

Swamp CR 7 Monster Stats

Swamp CR 7		
d%	Encounter	Avg. CR
1-6	1 constrictor snake	2
7-10	1 hydra	4
11-14	1 leech swarm	4
15-18	1 gray ooze	4
19--22	1 green hag	5
23-26	1 ochre jelly	5
27-32	2d6 stirges	5
33-38	1d6 crocodiles	5
39-46	2d6 giant frogs	6
47-52	2d6 goblin dogs	6
53-56	1d4 harpies	6
57-64	2d6 lizard folk	6
65-72	2d6 boggards	7
73-74	1 chuul	7
75-76	1 dracolisk	7
77-80	2d6 giant leeches	7
81-82	1 black dragon (young)	7
83-84	1 giant slug	8
85-88	1d6 shambling mounds	9
89-90	1 spirit naga	9
91-94	1d6 will-o'-wisps	9
95-96	1 dire crocodile	9
97-98	1 giant flytrap	10
99-100	1 froghearth	13

CONSTRUCTOR SNAKE**CR 2****XP 600**

N Medium animal
Init +3; **Senses** scent; Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 19 (3d8+6)
Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +5 (1d4+4 plus grab)
Special Attacks constrict (1d4+4)

STATISTICS

Str 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)
Feats Skill Focus (Perception), Toughness
Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

ECOLOGY

Environment warm forests, swamps, and fresh water
Organization solitary or nest (2–6)
Treasure none

Be they jungle-dwelling pythons or swamp-dwelling boas like the anaconda, constrictor snakes are among the most deadly predatory animals of the tropical wilds. Fortunately, these large snakes are relatively passive, save for when they are preparing to shed their skins or are particularly hungry. Nevertheless, the sinuous creatures are held in fear by many societies who often ascribe fiendish qualities to them.

The constrictor snake presented here is a relatively small one. You can create stats for a larger man-eater like an anaconda by applying the advanced and giant simple templates, or by advancing the stats above to a 7 HD Large snake (CR 5), or even a 14 HD Huge snake (CR 10).

HYDRA**CR 4****XP 1,200**

N Huge magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 15, touch 9, flat-footed 14 (+1 Dex, +6 natural, –2 size)
hp 47 (5d10+20); fast healing 5
Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 20 ft., swim 20 ft.
Melee 5 bites +6 (1d8+3)
Space 15 ft.; **Reach** 10 ft.
Special Attacks pounce

STATISTICS

Str 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 11, **Cha** 9
Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)
Feats Combat Reflexes, Iron Will, Lightning Reflexes
Skills Perception +10, Swim +11; **Racial Modifiers** +2 Perception
SQ hydra traits, regenerate head

ECOLOGY

Environment temperate marshes
Organization solitary
Treasure standard

SPECIAL ABILITIES

Fast Healing (Ex) A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

Hydra Traits (Ex) A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

You can make more powerful hydras by increasing their Hit Dice—each added HD increases the hydra's statistics as appropriate, but also gives it one additional head and a +1 increase to its natural armor. A hydra's CR increases by +1 for each Hit Die it gains.

LEECH SWARM**CR 4****XP 1,200**

N Diminutive vermin (aquatic, swarm)

Init +4; **Senses** blindsight 30 ft.; Perception +0**DEFENSE****AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)**hp** 39 (6d8+12)**Fort** +7, **Ref** +6, **Will** +2**Immune** mind-affecting effects, swarm traits, weapon damage**Weaknesses** susceptible to salt (see giant leech)**OFFENSE****Speed** 5 ft., swim 30 ft.**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** blood drain, distraction (DC 15)**STATISTICS****Str** 1, **Dex** 18, **Con** 15, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +4; **CMB** —; **CMD** —**Skills** Stealth +16 (+24 in swamps), Swim +12; **Racial Modifiers** +8 Stealth in swamps, uses Dexterity to modify Swim checks**ECOLOGY****Environment** temperate or warm marshes**Organization** solitary, pair, or infestation (3–6 swarms)**Treasure** none**SPECIAL ABILITIES****Blood Drain (Ex)** Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.**Poison (Ex)** Swarm—injury; *save* Fort DC 15; *frequency* 1/round for 2 rounds; *effect* 1d4 Dexterity drain; *cure* 1 save.

This horrifying cloud of ravenous, blood-draining parasites eschews the stealth of a lone leech's methods in favor of swift and merciless feeding.

GRAY OOZE**CR 4****XP 1,200**

N Medium ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5**DEFENSE****AC** 5, touch 5, flat-footed 5 (–5 Dex)**hp** 50 (4d8+32)**Fort** +9, **Ref** –4, **Will** –4**Defensive Abilities** ooze traits; **Immune** cold, fire**OFFENSE****Speed** 10 ft.**Melee** slam +6 (1d6+4 plus 1d6 acid and grab)**Special Attacks** acid, constrict (1d6+1 plus 1d6 acid)**STATISTICS****Str** 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)**SQ** transparent**ECOLOGY****Environment** cold marshes and underground**Organization** solitary**Treasure** none**SPECIAL ABILITIES****Acid (Ex)** The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.**Transparent (Ex)** Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Slinking their way through cold swamps and bleary marshlands, or sometimes even dungeons and caverns, gray oozes consume any organic materials they encounter. Despite its lack of intelligence, the gray ooze is a most problematic creature due to its transparency. While the ooze cannot easily climb walls or swim, its habit of lurking in the thick mud that lines the banks of marsh pools or lying in harmless-looking pools on dull-colored dungeon floors makes it dangerously easy to overlook and step on.

GREEN HAG**CR 5****XP 1,600**

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 90 ft.; Perception +15**DEFENSE****AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)**hp** 58 (9d10+9)**Fort** +6, **Ref** +7, **Will** +7**SR** 16**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** 2 claws +13 (1d4+4 plus weakness)**Spell-Like Abilities** (CL 9th)Constant—*pass without trace*, *tongues*, *water breathing*At will—*alter self*, *dancing lights*, *ghost sound* (DC 12), *invisibility*, *pyrotechnics* (DC 14), *tree shape*, *whispering wind***STATISTICS****Str** 19, **Dex** 12, **Con** 12, **Int** 15, **Wis** 13, **Cha** 14**Base Atk** +9; **CMB** +13; **CMD** 24**Feats** Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude**Skills** Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +13, Swim +18**Languages** Aklo, Common, Giant**SQ** mimicry**ECOLOGY****Environment** temperate marshes**Organization** solitary or coven (3 hags of any kind)**Treasure** standard**SPECIAL ABILITIES****Weakness (Su)** A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.**Mimicry (Ex)** A green hag can imitate the sounds of almost any animal found near its lair.**OCHRE JELLY****CR 5****XP 1,600**

N Large ooze

Init -5; **Senses** blindsight 60 ft.; Perception -5**DEFENSE****AC** 4, touch 4, flat-footed 4 (-5 Dex, -1 size)**hp** 63 (6d8+36)**Fort** +8, **Ref** -3, **Will** -3**Defensive Abilities** split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage**OFFENSE****Speed** 10 ft., climb 10 ft.**Melee** slam +5 (2d4+3 plus 1d4 acid and grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** constrict (2d4+3 plus 1d4 acid)**STATISTICS****Str** 14, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +4; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)**Skills** Climb +10**ECOLOGY****Environment** temperate underground or marshes**Organization** solitary**Treasure** none**SPECIAL ABILITIES****Acid (Ex)** An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.**Split (Ex)** Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down. A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Ochre jellies are animate masses of protoplasm hued a sickly combination of yellow, orange, and brown. At rest, their flat, pulsing bodies stand roughly 6 inches tall and can stretch out to a wide diameter—in motion, they often ball up into quivering spherical shapes and almost seem to roll as they move. Their malleable bodies allow them to seep through cracks and holes far smaller than the space they fill. Creatures dwelling below ground often attempt to seal up any such cracks to fortify their lairs against ochre jellies.

STIRGE**CR 1/2****XP 200**

N Tiny magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +1**DEFENSE****AC** 16, touch 16, flat-footed 12 (+4 Dex, +2 size)**hp** 5 (1d10)**Fort** +2, **Ref** +6, **Will** +1**OFFENSE****Speed** 10 ft., fly 40 ft. (average)**Melee** touch +7 (attach)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** blood drain**STATISTICS****Str** 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)**Feats** Weapon Finesse**Skills** Fly +8, Stealth +16**SQ** diseased**ECOLOGY****Environment** temperate and warm swamps**Organization** solitary, colony (2–4), flock (5–8), storm (9–14), or swarm (15–40)**Treasure** none**SPECIAL ABILITIES**

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been satiated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

CROCODILE**CR 2****XP 600**

N Large animal

Init +1; **Senses** low-light vision; **Perception** +8**DEFENSE****AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)**hp** 22 (3d8+9)**Fort** +6, **Ref** +4, **Will** +2**OFFENSE****Speed** 20 ft., swim 30 ft.; sprint**Melee** bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** death roll (1d8+6 plus trip)**STATISTICS****Str** 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)**Feats** Skill Focus (Perception, Stealth)**Skills** Perception +8, Stealth +5 (+13 in water), Swim +12; **Racial Modifiers** +8 on Stealth in water**SQ** hold breath**ECOLOGY****Environment** warm rivers and marshes**Organization** solitary, pair, or colony (3–12)**Treasure** none**SPECIAL ABILITIES**

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

A crocodile is a primeval reptile that dwells in swamps or along the banks of rivers, a habitat that often puts it in violent contact with unsuspecting prey that come to the water's edge to drink.

The typical crocodile is 14 feet long and weighs 1,400 pounds, but larger species exist. You can use these statistics for similar creatures, such as alligators.

GIANT FROG**CR 1****XP 400**

N Medium Animal

Init +1; **Senses** low-light vision, scent; Perception +3**DEFENSE****AC** 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)**hp** 15 (2d8+6)**Fort** +6, **Ref** +6, **Will** -1**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tongue)**Special Attacks** pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue**STATISTICS****Str** 15, **Dex** 13, **Con** 16, **Int** 1, **Wis** 8, **Cha** 6**Base Atk** +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)**Feats** Lightning Reflexes**Skills** Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth**ECOLOGY****Environment** temperate or warm marshes and aquatic**Organization** solitary, pair, or army (3-8)**Treasure** none**SPECIAL ABILITIES****Tongue (Ex)** A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

Giant frogs have razor-sharp teeth lining their mouths. They are 6 feet long and weigh 200 pounds.

GOBLIN DOG**CR 1****XP 400**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1**DEFENSE****AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)**hp** 9 (1d8+5)**Fort** +4, **Ref** +4, **Will** +1**Immune** disease**OFFENSE****Speed** 50 ft.**Melee** bite +2 (1d6+3 plus allergic reaction)**STATISTICS****Str** 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Toughness**Skills** Stealth +6**ECOLOGY****Environment** temperate forest, swamp, or underground**Organization** solitary or pack (2-12)**Treasure** none**SPECIAL ABILITIES****Allergic Reaction (Ex)** A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a -2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Loathed by men and beasts alike, goblin dogs are ugly, stinking, craven, and foul-tempered. It's no surprise that goblins find kindred spirits in these shunned, disgusting beasts. Constantly itching, afflicted with a species-wide mange exacerbated by prolific dander, even the healthiest goblin dog looks sickly and starved.

Despite its name, the goblin dog is in fact a species of rodent grown monstrously large. Their long-legged shape and proclivity to hunt and run in packs earned them their popular name, a name that many goblins take issue with, as it galls the average goblin to consider these, their favored mounts, having anything at all to do with actual dogs. Of course, being goblins, they haven't bothered to come up with alternate names for goblin dogs. Perhaps they don't realize they can.

Contact with a goblin dog's infested, mangy hide causes most other creatures to break out into hives, a condition known as "goblin rash." Goblinoids seem to be immune to this affliction, and are fond of keeping goblin dogs as guardians and mounts.

HARPY**CR 4****XP 1,200**

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)**hp** 38 (7d10)**Fort** +4, **Ref** +7, **Will** +6**OFFENSE****Speed** 20 ft., fly 80 ft. (average)**Melee** morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)**Special Attacks** captivating song**STATISTICS****Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17**Base Atk** +7; **CMB** +8; **CMD** 21**Feats** Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)**Skills** Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +5**Languages** Common**ECOLOGY****Environment** temperate marshes**Organization** solitary, pair, or flight (3–12)**Treasure** standard (leather armor, morningstar, and other treasure)**SPECIAL ABILITIES**

Captivating Song (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Often viewed as vicious and corrupted creatures, harpies know how creatures think and act. This understanding gives them an advantage when it comes to finding their favorite meals. While creatures of the wild easily fall victim to their captivating songs, these vile bird-women prefer their meals spiced with complex sentient thoughts. Easy prey makes for a boring meal.

LIZARDFOLK**CR 1****XP 400**

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +1**DEFENSE****AC** 17, touch 10, flat-footed 17 (+5 natural, +2 shield)**hp** 11 (2d8+2)**Fort** +4, **Ref** +0, **Will** +0**OFFENSE****Speed** 30 ft., swim 15 ft.**Melee** morningstar +2 (1d8+1), bite +0 (1d4), or claw +2 (1d4+1), bite +2 (1d4+1)**Ranged** javelin +1 (1d6+1)**STATISTICS****Str** 13, **Dex** 10, **Con** 13, **Int** 9, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +2; **CMD** 12**Feats** Multiattack**Skills** Acrobatics +2, Perception +1, Swim +8; **Racial Modifiers** +4 Acrobatics**Languages** Draconic**SQ** hold breath**ECOLOGY****Environment** temperate swamps**Organization** solitary, pair, band (3–12), or tribe (13–60)**Treasure** NPC gear (heavy wooden shield, morningstar, 3 javelins)**SPECIAL ABILITIES**

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Lizardfolk are proud and powerful reptilian predators that make their communal homes in scattered villages deep within swamps and marshes. Uninterested in colonization of the dry lands and content with the simple weapons and rituals that have served them well for millennia, lizardfolk are viewed by many other races as backwater savages, but within their isolated communities lizardfolk are actually a vibrant people filled with tradition and an oral history stretching back to before humans walked upright.

Most lizardfolk stand 6 to 7 feet tall and weigh 200 to 250 pounds, their powerful muscles covered in scales of gray, green, or brown. Some breeds have short dorsal spikes or brightly colored frills, and all swim well by moving with flicks of their powerful 4-foot-long tails. While completely at home in the water, they breathe air and return to their clustered mound-dwellings to breed and sleep. As their reptilian blood makes them sluggish in the cold, most lizardfolk hunt and work during the day and retreat to their homes at night to curl up with other tribesmen in the shared warmth of large peat fires.

BOGGARD**CR 2****XP 600**

CE Medium humanoid (boggard)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +4**DEFENSE****AC** 14, touch 9, flat-footed 14 (+2 armor, -1 Dex, +3 natural)**hp** 22 (3d8+9)**Fort** +5, **Ref** +0, **Will** +1**OFFENSE****Speed** 20 ft., swim 30 ft.**Melee** morningstar +5 (1d8+3), tongue -1 touch (sticky tongue)**Special Attacks** terrifying croak**STATISTICS****Str** 15, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 10**Base Atk** +2; **CMB** +4; **CMD** 13**Feats** Toughness, Weapon Focus (morningstar)**Skills** Acrobatics +2 (+14 jumping), Stealth -1 (+7 in swamps), Swim +10; **Racial Modifiers** +16 Acrobatics when jumping, +4 Perception, +8 Stealth in swamps**Languages** Boggard**SQ** hold breath, swamp stride**ECOLOGY****Environment** temperate marshes**Organization** solitary, pair, or army (3-12)**Treasure** NPC gear (leather armor, morningstar, other treasure)**SPECIAL ABILITIES****Hold Breath (Ex)** A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.**Sticky Tongue (Ex)** A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.**Swamp Stride (Ex)** A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.**Terrifying Croak (Su)** Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must make a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.**CHUUL****CR 7****XP 3,200**

CE Large aberration (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +19**DEFENSE****AC** 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)**hp** 85 (10d8+40)**Fort** +7, **Ref** +6, **Will** +9**Immune** poison**OFFENSE****Speed** 30 ft., swim 20 ft.**Melee** 2 claws +14 (2d6+7 plus grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** constrict (2d6+7), paralytic tentacles**STATISTICS****Str** 25, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5**Base Atk** +7; **CMB** +15 (+19 grapple); **CMD** 28 (32 vs. trip)**Feats** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)**Skills** Knowledge (nature) +8, Perception +19, Sense Motive +9, Stealth +9, Swim +28**Languages** Common (sometimes Undercommon for subterranean variants)**SQ** amphibious**ECOLOGY****Environment** temperate swamps**Organization** solitary, pair, or pack (3-6)**Treasure** standard**SPECIAL ABILITIES****Paralytic Tentacles (Ex)** A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+7 points of damage each round from the creature's mandibles.

Chuuls are armored, crustacean-like predators that lurk beneath the surfaces of shallow ponds and mires, bursting from concealment to snatch up prey in their chitinous pincers and then paralyzing them with their mouth tentacles before eating them alive.

DRACOLISK

CR 7

XP 3,200

Half-black dragon basilisk
 N Medium dragon

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

DEFENSE

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

hp 73 (7d10+35)

Fort +12, **Ref** +4, **Will** +5

Immune acid, sleep, paralysis

OFFENSE

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

Melee bite +14 (1d8+7), 2 claws +14 (1d4+7)

Special Attacks breath weapon (60-foot line of acid, 7d6 acid damage, Reflex DC 18 half), gaze (DC 18, see Basilisk)

STATISTICS

Str 24, **Dex** 8, **Con** 21, **Int** 4, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +14; **CMD** 23 (31 vs. trip)

Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)

Skills Fly +9, Perception +14, Stealth +13; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment temperate swamp or underground

Organization solitary or pair

Treasure standard

Half-dragons are only rarely the result of dragons mating with other creatures—most are the result of strange magical experiments. In most cases, a successful creation breeds true with others of its kind, as with the dreaded dracolisk.

GIANT LEECH

CR 2

XP 600

N Medium vermin (aquatic)

Init +1; **Senses** blindsight 30 ft., scent; Perception +0

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 19 (3d8+6)

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

Immune mind-affecting effects

Weaknesses susceptible to salt

OFFENSE

Speed 5 ft., swim 20 ft.

Melee bite +2 (1d6 plus attach)

Special Attacks blood drain

STATISTICS

Str 11, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 1

Base Atk +2; **CMB** +2 (+10 when attached); **CMD** 13 (can't be tripped)

Skills Stealth +1 (+9 in swamps), Swim +8; **Racial Modifiers** +8 Stealth in swamps

SQ amphibious

ECOLOGY

Environment temperate or warm marshes

Organization cluster, pair, or brood (3–6)

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.

Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Susceptible to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

These invertebrate parasitic relatives of the worm lurk in stagnant or slow-moving water, waiting for a suitable host.

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

CE Medium dragon (water)

Init +6; **Senses** 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** acid, paralysis, sleep**OFFENSE****Speed** 60 ft., fly 150 ft. (average), swim 60 ft.**Melee** bite +13 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)**Special Attacks** breath weapon (60-ft. line, DC 17, 6d6 acid)**STATISTICS****Str** 19, **Dex** 14, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10**Base Atk** +8; **CMB** +12; **CMD** 24 (28 vs. trip)**Feats** Alertness, Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)**Skills** Fly +13, Handle Animal +8, Intimidate +11, Perception +14, Stealth +16, Swim +23**Languages** Draconic**SQ** speak with reptiles, swamp stride, water breathing**GIANT SLUG****CR 8****XP 4,800**

N Huge vermin

Init -4; **Senses** blindsight 60 ft.; Perception +0**DEFENSE****AC** 20, touch 4, flat-footed 20; (-4 Dex, +16 natural, -2 size)**hp** 102 (12d8+48)**Fort** +12, **Ref** +0, **Will** +4**DR** 10/slashing or piercing **Immune** acid, mind-affecting effects**Weaknesses** susceptible to salt**OFFENSE****Speed** 20 ft.**Melee** tongue +15 (2d10+12 plus 2d8 acid)**Ranged** spit acid +3 (10d6 acid)**Space** 15 ft.; **Reach** 15 ft.**STATISTICS****Str** 27, **Dex** 2, **Con** 18, **Int** —, **Wis** 10, **Cha** 1**Base Atk** +9; **CMB** +19; **CMD** 25 (can't be tripped)**SQ** malleable**ECOLOGY****Environment** temperate and warm marshes and underground**Organization** solitary**Treasure** none**SPECIAL ABILITIES****Spit Acid (Ex)** A giant slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes 10d6 points of acid damage (no save).**Malleable (Ex)** A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most giant slugs).**Susceptible to Salt (Ex)** A handful of salt burns a giant slug as if it were a flask of acid, causing 1d6 points of damage per use.

No simple garden pests, giant slugs pose a serious threat to those caught in their path. Folk who dwell near swamps and other regions that support giant slugs risk losing livestock and even their homes to these enormous beasts. Giant slugs constantly wander in search of food, their preference being fleshy organic material, which they slice into smaller, easily gulped chunks with their rasp-like tongues.

SHAMBLING MOUND**CR 6****XP 2,400**

N Large plant
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)
hp 67 (9d8+27)
Fort +9, **Ref** +5, **Will** +5
Defensive Abilities plant traits; **Immune** electricity; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 20 ft.
Melee 2 slams +11 (2d6+5 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9
Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22
Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)
Languages Common, Sylvan (cannot speak)
SQ electric fortitude

ECOLOGY

Environment temperate forest or marshes
Organization solitary
Treasure standard

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants with a fondness for elf flesh in particular. What serve as a shambler's brain and sensory organs are located in its upper body. Shambling mounds typically have an 8-foot girth and stand between 6 and 9 feet tall. They weigh about 3,800 pounds.

SPIRIT NAGA**CR 9****XP 6,400**

CE Large aberration
Init +5; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, -1 size)
hp 95 (10d8+50)
Fort +8, **Ref** +10, **Will** +10

OFFENSE

Speed 40 ft., swim 20 ft.
Melee bite +10 (2d6+6 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks charming gaze
Spells Known (CL 7th)
 3rd (5/day)—*displacement*, *fireball* (DC 16)
 2nd (7/day)—*cat's grace*, *invisibility*, *summon swarm*
 1st (7/day)—*charm person* (DC 14), *cure light wounds*, *divine favor*, *magic missile*, *shield of faith*
 0 (at will)—*bleed*, *daze* (DC 13), *detect magic*, *mage hand*, *open/close*, *ray of frost*, *read magic*

STATISTICS

Str 18, **Dex** 20, **Con** 21, **Int** 12, **Wis** 17, **Cha** 17
Base Atk +7; **CMB** +12; **CMD** 27 (can't be tripped)
Feats Ability Focus (charming gaze), Combat Casting, Eschew Materials^B, Lightning Reflexes, Skill Focus (Perception), Stealthy
Skills Bluff +13, Escape Artist +13, Intimidate +9, Knowledge (arcana) +14, Perception +22, Spellcraft +11, Stealth +15, Swim +12
Languages Abyssal, Common

ECOLOGY

Environment temperate marshes
Organization solitary or nest (2-4)
Treasure standard

SPECIAL ABILITIES

Charming Gaze (Su) As *charm person*, 30 feet, Will DC 20 negates. The save DC is Charisma-based.
Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save.
Spells A spirit naga casts spells as a 7th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a spirit naga.

WILL-O'-WISP**CR 6****XP 2,400**

CE Small aberration (air)

Init +13; **Senses** darkvision 60 ft.; Perception +15**DEFENSE****AC** 26, touch 26, flat-footed 16; (+5 deflection, +9 Dex, +1 dodge, +1 size)**hp** 40 (9d8)**Fort** +3, **Ref** +12, **Will** +9**Defensive Abilities** natural invisibility; **Immune** magic**OFFENSE****Speed** fly 50 ft. (perfect)**Melee** shock +16 touch (2d8 electricity)**STATISTICS****Str** 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14**Base Atk** +6; **CMB** +0; **CMD** 24**Feats** Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse**Skills** Acrobatics +21, Bluff +11, Escape Artist +21, Fly +31, Perception +17, Stealth +25**Languages** Aklo, Common**SQ** feed on fear**ECOLOGY****Environment** any swamp**Organization** solitary, pair, or string (3–4)**Treasure** incidental**SPECIAL ABILITIES****Feed on Fear (Su)** Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.**Immunity to Magic (Ex)** Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.**Natural Invisibility (Ex)** Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Every trapper and bog farmer living near marshes or swamps has his own name for these faintly glowing balls of light—jack o' the lanterns, corpse candles, walking fires, pine lights, spooklights, rushlights—but all recognize them as dangerous predators and false guides in the darkness.

Evil creatures that feed on the strong psychic emanations of terrified creatures, will-o'-wisps delight in tempting gullible travelers into dangerous situations. In the wild lands where they're most common, will-o'-wisps favor simple tactics like positioning themselves over cliffs or quicksand where they can easily be mistaken for lanterns (especially if they can set their traps near actual signal lanterns), allowing them to lure unwary travelers into perilous situations. On rare occasions, will-o'-wisps seeking easier pickings will move into a city and take up residence near gallows or follow along invisibly behind an army in order to harvest the fear of the dying men; why the vast majority choose to remain in the swamps where victims are scarce remains a mystery. Will-o'-wisps only use their electric shock ability under extreme

DIRE CROCODILE**CR 9****XP 6,400**

N Gargantuan animal

Init +4; **Senses** low-light vision; Perception +14**DEFENSE****AC** 21, touch 6, flat-footed 21 (+15 natural, –4 size)**hp** 138 (12d8+84)**Fort** +15, **Ref** +8, **Will** +8**OFFENSE****Speed** 20 ft., swim 30 ft.; sprint**Melee** bite +18 (3d6+13/19–20 plus grab) and tail slap +13 (4d8+6)**Space** 20 ft.; **Reach** 15 ft.**Special Attacks** death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, 13 hp)**STATISTICS****Str** 37, **Dex** 10, **Con** 25, **Int** 1, **Wis** 14, **Cha** 2**Base Atk** +9; **CMB** +26 (+30 grapple); **CMD** 36 (40 vs. trip)**Feats** Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception, Stealth)**Skills** Perception +14, Stealth +0 (+8 in water), Swim +21; **Racial Modifiers** +8 Stealth in water**SQ** hold breath**ECOLOGY****Environment** warm rivers and marshes**Organization** solitary, pair, or colony (3–6)**Treasure** none

The immense sarcosuchus, or dire crocodile, is an enormous predator capable of catching and eating prey as large as the largest dinosaurs.

GIANT FLYTRAP**CR 10****XP 9,600**

N Huge plant

Init +8; **Senses** low-light vision, tremorsense 60 ft.; Perception +10**DEFENSE****AC** 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, -2 size)**hp** 149 (13d8+91)**Fort** +17, **Ref** +8, **Will** +5**Immune** plant traits; **Resist** acid 20**OFFENSE****Speed** 10 ft.**Melee** 4 bites +15 (1d8+7 plus grab)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** engulf**STATISTICS****Str** 25, **Dex** 18, **Con** 25, **Int** 1, **Wis** 12, **Cha** 6**Base Atk** +9; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)**Feats** Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)**Skills** Perception +10, Stealth +9 (+17 in undergrowth); **Racial Modifiers** +8 Stealth in undergrowth**ECOLOGY****Environment** temperate swamps**Organization** solitary, pair, or grove (3-6)**Treasure** incidental**SPECIAL ABILITIES**

Engulf (Ex) If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d8+7 points of damage and 2d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

A hardy plant that grows in areas with poor soil but abundant animal life, this dangerous predator is an immense version of its more common (and much smaller) kin. Whereas the smaller flytraps supplement their growth by catching insects, the giant flytrap does the same with animals, humanoids, and anything else foolish enough to draw too near. Local legends call this plant names like "mancatcher," "snapperjaw plant," "dragonleaf plant," "cowbiter," and "green gulper," but adventurers know it simply as the giant flytrap.

FROGHEMOTH**CR 13****XP 25,600**

N Huge aberration

Init +5; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +16**DEFENSE****AC** 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, -2 size)**hp** 184 (16d8+112)**Fort** +12, **Ref** +8, **Will** +11**Immune** electricity (partial); **Resist** fire 10**Weaknesses** slowed by electricity**OFFENSE****Speed** 20 ft., swim 30 ft.**Melee** bite +20 (2d6+10/19-20 plus grab), 4 tentacles +18 (1d8+5 plus grab), tongue +18 (1d4+5 plus grab)**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tongue)**Special Attacks** constrict (tentacle, 1d6+10), swallow whole (3d6+10 damage, AC 19, hp 18)**STATISTICS****Str** 30, **Dex** 13, **Con** 24, **Int** 2, **Wis** 13, **Cha** 11**Base Atk** +12; **CMB** +24 (+28 grapple); **CMD** 35**Feats** Cleave, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth)**Skills** Perception +16, Stealth +14 (+22 in marshes), Swim +18; **Racial Modifiers** +8 Perception, +8 Stealth in marshes**ECOLOGY****Environment** temperate marsh**Organization** solitary**Treasure** standard**SPECIAL ABILITIES**

All-Around Vision (Ex) A froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

Slowed by Electricity (Ex) Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.

Thankfully rare, the froghemoth is one of the deep swampland's most ferocious and monstrous predators. Capable of catching and eating dinosaurs and even dragons, the froghemoth is a frighteningly effective ambush hunter. When lying in wait for prey, the immense creature secrets itself in deep marsh pools and mud so that only the top of its eyestalk emerges from the surface. The froghemoth's eyes are incredibly keen, but even more impressive is the monster's tongue. Like a snake, a froghemoth can "taste" its surroundings with extraordinary accuracy.