

Vermin

Antlion Family

Antlion (CR 5)

This gigantic burrowing insect has an oversized abdomen. A terrifying set of long, hooked mandibles protrudes from its head.

XP 1,600

N Large Magical Beast

Init +0; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +2

DEFENSE

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

hp 69 [104] (8d10+24)

Fort +9, Ref +6, Will +4

Immune Mind-affecting effects; Resist earth 10

Weakness Water

OFFENSE

Speed 30 ft.; Burrow 10 ft.

Melee Bite +12 (2d8+7 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks Sandblast, Sandpit, Venom Spray

STATISTICS

Str 20, Dex 11, Con 17, Int 2, Wis 11, Cha 10

Base Atk +8; CMB +12 (+16 grapple); CMD 24 (36 vs. trip)

Gear Sandpearl

SPECIAL ABILITIES

Sandblast (Su)

An antlion can stir up the sand around it to blast sand at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 14) or be inflicted with Blind status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Sandpearl (Ex)

Sand Pearl or Desert Light acts as a cure to the illness known as the Desert Fever or any common disease. The sand pearl generally fetches for 1,000 gil each.

Sandpit (Su)

An antlion can cause a hole to engulf a single target within 30 ft. The target must make a Reflex save (DC 14) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Venom Spray (Ex)

An antlion can breathe out a spray of venom in a 30-ft.-cone. Creatures within the area of effect take 3d6 points of non-elemental damage and be inflicted with Poison status for 1d6 rounds. They must make a Fortitude save (DC 17) for half and negating the status effect.

Cave Antlion (CR 8)

A giant carnivorous insect that lives in the caves, digging deep pits that serve both of as nests and traps for its prey. Its carefully disguised snares are almost indistinguishable from ordinary sand, and the softness of the sands within means that once trapped, returning to the surface is all but impossible. Often the last sound victims hear is the clack-clacking of the cave antlion's jaw as it gleefully approaches its soon-to-be-meal.

XP 4,800

N Large Magical Beast

Init +1; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +3

DEFENSE

AC 21, touch 9; flat-footed 21 (+12 natural, -1 size)

hp 107 (11d10+44)

Fort +11, Ref +8, Will +6

Immune Mind-affecting effects; Resist earth 10

Weakness Water

OFFENSE

Speed 30 ft.; Burrow 10 ft.

Melee Bite +17 (2d8+9 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks Sandblast, Sandpit, Sand Trap, Venom Spray

STATISTICS

Str 22, Dex 12, Con 18, Int 2, Wis 16, Cha 10

Base Atk +11; CMB +18 (+22 grapple); CMD 29 (41 vs. trip)

Gear Sandpearl

SPECIAL ABILITIES

Sandblast (Su)

A cave antlion can stir up the sand around it to blast sand at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 15) or be inflicted with Blind status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Sandpearl (Ex)

Sand Pearl or Desert Light acts as a cure to the illness known as the Desert Fever or any common disease. The sand pearl generally fetches for 1,000 gil each.

Sandpit (Su)

A cave antlion can cause a hole to engulf a single target within 30 ft. The target must make a Reflex save (DC 15) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Sand Trap (Ex)

A cave antlion can create a 60-foot-diameter, 20-foot-deep pit in any sand or soft earth surface. Creating a sand trap takes 1 hour. A DC 15 Perception check allows a creature to realize such a depression in the sand is in fact a trap. Any creature that steps into the trap slides to the center if it fails a DC 14 Reflex save—such victims take no damage, but they do fall prone. A giant ant lion can make an attack of opportunity against any creature that falls to the bottom of its sand trap. These creatures can move across sand traps at their normal speed and are immune to the trap's effects. Other creatures can navigate the trap's walls with a DC 20 Climb check.

Venom Spray (Ex)

An cave antlion can breathe out a spray of venom in a 30-ft.-cone. Creatures within the area of effect take 4d6 points of non-elemental damage and be inflicted with Poison status for 1d6 rounds. They must make a Fortitude save (DC 19) for half and negating the status effect.

Manooba (CR 8)

A giant bug that lives in snowy fields. They form nests in snow, where they wait for prey to fall into their trap. Fields of snow can greatly alter one's perception of distance, allowing one's feet to grow clumsier with each step. The manooba use this optical illusion to their advantage by digging holes on the ground that serve as traps. Once an ignorant wanderer sets foot in them, the manoobaa takes him or her as its prey. This happens most often when there is bad weather, as people may confuse the nests of these vicious beasts for declining hills.

XP 4,800

N Large Magical Beast ([Ice](#))

Init +0; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +3

DEFENSE

AC 21, touch 9; flat-footed 21 (+12 natural, -1 size)

hp 115 (11d10+55)

Fort +12, Ref +7, Will +6

Immune Mind-affecting effects; Resist ice 10; Strong Wind

Weakness Fire

OFFENSE

Speed 30 ft.; Burrow 10 ft.

Melee Bite +17 (2d8+9 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks Cold Spray, [Sandblast](#), Snowpit, Snow Trap

STATISTICS

Str 22, Dex 10, Con 20, Int 2, Wis 16, Cha 10

Base Atk +11; CMB +18 (+22 grapple); CMD 28 (40 vs. trip)

Gear Icepearl

SPECIAL ABILITIES

Cold Spray (Ex)

A manooba can breathe out a spray of icicles in a 30-ft.-cone. Creatures within the area of effect take 4d6 points of ice damage and be inflicted with Shaken status for 1d6 rounds. They must make a Fortitude save (DC 19) for half and negating the status effect.

Icepearl (Ex)

Ice Pearl or Snows Light acts as a cure to any common disease and burning. The ice pearl generally fetches for 1,500 gil each.

Sandblast (Su)

A manooba can stir up the 'snow' around it to blast snow chunks at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 15) or be inflicted with Blind status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Snowpit (Su)

A manoobaa can cause a hole to engulf all targets within 15 ft. from the primary target up to 30 feet away. The target must make a Reflex save (DC 15) or be inflicted with Frozen status for 1d6 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Snow Trap (Ex)

A manooba can create a 60-foot-diameter, 20-foot-deep pit in any snow or soft earth surface. Creating a snow trap takes 1 hour. A DC 15 Perception check allows a creature to realize such a depression in the snow is in fact a trap. Any creature that steps into the trap slides to the center if it fails a DC 14 Reflex save—such victims take no damage, but they do fall prone. A manooba can make an attack of opportunity against any creature that falls to the bottom of its snow trap. These creatures can move across snow traps at their normal speed and are immune to the trap's effects. Other creatures can navigate the trap's walls with a DC 20 Climb check.

Pieuje (CR 11)

A giant insect mainly seen in areas with lava activity. They are known to be resilient to extreme heat. In fact, they not only survive submerged within magma, but they can also lay their eggs there, too. They usually resort to careful means of capturing their prey by setting up traps around its nest, waiting in patience for its prey to get caught. But if starving, they become very vicious, and will act recklessly by jumping any prey it finds, and will even toss their very own eggs doused in flames at its prey.

XP 12,800

N Huge Magical Beast ([Fire](#))

Init +0; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 24, touch 8; flat-footed 24 (+16 natural, -2 size)

hp 168 (15d10+90)

Fort +15, Ref +9, Will +9

Immune Fire, Mind-affecting effects; Resist earth 10

Weakness Water and Ice

OFFENSE

Speed 30 ft.; Burrow 10 ft.

Melee Bite +21 (3d6+12 plus grab and burn/19-20)

Space 15 ft.; Reach 15 ft.

Special Attacks Burn (1d6 fire damage, DC 22), Earthquake, Lava Spray, Sandblast, Sandpit

STATISTICS

Str 26, Dex 10, Con 22, Int 2, Wis 18, Cha 10

Base Atk +15; CMB +25 (+29 grapple); CMD 35 (47 vs. trip)

SQ Sharp Pincers

Gear Lavapearl

SPECIAL ABILITIES

Burn (Ex)

A pieuje deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Earthquake (Su)

3/day, A pieuje can cause the ground to erupt around it 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 (Reflex save DC 18 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Lavapearl (Ex)

Lava Pearl or Magma Light acts as a cure to any common disease and frozen. The lava pearl generally fetches for 1,500 gil each.

Lava Spray (Ex)

A pieuje can breathe out a spray of fire in a 30-ft.-cone. Creatures within the area of effect take 6d6 points of fire damage and be inflicted with Burn status for 1d6 rounds. They must make a Fortitude save (DC 22) for half and negating the status effect.

Sandblast (Su)

A pieuje can stir up the sand around it to blast sand at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 16) or be inflicted with Blind status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Sandpit (Su)

A pieuje can cause a hole to engulf a single target within 30 ft. The target must make a Reflex save (DC 16) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Sharp Pincers (Ex)

A pieuje has sharp pincers increasing it's critical range to 19-20.

Dark Fang (CR 13)

A relative of the antlion. It preys on creatures that stumble into its conical nest. Its huge jaws can crush any armor with ease. It usually keeps to itself, but that also means that it is difficult to notice them. It is close to impossible to find them when they are in their dark holes, waiting for their prey, so many regions prohibit passage through areas where these creatures thrive.

XP 25,600

N Huge Magical Beast ([Shadow](#))

Init +0; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +5

DEFENSE

AC 26, touch 8; flat-footed 26 (+18 natural, -2 size)

hp 214 (18d10+126)

Fort +18, Ref +11, Will +10

Immune Earth, Mind-affecting effects; Resist dark 15

Weakness Water

OFFENSE

Speed 30 ft.; Burrow 10 ft.

Melee Bite +25 (3d6+13 plus grab and burn/18-20)

Space 15 ft.; Reach 15 ft.

Special Attacks Black Cloud, Earthquake, Magnitude 8, [Sandpit](#), Shadow Burn (1d8 shadow damage, DC 26), Shadow Spray

STATISTICS

Str 28, Dex 10, Con 24, Int 2, Wis 20, Cha 10

Base Atk +18; CMB +29 (+33 grapple); CMD 39 (51 vs. trip)

SQ Iron Sharp Pincers

Gear Dark Sandpearl

SPECIAL ABILITIES

Black Cloud (Su)

A dark fang can cause a black cloud of dark energy to erupt amongst its enemies within 60 feet. A dark fang deals 5d4 points of shadow damage in a 15-ft.-radius spread. Those in the area of effect, in addition to the damage, must make a Fortitude save (DC 18) or be inflicted with the Blind status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Religion DC 21).

Dark Sandpearl (Ex)

Dark Sand Pearl or Desert Darkness acts as a cure to any common disease and blindness. The dark sand pearl generally fetches for 2,500 gil each.

Earthquake (Su)

A dark fang can cause the ground to erupt around it 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 (Reflex

save DC 19 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Iron Sharp Pincers (Ex)

A dark fang has sharp pincers increasing it's critical range to 18-20.

Sandpit (Su)

A dark fang can cause a hole to engulf a single target within 30 ft. The target must make a Reflex save (DC 17) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Shadow Burn (Ex)

A dark fang deals shadow damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch on fiery shadow, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Shadow Spray (Ex)

A dark fang can breathe out a spray of shadowy venom in a 30-ft.-cone. Creatures within the area of effect take 8d6 points of shadow damage and be inflicted with Dimmed status for 1d6 rounds. They must make a Fortitude save (DC 26) for half and negating the status effect.

Centipede Family

Centipede (CR 1/2)

This brown lengthy, segmented horror writhes and twists, pulsing its venomous mandibles in search of prey.

XP 200

N Medium Vermin

Init +2; Senses Darkvision 60 ft.; Perception +4

DEFENSE

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

hp 8 [12] (1d8+4)

Fort +3, Ref +2, Will +0

Immune mind-affecting effects; Resist earth 5

Weakness Ice

OFFENSE

Speed 40 ft., Climb 40 ft.

Melee Bite +2 (1d6-1 plus poison)

Special Attacks Critical Attack

STATISTICS

Str 9, Dex 15, Con 12, Int -, Wis 10, Cha 2

Base Atk +0; CMB -1; CMD 11 (can't be tripped)

Feats Toughness*, Weapon Finesse

*Bonus Feat

Skills Climb +10, Perception +4, Stealth +10; Racial Modifiers +4 Perception, +8 Stealth

SPECIAL ABILITIES

Critical Attack (Ex)

Once per day as a standard action, the centipede can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6-1 x 1.5 for total damage.

Poison (Ex)

Bite — injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 non-elemental damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Hundlegs (CR 2)

This gray armored lengthy, segmented horror writhes and twists, pulsing its venomous mandibles in search of prey.

XP 600

N Medium Vermin

Init +3; Senses Darkvision 60 ft.; Perception +6

DEFENSE

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

hp 22 [33] (3d8+9)

Fort +5, Ref +4, Will +2

Immune mind-affecting effects; Resist earth 5

Weakness Ice

OFFENSE

Speed 40 ft., Climb 40 ft.

Melee Bite +5 (1d6+1 plus poison), Sting +5 (1d6+1 plus poison)

Special Attacks Critical Attack

STATISTICS

Str 12, Dex 16, Con 14, Int -, Wis 10, Cha 2

Base Atk +2; CMB +3; CMD 16 (can't be tripped)

Feats Toughness, Weapon Finesse

Skills Climb +14, Perception +6, Stealth +13; Racial Modifiers +4 Perception, +8 Stealth

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the hundlegs can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6+1 x 1.5 for total damage.

Poison (Ex)

Bite or sting — injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d4 non-elemental damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Cobaltpede (CR 4)

A giant meat-eating centipede which lives underground. They usually stay hidden under rocks or shallow dirt. Once they find a target, they will pounce quickly like an arrow, and rend its prey to pieces with its sharp teeth. The cobaltpede can quickly regenerate severed parts, so defeating them can be quite a hassle. Many adventurers diving underground fear their existence and call them “the yellow devil underground.”

XP 1,200

N Large Vermin ([Lightning](#))

Init +6; Senses Darkvision 60 ft.; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 dex, +5 natural, -1 size)

hp 50 (6d8+24)

Fort +8, Ref +4, Will +2

Immune mind-affecting effects; Resist earth 5, lightning 10; Strong Water

Weakness Ice

OFFENSE

Speed 40 ft., Climb 40 ft.

Melee Bite +6 (1d8+3 plus 1d6 lightning damage), Sting +6 (1d8+3 plus 1d6 lightning damage)

Space 10 ft; Reach 10 ft.

Special Attacks Critical Attack

STATISTICS

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

Base Atk +4; CMB +8; CMD 20 (can't be tripped)

Feats [Improved Initiative](#), [Power Attack](#), Toughness

Skills Climb +16, Perception +8, Stealth +11; Racial Modifiers +4 Perception, +8 Stealth

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d3 rounds as a standard action, the cobaltpede can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d8+3 x 1.5 for total damage.

Redlegs (CR 4)

This large red armored lengthy, segmented horror writhes and twists, pulsing its fiery mandibles in search of prey.

XP 1,200

N Large Vermin ([Fire](#))

Init +6; Senses Darkvision 60 ft.; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 dex, +5 natural, -1 size)
hp 50 (6d8+24)
Fort +8, Ref +4, Will +2
Immune mind-affecting effects; Resist earth 5, fire 10
Weakness Ice

OFFENSE

Speed 40 ft., Climb 40 ft.
Melee Bite +5 (1d8+3 plus burn), Sting +5 (1d8+3 plus burn)
Space 10 ft; Reach 10 ft.
Special Attacks Burn (1d6 fire damage, DC 16), Critical Attack

STATISTICS

Str 16, Dex 14, Con 16, Int -, Wis 10, Cha 2
Base Atk +3; CMB +6; CMD 19 (can't be tripped)
Feats [Improved Initiative](#), [Power Attack](#), Toughness
Skills Climb +16, Perception +8, Stealth +11; Racial Modifiers +4 Perception, +8 Stealth

SPECIAL ABILITIES

Burn (Ex)

A redlegs deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Critical Attack (Ex)

Once every 1d3 rounds as a standard action, the redlegs can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d8+3 x 1.5 for total damage.

Remorazz (CR 4)

This large blue armored lengthy, segmented horror writhes and twists, pulsing its icy mandibles in search of prey.
XP 1,200
N Large Vermin ([Ice](#))
Init +6; Senses Darkvision 60 ft.; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 dex, +5 natural, -1 size)
hp 50 (6d8+24)
Fort +8, Ref +4, Will +2
Immune mind-affecting effects; Resist earth 5, ice 10; Strong Wind

OFFENSE

Speed 40 ft., Climb 40 ft.
Melee Bite +5 (1d8+3 plus 1d6 ice damage), Sting +5 (1d8+3 plus 1d6 ice damage)
Space 10 ft; Reach 10 ft.
Special Attacks Critical Attack

STATISTICS

Str 16, Dex 14, Con 16, Int -, Wis 10, Cha 2
Base Atk +3; CMB +6; CMD 18 (can't be tripped)
Feats [Improved Initiative](#), [Power Attack](#), Toughness
Skills Climb +16, Perception +8, Stealth +11; Racial Modifiers +4 Perception, +8 Stealth

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d3 rounds as a standard action, the remorazz can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d8+3 x 1.5 for total damage.

Groundpede (CR 7)

This purple creature resembles a gigantic centipede covered with chitinous plates of hardened bone that run along its back in double rows. Its rear portion ends in a long, scorpion-like stinger.

XP 3,200

N Huge Magical Beast

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

DEFENSE

AC 17, touch 10, flat-footed 15 (+2 dex, +7 natural, -2 size)
hp 94 (9d10+45)
Fort +10, Ref +8, Will +3
Immune mind-affecting effects; Resist earth 10
Weakness Ice

OFFENSE

Speed 40 ft., Climb 40 ft.
Melee Bite +11 (2d6+4 plus poison), Sting +11 (2d6+4 plus poison)
Space 15 ft; Reach 15 ft.
Special Attack Earthquake

STATISTICS

Str 19, Dex 15, Con 18, Int -, Wis 10, Cha 2
Base Atk +9; CMB +15; CMD 27 (can't be tripped)
Feats Improved Initiative, Power Attack, Skill Focus (Perception), Toughness
Skills Climb +19, Perception +15, Stealth +14; Racial Modifiers +4 Perception, +8 Stealth

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d2 rounds as a standard action, the groundpede can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 2d6+4 x 1.5 for total damage.

Earthquake (Su)

Once every 1d3+1 rounds, a groundpede can cause the ground to erupt around it within a 30-ft.-radius. Creature with the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect must make a Reflex save (DC 14) for half damage and negates the status effect. Blue mage may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Poison (Ex)

Bite or sting — injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d8 non-elemental damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Ankheg (CR 10)

This orange creature resembles a gigantic centipede cover with chitinous plates of hardened bone that run along its back in double rows. Its rear portion ends in a long, scorpion-like stinger.

XP 9,600

N Huge Magical Beast

Init +6; Senses Darkvision 60 ft.; Perception +18

DEFENSE

AC 22, touch 10; flat-footed 20 (+2 dex, +12 natural, -2 size)

hp 126 (12d10+60)

Fort +12, Ref +10, Will +4 Immune Earth, Mind-affecting effects Weakness Ice

OFFENSE

Speed 40 ft., Climb 40 ft.

Melee Bite +15 (2d6+5 plus poison), Sting +15 (2d6+5 plus poison)

Space 15 ft.; Reach 15 ft.

Special Attacks Critical Attack, Earthquake

STATISTICS

Str 20, Dex 15, Con 19, Int —, Wis 10, Cha 2

Base Atk +12; CMB +19; CMD 31 (can't be tripped)

Feats [Furious Focus](#), [Improved Initiative](#), [Power Attack](#), [Skill Focus](#) (Perception), [Toughness](#), [Vital Strike](#)

Skills Climb +22, Perception +18, Stealth +17; Racial Modifiers +4 Perception, +8 Stealth

SPECIAL ABILITIES

Critical Attack (Ex)

As a standard action, the ankheg can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 2d6+5 x 1.5 for total damage.

Poison (Ex)

Bite or sting — injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d8 non-elemental damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Earthquake (Su)

Once every 1d3+1 rounds, an ankheg can cause the ground to erupt around it within a 30-ft.-radius. Creature with the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect must make a Reflex save (DC 18) for half damage and negates the status effect. Blue mage may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Andagrand (CR 15)

This king of a gigantic centipede is covered with chitinous plates of hardened bone that run along its back in double rows. Its rear portion ends in a long, scorpion-like stinger and also likes to create massive earthquakes with its mighty stinger.

XP 51,200

N Gargantuan Magical Beast

Init +7; Senses Darkvision 60 ft.; Perception +18

DEFENSE

AC 25, touch 9; flat-footed 22 (+3 dex, +16 natural, -4 size)

hp 201 (16d10+128)

Fort +17, Ref +15, Will +5 Immune Earth, Mind-affecting effects Weakness Ice

OFFENSE

Speed 40 ft., Climb 40 ft.

Melee Bite +22 (3d6+9 plus poison), Sting +21 (3d6+9 plus poison)

Space 20 ft.; Reach 20 ft.

Special Attacks Earthquake, Magnitude 8

STATISTICS

Str 28, Dex 16, Con 24, Int —, Wis 10, Cha 2

Base Atk +16; CMB +29; CMD 42 (can't be tripped)

Feats [Furious Focus](#), [Improved Initiative](#), [Lightning Reflexes](#), [Power Attack](#), [Skill Focus](#) (Perception), [Toughness](#), [Vital Strike](#), [Weapon Focus](#) (Bite)

Skills Climb +25, Perception +22, Stealth +17; Racial Modifiers +4 Perception, +8 Stealth

SPECIAL ABILITIES

Critical Attack (Ex)

As a standard action, the andagrand can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 3d6+9 x 1.5 for total damage.

Poison (Ex)

Bite or sting — injury; save Fort DC 27; frequency 1/round for 6 rounds; effect 2d6 non-elemental damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Earthquake (Su)

Once every 1d3+1 rounds, an andagranda can cause the ground to erupt around it within a 30-ft.-radius. Creature with the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect must make a Reflex save (DC 18) for half damage and negates the status effect. Blue mage may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Magnitude 8 (Su)

Once every 1d6+1 rounds, an andagranda can cause the ground to erupt wildly around it 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 25) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as a 8th level spell (Knowledge: Arcana DC 31).

Crab Family

Crab (CR 1/4)

Crabs are small crustaceans with eight legs and two pincers or claws. Aquatic scavengers, crabs can also survive on land for some time, but must return to the water or suffocate.

XP 100

N Tiny Vermin ([Aquatic](#))

Init +2; Senses Darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 dex, +4 natural, +2 size)

hp 6 (1d8+1)

Fort +3, Ref +2, Will +0

Immune Mind-affecting effects; Resist Water 5

Weakness Ice

OFFENSE

Speed 30 ft., Swim 20 ft.

Melee 2 Claws +0 (1d2-2 plus grab)

Space 2.5 ft.; Reach 0 ft.

Special Attack Constrict (1d2-2)

STATISTICS

Str 7, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +0 (+4 grapple); **CMD** 8 (20 vs. trip)

Skills Perception +4, Swim +10; **Racial Modifiers** +4 Perception

SQ water dependency

SPECIAL ABILITIES

Familiar

The master of a king crab familiar gains a +2 bonus on CMB checks to start and maintain a grapple.

Water Dependency (Ex)

Crabs can survive out of the water for 1 hour per point of [Constitution](#). Beyond this limit, a crab runs the risk of suffocation, as if it were drowning.

Giant Crab (CR 2)

This lumbering hard-shelled crab stands as tall as a dwarf, its massive pincers waving menacingly.

XP 600

N Medium Vermin ([Aquatic](#))

Init +1; Senses Darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 19 [30] (3d8+6)

Fort +5, Ref +2, Will +1

Immune Mind-affecting effects; Resist Water 5

Weakness Ice

OFFENSE

Speed 30 ft., Swim 20 ft.

Melee 2 Claws +4 (1d4+2 plus grab)

Space 5 ft.; Reach 5 ft.

Special Attack Constrict (1d4+2)

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 15 (27 vs. trip)

Skills Perception +4, Swim +10; **Racial Modifiers** +4 Perception

SQ water dependency

SPECIAL ABILITIES

Pincers (Ex)

Giant Crab can use both claws as a standard action every 1d4 rounds while doing 1d6+3 bludgeoning damage per claw.

Water Dependency (Ex)

Crabs can survive out of the water for 1 hour per point of [Constitution](#). Beyond this limit, a crab runs the risk of suffocation, as if it were drowning.

Devil Crab (CR 4)

This lumbering hard-shelled crab stands as tall as a dwarf, its massive pincers waving menacingly.

XP 1,200

N Large Vermin ([Aquatic](#))

Init +0; Senses Darkvision 60 ft.; Perception +4

DEFENSE

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

hp 42 (5d8+20)

Fort +8, **Ref** +1, **Will** +1

Immune Mind-affecting effects; Resist Water 10

Weakness Ice

OFFENSE

Speed 30 ft., Swim 20 ft.

Melee 2 claws +9 (1d6+7 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks Constrict (1d6+7), Pincers

STATISTICS

Str 24, **Dex** 11, **Con** 18, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +11 (+13 grapple); **CMD** 21 (33 vs. trip)

Skills Perception +4, Swim +15; **Racial Modifiers** +4 Perception

SQ water dependency

SPECIAL ABILITIES

Pincers (Ex)

Devil Crab can use both claws as a standard action every 1d4 rounds while doing 1d8+10 bludgeoning damage per claw.

Water Dependency (Ex)

Crabs can survive out of the water for 1 hour per point of [Constitution](#). Beyond this limit, a crab runs the risk of suffocation, as if it were drowning.

Shark Crab (CR 7)

This spiny, long-legged crab towers over its surroundings. Its quick and powerful claws thrash wildly, eager for prey.

XP 3,200

N Huge Vermin ([Aquatic](#))

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, -2 size)

hp 84 (8d8+48)

Fort +12, **Ref** +4, **Will** +3

Immune Mind-affecting effects; Resist Water 10

Weakness Ice

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 2 claws +13 (1d8+9 plus grab)

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

Special Attacks Constrict (1d8+9), Darting Claw, Pincers

STATISTICS

Str 29, **Dex** 14, **Con** 22, **Int** —, **Wis** 12, **Cha** 2
Base Atk +6; **CMB** +17 (+21 grapple); **CMD** 29 (41 vs. trip)
Skills Perception +4, Swim +17; **Racial Modifiers** +4 Perception
SQ water dependency

SPECIAL ABILITIES

Darting Claw (Ex)

Evolved for snatching fast prey, a shark crab is exceptionally quick with its claws. When making a full attack, if a shark crab misses with both of its claw attacks, it can make an additional claw attack at a -2 penalty against any creature within its reach.

Pincers (Ex)

Shark Crab can use both claws as a standard action every 1d4 rounds while doing 2d6+13 bludgeoning damage per claw.

Water Dependency (Ex)

Crabs can survive out of the water for 1 hour per point of [Constitution](#). Beyond this limit, a crab runs the risk of suffocation, as if it were drowning.

Acrophies (CR 10)

This spiny, long-legged crab towers over its surroundings. Its quick and powerful claws thrash wildly, eager for prey.

XP 9,600

N Gargantuan Vermin ([Aquatic](#))

Init +0; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 22, touch 6, flat-footed 22 (+16 natural, -4 size)

hp 137 (11d8+88)

Fort +15, **Ref** +3, **Will** +3

Immune Mind-affecting effects; Resist Water 15, Ice 5

Weakness Lightning

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 2 claws +19 (2d6+15 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks Constrict (2d6+15), Darting Claw, Pincers

STATISTICS

Str 40, **Dex** 10, **Con** 26, **Int** —, **Wis** 10, **Cha** 2
Base Atk +8; **CMB** +27 (+29 grapple); **CMD** 37 (49 vs. trip)
Skills Perception +4, Swim +22; **Racial Modifiers** +4 Perception
SQ water dependency

SPECIAL ABILITIES

Darting Claw (Ex)

Evolved for snatching fast prey, an acrophies is exceptionally quick with its claws. When making a full attack, if an acrophies misses with both of its claw attacks, it can make an additional claw attack at a -2 penalty against any creature within its reach.

Pincers (Ex)

Acrophies can use both claws as a standard action every 1d4 rounds while doing 2d8+22 bludgeoning damage per claw.

Water Dependency (Ex)

Crabs can survive out of the water for 1 hour per point of [Constitution](#). Beyond this limit, a crab runs the risk of suffocation, as if it were drowning.

Megalocrab (CR 13)

Claws the size of rowboats dominate the form of this massive crab. Barnacles and sea grass cling to the creature's thick shell.

XP 25,600

N Colossal Vermin ([Aquatic](#))

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 27, touch 5, flat-footed 24 (+3 Dex, +22 natural, -8 size)

hp 189 (14d8+126)

Fort +18, **Ref** +7, **Will** +6

Immune Mind-affecting effects; Resist Water 20, Ice 10

Weakness Lightning

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 2 claws +19 (2d8+25 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks Constrict (2d8+25), Darting Claw, Pincers

STATISTICS

Str 44, **Dex** 16, **Con** 28, **Int** —, **Wis** 14, **Cha** 5

Base Atk +10; **CMB** +35 (+39 grapple); **CMD** 48 (64 vs. trip)

Skills Perception +10, Swim +22; **Racial Modifiers** +4 Perception

SQ powerful claws, water dependency

SPECIAL ABILITIES

Darting Claw (Ex)

Evolved for snatching fast prey, a megalocrab is exceptionally quick with its claws. When making a full attack, if a megalocrab misses with both of its claw attacks, it can make an additional claw attack at a -2 penalty against any creature within its reach.

Pincers (Ex)

Megalocrab can use both claws as a standard action every 1d4 rounds while doing 3d6+34 bludgeoning damage per claw.

Powerful Claws (Ex)

A megalocrab's claw attacks deal damage equal to 1-1/2 times its Strength modifier. In addition, a megalocrab ignores up to 5 points of hardness when damaging objects.

Water Dependency (Ex)

Crabs can survive out of the water for 1 hour per point of [Constitution](#). Beyond this limit, a crab runs the risk of suffocation, as if it were drowning.

Mantis Family

Killer Mantis (CR 3)

A mantis several times the size of a human. It prefers to use its scythe-like claws to trap and torment rather than killing its prey outright. Mantises prefer to feast upon live prey, and victims who find themselves ensnared are encouraged to play dead in hopes that their captor will seek out a fresher meal.

XP 800

N Large Vermin

Init +1; Senses Darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 dex, +5 natural, -1 size)

hp 30 [44] (4d8+12)

Fort +7, Ref +2, Will +3

Immune mind-affecting effects; Resist earth 5

Weakness Fire

OFFENSE

Speed 30 ft., Climb 30 ft., fly 40 ft. (poor)

Melee 2 claws +5 (1d6+3/x3 plus grab)

Space 10 ft; Reach 10 ft.

STATISTICS

Str 16, Dex 13, Con 16, Int -, Wis 14, Cha 11

Base Atk +3; CMB +7 (+11 grapple); CMD 18 (22 vs. tripped)

Skills Climb +11, Fly -5, Perception +6, Stealth +11 (+13 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

SPECIAL ABILITIES

Lunge (Ex)

A mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a

mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex)

A mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +0 attack that inflicts 1d8+1 points of damage on a hit.

Sudden Strike (Ex)

A mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Greater Mantis (CR 5)

A savage hunter among mantises, its mottled exoskeleton with a pattern resembling fallen leaves keeps it hidden from its unwitting prey. Extremely combative by nature, it is known to pick fights with enemies far larger than itself, standing tall and waving its scythe-like claws to intimidate its foes.

XP 1,600

N Large Vermin

Init +2; Senses Darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 dex, +7 natural, -1 size)

hp 75 (9d8+36)

Fort +10, Ref +5, Will +6

Immune mind-affecting effects; Resist earth 5

Weakness Fire

OFFENSE

Speed 30 ft., Climb 30 ft., fly 40 ft. (poor)

Melee 2 claws +9 (1d6+4/x3 plus grab)

Space 10 ft; Reach 10 ft.

STATISTICS

Str 18, Dex 15, Con 18, Int -, Wis 16, Cha 11

Base Atk +6; CMB +11 (+15 grapple); CMD 23 (27 vs. tripped)

Skills Climb +17, Fly -4, Perception +7, Stealth +7 (+15 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

SPECIAL ABILITIES

Lunge (Ex)

A mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex)

A mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +4 attack that inflicts 1d8+2 points of damage on a hit.

Sudden Strike (Ex)

A mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Twinscythe (CR 7)

A gigantic blue praying mantis. It hunts other insects and animals of all shapes and sizes with its razor-sharp raptorial fore legs. While on the hunt, it waits patiently with its fore legs folded into a distinctive pose until its prey arrives. After feeding, the twinscythe has the habit of carefully licking its fore legs clean. Though a patient and tidy creature, its eerie habit gives it a cunning and cruel image in the eyes of others.

XP 3,200

N Large Magical Beast

Init +3; Senses Darkvision 60 ft.; Perception +7

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 dex, +9 natural, -1 size)

hp 123 [182] (13d10+52)

Fort +12, Ref +11, Will +7

Immune mind-affecting effects; Resist earth 10

Weakness Fire

OFFENSE

Speed 30 ft., Climb 30 ft., fly 40 ft. (poor)

Melee 2 claws +17 (2d6+5/19-20 x3 plus grab)

Space 10 ft; Reach 10 ft.

Special Attacks Drainsickles

STATISTICS

Str 20, Dex 16, Con 19, Int -, Wis 17, Cha 11

Base Atk +13; CMB +19 (+23 grapple); CMD 33 (37 vs. tripped)

Skills Climb +22, Fly -3, Perception +7, Stealth +12 (+24 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

SQ Razor-sharp Claws

SPECIAL ABILITIES

Drainsickles

5/day, a twinscythe can attack with both of its claw attacks. If any of the claw attacks hit, it receives half of the damage back as health.

Lunge (Ex)

A mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex)

A mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +12 attack that inflicts 1d8+2 points of damage on a hit.

Razor-sharp Claws (Ex)

A mantis' claw attacks have an increase critical range by 1 and damage size increased by 2.

Sudden Strike (Ex)

A mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Mantis Devil (CR 9)

A vivid blue-colored mantis. It lives not only in grassy areas, but by the seaside as well. They are triggered by any sudden movements, and are known to ferociously eat even their own kind without an ounce of remorse when their environment lacks their means of sustenance. Those who have witnessed this terrifying image fear this beast may be a demon, and have thus come to call it the mantis devil.

XP 6,400

N Large Magical Beast

Init +3; Senses Darkvision 60 ft.; Perception +8

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 dex, +13 natural, -1 size)

hp 178 [255] (17d10+85)

Fort +15, Ref +13, Will +9

Immune mind-affecting effects; Resist earth 10

Weakness Fire

OFFENSE

Speed 30 ft., Climb 30 ft., fly 40 ft. (poor)

Melee 2 claws +20 (2d6+5/19-20 x3 plus grab)

Space 10 ft; Reach 10 ft.

Special Attacks Drainsickles, Shadowsickle

STATISTICS

Str 20, Dex 17, Con 20, Int -, Wis 18, Cha 11

Base Atk +16; CMB +22 (+26 grapple); CMD 35 (39 vs. tripped)

Skills Climb +26, Fly -3, Perception +8, Stealth +16 (+28 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

SQ Razor-sharp Claws

SPECIAL ABILITIES

Drainsickles

5/day, a mantis devil can attack with both of its claw attacks. If any of the claw attacks hit, it receives half of the damage back as health.

Lunge (Ex)

A mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex)

A mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +15 attack that inflicts 1d8+2 points of damage on a hit.

Razor-sharp Claws (Ex)

A mantis' claw attacks have an increase critical range by 1 and damage size increased by 2.

Shadowsickle (Ex)

3/day, a mantis devil can attack with both of its claw attacks. If any of the claw attacks hit, add an additional 1d6 shadow damage per hit.

Sudden Strike (Ex)

A mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Bloody Cutter (CR 12)

A giant praying mantis with a purplish red body and a pair of sharp scythe-like arms. The monster's vibrant color gives it a false impression that it covers itself in blood, thereby giving it its gruesome name. But, the monster holds well to its name with how it is known to attack villages when prey is sparse. They are known to be very predatory, even among praying mantis type monsters.

XP 19,200

NE Huge Magical Beast

Init +2; Senses Darkvision 60 ft.; Perception +8

DEFENSE

AC 26, touch 10, flat-footed 24 (+2 dex, +16 natural, -2 size)

hp 210 [300] (20d10+100)

Fort +17, Ref +14, Will +10

DR 5/bludgeoning; Immune mind-affecting effects; Resist earth 10, shadow 5

Weakness Fire

OFFENSE

Speed 30 ft., Climb 30 ft., fly 40 ft. (poor)

Melee 2 claws +26 (2d8+8/19-20 x3 plus grab)

Space 15 ft; Reach 15 ft.

Special Attacks Drainsickles, Shadowsickle

STATISTICS

Str 26, Dex 15, Con 20, Int -, Wis 19, Cha 11

Base Atk +20; CMB +30 (+34 grapple); CMD 42 (46 vs. tripped)

Skills Climb +32, Fly -6, Perception +8, Stealth +16 (+28 in forests); Racial Modifiers +4 Perception,

+4 Stealth (+12 in forests)
SQ Razor-sharp Claws

SPECIAL ABILITIES

Drainsickles

7/day, a bloody cutter can attack with both of its claw attacks. If any of the claw attacks hit, it receives half of the damage back as health.

Lunge (Ex)

A mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex)

A mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +21 attack that inflicts 2d6+4 points of damage on a hit.

Razor-sharp Claws (Ex)

A mantis' claw attacks have an increase critical range by 1 and damage size increased by 2.

Shadowsickle (Ex)

5/day, a bloody cutter can attack with both of its claw attacks. If any of the claw attacks hit, add an additional 1d8 shadow damage per hit.

Sudden Strike (Ex)

A mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Orchid Snipper (CR 14)

A giant praying mantis with a shiny silver body. The orchid snipper has a very rare body color among insect monsters, which makes its exoskeleton highly prized and very expensive. Many adventurers hunt them for their highly valued exoskeleton, but orchid snippers are much larger and more agile than humans, and their sickles are said to cleave solid steel in two, so very few are actually able to defeat them in battle.

XP 38,400

NE Huge Magical Beast

Init +3; Senses Darkvision 60 ft.; Perception +9

DEFENSE

AC 31, touch 11, flat-footed 28 (+3 dex, +20 natural, -2 size)

hp 264 [368] (23d10+138)

Fort +19, Ref +16, Will +12

DR 10/bludgeoning; Immune mind-affecting effects; Resist earth 15, shadow 10

Weakness Fire

OFFENSE

Speed 30 ft., Climb 30 ft., fly 40 ft. (poor)
Melee 2 claws +30 (3d6+9/19-20 x3 plus grab)
Space 15 ft; Reach 15 ft.
Special Attacks Drainsickles, Shadowsickle

STATISTICS

Str 28, Dex 17, Con 22, Int -, Wis 20, Cha 11
Base Atk +23; CMB +34 (+38 grapple); CMD 47 (53 vs. tripped)
Skills Climb +36, Fly -5, Perception +9, Stealth +20 (+32 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)
SQ Steel Razor-sharp Claws

SPECIAL ABILITIES

Drainsickles

An orchid sniper can attack with both of its claw attacks. If any of the claw attacks hit, it receives half of the damage back as health.

Lunge (Ex)

A mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex)

A mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +25 attack that inflicts 2d6+4 points of damage on a hit.

Razor-sharp Claws (Ex)

A mantis' claw attacks have an increase critical range by 1 and damage size increased by 2.

Shadowsickle (Ex)

An orchid sniper can attack with both of its claw attacks. If any of the claw attacks hit, add an additional 1d8 shadow damage per hit.

Sudden Strike (Ex)

A mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Scorpion Family

Scorpion (CR 1)

A deadly giant scorpion that lives in the desert areas, with a pair of powerful claws and venomous tail. To conceal itself from birds of prey, its natural enemy, it prefers to hide in the shadow of rocks,

waiting for a chance to strike. Paralyzing its target with poison, it swoops in for the kill after its prey has been weakened. For desert travelers already weakened by heat and dehydration, the scorpion's sting can often be lethal. An ample supply of antidotes is recommended.

XP 400

N Medium Vermin

Init +0; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 16 [27] (3d8+3)

Fort +4, Ref +1, Will +1

Immune mind-affecting effects, poison; Resist earth 5

OFFENSE

Speed 60 ft., Climb 40 ft.

Melee 2 Claws +2 (1d4), Sting +2 (1d4 plus poison)

Special Attacks Rend (2 claws, 2d4)

STATISTICS

Str 11, Dex 10, Con 13, Int -, Wis 10, Cha 2

Base Atk +2; CMB +2; CMD 12 (24 vs trip)

Skills Climb +8, Perception +4, Stealth +4 (+12 in deserts); Racial Modifiers Climb +8, Perception +4, Stealth +4 (in desert +12)

SPECIAL ABILITIES

Needles (Ex)

Once every 1d4 rounds as a standard action, a scorpion can shoot out needles from its stinger. If the range attack succeeds (+2), the needles reach up to 30 feet and do 1d4 piercing damage plus their poison.

Poison (Ex)

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

Desertpede (CR 3)

A subspecies of scorpion that lives in dry areas like deserts and wastelands. The poison in its tail is virulent, and even the slightest amount of it can bring down the largest of beasts. They are basically nocturnal, so during daylight, they are often found burrowed under the sand in hiding, or shaded behind boulders. Most instances of reported casualties during daylight comes from people inadvertently entering a desertpede's territory.

XP 800

N Medium Magical Beast

Init +0; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 37 [60] (5d10+10), fast healing 5;

Fort +6, Ref +4, Will +1
Immune mind-affecting effects, poison; Resist earth 5

OFFENSE

Speed 60 ft., Climb 40 ft.
Melee 2 Claws +5 (1d4+2), Sting +5 (1d4+2 plus poison)
Special Attacks Needles, Poison Needles, Rend (2 claws, 2d4+2)

STATISTICS

Str 14, Dex 10, Con 14, Int -, Wis 10, Cha 2
Base Atk +3; CMB +5; CMD 15 (27 vs trip)
Skills Climb +10, Perception +4, Stealth +6 (+14 in deserts); Racial Modifiers Climb +8, Perception +4, Stealth +4 (in desert +12)

SPECIAL ABILITIES

Needles (Ex)

Once every 1d4 rounds as a standard action, a scorpion can shoot out needles from its stinger. If the range attack succeeds (+3), the needles reach up to 30 feet and do 1d4+2 piercing damage plus their poison.

Poison (Ex)

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

Poison Needles (Su)

Once every 1d4 rounds, a desertpede shoots out green needles towards a single target within a 30-ft. range and must make a ranged touch attack (+3) to inflict 2d4 points of non-elemental damage. The creature must make a Fortitude save (DC 12) or gain the Poison status effect, taking 1d4 points of non-elemental damage per round for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17). This save is wisdom-based.

Sea Scorpion (CR 3)

A blue scorpion that often resides in wetlands and seaside areas. Though scorpions are commonly believed to live solely in arid climes, various kinds of scorpions can be found living in all kinds of environments. Sea scorpions prefer living in humid regions, especially the rocky areas along the seaside, and are even able to move short distances by swimming. They use their large pincers to prey on fish and small monsters.

XP 800

N Medium Magical Beast

Init +2; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 dex, +3 natural)
hp 37 [60] (5d10+10), fast healing 5;
Fort +5, Ref +6, Will +1
Immune mind-affecting effects, poison; Resist water 5

OFFENSE

Speed 60 ft., Climb 40 ft.
Melee 2 Claws +5 (1d4+2), Sting +5 (1d4+2 plus poison)
Special Attacks Poison Needles, Rend (2 claws, 2d4+2)

STATISTICS

Str 14, Dex 14, Con 13, Int -, Wis 10, Cha 2
Base Atk +3; CMB +5; CMD 17 (29 vs trip)
Skills Climb +10, Perception +4, Stealth +6 (+14 in deserts); Racial Modifiers Climb +8, Perception +4, Stealth +4 (in desert +12)

SPECIAL ABILITIES

Poison (Ex)

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

Poison Needles (Su)

Once every 1d4 rounds, a sea scorpion shoots out green needles towards a single target within a 30-ft. range and must make a ranged touch attack (+5) to inflict 2d4 points of non-elemental damage. The creature must make a Fortitude save (DC 12) or gain the Poison status effect, taking 1d4 points of non-elemental damage per round for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17). This save is wisdom-based.

Red Claw (CR 5)

These huge scorpions are known for their brilliant red pincers. If one feels itself to be in danger, it mimics a similar-looking crustacean known to be quite tasty. When a potential predator draws near to it, hoping for a bite, the scorpion lashes out with its poisonous stinger. This poison is extremely dangerous, even in small quantities, and a victim will begin to lose consciousness within moments of being stung, left immobile and helpless. Once the victim has fallen, and the scorpions deem themselves safe, they approach en masses and tear their prey open with their rusty brown pincers. Thus the hunted becomes the hunter.

XP 1,600

N Large Magical Beast

Init +0; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +6

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)
hp 81 (9d10+27), fast healing 8;
Fort +8, Ref +6, Will +5
Immune mind-affecting effects, poison; Resist earth 5, fire 5

OFFENSE

Speed 60 ft., Climb 40 ft.
Melee 2 Claws +13 (1d6+4 plus grab), Sting +13 (1d6+4 plus poison)
Space 10 ft.; Reach 10 ft.
Special Attacks Constrict (1d6+4), Poison Needles, Rend (2 claws, 2d6+4), Sandblast

STATISTICS

Str 19, Dex 10, Con 16, Int -, Wis 14, Cha 2

Base Atk +9; CMB +13 (+17 grapple); CMD 20 (32 vs trip)

Skills Climb +12, Perception +6, Stealth +0 (+8 in deserts); Racial Modifiers Climb +8, Perception +4, Stealth +4 (in desert +12)

SPECIAL ABILITIES

Poison (Ex)

Sting — injury; save Fort DC 17; frequency 1/round for 4 rounds; effect 1d8 non-elemental damage; cure 1 save.

Poison Needles (Su)

Once every 1d2 rounds, a red claw shoots out green needles towards a single target within a 30-ft. range and must make a ranged touch attack (+8) to inflict 2d4 points of non-elemental damage. The creature must make a Fortitude save (DC 16) or gain the Poison status effect, taking 1d4 points of non-elemental damage per round for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17). This save is wisdom-based.

Sandblast (Su)

A red claw can stir up the sand around it to blast sand at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 14) or be inflicted with Blind status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Death Stalker (CR 9)

A giant scorpion characterized by its black shining body. They mainly feed on small animals, but their venom poses a great threat to humans as well. Originally hailing from deserts and wastelands where food is extremely scarce, it is incredibly overprotective when it comes to its prey, and will aggressively pursue it at any cost necessary. It is believed this particular trait, along with its ominous coloration, is what earned it the name death stalker.

XP 6,400

N Large Magical Beast

Init +2; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +7

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 dex, +10 natural, -1 size)

hp 137 (14d10+56), fast healing 10;

Fort +13, Ref +11, Will +7

Immune mind-affecting effects, paralyze, poison; Resist earth 10, fire 5

OFFENSE

Speed 60 ft., Climb 40 ft.

Melee 2 Claws +19 (1d6+6 plus grab), Sting +19 (1d6+6 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks Constrict (1d6+6), Death Needles, Rapid Stinging, Rend (2 claws, 2d6+6), Sandblast, Sudden Strike

STATISTICS

Str 22, Dex 14, Con 18, Int -, Wis 16, Cha 2

Base Atk +14; CMB +20 (+24 grapple); CMD 32 (44 vs trip)

Skills Climb +14, Perception +7, Stealth +2 (+10 in deserts); Racial Modifiers Climb +8, Perception +4, Stealth +4 (in desert +12)

SPECIAL ABILITIES

Death Needles (Su)

3/day, a death stalker shoots out black needles towards a single target within a 30-ft. range and must make a ranged touch attack (+15) to inflict 8d4 points of non-elemental damage. The creature must make a Fortitude save (DC 17) or gain the Paralyzed status effect for 1d4 rounds. This is considered a poison effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Poison (Ex)

Sting — injury; save Fort DC 21; frequency 1/round for 4 rounds; effect 2d6 non-elemental damage and 1d4 Mp damage; cure 1 save.

Rapid Stinging (Ex)

A death stalker stinger strikes with astounding speed; it can make one additional attack in a round with its sting as a swift action.

Sandblast (Su)

A red claw can stir up the sand around it to blast sand at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 15) or be inflicted with Blind status for 1d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Sudden Strike (Ex)

A death stalker is adept at moving quickly when its foes are surprised. During a surprise round, a death stalker may act as if it had a full round to act, rather than just one standard action.

Spider Family

Tarantula (CR 1)

A large and poisonous spider that will devour anything it can bring down, even creatures larger than itself. Humans have been known to fall prey to this carnivorous arachnid. The tarantula's silk is incredibly strong and can support its huge body as it swings through the shadowy caves it likes to call home. Once stuck in its sticky threads, prey is caught fast and escape is impossible. They rarely appear in near towns, preferring dark and dank places which are rarely popular with people. But if you are passing through a cave or ruin, keep one eye on the darkness overhead...

XP 400

N Medium Vermin

Init: +3; **Senses** Darkvision 60 ft., Tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 dex, +1 natural)

hp 16 [27] (3d8+3)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., Climb 30 ft.

Melee Bite +2 (1d6 plus poison)

Special Attack Critical Attack, Web (+5 ranged, DC 12, hp 3)

STATISTICS

Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in web); **Racial Modifiers** +4

Perception (+8 in webs), +4 Stealth (+8 in web), +16 Climb

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the tarantula can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6 x 1.5 for total damage.

Poison (Ex)

Bite – injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Corrosive Spider (CR 2)

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

XP 600

N Medium Magical Beast

Init: +4; **Senses** Darkvision 60 ft., Tremorsense 60 ft.; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 dex, +2 natural)

hp 30 [48] (4d10+8)

Fort +6, **Ref** +8, **Will** +1

Immune mind-affecting effects; **Resist** Wind 5

OFFENSE

Speed 30 ft., Climb 30 ft.

Melee Bite +5 (1d6+1 plus poison)

Special Attack Corrosive Web, Critical Attack, Web (+8 ranged, DC 14, hp 4)

STATISTICS

Str 12, Dex 18, Con 14, Int -, Wis 10, Cha 2

Base Atk +4; **CMB** +5; **CMD** 19 (31 vs. trip)

Skills Climb +18, Perception +5 (+9 in webs), Stealth +9 (+13 in web); **Racial Modifiers** +4 Perception (+8 in webs), +4 Stealth (+8 in web), +16 Climb

SPECIAL ABILITIES

Corrosive Web (Su)

1/day, a corrosive spider can throw a corrosive web on enemies in a 15-ft.-cone burst. All creatures caught within the cone must make a Reflex save (DC 14) or are entangled for 2d4 rounds, but can break loose by spending 1 round and making a DC 14 Strength check or Escape Artist check. The webbed victims take 1d6 points of non-elemental damage per round while in the web. The strands of the web are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire—a torch, burning oil, a flaming sword, and so forth—can set the webs alight and burn away in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames. This save is Constitution-based. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the corrosive spider can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6+1 x 1.5 for total damage.

Poison (Ex)

Bite – injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Black Widow (CR 3)

A huge spider with distinctive green stripes. It is found all over the world, particularly in forested areas. It can produce a sticky silk like most other large spiders and wraps its prey up before devouring it. If you ever find yourself attacked by a black widow, you can be sure that it is a female specimen. The males are so undersized compared to the females that they would never dare attack humans and are sometimes even preyed upon by the females of their own species. This heartless practice is where their memorable name comes from.

XP 800

N Large Magical Beast

Init: +3; **Senses** Darkvision 60 ft., Tremorsense 60 ft.; Perception +5

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 dex, +5 natural, -1 size)

hp 42 [65] (5d10+15)

Fort +7, **Ref** +7, **Will** +1

Immune mind-affecting effects; **Resist** Wind 5, Shadow 5

OFFENSE

Speed 40 ft., Climb 40 ft.

Melee Bite +8 (1d8+6 plus poison)

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

Special Attack Corrosive Web, Critical Attack, Web (+7 ranged, DC 19, hp 5)

STATISTICS

Str 19, Dex 16, Con 16, Int -, Wis 10, Cha 2

Base Atk +5; **CMB** +10; **CMD** 23 (35 vs. trip)

Skills Climb +22, Perception +6 (+10 in webs), Stealth +9 (+13 in web); **Racial Modifiers** +4 Perception (+8 in webs), +4 Stealth (+8 in web), +16 Climb

SQ Strong Webs

SPECIAL ABILITIES

Corrosive Web (Su)

Once every 1d4+1 rounds, a black widow can throw a corrosive web on enemies in a 15-ft.-cone burst. All creatures caught within the cone must make a reflex save (DC 15) or are entangled for 2d4 rounds, but can break loose by spending 1 round and making a DC 19 Strength check or Escape Artist check. The webbed victims take 1d6 points of non-elemental damage per round while in the web. The strands of the web are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire—a torch, burning oil, a flaming sword, and so forth—can set the webs alight and burn away in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames. This save is constitution-based. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the black widow can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d8+6 x 1.5 for total damage.

Poison (Ex)

Bite – injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Strength damage and staggered; cure 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex)

A black widow's webs gain a +4 bonus to the DC to break or escapes.

Gloom Spider (CR 4)

A giant spider-type monster that is known for wrapping its victims in silk and storing them in its nest. Often, however, it captures this prey not for itself, but as nourishment for its young. The strong silk fibers from spider-type monsters have been used as building materials since ancient times, but in recent years there is a movement centered in Dilmagia to develop a new type of fiber.

XP 1,200

N Large Magical Beast

Init: +7; **Senses** Darkvision 60 ft., Tremorsense 60 ft.; Perception +9

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 dex, +6 natural, -1 size)

hp 51 [78] (6d10+18)

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

Resist Wind 5, Shadow 5

OFFENSE

Speed 40 ft., Climb 40 ft.

Melee Bite +9 (1d8+6 plus poison)

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

Special Attack Corrosive Web, Critical Attack Web (+8 ranged, DC 20, hp 6)

STATISTICS

Str 19, Dex 17, Con 17, Int 8, Wis 10, Cha 2

Base Atk +6; **CMB** +11; **CMD** 24 (36 vs. trip)

Feats Alertness, Improved Initiative, Power Attack

Skills Climb +23, Perception +9 (+13 in webs), Stealth +10 (+14 in web); **Racial Modifiers** +4 Perception (+8 in webs), +4 Stealth (+8 in web), +16 Climb

Languages Goblin

SQ Strong Webs

SPECIAL ABILITIES

Corrosive Web (Su)

2/day, a gloom spider can throw a corrosive web on enemies in a 15-ft.-cone burst. All creatures caught within the cone must make a reflex save (DC 16) or are entangled for 2d4 rounds, but can break loose by spending 1 round and making a DC 20 Strength check or Escape Artist check. The webbed victims take 1d6 points of non-elemental damage per round while in the web. The strands of the web are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire—a torch, burning oil, a flaming sword, and so forth—can set the webs alight and burn away in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames. This save is constitution-based. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Critical Attack (Ex)

Once every 1d3 rounds as a standard action, the gloom spider can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d8+6 x 1.5 for total damage.

Poison (Ex)

Bite – injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d4 Strength damage and staggered; cure 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex)

A gloom spider's webs gain a +4 bonus to the DC to break or escapes.

Wolf Spider (CR 7)

This huge spider boasts a brilliant red body, punctuated with golden stripes. It thrives in many habitats, but most especially so in tropical regions. Like many other spiders, it is able to spin webs of extremely strong thread. Even if it is unable to catch any prey, this spider can eat its old webbing and use it as a source of energy so that it can carry on in search of a new hunting ground. It can shoot forth huge swathes of webbing at once, allowing this hunter to quickly capture even humans and large animals.

XP 3,200

N Huge Magical Beast

Init: +6; **Senses** Darkvision 60 ft., Tremorsense 60 ft.; Perception +13

DEFENSE

AC 21, touch 11, flat-footed 18 (+3 dex, +10 natural, -2 size)

hp 105 [150] (10d10+50)

Fort +12, **Ref** +9, **Will** +5

Immune stun; **Resist** Wind 10, Dark 5

OFFENSE

Speed 50 ft., Climb 50 ft.

Melee Bite +15 (2d6+10 plus poison)

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

Special Attack Corrosive Web, Critical Attack, Wail, Web (+10 ranged, DC 22, hp 10)

STATISTICS

Str 19, Dex 16, Con 16, Int 8, Wis 10, Cha 2

Base Atk +10; **CMB** +19; **CMD** 31 (43 vs. trip)

Feats Alertness, Improved Initiative, Iron Will, Power Attack

Skills Climb +29, Perception +13 (+17 in webs), Stealth +11 (+15 in web); **Racial Modifiers** +4

Perception (+8 in webs), +4 Stealth (+8 in web), +16 Climb

Languages Undercommon

SQ Strong Webs

SPECIAL ABILITIES

Corrosive Web (Su)

3/day, a wolf spider can throw a corrosive web on enemies in a 15-ft.-cone burst. All creatures caught within the cone must make a reflex save (DC 18) or are entangled for 2d4 rounds, but can break loose by spending 1 round and making a DC 22 Strength check or Escape Artist check. The webbed victims take 1d6 points of non-elemental damage per round while in the web. The strands of the web are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire—a torch, burning oil, a flaming sword, and so forth—can set the webs alight and burn away in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames. This save is constitution-based. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Critical Attack (Ex)

Once every 1d2 rounds as a standard action, the wolf spider can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 2d6+10 x 1.5 for total damage.

Poison (Ex)

Bite – injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d4 Strength damage and staggered; cure 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex)

A wolf spider's webs gain a +4 bonus to the DC to break or escapes.

Wail (Su)

1/day, a guttural cry echoes from the wolf spider's throat as a standard action, shattering the nerves of all who draw near. All enemies who are within a 30 ft. radius must make a Fortitude save (DC 18) or be stunned for 1 round and then staggered for 1d4 rounds afterward. Those who make the save are instead staggered for 1 round. A creature under the effects of this ability cannot be affected again by it until the effects of the first usage and one additional round have passed, even if they are under the effects from another creature's use of the ability. This save is constitution-based. Blue mages may learn this ability as a 5th-level spell (Knowledge: Arcana DC 25).

Wasp Family

Bee (CR 1)

Striking yellow and black markings and a coat of bristling hairs cover this immense bee. Its stinger is the size of a dagger blade.

XP 400

N Medium Vermin

Init +2; Senses Darkvision 60 ft.; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 dex, +1 natural)

hp 19 [30] (3d8+6)

Fort +4, Ref +3, Will +2

Immune Mind-affecting effects, Poison; Resist Earth 5

Weakness Wind

OFFENSE

Speed 20 ft., Fly 60 ft. (good)

Melee Sting +2 (1d4 plus poison)

Space 5 ft.; Reach 5 ft.

Special Attacks Impaled Pounce, Needles

STATISTICS

Str 11, Dex 14, Con 13, Int –, Wis 12, Cha 9

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

Feats Hover, Toughness*

*Bonus Feat

Skills Fly +6

SPECIAL ABILITIES

Impaled Pounce (Ex)

A bee can make a full attack when it makes a charge attack, it also deals 2d4 points of piercing damage.

Needles (Ex)

Once every 1d4 rounds as a standard action, a bee can shoot out needles from it's stinger. If the range attack succeeds (+4), the needles reach up to 30 feet and do 1d4 piercing damage plus their poison.

Poison (Ex)

Sting — injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d3 non-elemental damage; cure 1 save.

Wasp (CR 2)

Striking yellow and black markings and a coat of bristling hairs cover this immense wasp. Its stinger is the size of a short blade and drips with venom.

XP 600

N Medium Vermin

Init +3; Senses Darkvision 60 ft.; Perception +1

DEFENSE

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

hp 26 [40] (4d8+8)

Fort +6, Ref +4, Will +2

Immune Mind-affecting effects, Poison; Resist Earth 5

Weakness Wind

OFFENSE

Speed 20 ft., Fly 60 ft. (good)

Melee Sting +4 (1d6+1 plus poison)

Space 5 ft.; Reach 5 ft.

Special Attacks Impaled Pounce, Needles

STATISTICS

Str 12, Dex 16, Con 14, Int —, Wis 12, Cha 9

Base Atk +3; CMB +4; CMD 17 (21 vs. trip)

Feats [Hover](#)

Skills Fly +7

SPECIAL ABILITIES

Impaled Pounce (Ex)

A wasp can make a full attack when it makes a charge attack, it also deals 2d6+2 points of piercing damage.

Needles (Ex)

Once every 1d4 rounds as a standard action, a wasp can shoot out needles from it's stinger. If the range attack succeeds (+6), the needles reach up to 30 feet and do 1d6+1 piercing damage plus their poison.

Poison (Ex)

Sting — injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d4 non-elemental damage; cure 1 save.

Hornet (CR 4)

This creature looks like a larger version of a normal wasp with a jet black body and reddish eyes. Its stinger is the size of a long blade and drips with deadly venom.

XP 1,200

N Medium Magical Beast

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +7

DEFENSE

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

hp 47 (5d10+15)

Fort +7, Ref +7, Will +2

Immune Poison; Resist Earth 10

Weakness Wind

OFFENSE

Speed 20 ft., Fly 60 ft. (good)

Melee Sting +7 (1d8+3 plus poison)

Space 5 ft.; Reach 5 ft.

Special Attacks Poison Needles

STATISTICS

Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 9

Base Atk +5; CMB +7; CMD 20

Feats Flyby Attack, Hover, Power Attack

Skills Fly +9, Perception +7

SPECIAL ABILITIES

Poison (Ex)

Sting — injury; save Fort DC 15; frequency 1/round for 4 rounds; effect 1d6 non-elemental damage; cure 1 save.

Poison Needles (Su)

3/day, a hornet shoots out green needles towards a single target within a 30-ft. range and must make a ranged touch attack (+8) to inflict 2d4 points of non-elemental damage. The creature must make a Fortitude save (DC 13) or gain the Poison status effect, taking 1d4 points of non-elemental damage per round for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Killer Bee (CR 6)

This creature looks like a larger version of a normal bee with striking orange and black markings and a coat of bristling hairs cover it. Its stinger is the size of a long blade and drips with killer venom. These bees are extremely aggressive and attack those who come within 300 feet within their nest.

XP 2,400

N Medium Magical Beast

Init +8; Senses Darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 dex, +5 natural)

hp 72 (8d10+24)

Fort +9, Ref +10, Will +4

Immune Poison; Resist Earth 10

Weakness Wind

OFFENSE

Speed 20 ft., Fly 60 ft. (good)

Melee Sting +11 (1d8+5/19-20 plus poison)

Space 5 ft.; Reach 5 ft.

Special Attacks Blind Needles, Double Stinger, Poison Needles, Sharp Edge

STATISTICS

Str 16, Dex 18, Con 17, Int 2, Wis 14, Cha 9

Base Atk +8; CMB +11; CMD 25

Feats Flyby Attack, Hover, Improved Initiative, Power Attack

Skills Fly +13, Perception +11

SPECIAL ABILITIES

Blind Needles (Su)

3/day, a killer bee shoots out white needles towards a single target within a 30-ft. range and must make a ranged touch attack (+12) to inflict 6d4 points of non-elemental damage. The creature must make a Fortitude save (DC 15) or gain the Blind status effect for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Double Stinger (Ex)

Once every 1d4 rounds as a full-round action, a killer bee can choose to sting twice.

Poison (Ex)

Sting — injury; save Fort DC 17; frequency 1/round for 4 rounds; effect 1d8 non-elemental damage; cure 1 save.

Poison Needles (Su)

A killer bee shoots out green needles towards a single target within a 30-ft. range and must make a ranged touch attack (+12) to inflict 2d4 points of non-elemental damage. The creature must make a Fortitude save (DC 14) or gain the Poison status effect, taking 1d4 points of non-elemental damage per round for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Sharp Edge (Ex)

Since killer bees have such sharp stingers their critical range and damage is increased by 1.

Death Hornet (CR 9)

This creature looks like a larger version of a normal hornet with striking orange and purple markings and a coat of bristling hairs cover it. Its stinger is the size of a long blade and drips with deathly venom. This hornet tries to paralyze their foe before dripping venom into them while trying to keep them alive but just barely.

XP 6,400

N Medium Magical Beast

Init +9; Senses Darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 22, touch 15, flat-footed 17 (+5 dex, +7 natural)

hp 117 (12d10+48)

Fort +12, Ref +13, Will +6

Immune Poison, Paralysis; Resist Earth 15

Weakness Wind

OFFENSE

Speed 20 ft., Fly 60 ft. (good)

Melee Sting +16 (2d6+4/19-20 plus poison)

Space 5 ft.; Reach 5 ft.

Special Attacks Blind Needles, Death Needles, Double Stinger, Poison Needles, Sharp Edge

STATISTICS

Str 18, Dex 20, Con 18, Int 3, Wis 15, Cha 9

Base Atk +12; CMB +16; CMD 31

Feats Ability Focus (Death Needles), Flyby Attack, Hover, Improved Natural Attack (Stinger),

Improved Initiative, Power Attack

Skills Fly +17, Perception +15

SPECIAL ABILITIES

Blind Needles (Su)

5/day, a death hornet shoots out white needles towards a single target within a 30-ft. range and must make a ranged touch attack (+17) to inflict 6d4 points of non-elemental damage. The creature must make a Fortitude save (DC 15) or gain the Blind status effect for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Death Needles (Su)

3/day, a death hornet shoots out black needles towards a single target within a 30-ft. range and must make a ranged touch attack (+17) to inflict 8d4 points of non-elemental damage. The creature must make a Fortitude save (DC 18) or gain the Paralyzed status effect for 1d4 rounds. This is considered a poison effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Double Stinger (Ex)

Once every 1d4 rounds as a full-round action, a death hornet can choose to sting twice.

Poison (Ex)

Sting — injury; save Fort DC 20; frequency 1/round for 4 rounds; effect 1d12 non-elemental damage; cure 1 save.

Poison Needles (Su)

A death hornet shoots out green needles towards a single target within a 30-ft. range and must make a ranged touch attack (+17) to inflict 2d4 points of non-elemental damage. The creature must make a Fortitude save (DC 14) or gain the Poison status effect, taking 1d4 points of non-elemental damage per round for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Sharp Edge (Ex)

Since death hornets have such sharp stingers their critical range and damage is increased by 1.

Worm Family

Sand Worm (CR 14)

A huge, powerful, hundred-foot-long worm burrows through the sands looking for its next meal. The worm's thick, segmented hide ranges in color from tan to golden brown, providing natural camouflage.

XP 38,400

N Gargantuan Magical Beast

Init -2; Senses Darkvision 60 ft., tremorsense 240 ft.; Perception +18

DEFENSE

AC 26, touch 4, flat-footed 26 (-2 dex, +22 natural, -4 size)

hp 201 (16d10+128)

Fort +17, Ref +8, Will +4

Immune Fire; Resist Earth 10

Weakness Water

OFFENSE

Speed 20 ft., Burrow 50 ft.

Melee Bite +25 (4d8+18/19-20 plus grab)

Space 20 ft.; Reach 15 ft.

Special Attacks Crush (10d4+18, Reflex DC 27), Earthquake, Swallow Whole (4d8+12 bludgeoning damage, AC 21, 28 hp)

STATISTICS

Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8

Base Atk +16; CMB +32 (+36 grapple); CMD 40 (can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (Bite), Power Attack, Staggering Critical, Toughness, Weapon Focus (Bite)

Skills Perception +18, Stealth +10; Racial Modifier +8 Stealth

SPECIAL ABILITIES

Crush (Ex)

A sand worm can roll over onto opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against Medium or smaller opponents. A crush attack affects as many creatures as can fit under the sand worm's body. Creatures in the affected area must succeed on a Reflex save (DC 27) or be pinned, automatically taking 10d4+18 points of bludgeoning damage during the next round unless the sand worm moves off them. If the sand worm chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. The save DC is Constitution-based.

Earthquake (Su)

A sand worm can cause the ground to erupt around it 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. A successful Reflex save (DC 21) reduces the damage by half and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Sea Worm (CR 14)

A huge, powerful, hundred-foot-long worm leaps out of the waves striking down ships out at sea. The worm's thick, segmented hide ranges in color from blue to dark blue, providing natural camouflage.

XP 38,400

N Gargantuan Magical Beast ([Aquatic](#))

Init -2; Senses Darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 26, touch 4, flat-footed 26 (-2 dex, +22 natural, -4 size)

hp 201 (16d10+128)

Fort +17, Ref +8, Will +4

Immune Ice, Resist water 10

Weakness Fire

OFFENSE

Speed 20 ft., Swim 50 ft.

Melee Bite +25 (4d8+18/19-20 plus grab)

Space 20 ft.; Reach 15 ft.

Special Attacks Crush (10d4+18, Reflex DC 27), Aqualung, Swallow Whole (4d8+12 bludgeoning damage, AC 21, 28 hp)

STATISTICS

Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8

Base Atk +16; CMB +32 (+36 grapple); CMD 40 (can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (Bite), Power Attack, Staggering Critical, Toughness, Weapon Focus (Bite)

Skills Perception +18, Stealth +10, Swim +12; Racial Modifier +8 Stealth

SPECIAL ABILITIES

Crush (Ex)

A sea worm can roll over onto opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against Medium or smaller opponents. A crush attack affects as many creatures as can fit under the sea worm's body. Creatures in the affected area must succeed on a Reflex save (DC 27) or be pinned, automatically taking 10d4+18 points of bludgeoning damage during the next round unless the sea worm moves off them. If the sea worm chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. The save DC is Constitution-based.

Aqualung (Su)

A sea worm can emit a 30-ft.-cone of watery breath. Creatures within the area of effect take 8d6 points of water damage and are inflicted with Silence status for 1d6 rounds. A successful Reflex save (DC 21) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).