



Pathfinder Bestiary Sample

## Blood Crawler

*This eight-foot-long worm stands tall, its tail buried in the sand, its open mouth as high in the air as possible, while it makes an eerie sucking sound that carries for miles.*

### Blood Crawler CR 6

XP 2,400

N Medium animal

**Init** +3; **Senses** blindsight 60 ft.; Perception +9

#### DEFENSE

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

**hp** 58 (9d8+18); fast healing 5 (during blood drain only)

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

#### OFFENSE

**Speed** 20 ft., burrow 20 ft.

**Melee** bite +9 (1d6+4)

**Special Attacks** anesthetic ooze, **attach**, blood drain (1d2 Constitution), disease

#### STATISTICS

**Str** 17, **Dex** 17, **Con** 14, **Int** 2, **Wis** 10, **Cha** 3

**Base Atk** +6; **CMB** +9 (+13 drag, +13 grapple); **CMD** 22 (24 vs. drag, 24 vs. grapple)

**Feats** Greater Drag<sup>APG</sup>, Greater Grapple, Improved Drag<sup>APG</sup>, Improved Grapple, Lunge, Skill Focus (Perception)<sup>B</sup>, Stealthy<sup>B</sup>

**Skills** Escape Artist +5, Perception +9, Stealth +14

**SQ** assisted respiration

Special Abilities

**Anesthetic Ooze (Ex)** As a full action, the blood crawler can excrete a solution that completely numbs a localized area of its victim, rendering it potentially unaware of the blood crawler's bite. If the victim is asleep or otherwise unaware of the blood crawler, it must make a Perception check against a DC 16 to detect the anesthetic, and again to detect the blood crawler's bite. The save DC is Constitution-based.

**Assisted Respiration (Ex)** The blood crawler can insert its tail into the mouth and down the windpipe of an unconscious victim, thereby allowing the victim to breathe even if it is buried in the sand, so long as the blood crawler keeps its head above the surface.

**Disease, Parasitic Seed-Worms (Ex)** Bite—Implantation; **Save** Fort DC 16; **Onset** 1d3 days; **Frequency** 1/day; **Effect** 1 Con damage; **Cure** 2 consecutive saves.

## Blue Watcher

*This tiny, dazzling blue creature looks faintly like a watery angel as it leaps and frolics playfully.*

### Blue Watcher CR 4

XP 1,200

NE Fine aberration (psionic)

**Init** +5; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 23, touch 23, flat-footed 18 (+5 Dex, +8 size)

**hp** 5 (2d8-4)

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

**Defensive Abilities** amorphous, DR 5/magic; **Immune** disease, electricity, poison, sonic, bleed, flanking, paralysis, sleep effects, stunning

**Weaknesses** vulnerable to fire

#### OFFENSE

**Speed** 20 ft., swim 60 ft.

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

**Psi-like Abilities** (ML 7th; concentration +12)

**Constant**—conceal thoughts

**At will**—*empathic connection*, *mind control* (only upon conducting a brain burrow), *mindlink*

#### STATISTICS

**Str** 3, **Dex** 20, **Con** 6, **Int** 19, **Wis** 14, **Cha** 21

**Base Atk** +1; **CMB** -2; **CMD** 4

**Feats** Skill Focus (Bluff)

**Skills** Bluff +13, Diplomacy +7, Perception +7, Perform (dance) +7, Sense Motive +4, Stealth +26

**SQ** no breath

**Brain burrow (Ex)** Once a blue watcher has successfully convinced its victim that it is friendly and should be trusted (through Bluff checks and its *empathic link* ability), it convinces the victim to allow it to enter the creature's mouth, where it oozes its way into the cranial cavity by burrowing through the sinuses and auditory canals. During this process, it uses its *mind control* ability to keep the victim from fighting against the invasion. Once enmeshed in the brain, the blue watcher has complete control over the victim. Removing the blue watcher is exceedingly difficult; force almost always kills the host.



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## Coal Crab

*This six-legged creature darts and weaves between boulders as it scabbles toward its prey, pinchers clacking.*

**Coal Crab** CR 5

XP 1,600

N Small animal

**Init** +3; **Senses** low-light vision; Perception +8

### DEFENSE

**AC** 20, touch 14, flat-footed 17 (+3 Dex, +6 natural, +1 size)

**hp** 32 (5d8+10)

**Fort** +6, **Ref** +7, **Will** +1

### OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +6 (1d8+2)

**Special Attacks** disease, rend (2 claws, 1d8+3)

### STATISTICS

**Str** 14, **Dex** 16, **Con** 15, **Int** 2, **Wis** 11, **Cha** 3

**Base Atk** +3; **CMB** +4 (+8 sunder); **CMD** 17 (19 vs. sunder)

**Feats** Greater Sunder, Improved Sunder, Power Attack

**Skills** Perception +8

### SPECIAL ABILITIES

**Disease, Coalskin (Ex)** Touch—Infection; **Save** Fort DC 14; **Onset** immediate;

**Frequency** 1 day; **Effect** 1 Con damage; **Cure** burn to remove (one-half of Con damage remains as Con drain).

## Constrictor

Use the Giant Anaconda from the Bestiary 2.

## Elephant

Use the Elephant entry from XXX

## Colossadant

*This massive version of an elephant stands twice as tall as its normal cousin.*

**Colossadant** CR 12

XP 19,200

N Gargantuan animal

**Init** –2; **Senses** low-light vision, scent; Perception +28

### DEFENSE

**AC** 17, touch 4, flat-footed 17 (–2 Dex, +13 natural, –4 size)

**hp** 189 (18d8+108)

**Fort** +19, **Ref** +9, **Will** +9

### OFFENSE

**Speed** 50 ft.

**Melee** gore +21 (2d10+12), slam +21 (2d8+12)

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

**Special Attacks** trample (2d8+18, DC 31)

### STATISTICS

**Str** 35, **Dex** 6, **Con** 22, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +13; **CMB** +29 (+33 bull rush, +31 overrun); **CMD** 37 (39 vs. bull rush)

**Feats** Endurance, Great Fortitude, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Great Fortitude, Iron Will, Power Attack, Skill Focus (Perception)

**Skills** Perception +28

### ECOLOGY

**Environment** warm plains

**Organization** solitary or herd

**Treasure** none



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## Fullet

*This small but fleet creature has two powerful hind legs but only vestigial upper arms and a long, thin neck. Its distended belly holds its prize.*

**Fullet** CR 1/8

XP 50

N Tiny animal

**Init** +2; **Senses** low-light vision; Perception +5

### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 size)

**hp** 3 (1d8–1)

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

### OFFENSE

**Speed** 40 ft.

**Melee** bite –2 (1d3–4)

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

### STATISTICS

**Str** 3, **Dex** 15, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +0; CMB +0; CMD 7

**Feats** Dodge

**Skills** Perception +5

### ECOLOGY

**Environment** warm plains

**Organization** solitary or herd

Treasure none

## Ghost Snake

*This milk-white snake is about ten feet long and weighs around 80 pounds.*

**Ghost Snake** CR 3

XP 800

N Medium animal

**Init** +5; **Senses** low-light vision; Perception +6

### DEFENSE

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

**hp** 26 (4d8+8)

**Fort** +6, **Ref** +5, **Will** +2

### OFFENSE

**Speed** 20 ft.

**Melee** bite +4 (1d4–1)

Special Attacks truth venom

### STATISTICS

**Str** 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +3; CMB +2; CMD 13

**Feats** Improved Initiative, Weapon Finesse

**Skills** Perception +6, Stealth +6

### ECOLOGY

**Environment** any temperate or warm

**Organization** solitary, pair, or nest

Treasure none

### SPECIAL ABILITIES

**Truth venom (Ex)** Bite—injury; **Save** Fort DC 14; **Frequency** 1/hour for 8 hours;

**Effect** 1d4 Int and 1d2 Con; **Cure** 2 consecutive saves; The ghost snake's venom, in addition to causing Intelligence and Constitution damage, also forces the victim to speak the truth (as though under the effects of a *zone of truth* spell).

Once the victim's Intelligence score reaches 0, instead of becoming comatose, he becomes a zombie-like creature who is easily controlled by another (consecutive Fort saves both cure the poison and eliminate the truth effect). Once the victim's Constitution also reaches 0, the victim dies.



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## Hypno Spider

*This massive spider's fur sparkles and refracts the light of the sun in a myriad of dazzling colors.*

Hypno Spider CR 4

XP 1,200

N Medium aberration

**Init** +7; **Senses** darkvision 60 ft.; Perception +12

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

**hp** 33 (6d8+6)

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

**Immune** mind-affecting effects

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +7 (1d6+1)

**Special Attacks** crystalline fur, poison, web (+7 ranged, DC 14, 6 hp)

### STATISTICS

**Str** 13, **Dex** 17, **Con** 12, **Int** 2, **Wis** 10, **Cha** 3

Base Atk +4; CMB +5; CMD 18

**Feats** Improved Initiative, Skill Focus (Perception), Weapon Finesse

**Skills** Climb +9, Perception +12

### ECOLOGY

Environment any warm

Organization solitary

**Treasure** standard

### SPECIAL ABILITIES

**Crystalline fur (Ex)** The hypno spider prefers hunting in bright light, when it can redirect sunlight through its crystalline fur to daze (DC 16) its victim. The effect lasts for 1d4 rounds and is Dexterity based.

**Poison (Ex)** Bite—injury; **Save** Fort DC 14; **Frequency** 1/round for 6 rounds;

**Effect** 1d4 Str damage; **Cure** 1 save.

## Jaladam

*This malevolent creature sports a single deadly horn, powerful fins, and a large tail.*

Jaladam CR 6

XP 2,400

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +5; **Senses** darkvision 60 ft.; Perception +12

**Aura** fear aura (30 ft., DC 17)

### DEFENSE

**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

**hp** 84 (8d10+40)

**Fort** +11, **Ref** +7, **Will** +5

**DR** 10/magic or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10;

**SR** 17

**Weaknesses** holy or good weapons

### OFFENSE

**Speed** 30 ft.

**Melee** horn +14 (1d8+5/×3) or 2 fins +13/+8 (1d6+5) and tail +13 (1d6+5)

**Special Attacks** trip

**Spell-Like Abilities** (CL 8)

1/day—*summon* (level 3, 1 jaladam at 80%)

### STATISTICS

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

**Base Atk** +8; **CMB** +13; **CMD** 24

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (horn)

**Skills** Bluff +14, Diplomacy +14, Intimidate +14, Knowledge (arcana) +13,

Knowledge (planes) +13, Perception +12, Sense Motive +12, Spellcraft +13

**Languages** Abyssal, Common

**SQ** artifact link

### SPECIAL ABILITIES

**Artifact Link (Sp)** The jaladam can become magically connected to ancient items of great power or historical significance, tracking them unerringly as if using a *discern location* spell. The ability is triggered if a jaladam is within 1 mile of an artifact or other powerful magic item when the item is disturbed (handled, moved, used, etc.). Once the link is created, the jaladam pursues the item to the exclusion of all else and remains on task until either the item or the jaladam is destroyed.



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## Kardillo

*This ferocious predator blends like a chameleon into its surroundings before attacking to rend with its claws and fangs.*

**Kardillo** CR 2

**XP 600**

N Medium animal

**Init** +2; **Senses** low-light vision; **Perception** +5

### DEFENSE

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

**hp** 22 (3d8+9)

**Fort** +6, **Ref** +5, **Will** +2

### OFFENSE

**Speed** 50 ft.

**Melee** bite +4 (1d3+2), 2 claws +4 (1d2+2)

### STATISTICS

**Str** 15, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +4; **CMD** 16

**Feats** Run, Skill Focus (Stealth)

**Skills** Perception +5, Stealth +20 (+30 when still); **Racial Modifiers** +10 Stealth (+20 when still)

### ECOLOGY

**Environment** warm desert and plains

**Organization** solitary, pair, or pack (20–30)

**Treasure** none

## Khitan Dragons

**Bone Dragon:** Use the statistics for the sovereign dragon from the Bestiary 3:

**Coal Dragon:** Use the statistics for the red dragon from the Bestiary 1.

**Rock Dragon:** Use the statistics for the magma dragon from the Bestiary 2.

**Mud Dragon:** Use the statistics for the water dragon from the Tome of Horrors Complete by Necromancer Games.

**Wind Dragon:** Use the statistics for the sky dragon from the Bestiary 3.



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## Manju

*This large, furry rodent has been domesticated for its meat, fur, and milk.*

**Manju** CR 1/2

**XP 200**

N Medium animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +7

### DEFENSE

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

**hp** 6 (1d8+2)

**Fort** +4, **Ref** +5, **Will** +0

### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** bite +1 (1d2+1)

### STATISTICS

**Str** 12, **Dex** 16, **Con** 15, **Int** 2, **Wis** 11, **Cha** 7

**Base Atk** +0; **CMB** +1; **CMD** 14

**Feats** Skill Focus (Perception)

**Skills** Perception +7, Swim +9

### ECOLOGY

**Environment** temperate to warm desert or plain

**Organization** solitary, pair, or herd (3–50)

**Treasure** none