

Desert CR6 Monster Stats

Desert CR 6		
d%	Encounter	Avg. CR
1-8	1 giant spider	1
9-12	1 skeletal champion	2
13-18	1d8 skeletons	2
19-22	1 bat swarm	2
23-30	1 giant scorpion	3
31-34	1d3 dire bats	4
35-42	1d6 venomous snakes	4
43-46	1 basilisk	5
47-52	1 mummy	5
53-56	1d4 jann	6
57-60	A lamia	6
61-68	2d6 giant ants	6
69-72	1 brass dragon (young)	7
73-80	2d6 gnolls and 1d4 hyenas	7
81-84	1 remorhaz (cold desert only)	7
85-88	1 behir	8
89-92	1 sphinx	8
93-96	1 blue dragon (young)	9
97-98	1 brass dragon (adult)	11
99-100	1 blue dragon (adult)	13

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 (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** web (+5 ranged, DC 12, hp 2)

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

ECOLOGY

Environment any**Organization** solitary, pair, or colony (3–8)**Treasure** incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

The statistics above are for a web-spinning spider. Hunting spiders lose the web ability but gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison save DCs.

SKELETAL CHAMPION

XP 600

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)**hp** 17 (3 HD; 2d8+1d10+3)**Fort** +3 **Ref** +1 **Will** +3; channel resistance +4**DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.**Melee** mwk longsword +7 (1d8+3/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Cleave, Improved Initiative^B, Power Attack, Weapon Focus (longsword)**Skills** Intimidate +7, Perception +6, Stealth –1

ECOLOGY

Environment any**Organization** solitary, pair, or platoon (3–12)**Treasure** standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

Some skeletons retain their intelligence and cunning, making them formidable warriors. These undead are far more powerful than their mindless kin, and many gain class levels.

HUMAN SKELETON

XP 135

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)**hp** 4 (1d8)**Fort** +0, **Ref** +2, **Will** +2**DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Improved Initiative^B**Gear** broken chain shirt, broken scimitar

ECOLOGY

Environment any**Organization** any**Treasure** none

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, they still possess an evil cunning imparted to them by their animating force—a cunning that allows them to wield weapons and wear armor.

BAT SWARM**CR 2****XP 600**

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15**DEFENSE****AC** 16, touch 16, flat-footed 14 (+2 Dex, +4 size)**hp** 13 (3d8)**Fort** +3, **Ref** +7, **Will** +3**Defensive Abilities** swarm traits; **Immune** weapon damage**OFFENSE****Speed** 5 ft., fly 40 ft. (good)**Melee** swarm (1d6)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11), wounding**STATISTICS****Str** 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4**Base Atk** +2; **CMB** —; **CMD** —**Feats** Lightning Reflexes, Skill Focus (Perception)**Skills** Fly +12, Perception +15; **Racial Modifiers** +4 Perception when using blindsense**SQ** swarm traits**ECOLOGY****Environment** any temperate or tropical**Organization** solitary, pair, flight (3–6 swarms), or colony (11–20 swarms)**Treasure** none**SPECIAL FEATURES****Wounding (Ex)** Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Bat swarms dwell in large caves, ruins, or even city sewers—anywhere they can find darkness to hide in during the day and a supply of food to feast upon at night. They are only encountered outside in a group at dawn or dusk, or when they have been startled and forced to flee their lairs.

GIANT SCORPION**CR 3****XP 800**

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4**DEFENSE****AC** 16, touch 9, flat-footed 16 (+7 armor, –1 size)**hp** 37 (5d8+15)**Fort** +7, **Ref** +1, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 50 ft.**Melee** 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d6+4)**STATISTICS****Str** 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)**Skills** Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth**ECOLOGY****Environment** warm or temperate deserts, forests, plains, or underground**Organization** solitary**Treasure** none**SPECIAL ABILITIES****Poison (Ex)** Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Giant scorpions are monstrous versions of the more common desert scorpion. They are likely to attack any creature that approaches. Giant scorpions usually charge when attacking, grabbing prey in their pincers, then lashing their segmented tails forward to kill their victim with injected venom.

Giant scorpions are just over 8 feet long from head to the base of the tail; the tail adds an additional 8 feet or so, although it is usually curled up over the scorpion's back. Giant scorpions weigh between 2,000 and 6,000 pounds.

DIRE BAT

CR 2

XP 600

N Large animal

Init +2; Senses blindsense 40 ft.; Perception +12

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 22 (4d8+4)

Fort +5, Ref +6, Will +3

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +5 (1d8+4)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 17, Dex 15, Con 13, Int 2, Wis 14, Cha 6

Base Atk +3; CMB +7; CMD 19

Feats Alertness, Stealthy

Skills Fly +9, Perception +12, Stealth +4; Racial Modifiers +4 Perception when using blindsense

ECOLOGY

Environment any temperate or tropical

Organization solitary, pair, or colony (3-8)

Treasure incidental

The dire bat is usually found lairing in desolate areas, resting in caves or other secluded areas during the day and taking to the skies in search of prey at night. This immense creature has an average wingspan of 15 feet and weighs roughly 200 pounds.

The dire bat generally doesn't shelter in groups larger than eight, often living a solitary life. A dire bat prefers feeding on livestock and herd animals.

VENOMOUS SNAKE

CR 1

XP 400

N Medium animal

Init +5; Senses low-light vision, scent; Perception +9

DEFENSE

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

hp 13 (2d8+4)

Fort +5, Ref +4, Will +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +2 (1d4-1 plus poison)

STATISTICS

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

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

Feats Improved Initiative, Weapon Finesse^B

Skills Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

ECOLOGY

Environment any temperate or warm

Organization solitary, pair, or nest (3-8)

Treasure none

SPECIAL ABILITIESPoison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Countless species of poisonous snakes dwell in the wild, their bites capable of bringing down creatures much larger than themselves. Snakes of the size presented here are thankfully rarer than their smaller kin, but many species of rattlesnake, cobra, and similar reptiles can grow to this size.

Venomous snakes are generally far more aggressive than constrictor snakes, and even larger variants do exist: you can create stats for a king cobra, for example, by applying the advanced and giant simple templates to the stats given above.

BASILISK**CR 5****XP 1,600**

N Medium magical beast

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +10**DEFENSE****AC** 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)**hp** 52 (7d10+14)**Fort** +9, **Ref** +4, **Will** +5**OFFENSE****Speed** 20 ft.**Melee** bite +10 (1d8+4)**Special Attacks** gaze**STATISTICS****Str** 16, **Dex** 8, **Con** 15, **Int** 2, **Wis** 13, **Cha** 11**Base Atk** +7; **CMB** +10; **CMD** 19 (31 vs. trip)**Feats** Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)**Skills** Perception +10, Stealth +10; **Racial Modifiers** +4 Stealth**ECOLOGY****Environment** any**Organization** solitary, pair, or colony (3–6)**Treasure** incidental**SPECIAL ABILITIES**

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 15 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

The basilisk, often called the "King of Serpents," is in fact not a serpent at all, but rather an eight-legged reptile with a nasty disposition and the ability to turn creatures to stone with its gaze. Folklore holds that, much like the cockatrice, the first basilisks hatched from eggs laid by snakes and incubated by roosters, but little in the basilisk's physiology lends any credence to this claim.

MUMMY**CR 5****XP 1,600**

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16**Aura** despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)**DEFENSE****AC** 20, touch 10, flat-footed 20 (+10 natural)**hp** 60 (8d8+24)**Fort** +4, **Ref** +2, **Will** +8**DR** 5/—; **Immune** undead traits**Weaknesses** vulnerable to fire**OFFENSE****Speed** 20 ft.**Melee** slam +14 (1d8+10 plus mummy rot)**STATISTICS****Str** 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15**Base Atk** +6; **CMB** +13; **CMD** 23**Feats** Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)**Skills** Perception +16, Stealth +11**Languages** Common**ECOLOGY****Environment** any**Organization** solitary, warden squad (2–6), or guardian detail (7–12)**Treasure** standard**SPECIAL ABILITIES**

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear effect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

XP 1,200

N Medium outsider (native)

Init +6; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 natural)

hp 39 (6d10+6)

Fort +6, Ref +7, Will +4

Resist fire 10

OFFENSE

Speed 30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail

Melee scimitar +9/+4 (1d6+4/18–20)

Ranged composite longbow +8/+3 (1d8+3/x3)

Special Attacks change size

Spell-Like Abilities (CL 8th)

3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*1/day—*create food and water*, *ethereal jaunt* (for 1 hour)

STATISTICS

Str 16, Dex 15, Con 12, Int 14, Wis 15, Cha 13

Base Atk +6; CMB +9; CMD 22

Feats Combat Reflexes, Dodge, Improved Initiative^B, Mobility

Skills Appraise +11, Craft (any one—usually weaponsmith) +11, Fly +14, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6

Languages Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal); telepathy 100 ft.

SQ elemental endurance

ECOLOGY

Environment warm deserts

Organization solitary, pair, company (3–6), or band (7–12)

Treasure standard (chainmail, composite longbow [+3 Str], scimitar, other gear)

SPECIAL ABILITIES

Change Size (Sp) Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

XP 2,400

CE Large monstrous humanoid

Init +3; Senses darkvision 60 ft., low-light vision; Perception +15

DEFENSE

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

hp 67 (9d10+18)

Fort +7, Ref +9, Will +11

OFFENSE

Speed 60 ft.

Melee +1 dagger +13/+8 (1d4+4/19–20), touch +7 (1d4 Wisdom drain), 2 claws +7 (1d4+2)

Space 10 ft.; Reach 5 ft.

Special Attacks Wisdom drain

Spell-Like Abilities (CL 9th)

At will—*disguise self*, *ventriloquism*3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14)1/day—*deep slumber* (DC 14)

STATISTICS

Str 18, Dex 16, Con 14, Int 13, Wis 17, Cha 13

Base Atk +9; CMB +14; CMD 28 (32 vs. trip)

Feats Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack

Skills Bluff +9, Diplomacy +4, Disguise +6, Intimidate +10, Knowledge (religion) +4, Perception +15, Stealth +15, Survival +12; Racial Modifiers +4 Bluff, +4 Stealth

Languages Abyssal, Common

SQ undersized weapons

ECOLOGY

Environment temperate deserts

Organization solitary, pair, or cult (3–12)

Treasure double (+1 dagger, other treasure)

SPECIAL ABILITIES

Undersized Weapons (Ex) Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).**Wisdom Drain (Su)** A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

GIANT ANT**CR 2****XP 600**

N Medium vermin

Init +0; **Senses** darkvision 60 ft., scent; Perception +5**DEFENSE****AC** 15, touch 10, flat-footed 15; (+5 natural)**hp** 18 (2d8+9)**Fort** +6, **Ref** +0, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 50 ft., climb 20 ft.**Melee** bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)**STATISTICS****Str** 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11**Base Atk** +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)**Feats** Toughness^B**Skills** Climb +10, Perception +5, Survival +5; **Racial Modifiers** +4 Perception, +4 Survival**ECOLOGY****Environment** any**Organization** solitary, pair, gang (3–6), or hive (7–18 plus 10–100 workers, 2–8 drones, and 1 queen)**Treasure** none**SPECIAL ABILITIES****Poison (Ex)** Sting—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save

Giant ants are as industrious as their normal-sized kin. While their nests generally don't consist of thousands, their greatly increased size more than compensates.

The statistics given above are for soldier ants—the variety most commonly encountered. The following simple templates can be used to create variants of the standard soldier ant.

Worker (–1 CR) Worker ants do not have a poison sting attack or a grab special attack.

Drone (+1 CR) Drones have the advanced simple template and a fly speed of 30 feet (average).

Queen (+2 CR) The queen of a nest is an immense, bloated creature. She gains the advanced and the giant simple templates, but drops her speed to 10 feet and loses her climb speed entirely.

YOUNG BRASS DRAGON**CR 7****XP 3,200**

CG Medium dragon (fire)

Init +6; **Senses** blindsense 60 ft., dragon senses; Perception +14**DEFENSE****AC** 21, touch 12, flat-footed 19; (+2 Dex, +9 natural)**hp** 76 (8d12+24)**Fort** +9, **Ref** +8, **Will** +7**Immune** fire, paralysis, sleep**Weaknesses** vulnerability to cold**OFFENSE****Speed** 60 ft., burrow 30 ft., fly 150 ft. (average)**Melee** bite +12 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (60-ft. line, DC 17, 6d4 fire), sleep breath**Spell-Like Abilities** (CL 8th)At will—*Speak with animals***Spells Known** (CL 1st)1st (4/day)—*charm person* (DC 13), *comprehend languages*0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *message***STATISTICS****Str** 19, **Dex** 14, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12**Base Atk** +8; **CMB** +12; **CMD** 24 (28 vs. trip)**Feats** Alertness, Hover, Improved Initiative, Spell Focus (enchant)**Skills** Bluff +12, Diplomacy +12, Fly +13, Heal +12, Linguistics +12, Perception +14, Sense Motive +14**Languages** Common, Draconic, plus any 8 others**SQ** move sand

GNOLL**CR 1****XP 400**

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +2**DEFENSE****AC** 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)**hp** 11 (2d8+2)**Fort** +4, **Ref** +0, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** spear +3 (1d8+3/x3)**Ranged** spear +1 (1d8+2/x3)**STATISTICS****Str** 15, **Dex** 10, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8**Base Atk** +1; **CMB** +3; **CMD** 13**Feats** Power Attack**Skills** Perception +2**Languages** Gnoll**ECOLOGY****Environment** warm plains or desert**Organization** solitary, pair, hunting party (2–5 gnolls and 1–2 hyenas), band (10–100 adults plus 50% noncombatant children, 1 sergeant of 3rd level per 20 adults, 1 leader of 4th–6th level, and 5–8 hyenas), or tribe (20–200 plus 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 7–12 hyenas, and 4–7 hyaenodons)**Treasure** NPC Gear (leather armor, heavy wooden shield, battleaxe, longbow with 20 arrows, other treasure)**HYENA****CR 1****XP 400**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +7**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +5, **Will** +1**OFFENSE****Speed** 50 ft.**Melee** bite +3 (1d6+3 plus trip)**STATISTICS****Str** 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip)**Feats** Skill Focus (Perception)**Skills** Perception +8, Stealth +6 (+10 in tall grass); **Racial Modifiers** +4 Stealth in tall grass**ECOLOGY****Environment** warm plains**Organization** solitary, pair, or pack (3–12)**Treasure** none

Hyenas are pack hunters infamous for their cunning and their unnerving, laughter-like vocalizations. They are largely scavengers, but aren't above supplementing their diet of carrion with fresh prey.

Hyenas tend to hunt alone, but when hunting as a pack they typically send one or two members against a foe's front while the rest of the pack circles and attacks from behind.

Many of the savage humanoid races, particularly gnolls, use hyenas as guard dogs. Such hyenas typically wear leather barding and are trained from birth to be vicious and savage—many such creatures are advanced hyenas.

XP 3,200

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +16

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)

hp 94 (9d10+45)

Fort +11, **Ref** +7, **Will** +4

Immune fire, cold

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +13 (3d6+9 plus grab)

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

Special Attacks heat, swallow whole (2d6+9 plus 8d6 fire, AC 15, hp 9)

STATISTICS

Str 22, **Dex** 13, **Con** 21, **Int** 5, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +17 (+21 grapple); **CMD** 28 (can't be tripped)

Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Skill Focus (Perception)

Skills Perception +16

Languages Giant (cannot speak)

ECOLOGY

Environment cold deserts and glaciers

Organization solitary

Treasure none

SPECIAL ABILITIES

Heat (Su) An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a DC 19 Fortitude save to avoid taking damage. The save DC is Constitution-based.

In a world of ice and snow, the remorhaz is particularly feared for the terrible fires that burn within its body. These internal fires cause the armor plates along its back to glow red-hot when the creature is particularly angry, excited, or in pain. Creatures adapted to arctic regions are often particularly vulnerable to fire, making the remorhaz's primary defense an incredibly potent one and securing its role as a dangerous predator in such frozen reaches.

Remorhazes dwell in extensive warrens carved into the hearts of glaciers. The beasts use their heat to melt tunnels through ice, tunnels whose smooth glassy sides swiftly refreeze in their wake to create uncommonly stable and numerous mazes.

XP 4,800

N Huge magical beast

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

DEFENSE

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

hp 105 (10d10+50)

Fort +12, **Ref** +8, **Will** +5

Immune electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +15 (2d6+9 plus grab)

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

Special Attacks breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp)

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

Feats Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

Skills Climb +14, Perception +8, Stealth +5

Languages Common

ECOLOGY

Environment warm hills and deserts

Organization solitary or pair

Treasure double

SPECIAL ABILITIES

Grab (Ex) A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

Temperamental and avaricious, the behir spends most of its time slithering through the sandy hills and desert cliffs that make up its territory, preying upon all creatures who dare to enter its hunting grounds. The creature's six pairs of powerful, clawed legs remain folded against its sides most of the time, only extending in combat to grapple foes or carry the behir forward in a terrifying, low-slung gallop, or else when climbing the sheer cliff faces common to behir lairs.

The average behir is 40 feet long and weighs 4,000 pounds. In addition to the two prominent horns on its head, many have additional decorative spines at regular intervals along the central ridges of their backs.

SPHINX (GYNOSPHER)**CR 8****XP 4,800**

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +21**DEFENSE****AC** 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)**hp** 102 (12d10+36)**Fort** +11, **Ref** +9, **Will** +10**OFFENSE****Speed** 40 ft., fly 60 ft. (poor)**Melee** 2 claws +17 (2d6+6/19-20)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +17, 2d6+6)**Spell-Like Abilities** (CL 12th)Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*3/day—*clairaudience/clairvoyance*1/day—*dispel magic*, *locate object*, *remove curse*, *legend lore*1/week—any one of the following: *symbol of fear* (DC 20), *symbol of pain* (DC 19), *symbol of persuasion* (DC 20), *symbol of sleep* (DC 19), *symbol of stunning* (DC 21); all symbols last for 1 week maximum**STATISTICS****Str** 22, **Dex** 13, **Con** 16, **Int** 18, **Wis** 19, **Cha** 19**Base Atk** +12; **CMB** +19; **CMD** 30 (34 vs. trip)**Feats** Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Iron Will**Skills** Bluff +14, Diplomacy +14, Fly +7, Intimidate +14, Knowledge (any two) +6, Perception +21, Sense Motive +19, Spellcraft +12**Languages** Common, Draconic, Sphinx**ECOLOGY****Environment** warm deserts and hills**Organization** solitary, pair, or cult (3-6)**Treasure** double**YOUNG BLUE DRAGON****CR 9****XP 6,400**

LE Large dragon (earth)

Init +5; **Senses** dragon senses; Perception +14**DEFENSE****AC** 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)**hp** 95 (10d12+30)**Fort** +10, **Ref** +8, **Will** +8**Immune** electricity, paralysis, sleep**OFFENSE****Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)**Melee** bite +15 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (80-ft. line, DC 18, 6d8 electricity), desert thirst (DC 16)**Spell-Like Abilities** (CL 10th)At will—*ghost sound* (DC 11)**STATISTICS****Str** 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12**Base Atk** +10; **CMB** +16; **CMD** 27 (31 vs. trip)**Feats** Dazzling Display, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)**Skills** Bluff +14, Fly +8, Intimidate +14, Knowledge (local) +14, Perception +14, Stealth +10, Survival +14**Languages** Common, Draconic**SQ** sound imitation

ADULT BRASS DRAGON**CR 11****XP 12,800**

CG Large dragon (fire)

Init +5; **Senses** blindsense 60 ft., dragon senses; Perception +24**Aura** frightful presence (180 ft., DC 20)**DEFENSE****AC** 28, touch 10, flat-footed 27; (+1 Dex, +18 natural, -1 size)**hp** 161 (14d12+70)**Fort** +14, **Ref** +10, **Will** +12**DR** 5/magic; **Immune** fire, paralysis, sleep; **SR** 22**Weaknesses** vulnerability to cold**OFFENSE****Speed** 60 ft., burrow 30 ft., fly 200 ft. (poor)**Melee** bite +20 (2d6+10), 2 claws +20 (1d8+7), 2 wings +15 (1d6+3), tail slap +15 (1d8+10)**Special Attacks** breath weapon (80-ft. line, DC 22, 12d4 fire), desert wind, sleep breath**Spell-Like Abilities** (CL 14th)At will—*endure elements*, *Speak with animals*, *suggestion* (DC 18)**Spells Known** (CL 7th)3rd (5/day)—*hold person* (DC 18), *tongues*2nd (7/day)—*alter self*, *detect thoughts* (DC 15), *see invisibility*1st (7/day)—*alarm*, *charm person* (DC 16), *protection from evil*, *shield*, *ventriloquism*0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *message*, *prestidigitation***STATISTICS****Str** 25, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16**Base Atk** +14; **CMB** +22; **CMD** 33 (37 vs. trip)**Feats** Alertness, Flyby Attack, Hover, Greater Spell Focus (enchant), Improved Initiative, Power Attack, Spell Focus (enchant)**Skills** Bluff +20, Dip. +20, Fly +12, Heal +20, Ling. +20, Per. +24, S. Motive +24, Spellcraft +20, Survival +20**Languages** Common, Draconic, plus any 14 others**SQ** move sand**ADULT BLUE DRAGON****CR 13****XP 25,600**

LE Huge dragon (earth)

Init +4; **Senses** dragon senses; Perception +22**Aura** electricity (5 ft., 1d6 elect.), frightful presence (180 ft., DC 21)**DEFENSE****AC** 28, touch 8, flat-footed 28 (+20 natural, -2 size)**hp** 184 (16d12+80)**Fort** +15, **Ref** +10, **Will** +13**DR** 5/magic; **Immune** electricity, paralysis, sleep; **SR** 24**OFFENSE****Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)**Melee** bite +23 (2d8+12), 2 claws +22 (2d6+8), 2 wings +20 (1d8+4), tail slap +20 (2d6+12)**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Special Attacks** breath weapon (100-ft. line, DC 23, 12d8 electricity), crush, desert thirst (DC 21)**Spell-Like Abilities** (CL 16th)At will—*ghost sound* (DC 13), *minor image* (DC 15), *ventriloquism* (DC 14)**Spells Known** (CL 5th)2nd (5/day)—*invisibility*, *resist energy*1st (7/day)—*alarm*, *mage armor*, *shield*, *true strike*0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *mending*, *read magic*, *resistance***STATISTICS****Str** 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16**Base Atk** +16; **CMB** +26; **CMD** 36 (40 vs. trip)**Feats** Combat Casting, Dazzling Display, Deadly Stroke, Hover, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)**Skills** Bluff +22, Fly +11, Intimidate +22, Knowledge (local) +22, Knowledge (geography) +22, Perception +22, Spellcraft +22, Stealth +11, Survival +22**Languages** Auran, Common, Draconic, Giant**SQ** sound imitation