

Ranged +2 Longbow +21/+16/+11 (1d8+2/x3)

Special Attacks Petrify, Petrifying Gaze

Spells Known (FC CL 14th, Concentration +19)

At will (DC 15) – Earth Orb, Message

1st (DC 16) – Entomb, Mage Armor, Sleep, Stone

2nd (DC 17) – Entomb II, Poison, Stone II, Stone Call

3rd (DC 18) – Bio, Entomb III, Sleepga, Slow, Stone III, Stonera

4th (DC 19) – Rock Spikes, Statue, Stone IV, Stoneskin

5th (DC 20) – Crush, Poisonja, Sleepja, Stonega, Wall of Stone

6th (DC 21) – Confusion, Move Earth, Quake, Rasp, Rock Spikes II, Slowga

7th (DC 22) – Bioga, Crush II

STATISTICS

Str 14, Dex 19, Con 24, Int 20, Wis 16, Cha 20

Base Atk +14; CMB +16; CMD 30

Feats Combat Casting, Clustered Shots, Dodge, Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (Longbow)

Skills Bluff +19, Climb +19, Disguise +19, Intimidate +20, Knowledge (Dungeoneering) +19, Perception +24, Survival +19, Stealth +21; **Racial Modifiers** +4 Perception
Languages Abyssal, Common, Draconic, Terran
Gear +2 dagger, +2 longbow, 20 arrows

SPECIAL ABILITIES

All-around Vision (Ex)

An earth medusa's snake-hair allows her to see in all directions. Medusa gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrify (Su)

An earth medusa can focus her stony gaze upon a single target within 30 feet. The target receives the Petrify status (Fortitude save DC 19 to negate). Blue mages may learn this ability as a 4th level spell (Knowledge: Local DC 23).

Petrifying Gaze (Su)

2/day, an earth medusa turns it victims to stone permanently within a 30-ft.-cone radius. Everyone within the effect must make a Fortitude DC 22 to negate the Petrify Status effect. This is a gaze attack. The save DC is Charisma-based.

Poison (Ex)

Bite—injury; save Fort DC 24; frequency 1/round for 6 rounds; effect 1d4 Str; cure 2 consecutive saves. The save DC is Constitution-based.

Stone Breath (Su)

Once every 1d4+1 rounds, an earth medusa can breath out a dry gray breath hitting all those within a 30-ft. cone. The targets within the area of effect will receive the Petrify status (Fortitude save DC 22 to negate). Blue mages may learn this ability as a 7th level spell (Knowledge: Local DC 31).

Sahagin Family

Sahagin Sapper (CR 1)

XP 400

Sahagin Chemist 1

LE Medium Monstrous Humanoid ([Aquatic](#))

Init +2; Senses Darkvision 60 ft., Low-light vision; Perception +5

DEFENSE

AC 14 (16), touch 12 (14), flat-footed 12 (+2 armor, +2 Dex, +2 dodge in water terrains)

hp 5 [9] (1d8+1)

Fort +3, Ref +4, Will +1

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft.

Melee Trident +2 (1d8+2), bite -3 (1d4+1) or 2 claws +2 (1d4+2), bite +2 (1d4+2)

Special Attacks Bomb +3 (1d6+2 fire damage, DC 12 Reflex), Water Gun

Special Abilities Blood Frenzy, Leviathan's Fury

STATISTICS

Str 14, Dex 14, Con 13, Int 14, Wis 12, Cha 6

Base Atk +0; **CMB** +2; **CMD** 14

Feats Weapon Focus (Bomb)

Skills Appraise +6, Disable Device +6, Perception +5, Sleight of Hand +6, Survival +5, Swim +9

Languages Aquan, Common, and Sahagin

SQ Amphibious, [Craft Alchemical Item](#), Martial Weapon Proficiency (Trident), [Throw Anything](#)

Gear cure potion(1), squid ink, deadly waste, trident, 2 bombs, leather armor

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and + 2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 3 turns or until discharged on his weapon or fist. This effect deals an extra 3 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahagin must make a ranged touch attack (+2), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 13) or be inflicted with the Drenched status

effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Sahagin Seer (CR 1)

XP 400

Sahagin White Mage 1

LE Medium Monstrous Humanoid ([Aquatic](#))

Init +2; Senses Darkvision 60 ft., Low-light vision; Perception +5

DEFENSE

AC 12 (14), touch 12 (14), flat-footed 10 (+2 Dex, +2 dodge in water terrains)

hp 4 [7] (1d6+1)

mp 6

Fort +1, **Ref** +2, **Will** +5

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft.

Melee Trident +1 (1d8+1), bite -4 (1d4) or 2 claws +1 (1d4+1), bite +1 (1d4+1)

Ranged Water Power Rod +2 (1d4+1 water damage)

Special Attacks Water Gun

Special Abilities Blood Frenzy, Leviathan's Fury

Spells Known (White Mage CL 1st, concentration +4)

0th (DC 13) – Dancing Lights, Daze, Holy Orb, Message

1st (DC 14) – Cure, Deprotect, Deshell, Heal, Light, Mage Armor

STATISTICS

Str 12, Dex 14, Con 12, Int 12, Wis 16, Cha 6

Base Atk +0; **CMB** +1; **CMD** 13

Feats Extra MP

Skills Heal +7, Perception +5, Spellcraft +5, Swim +6;

Languages Aquan, Common, and Sahagin

SQ Amphibious, [Spell Proficiency](#), [White Magery](#) (Increased Healing +1)

Gear cure potion(1), trident, water power rod

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 3 turns or until discharged on his weapon or fist. This effect deals an extra 3 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with a water projectile within 30 ft. The sahagin must make a ranged touch attack (+2), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 13) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Sahagin Sentry (CR 1)

XP 400

Sahagin Fighter 1

LE Medium Monstruous Humanoid ([Aquatic](#))

Init +1; Senses Darkvision 60 ft., Low-light vision; Perception +5

DEFENSE

AC 14 (16), touch 11 (13), flat-footed 13 (+1 Dex, +3 armor, +2 dodge in water terrain)

hp 7 [12] (1d10+2)

Fort +4, **Ref** +1, **Will** +1

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft.

Melee Trident +6 (1d8+4), bite -1 (1d4+1) or 2 claws +4 (1d4+3), bite +4 (1d4+3)

Ranged Heavy Crossbow +2 (1d10/19-20)

Special Attacks Water Gun

Special Abilities Blood Frenzy, Leviathan's Fury, [Martial Flexibility](#) (3/day)

STATISTICS

Str 16, Dex 12, Con 14, Int 12, Wis 12, Cha 6

Base Atk +1; **CMB** +3; **CMD** 14

Feats Weapon Focus (Trident)

Skills Perception +5, Stealth +5, Survival +5, Swim +7

Languages Aquan, Common, and Sahagin

SQ Amphibious, [Chosen Weapon](#) +1 (Spear), Martial Weapon Proficiency (Trident)

Gear cure potion(1), trident, heavy crossbow, 20 bolts, studded leather armor

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 2 turns or until discharged on his weapon or fist. This effect deals an extra 2 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahagin must make a ranged touch attack (+2), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 12) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Desert Sahagin Warrior (CR 3)

This brown fish-like humanoid oddly enough is found in the desert. Some think they have lost their way back home and others believe they're simply stupid.

XP 800

Sahagin Fighter 4

LE Medium Monstruous Humanoid ([Aquatic](#))

Init +1; Senses Low-light vision; Perception +7

DEFENSE

AC 17 (19), touch 11 (13), flat-footed 16 (+1 Dex, +5 armor, +1 shield, +2 dodge in desert terrain)
hp 34 (4d10+9)

Fort +6, Ref +2, Will +2

Defensive Abilities Bond of the Land; **Resist** Water 5, Earth 5;

Weakness Wind

OFFENSE

Speed 30 ft., Burrow 30 ft.

Melee Trident +9 (1d8+6), bite +3 (1d4+4) or 2 claws +8 (1d4+4), bite +8 (1d4+4)

Ranged Heavy Crossbow +5 (1d10/19-20)

Special Attacks Mud Gun, Overhand Chop +10 (1d8+11)

Special Abilities Blood Frenzy, Martial Flexibility (5/day)

STATISTICS

Str 18, Dex 13, Con 15, Int 12, Wis 12, Cha 6

Base Atk +4; CMB +8; CMD 19

Feats Power Attack, Weapon Focus (Trident)

Skills Acrobatics +7, Perception +7, Stealth +7, Survival +7

Languages Aquan, Common, and Sahagin

SQ Amphibious, Chosen Weapon +1 (Trident), Fighter Talents (Melee Defense, Melee Power)

Gear cure potion(2), trident, heavy crossbow, 20 bolts, scale mail

SPECIAL ABILITIES

Blood Frenzy (Ex)

1/day, a sahadin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Land (Ex)

Sahagin gain a +2 dodge bonus to AC when in desert and sandy terrain.

Mud Gun (Su)

1/day, a sahadin can shoot mud out of its mouth towards a single target with an water projectile. The sahadin must make a ranged touch attack (+5), if it hits, the attack deals 1d6+2 earth damage and must make a Fortitude save (DC 12) or be inflicted with the Weighted status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (DC 17).

Sahagin Apprentice (CR 4)

XP 1,200

Sahagin Black Mage 4

LE Medium Monstrous Humanoid ([Aquatic](#))

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

DEFENSE

AC 12 (14), touch 12 (14), flat-footed 10 (+2 Dex, +2 dodge in water terrains)

hp 18 [28] (4d6+4)

mp 13

Fort +2, Ref +3, Will +6

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft.

Melee Trident +3 (1d8+1), bite -2 (1d4) or 2 claws +3 (1d4+1), bite +3 (1d4+1)

Ranged Water Power Rod +4 (1d4+2 water damage)

Special Attacks Water Gun

Special Abilities Blood Frenzy, [Elemental Shield](#) 4 (7/day), [Elemental Seal](#) (1/day), Leviathan's Fury

Spells Known (Black Mage CL 4th, concentration +8) [+2 water dmg]

0th (DC 14) – Dark Orb, Detect Magic, Elemental Orb, Mending, Tough of Fatigue

1st (DC 15) – Blizzard, Dark, Engulf, Mage Armor, Ruin, Shield, Sleep, Slick, Water, Water Blast

2nd (DC 16) – Blizzard II, Silence, Temper, Water II

STATISTICS

Str 12, Dex 14, Con 12, Int 18, Wis 14, Cha 8

Base Atk +2; **CMB** +3; **CMD** 15

Feats Extra MP, Focused Spell, Piercing Spell

Skills Knowledge (Arcana, Geography, Local) +11, Perception +6, Spellcraft +11, Swim +8;

Languages Aklo, Aquan, Common, Draconic, Lalafellan, Sahagin

SQ Amphibious, [Dark Affliction](#), [Focused Caster](#), [Mage Talent](#) (Empowered Magic, Mage

Accuracy), Martial Weapon Proficiency (Trident), [Spell Proficiency](#)

Gear cure potion(2), trident, water power rod

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 4 turns or until discharged on his weapon or fist. This effect deals an extra 4 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahadin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahadin must make a ranged touch attack (+4), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 16) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Sahagin Chemist (CR 4)

XP 1,200

Sahagin Chemist 4

LE Medium Monstrous Humanoid ([Aquatic](#))

Init +2; Senses Darkvision 60 ft., Low-light vision; Perception +8

DEFENSE

AC 14 (16), touch 12 (14), flat-footed 12 (+2 armor, +2 Dex, +2 dodge in water terrains)

hp 30 [44] (4d8+12)

Fort +7, Ref +6, Will +2

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft.

Melee Trident +6 (1d8+2), bite +5 (1d4+1) or 2 claws +5 (1d4+2), bite +5 (1d4+2)

Special Attacks Bomb +6 (2d6+3 fire damage, DC 15 Reflex), [Discoveries](#) (Acid Bomb, Underwater Demolition), Water Gun

Special Abilities [Alchemical Mixture](#) (6/day), Blood Frenzy, Leviathan's Fury, [Throw Alchemical Item](#)

STATISTICS

Str 14, Dex 15, Con 16, Int 16, Wis 12, Cha 6

Base Atk +3; **CMB** +5; **CMD** 17

Feats Weapon Focus (Bomb, Trident)

Skills Appraise +10, Disable Device +8, Perception +8, Sleight of Hand +8, Survival +8, Swim +8, Use Magic Device +5

Languages Aquan, Common, Goblin, Sahagin, and Seeg

SQ Amphibious, [Craft Alchemical Item](#), Martial Weapon Proficiency (Trident), Swift Alchemy, [Throw Anything](#)

Gear cure potion(2), squid ink, deadly waste, trident, 3 bombs, leather armor

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and + 2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 3 turns or until discharged on his weapon or fist. This effect deals an extra 3 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahagin must make a ranged touch attack (+5), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 15) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Sahagin Tamer (CR 4)

XP 1,200

Sahagin Beastmaster 4

LE Medium Monstruous Humanoid ([Aquatic](#))

Init +2; Senses Darkvision 60 ft., Low-light vision, scent; Perception +8

DEFENSE

AC 16 (18), touch 12 (14), flat-footed 14 (+2 Dex, +4 armor, +2 dodge in water terrain)

hp 30 [44] (4d12+12)

Fort +7, **Ref** +6, **Will** +2

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft., Woodland Stride

Melee Trident +6 (1d8+3), bite +0 (1d4+1) or 2 claws +7 (1d4+3), bite +7 (1d4+3)

Ranged Longbow +6 (1d8/x3)

Special Attacks [Rage](#) (13 rounds/day), Water Gun

Special Abilities [Animal Focus](#) (4 min./day), Blood Frenzy, Leviathan's Fury, [Rage Power](#) (Fight Response, Hunting Pack)

STATISTICS

Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 6

Base Atk +4; **CMB** +8; **CMD** 20

Feats Point-Blank Shot, Weapon Focus (Trident)

Skills Acrobatics +5, Handle Animal +8, Perception +8, Swim +6

Languages Common, Sahagin, and Speak with Animals

SQ [Alertness](#), Amphibious, [Empathic Link](#), [Feral Combat Style](#), Martial Weapon Proficiency (Trident), [Natural Savagery](#) +1, [Nature Sense](#), [Trackless Step](#), [Wild Empathy](#)

Gear cure potion (2), trident, longbow, 20 arrows, hide

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 1 turns or until discharged on his weapon or fist. This effect deals an extra 1 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahagin must make a ranged touch attack (+6), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 15) or be inflicted with the Drenched status effect for 1d4 rounds. This save is constitution based. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

ANIMAL COMPANION

Shark

N Large Animal (Aquatic)

Init: +5; **Senses** blindsense 30 ft., keen scent; Perception +8

AC 16, **touch** 10, **flat-footed** 15 (+1 Dex, +6 natural, -1 size)

hp 30 [44] (4d8+12)

Fort +8; **Ref** +5; **Will** +2

Defensive Abilities Evasion; Resist Water 10;

Weakness Lightning

Speed 50 ft.

Melee Bite +5 (1d8+4/19-20 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks Reteethe, Swallow Whole (1d8+4 damage, AC 12, 4 Hp)

Str 17, Dex 12, Con 14, Int 3, Wis 12, Cha 2

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 18

Feats Great Fortitude, [Improved Initiative](#)

Skills Acrobatics +8, Perception +8, Survival +8, Swim +10

SQ Link, Shared Rage

Keen Scent (Ex)

Whenever a shark succeeds on a critical they gain +2 temporary strength bonus (max +4) for 4 rounds.

Sahagin Soldier (CR 7)

XP 3,200

Sahagin Fighter 7

LE Medium Monstruous Humanoid ([Aquatic](#))

Init +2; Senses Darkvision 60 ft., Low-light vision; Perception +12

DEFENSE

AC 19 (21), touch 12 (14), flat-footed 17 (+2 Dex, +6 armor, +1 shield, +2 dodge in water terrain)

hp 59 [101] (7d10+21)

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

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft. (20 ft. in armor), swim 30 ft.

Melee +1 Trident +11/+6 (1d8+9), bite +6 (1d4+2) or 2 claws +9 (1d4+4), bite +9 (1d4+4)

Ranged Heavy Crossbow +9/+4 (1d10/19-20)

Special Attacks [Backswing](#) +13/+8 (1d8+13), [Overhand Chop](#) +13 (1d8+13), Water Gun

Special Abilities Blood Frenzy, Leviathan's Fury, [Martial Flexibility](#) (6/day), [Reliable Strike](#) (6/day)

STATISTICS

Str 18, Dex 14, Con 16, Int 12, Wis 14, Cha 6

Base Atk +7/+2; **CMB** +11; **CMD** 23

Feats Power Attack, Pushing Assault, Weapon Focus (Trident), Weapon Specialization (Trident)

Skills Perception +12, Stealth +7, Survival +12, Swim +9

Languages Aquan, Common, and Sahagin

SQ Amphibious, [Chosen Weapon](#) +2 (Spear), [Fighter Talents](#) (Melee Defense, Melee Power,

Uncanny Dodge), Martial Weapon Proficiency (Trident)
Gear cure potion(3), +1 trident, heavy crossbow, 20 bolts, chainmail

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 2 turns or until discharged on his weapon or fist. This effect deals an extra 2 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahagin must make a ranged touch attack (+2), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 12) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Sahagin Warrior (CR 7)

XP 3,200

Sahagin Dragoon 7

LE Medium Monstruous Humanoid ([Aquatic](#))

Init +3; Senses Darkvision 60 ft., Low-light vision; Perception +12

DEFENSE

AC 21 (23), touch 13 (15), flat-footed 18 (+3 Dex, +6 armor, +2 shield, +2 dodge in water terrain)
hp 60 [92] (7d10+22)

Fort +7, Ref +8, Will +4

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 Trident +12/+7 (1d8+7), bite +6 (1d4+2) or 2 claws +11 (1d4+4), bite +11 (1d4+4)

Ranged Heavy Crossbow +10/+5 (1d10/19-20)

Special Attacks [Deadly Lancer](#), Water Gun

Special Abilities Blood Frenzy, [Dragoon Training](#), [Hardly Landing](#) (30 ft.), Leviathan's Fury, [Pole Fighting](#)

STATISTICS

Str 18, Dex 16, Con 14, Int 12, Wis 14, Cha 6

Base Atk +7/+2; **CMB** +10; **CMD** 23

Feats Power Attack, Toughness, Weapon Focus (Trident), Weapon Specialization (Trident)

Skills Acrobatics +10, Perception +12, Swim +11

Languages Aquan, Common, and Sahagin

SQ [Acrobatic Talent](#) (Blue Dragon Scales, Flexible Flanker, Phalanx Fighting, Predatory Pounce),

Amphibious, [Armor Training](#) +2, [Dragoon Training](#) +1, [Fighter Training](#), [Jump](#), Martial Weapon

Proficiency (Trident), [Steadfast Pike](#) +2

Gear cure potion (3), +1 trident, heavy crossbow, heavy steel shield, 20 bolts, chainmail

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahadin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 2 turns or until discharged on his weapon or fist. This effect deals an extra 2 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahadin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahadin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahadin must make a ranged touch attack (+2), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 12) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Sahagin White Mage (CR 7)

XP 3,200

Sahagin White Mage 7

LE Medium Monstrous Humanoid ([Aquatic](#))

Init +7; Senses Darkvision 60 ft., Low-light vision; Perception +11

DEFENSE

AC 15 (17), touch 15 (17), flat-footed 10 (+3 Dex, +1 deflect, +1 or +3 dodge in water terrains)

hp 31 [49] (7d6+7)

mp 33

Fort +3, **Ref** +5, **Will** +10

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft.

Melee Trident +5 (1d8+2), bite +0 (1d4+1) or 2 claws +5 (1d4+2), bite +5 (1d4+2)

Ranged Water Power Rod +6 (1d4+4 water damage)

Special Attacks Water Gun

Special Abilities Blood Frenzy, [Divine Seal](#) (1/day), [Innate Spell](#) (1/day each, [Mage Armor]), [Lay on Hands](#) (Heal 3d6; 8/day), Leviathan's Fury, [Metamagic Enhancement](#) (5/day)

Spells Known (White Mage CL 7th, concentration +12)

0th (DC 15) – Dancing Lights, Daze, Holy Orb, Message

1st (DC 16) – Blind, Cure, Deprotect, Deshell, Heal, Light, Mage Armor, Protect, Regen, Sleep

2nd (DC 17) – Aid, Cure II, Healara, Light II

3rd (DC 18) – Blindga, Cura, Cure III, Dispel

4th (DC 19) – Cure IV, Holy

STATISTICS

Str 14, Dex 16, Con 12, Int 12, Wis 20, Cha 8

Base Atk +3; **CMB** +5; **CMD** 18

Feats Dodge, Extend Spell, Extra MP, Improved Initiative

Skills Heal +15, Perception +11, Spellcraft +11, Swim +9;

Languages Aquan, Common, and Sahagin

SQ Amphibious, [Auto-Regen](#), [Clear Mind](#), [Divine Caress](#), [Focused Caster](#), [Mage Talent](#) (Concentrate, Healing Spell [6/day], Silent Magic), Martial Weapon Proficiency (Trident), [Spell Proficiency](#), [White Magery](#) (Healing Mastery +1, Increased Healing +1)

Gear cure potion(3), trident, water power rod, ring of protection +1

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 5 turns or until discharged on his weapon or fist. This effect deals an extra 5 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahagin must make a ranged touch attack (+6), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 18) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Sahagin Black Mage (CR 9)

XP 6,400

Sahagin Black Mage 9

LE Medium Monstrous Humanoid ([Aquatic](#))

Init +3; Senses Darkvision 60 ft., Low-light vision; Perception +11

DEFENSE

AC 14 (16), touch 14 (16), flat-footed 11 (+3 Dex, +1 deflect, +2 dodge in water terrains)

hp 41 [64] (9d6+10)

mp 51

Fort +5, **Ref** +6, **Will** +8

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft.

Melee Trident +6 (1d8+2), bite +1 (1d4+1) or 2 claws +6 (1d4+2), bite +6 (1d4+2)

Ranged +1 Water Power Rod +8 (1d4+5 water damage)

Special Attacks Water Gun

Special Abilities Blood Frenzy, [Elemental Shield](#) 8 (8/day), [Elemental Seal](#) (1/day), [Innate](#)

[Spells](#) (1/day each, [Mage Armor, Temper]), Leviathan's Fury

Spells Known (Black Mage CL 9th, concentration +14) [+4 water dmg]

0th (DC 15) – Dark Orb, Detect Magic, Elemental Orb, Mending, Tough of Fatigue

1st (DC 16) – Blizzard, Dark, Engulf, Mage Armor, Ruin, Shield, Sleep, Slick, Water, Water Blast

2nd (DC 17) – Blizzard II, Silence, Temper, Water II

3rd (DC 18) – Blizzara, Engulf III, Water III, Watera

4th (DC 19) – Blizzard IV, Frog, Ice Storm, Water IV

5th (DC 20) – Blindja, Waterga

STATISTICS

Str 14, Dex 16, Con 14, Int 20, Wis 14, Cha 8

Base Atk +4; **CMB** +6; **CMD** 19

Feats Echoing Spell, Extend Spell, Extra MP, Focused Spell, Piercing Spell

Skills Knowledge (Arcana, Dungeoneering, Geography, Local) +21, Perception +11, Spellcraft +17, Swim +14;

Languages Aklo, Aquan, Common, Draconic, Lalafellan, Numish, Sahagin

SQ [Arcane Knowledge](#), Amphibious, [Clear Mind](#), [Dark Affliction](#), [Focused Caster](#), [Mage](#)

[Talent](#) (Empowered Magic, Mage Accuracy, Spell Restraint, Spell Guard), Martial Weapon

Proficiency (Trident), [Spell Proficiency](#)

Gear cure potion(4), trident, +1 water power rod, ring of protection +1

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 5 turns or until discharged on his weapon or fist. This effect deals an extra 5 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with a water projectile within 30 ft. The sahagin must make a ranged touch attack (+7), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 19) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Sahagin Scale Knight (CR 9)

XP 6,400

Sahagin Beastmaster 9

LE Medium Monstrous Humanoid ([Aquatic](#))

Init +3; Senses Darkvision 60 ft., Low-light vision, scent; Perception +12

DEFENSE

AC 20 (22), touch 13 (15), flat-footed 17 (+3 Dex, +7 armor, +2 dodge in water terrain)

hp 85 [135] (9d12+27)

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

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft., [Woodland Stride](#)

Melee +1 Trident +14/+9 (1d8+6), bite +7 (1d4+2) or 2 claws +14 (1d4+5), bite +14 (1d4+5)

Ranged Longbow +12/+7 (1d8/x3)

Special Attacks [Rage](#) (23 rounds/day), Water Gun

Special Abilities [Animal Focus](#) (9 min./day), [Beast Shape](#), Blood Frenzy, Leviathan's Fury, [Quarry](#), [Rage Power](#) (Clear Mind, Fierce Fortitude, Fight Response, Hunting Pack)

STATISTICS

Str 20, Dex 16, Con 16, Int 10, Wis 12, Cha 8

Base Atk +9/+4; **CMB** +14; **CMD** 27

Feats Coordinated Shot, Covering Fire, Point-Blank Shot, Power Attack, Weapon Focus (Trident)

Skills Acrobatics +11, Handle Animal +11, Perception +12, Swim +13

Languages Common, Sahagin, and Speak with Animals

SQ [Alertness](#), Amphibious, [Empathic Link](#), [Feral Combat Style](#), [Improved Empathic Link](#), Martial

Weapon Proficiency (Trident), [Natural Savagery](#) +1, [Nature Sense](#), [Second Animal Focus](#), [Teamwork](#)

[Feat](#) [1/day], [Track](#), [Trackless Step](#), [Wild Empathy](#)

Gear cure potion (4), +1 trident, longbow, 20 arrows, +1 breastplate

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 2 turns or until discharged on his weapon or fist. This effect deals an extra 2 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahagin must make a ranged touch attack (+12), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 17) or be inflicted with the Drenched status effect for 1d4 rounds. This save is constitution based. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

ANIMAL COMPANION

Black Shark

NE Huge Animal (Aquatic)

Init: +7; **Senses** blindsense 30 ft., keen scent; Perception +12

AC 24, **touch** 11, **flat-footed** 21 (+3 Dex, +13 natural, -2 size)

hp 77 [105] (8d8+41)

Fort +10; **Ref** +7; **Will** +3

Defensive Abilities Devotion, Evasion; Resist Water 10;

Weakness Lightning

Speed 50 ft.

Melee Bite +13/+8 (2d6+10/19-20 plus grab and deprotect)

Space 15 ft.; **Reach** 10 ft.

Special Attacks Deprotect (Deprotect, DC 18 Fort save, 1d4 rounds), Reteethe, Swallow Whole (2d6+10 damage, AC 13, 5 Hp)

Str 25, Dex 16, Con 18, Int 3, Wis 12, Cha 2

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 22

Feats Endurance, Great Fortitude, [Improved Initiative](#), Multiattack, Weapon Focus (Bite)

Skills Acrobatics +14, Perception +12, Survival +12, Swim +18

SQ Link, Shared Rage

Keen Scent (Ex)

Whenever a black shark succeeds on a critical they gain +2 temporary strength bonus (max +4) for 4 rounds.

Sahagin Sea Master (CR 9)

XP 6,400

Sahagin Blue Mage 9

LE Medium Monstruous Humanoid ([Aquatic](#))

Init +2; Senses Darkvision 60 ft., Low-light vision; Perception +14

DEFENSE

AC 17 (19), touch 12 (14), flat-footed 15 (+2 Dex, +5 armor, +2 dodge in water terrain)

hp 67 [99] (9d8+27)

mp 41

Fort +6, **Ref** +5, **Will** +8

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 Trident +14/+9 (1d8+5), bite +7 (1d4+2) or 2 claws +14 (1d4+4), bite +14 (1d4+4)

Special Attacks [Azure Counter](#), Water Gun

Special Abilities [Analysis](#) (6/day), [Azure Talents](#) (Broad Analysis, Concentrate, Empowered Magic, Improved Scan), Blood Frenzy, [Invoke](#) (DC 17 Will negates), Leviathan's Fury, [Scan](#) (DC 17 Will negates)

Spells Known (Blue Mage CL 9th, concentration +12)

0th (DC 13) – Dancing Lights, Daze, Elemental Orb, Guidance, Ten Needles

1st (DC 14) – Blood Drain, Congeal Water, Seed Cannon, Water Gun

2nd (DC 15) – Acid Droplet, Choco Water

3rd (DC 16) – Light Rays, White Wind

4th (DC 17) – Aqualung, Hydrotwister

5th (DC 18) – Water Shield

STATISTICS

Str 18, Dex 14, Con 16, Int 16, Wis 14, Cha 8

Base Atk +9/+4; **CMB** +14; **CMD** 27

Feats Dodge, Extra MP, Focused Spell, Power Attack, Weapon Focus (Trident)

Skills Acrobatics +12, Knowledge (Arcana, Local, Nature) +16, Perception +14, Spellcraft +15, Swim +14

Languages Aquan, Common, Draconic, Lalafellan, and Sahagin

SQ Amphibious, [Armored Mage](#) (Light), [Azure Learning](#) +1, [Azure Physical Training](#), [Blue Magery](#) (Analysis Mastery +2, Creature Knowledge Mastery +1), [Clear Mind](#), Martial Weapon

Proficiency (Trident), [I know that trick](#), [Spell Proficiency](#)
Gear cure potion (4), +1 trident, +1 chain shirt

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 2 turns or until discharged on his weapon or fist. This effect deals an extra 2 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahagin must make a ranged touch attack (+12), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 17) or be inflicted with the Drenched status effect for 1d4 rounds. This save is constitution based. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Sahagin Vanguard (CR 9)

XP 6,400

Sahagin Dragoon 9

LE Medium Monstruous Humanoid ([Aquatic](#))

Init +3; Senses Darkvision 60 ft., Low-light vision; Perception +14

DEFENSE

AC 22 (24), touch 12 (14), flat-footed 20 (+2 Dex, +8 armor, +2 shield, +2 dodge in water terrain)
hp 79 [120] (9d10+30)

Fort +9, Ref +9, Will +5

Defensive Abilities Bond of the Depths, Mist Child; **Resist** Water 5;

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 Trident +15/+10 (1d8+8), bite +9 (1d4+2) or 2 claws +14 (1d4+5), bite +14 (1d4+5)

Ranged Heavy Crossbow +12/+7 (1d10/19-20)

Special Attacks [Deadly Lancer](#), Water Gun

Special Abilities Blood Frenzy, [Dragoon Training](#), [Hardly Landing](#) (40 ft.), Leviathan's Fury, [Pole Fighting](#), [Sweeping Fend](#)

STATISTICS

Str 20, Dex 16, Con 16, Int 12, Wis 14, Cha 6

Base Atk +9/+4; **CMB** +14; **CMD** 27 (31 vs trip/bull rush)

Feats Cleave, Power Attack, Toughness, Weapon Focus (Trident), Weapon Specialization (Trident)

Skills Acrobatics +10, Perception +14, Swim +12

Languages Aquan, Common, and Sahagin

SQ [Acrobatic Talent](#) (Blue Dragon Scales, Flexible Flanker, Phalanx Fighting, Predatory Pounce, Trip Toss), Amphibious, [Armor Training](#) +2, [Dragoon Training](#) +1, [Fighter Training](#), [Jump](#), Martial

Weapon Proficiency (Trident), [Steadfast Pike](#) +2

Gear cure potion (4), +1 trident, heavy crossbow, heavy steel shield, 20 bolts, half-plate

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahadin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin share the power of Leviathan gaining Enwater for 2 turns or until discharged on his weapon or fist. This effect deals an extra 2 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahadin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahadin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahadin must make a ranged touch attack (+12), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 17) or be inflicted with the Drenched status effect for 1d4 rounds. This save is constitution based. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Classic Sahagin

Sahagin (CR 1/2)

This scaly humanoid has a long, fish-like tail. Its arms and legs end in webbed claws, and its piscine head features a toothy maw.

XP 200

LE Medium Monstrous Humanoid ([Aquatic](#))

Init +1; **Senses** Darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 13 (15), touch 11 (13), flat-footed 12 (+2 armor, +1 dex, +2 dodge in water terrains)

hp 6 [11] (1d10+2)

Fort +4, **Ref** +3, **Will** +3

Defensive Abilities Bond of the Depths, Mist Child; **Resist** water 5

Weakness Lightning

OFFENSE

Speed 30 ft, swim 30 ft

Melee Trident +3 (1d8+2), bite -2 (1d4+1) or 2 claws +3 (1d4+2), bite +3 (1d4+2)

Ranged Heavy Crossbow +2 (1d10/19-20)

Special Attacks Blood Frenzy, Water Gun

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 14, **Wis** 13, **Cha** 9

Base Atk +1; **CMB** +3; **CMD** 14

Feats Great Fortitude

Skills Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15

Languages Aquan, Common, and Sahagin

SQ Amphibious, Bond to the Depths, Martial Weapon Proficiency Trident, Mist Child

Gear cure potion (1), Trident, heavy crossbow, 20 bolts, leather armor

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gains a +2 dodge bonus to AC when in shallow and deep water terrain.

Leviathan's Fury (Su)

1/day, Sahagin shares the power of Leviathan gaining Enwater for 2 turns or until discharged on his weapon or fist. This effect deals an extra 2 points of water damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahagin must make a ranged touch attack (+2), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 12) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Sahagin Chief (CR 3)

This blue fish-like humanoid usually leads a pack of sahagin to raid nearby ports or ships.

XP 800

LE Medium Monstruous Humanoid ([Aquatic](#))

Init +5; Senses Darkvision 60 ft., tremorsense 30 ft.; Perception +9

DEFENSE

AC 14 (16), touch 12 (14), flat-footed 12 (+2 armor, +2 Dex, +2 dodge in water terrains)

hp 36 (4d10+12)

Fort +6, Ref +6, Will +6

Defensive Abilities Bond of the Depths; **Resist** Water 5;

Weakness Lightning

OFFENSE

Speed 30 ft., Swim 60 ft.

Melee Trident +7 (1d8+4), Bite +2 (1d4+3) or 2 Claws +7 (1d4+3), Bite +7 (1d4+3)

Ranged Heavy Crossbow +6 (1d10/19-20)

Special Attacks Blood Frenzy, Water Gun

STATISTICS

Str 16, Dex 15, Con 16, Int 15, Wis 14, Cha 9

Base Atk +4; CMB +7; CMD 19

Feats Great Fortitude, Improved Initiative

Skills Handle Animal +3, Perception +9, Ride +9, Stealth +9, Survival +9, Swim +18

Languages Aquan, Common

SQ Amphibious, Bond to the Depths, Martial Weapon Proficiency Trident, Mist Child

Gear cure potion(2), trident, heavy crossbow, 20 bolts, leather armor

SPECIAL ABILITIES

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and + 2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahagin must make a ranged touch attack (+6), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 12) or be inflicted with the Drenched status effect for 1d4 rounds. This is a Int-Based save. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Sahagin Prince (CR 5)

This yellow fish-like humanoid wields magical spells and considers himself prince of all sahagin. None shall prevent him from getting his crown.

XP 1,600

LE Medium Monstruous Humanoid ([Aquatic](#))

Init +8; Senses Darkvision 60 ft., tremorsense 30 ft.; Perception +9

DEFENSE

AC 16 (18), touch 14 (16), flat-footed 12 (+2 armor, +4 Dex, +2 dodge in water terrains)

hp 59 [91] (7d10+21)

mp 30

Fort +7, Ref +9, Will +7

Defensive Abilities Bond of the Land; **Resist** Water 5;

Weakness Lightning

OFFENSE

Speed 30 ft., Swim 60 ft.

Melee Trident +11 (1d8+5), Bite +5 (1d4+3) or 2 Claws +10 (1d4+3), Bite +10 (1d4+3)

Ranged Heavy Crossbow +11 (1d10/19-20)

Special Attacks Blood Frenzy, Water Gun

Spells Known (FC CL 7th; Concentration +11)

At will – Elemental Orb, Detect Magic, Mending, Message

1st (DC 15) – Aero, Thunder, Water

2nd (DC 16) – Aero II, Poison, Thunder II, Water II

3rd (DC 17) – Aero, Aero III, Bio, Thundara, Thunder III, Water III, Watera

4th (DC 18) – Poisonga, Shock Spikes

STATISTICS

Str 16, Dex 18, Con 17, Int 18, Wis 15, Cha 10

Base Atk +7; CMB +10; CMD 24

Feats Combat Casting, Great Fortitude, Improved Initiative

Skills Handle Animal +7, Perception +12, Ride +14, Spellcraft +12, Stealth +14, Survival +12, Swim +21

Languages Aquan, Common

SQ Amphibious, Armored Mage, Bond to the Depths, Martial Weapon Proficiency Trident, Mist Child

Gear cure potion(2), trident, heavy crossbow, 20 bolts, leather armor

SPECIAL ABILITIES

Armored Mage (Ex)

Normally, armor of any kind interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A prince sahagin's limited focus and specialized training, however, allows him to avoid spell failure so long as he sticks to light armor and light shields.

Amphibious (Ex)

Sahagins have been blessed by their god, allowing them to breathe both in and out of the water making it ideal to fish and gather materials off of the sea floor for trading purposes.

Blood Frenzy (Ex)

1/day, a sahagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and + 2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Bond to the Depths (Ex)

Sahagin gain a +2 dodge bonus to AC when in shallows and deep water terrain.

Martial Weapon Proficiency Trident (Ex)

Sahagins have been trained at birth to use tridents in hand to hand combat. They have been known to track and board trading ships throughout the generations and some have formed pirate crews to attack said ships.

Mist Child (Ex)

Deriving from the oceans and fog, whenever a sahagin has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Water Gun (Su)

1/day, a sahagin can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The sahagin must make a ranged touch attack (+11), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 14) or be inflicted with the Drenched status effect for 1d4 rounds. This is a Int-Based save. This is a Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

Wendigo Family

Bashura (CR 6)

This large ape-like creature ranges from 8-10 feet tall, weighs in excess of 450 pounds, and is covered in black fur.

XP 2,400

N Large Monstrous Humanoid ([Giant](#))

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 dex, +6 natural, -1 size)

hp 89 (8d10+48)

Fort +9, Ref +8, Will +6

Resist Ice 15

Weakness Fire

OFFENSE

Speed 40 ft., Climb 30 ft.

Melee 2 Slams +15 (2d6+8)

Ranged Rock +10 (1d8+12)

Space 10 ft.; Reach 10 ft.

Special Attacks Rock Throwing (120 ft.)

STATISTICS

Str 26, Dex 15, Con 20, Int 9, Wis 10, Cha 10

Base Atk +8; CMB +17; CMD 29

Feats [Great Fortitude](#), [Improved Initiative](#), [Power Attack](#), [Toughness](#)

Skills Climb +21, Intimidate +11, Perception +11, Stealth +2 (+10 in snow); Racial Modifiers +4 Stealth (+12 in snow)

Language Aklo

SQ Blood Rage, Raise Dukes

SPECIAL ABILITIES

Blood Rage (Ex)

When a bashura takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Raise Dukes (Su)

Once per day and below 50% hit points, a bashura can root itself in place, powering up its defenses and countering any physical attack. Using this ability, a bashura gains DR 10/- and is able to counterattack once per round, once per opponent. Also, the bashura will be unable to move but it is also immune to Bull Rush combat maneuvers. This ability lasts 1 minute. Blue mages may learn this ability as a 5th level spell (DC 25).

Wendigo (CR 8)

This large hairy ape-like creature ranges between 8-12 feet tall, weighs in excess of 500 pounds and is covered in snowy white fur.

XP 4,800

N Large Monstrous Humanoid ([Giant](#))

Init +7; Senses Darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE

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

hp 132 (10d10+82)

Fort +12, Ref +9, Will +8

Immune Ice

Weakness Fire

OFFENSE

Speed 40 ft., Climb 30 ft.

Melee 2 Slams +19 (2d6+10)

Ranged Rock +13 (1d8+15)

Space 10 ft.; Reach 10 ft.

Special Attacks Rock Throwing (120 ft.)

STATISTICS

Str 30, Dex 17, Con 24, Int 9, Wis 12, Cha 10

Base Atk +10; CMB +21; CMD 34

Feats Cleave, [Great Fortitude](#), [Improved Initiative](#), [Power Attack](#), [Toughness](#)

Skills Climb +25, Intimidate +13, Perception +14, Stealth +5 (+13 in snow); Racial Modifiers +4
Stealth (+12 in snow)
Language Aklo
SQ Blood Rage, Raise Dukes

SPECIAL ABILITIES

Blood Rage (Ex)

When the wendigo takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Raise Dukes (Su)

Once per day and when below 50% hit points, a wendigo can root itself in place, powering up its defenses and countering any physical attack. Using this ability, a wendigo gains DR 10/- and is able to counterattack once per round, once per opponent. Also, the wendigo will be unable to move but is also immune to Bull Rush combat maneuvers. This ability lasts 1 minute. Blue mages may learn this ability as a 5th level spell (DC 25).

Kottos (CR 11)

This large ape-like creature has four arms and is covered in purple fur. These creatures are guardians for temples in mountainous areas.

XP 12,800

N Large Monstrous Humanoid ([Giant](#))

Init +8; Senses Darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 dex, +10 natural, -1 size)

hp 176 (14d10+112)

Fort +13, Ref +13, Will +10

DR 5/cold iron; Immune Ice

Weakness Fire

OFFENSE

Speed 40 ft., Climb 30 ft.

Melee 4 Slams +24 (2d6+11)

Ranged 2 Rocks +18 (1d8+11)

Space 10 ft.; Reach 10 ft.

Special Attacks Rock Throwing (120 ft.)

STATISTICS

Str 32, Dex 18, Con 24, Int 9, Wis 12, Cha 10

Base Atk +14; CMB +26; CMD 40

Feats Cleave, Great Cleave, [Great Fortitude](#), [Improved Initiative](#), [Power Attack](#), [Toughness](#), Vital Strike

Skills Climb +30, Intimidate +17, Perception +18, Stealth +10 (+18 in snow); Racial Modifier +4
Stealth (+12 in snow)

Language Aklo

SQ Greater Blood Rage, Raise Dukes

SPECIAL ABILITIES

Greater Blood Rage (Ex)

When a kottos takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +4 Constitution and +4 Strength, but takes a -4 penalty to AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Raise Dukes (Su)

Once per day and when below 50% hit points, a kottos can root itself in place, powering up its defenses and countering any physical attack. Using this ability, a kottos gains DR 10/- and is able to counterattack once per round, once per opponent. Also, a kottos will be unable to move but it is also immune to Bull Rush combat maneuvers. This ability lasts 1 minute. Blue mages may learn this ability as a 5th level spell (DC 25).