

Underground CR 9 Monster Stats

Underground CR 9		
d%	Encounter	Avg. CR
1-10	2d6 duergar	4
11-16	1d6 cave fishers	5
17-22	1 basidirond	5
23-32	2d6 drow and 1 drow noble	5
33-40	2d6 giant spiders	6
41-46	1d6 violent fungi	6
47-52	1d8 derros	7
53-60	2d6 morlocks	7
61-64	1 black pudding	7
65-68	1 giant slug	8
69-72	1d6 cloaklers	8
73-82	2d6 dark creepers, 1 dark stalker	8
83-86	1d6 driders	10
87-90	1d6 intellect devourers	11
91-92	1 purple worm	12
93-96	1d4 ropers	14
97-98	1 neothelid	15
99-100	1 shoggoth	19

DUERGAR

CR 1/3

XP 135

Duergar warrior 1

LE Medium humanoid (dwarf)

Init -1; **Senses** darkvision 120 ft; Perception +1**DEFENSE****AC** 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield)**hp** 8 (1d10+3)**Fort** +4, **Ref** -1, **Will** +1; +2 vs. spells**Immune** paralysis, phantasms, poison**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** warhammer +3 (1d8+1/x3)**Ranged** light crossbow +0 (1d8/19-20)**Spell-Like Abilities** (CL 3rd)1/day—*enlarge person* (self only), *invisibility* (self only)**STATISTICS****Str** 12, **Dex** 9, **Con** 15, **Int** 10, **Wis** 13, **Cha** 4**Base Atk** +1; **CMB** +2; **CMD** 11**Feats** Weapon Focus (warhammer)**Skills** Intimidate +1, Stealth -3; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth**Languages** Common, Dwarven, Undercommon**SQ** slow and steady, stability**ECOLOGY****Environment** any underground**Organization** solitary, team (2-5), squad (6-12 plus 3 sergeants of 3rd level and 1 leader of 3rd-8th level), or clan (13-80 plus 25% noncombatant children plus 1 sergeant of 3rd level per 5 adults, 3-6 lieutenants of 3rd-6th level, and 1-4 captains of 9th level)**Treasure** NPC Gear (chainmail, heavy steel shield, warhammer, light crossbow [20 bolts], 3d6 gp, other treasure)

Cousins to dwarves, duergar are foul-tempered creatures that loathe intruders to their underground realms—but not nearly as much as they do their kinfolk closer to the surface.

CAVE FISHER

CR 2

XP 600

N Medium vermin

Init +1; **Senses** darkvision 60 ft; Perception +0**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 22 (3d8+9)**Fort** +6, **Ref** +2, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** 2 claws +5 (1d4+3)**Ranged** filament +3 (drag)**Special Attacks** pull (filament, 10 feet)**STATISTICS****Str** 17, **Dex** 12, **Con** 17, **Int** —, **Wis** 10, **Cha** 4**Base Atk** +2; **CMB** +5 (+9 with pull); **CMD** 16 (28 vs. trip)**Skills** Climb +11**ECOLOGY****Environment** any underground**Organization** solitary, pair, or tangle (3-6)**Treasure** none**SPECIAL ABILITIES****Filament (Ex)** A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of *universal solvent*) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.**Pull (Ex)** A cave fisher has a +4 racial bonus on CMB checks made using its pull special attack.

The cave fisher is a highly specialized predator that dwells in caves. The creature's mode of hunting is unique—it clammers up a cave wall to settle on a ledge or in a crack, typically at a height of at least 30 feet. Ledges overlooking bridges and lower ledges overlooking chasms are favored hunting grounds for the cave fisher. The creature lies in wait until prey approaches within 60 feet, at which point it extrudes a thin cord of silk at blinding speed, lashing at the target as with a whip. The filament is incredibly sticky, and once the fisher strikes food with it, it reels in its meal to feed, trusting its position on a higher ledge to prevent any allies the meal may have from molesting it as it eats. Collections of bones and lengths of discarded filaments are sure signs of cave fisher habitation.

BASIDIROOND

CR 5

XP 1,600

N Medium plant

Init +1; **Senses** low-light vision, tremorsense; Perception +0**DEFENSE****AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)**hp** 52 (7d8+21)**Fort** +8, **Ref** +3, **Will** +2**Immune** cold, plant traits**Weaknesses** cold lethargy**OFFENSE****Speed** 20 ft.**Melee** slam +10 (1d8+7 plus spores)**Special Attacks** hallucination cloud, spores**STATISTICS****Str** 20, **Dex** 13, **Con** 16, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +5; **CMB** +10; **CMD** 21 (25 vs. trip)**ECOLOGY****Environment** any non-cold underground**Organization** solitary, pair, or grove (3–8)**Treasure** incidental**SPECIAL ABILITIES**

Hallucination Cloud (Ex) As a standard action once per minute, a basidiroond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC 16 Fortitude save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. The save DC is Constitution-based. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

d6 Hallucination

- 1 You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
- 2 Attacked by a swarm of spiders! Spend a full round action to attack the floor near you with your weapon.
- 3 An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
- 4 You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
- 5 You've shrunk to 1/10th your normal size! Take no actions for 1 round and monsters won't see you.
- 6 You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

Spores (Ex) Any creature struck by a basidiroond's slam attack is coated with spores. The creature struck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs. The save DC is Constitution-based. *Basidiroond Spores*: Disease—inhaled; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

Cold Lethargy (Ex) Although a basidiroond is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidiroond cannot use its hallucination cloud or spores.

The strange fungal basidiroond is a deadly plant monster that feeds on mineral-rich moisture, be it runoff from cave walls or fresh blood. By ensuring a constant flow of nutritious moisture, canny cave dwellers can use basidiroonds as guardians for their lairs, although they must take care to avoid the plant's hunting routes lest they become its latest victims.

DROW

CR 1/3

XP 135

Drow warrior 1
 CE Medium humanoid (elf)
Init +2; **Senses** darkvision 120 ft.; Perception +2

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield)
hp 5 (1d10)
Fort +2, **Ref** +2, **Will** -1; +2 vs. enchantment
Immune sleep; **SR** 7
Weaknesses light blindness

OFFENSE

Speed 30 ft.
Melee rapier +2 (1d6/18-20)
Ranged hand crossbow +3 (1d4/19-20 plus poison)
Spell-Like Abilities (CL 1st)
 1/day—*dancing lights*, *darkness*, *faerie fire*

STATISTICS

Str 11, **Dex** 15, **Con** 10, **Int** 10, **Wis** 9, **Cha** 10
Base Atk +1; **CMB** +1; **CMD** 13
Feats Weapon Finesse
Skills Perception +2, Stealth +2; **Racial Modifiers** +2 Perception
Languages Elven, Undercommon
SQ poison use

ECOLOGY

Environment underground
Organization pair, squad (3-4), patrol (5-8), or war party (10-40)
Treasure NPC Gear (leather armor, light steel shield, rapier, hand crossbow with 20 bolts, drow poison [2 doses], 3d6 gp, other treasure)

SPECIAL ABILITIES

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease. *Drow Poison*—injury; *save* Fort DC 13; *frequency* 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; *cure* 1 save.

DROW NOBLE

CR 3

XP 800

Female drow noble cleric 3
 CE Medium humanoid (elf)
Init +3; **Senses** darkvision 120 ft.; Perception +5

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 shield)
hp 20 (3d8+3)
Fort +4, **Ref** +4, **Will** +6; +2 vs. enchantment
Immune sleep; **SR** 14
Weaknesses light blindness

OFFENSE

Speed 20 ft.
Melee mwk rapier +4 (1d6+1/18-20)
Ranged hand crossbow +5 (1d4/19-20 plus poison)
Special Attacks bleeding touch (6/day), channel negative energy (4/day, 2d6, DC 12), touch of chaos (6/day)
Spell-Like Abilities (CL 3rd)
 Constant—*detect magic*
 At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*
 1/day—*divine favor*, *dispel magic*, *suggestion* (DC 14)
Spells Prepared (CL 3rd)
 2nd—*death knell*^P (DC 15), *hold person* (DC 15), *silence* (DC 15)
 1st—*bless*, *cause fear* (DC 14), *cure light wounds*, *protection from law*^P
 0—*bleed* (DC 13), *detect poison*, *read magic*, *resistance*
D domain spell; **Domains** Chaos, Death

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 17, **Cha** 12
Base Atk +2; **CMB** +3; **CMD** 16
Feats Channel Smite, Weapon Finesse
Skills Knowledge (religion) +6, Sense Motive +9, Spellcraft +6; **Racial Modifiers** +2 Perception
Languages Elven, Undercommon
SQ poison use
Gear masterwork breastplate, heavy steel shield, masterwork rapier, drow poison (4), *potion of invisibility*, *scroll of dispel magic*, *wand of cure light wounds* (CL 1st, 20 charges), 400 gp

GIANT SPIDER**CR 1****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.

VIOLET FUNGUS**CR 3****XP 800**

N Medium plant

Init –1; **Senses** low-light vision; Perception +0**DEFENSE****AC** 15, touch 9, flat-footed 15 (–1 Dex, +6 natural)**hp** 30 (4d8+12)**Fort** +7, **Ref** +0, **Will** +1**Immune** plant traits**OFFENSE****Speed** 10 ft.**Melee** 4 tentacles +4 (1d4+1 plus rot)**Space** 5 ft.; **Reach** 10 ft.**STATISTICS****Str** 12, **Dex** 8, **Con** 16, **Int** —, **Wis** 11, **Cha** 9**Base Atk** +3; **CMB** +4; **CMD** 13**ECOLOGY****Environment** any underground**Organization** solitary, pair, or grove (3–12)**Treasure** incidental**SPECIAL ABILITIES****Rot (Ex)** A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

The violet fungus is one of the most notorious and feared dangers of the world's caves. A traveler can often see signs of the violet fungus in those who dwell or hunt in places where these carnivorous fungi lurk. In these folk, deep and hideous scars mar bodies where entire furrows of flesh seem scooped away—the marks of a close encounter with a violet fungus.

A violet fungus feeds on the rot and decay of organic matter, but unlike most fungi, they are not passive consumers of corruption. A violet fungi's tendrils can strike with unexpected swiftness, and are coated with a virulent venom that causes flesh to rot and decay with nauseating speed. This potent poison, if left untreated, can cause the flesh of an entire arm or leg to drop away in no time at all, leaving behind only warm bones that soon rot into corruption as well.

Although violet fungi are mobile, they only move to attack or to hunt for prey. A violet fungus that has a steady supply of rot to sup upon is generally content to remain in one place. Many underground-dwelling cultures take advantage of this penchant, particularly troglodytes and vegepygmies, and keep multiple violet fungi in key junctions and entrances to their caverns as guardians, making sure to keep them well fed with carrion to prevent them wandering farther into the den in search of food.

DERRO**CR 3****XP 800**

CE Small humanoid (derro)

Init +6; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)**hp** 25 (3d8+12)**Fort** +5, **Ref** +3, **Will** +6**SR** 14**Weaknesses** vulnerability to sunlight**OFFENSE****Speed** 20 ft.**Melee** short sword +5 (1d4) or aklys +5 (1d6)**Ranged** repeating light crossbow +5 (1d6/19–20 plus poison) or aklys +5 (1d6)**Special Attacks** sneak attack +1d6**Spell-Like Abilities** (CL 3rd)At will—*darkness*, *ghost sound* (DC 13)1/day—*daze* (DC 13), *sound burst* (DC 15)**STATISTICS****Str** 11, **Dex** 15, **Con** 18, **Int** 10, **Wis** 5, **Cha** 16**Base Atk** +2; **CMB** +1; **CMD** 13**Feats** Improved Initiative, Weapon Finesse**Skills** Perception +0, Stealth +9**Languages** Aklo, Undercommon**SQ** madness, poison use**ECOLOGY****Environment** any underground**Organization** solitary, team (2–4), squad (5–8 plus 1 sorcerer of 3rd–5th level), or band (11–20 plus 30% noncombatants plus 3 sorcerers of 3rd–8th level)**Treasure** NPC Gear (leather armor, short sword or aklys, repeating light crossbow with 10 poisoned bolts, other treasure)**SPECIAL ABILITIES****Madness (Ex)** Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.**Poison Use (Ex)** Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.**Vulnerability to Sunlight (Ex)** A derro takes 1 point of Con damage after every hour it is exposed to sunlight.**MORLOCK****CR 2****XP 600**

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +2**DEFENSE****AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)**hp** 22 (3d10+6)**Fort** +3, **Ref** +9, **Will** +5**Immune** disease, poison**Weaknesses** light blindness**OFFENSE****Speed** 40 ft., climb 30 ft.**Melee** club +5 (1d6+2), bite +0 (1d4+1)**Special Attacks** leap attack, sneak attack +1d6, swarming**STATISTICS****Str** 14, **Dex** 19, **Con** 15, **Int** 5, **Wis** 14, **Cha** 6**Base Atk** +3; **CMB** +5; **CMD** 19**Feats** Improved Initiative, Lightning Reflexes**Skills** Acrobatics +13, Climb +22, Stealth +8 (+12 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb**Languages** Undercommon**SQ** expert climber**ECOLOGY****Environment** any underground**Organization** solitary, pair, band (3–6), or tribe (7–18)**Treasure** standard**SPECIAL ABILITIES****Expert Climber (Ex)** A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.**Leap Attack (Ex)** As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.**Swarming (Ex)** Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

BLACK PUDDING**CR 7****XP 3,200**

N Huge ooze

Init -5; **Senses** blindsight 60 ft.; Perception -5**DEFENSE****AC** 3, touch 3, flat-footed 3 (-2 size, -5 Dex)**hp** 105 (10d8+60)**Fort** +9, **Ref** -2, **Will** -2**Defensive Abilities** split, ooze traits**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** slam +8 (2d6+4 plus 2d6 acid plus grab)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+4 plus 2d6 acid), corrosion**STATISTICS****Str** 16, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +7; **CMB** +12 (+16 grapple); **CMD** 17 (27 vs. bull rush, can't be tripped)**Skills** Climb +11**SQ** ooze traits, suction**ECOLOGY****Environment** any underground**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

Acid (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex) An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

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.

CLOAKER**CR 5****XP 1,600**

CN Large aberration

Init +7; **Senses** darkvision 60 ft.; Perception +14**DEFENSE****AC** 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)**hp** 51 (6d8+24)**Fort** +6, **Ref** +5, **Will** +7**Defensive Abilities** shadow shift**OFFENSE****Speed** 10 ft., fly 40 ft. (average)**Melee** bite +8 (1d6+5), tail slap +3 (1d8+2)**Space** 10 ft.; **Reach** 10 ft. (5 ft. with bite)**Special Attacks** engulf, moan**STATISTICS****Str** 21, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14**Base Atk** +4; **CMB** +10; **CMD** 23 (can't be tripped)**Feats** Combat Reflexes, Improved Initiative, Skill Focus (Perception)**Skills** Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature**Languages** Undercommon**ECOLOGY****Environment** underground**Organization** solitary, pair, mob (3–6), or flock (7–12)**Treasure** standard**SPECIAL ABILITIES****Engulf (Ex)** A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.**Moan (Ex)** A cloaker can emit an infrasonic moan as a standard action, with one of four effects.*Fear:* All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.*Nausea:* All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.*Stupor:* A single creature within 30 feet is affected by *hold monster* for 5 rounds (Will negates).*Unnerv:* Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.**DARK CREEPER****CR 2****XP 600**

CN Small humanoid (dark folk)

Init +3; **Senses** see in darkness; Perception +4**DEFENSE****AC** 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)**hp** 19 (3d8+6)**Fort** +3, **Ref** +6, **Will** +1**Weaknesses** light blindness**OFFENSE****Speed** 30 ft.**Melee** dagger +6 (1d3/19–20 plus poison)**Special Attacks** death throes, sneak attack (+1d6)**Spell-Like Abilities** (CL 3rd)At will—*darkness*, *detect magic***STATISTICS****Str** 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +2; **CMB** +1; **CMD** 14**Feats** Skill Focus (Sleight of Hand), Weapon Finesse**Skills** Climb +8, Perception +4, Sleight of Hand +7, Stealth +12; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth**Languages** Dark Folk**SQ** poison use, rag armor**ECOLOGY****Environment** any underground**Organization** solitary, pair, gang (3–6), or clan (20–80 plus 1 dark stalker per 20 dark creepers)**Treasure** standard (dagger, black poison [3 doses], other gear)**SPECIAL ABILITIES****Death Throes (Su)** When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.**Poison Use (Ex)** Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.**Rag Armor (Ex)** A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.**See in Darkness (Su)** A dark creeper can see perfectly in darkness of any kind, including that created by *deeper darkness*.

XP 1,200

CN Medium humanoid (dark folk)

Init +4; Senses see in darkness; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+2 armor, +4 Dex, +2 natural)

hp 39 (6d8+12)

Fort +4, Ref +9, Will +2

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee 2 short swords +6/+6 (1d6+2 plus poison/19–20)

Special Attacks death throes, sneak attack (+3d6)

Spell-Like Abilities (CL 6th)

At will—*deeper darkness*, *detect magic*, *fog cloud*

STATISTICS

Str 14, Dex 18, Con 14, Int 9, Wis 11, Cha 13

Base Atk +4; CMB +6; CMD 20

Feats Double Slice, Two-Weapon Fighting, Weapon Finesse

Skills Climb +10, Perception +8, Sleight of Hand +5, Stealth +8; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use

ECOLOGY

Environment any underground

Organization solitary, gang (1 dark stalker and 2–5 dark creepers), or clan (20–80 dark creepers plus 1 dark stalker per 20 dark creepers)

Treasure NPC gear (leather armor, short swords [2], black smear [6], other treasure)

SPECIAL ABILITIES

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them. *Black Smear*—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

DRIDER

CR 7

XP 3,200

CE Large aberration

Init +2; Senses darkvision 120 ft., *detect good*, *detect law*, *detect magic*; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 17; (+2 Dex, +1 dodge, +8 natural, –1 size)

hp 76 (9d8+36)

Fort +7, Ref +5, Will +9

Immune sleep; SR 18

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk heavy mace +9/+4 (1d8+3), bite +3 (1d4+1 plus poison)

Ranged mwk composite longbow +8/+3 (1d8+2/x3)

Space 10 ft.; Reach 5 ft.

Special Attacks web (+7 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th)

Constant—*detect good*, *detect law*, *detect magic*

At will—*dancing lights*, *darkness*, *faerie fire*

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 16)

Spells Known (CL 6th)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*invisibility*, *web* (DC 15)

1st (7/day)—*mage armor*, *magic missile*, *ray of enfeeblement* (DC 14), *silent image* (DC 14)

0 (at will)—*bleed* (DC 13), *daze* (DC 13), *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*

STATISTICS

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

Base Atk +6; CMB +9; CMD 21 (33 vs. trip)

Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)

Skills Climb +22, Intimidate +15, Knowledge (arcana) +14, Perception +15, Spellcraft +14, Stealth +14; Racial Modifiers +4 Stealth

Languages Common, Elven, Undercommon

SQ undersized weapons

ECOLOGY

Environment any underground

Organization solitary, pair, or group (3–8)

Treasure double (masterwork heavy mace, masterwork composite longbow [+2 Str] with 20 arrows, additional treasure)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

Undersized Weapons (Ex) Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

Created from the body of a drow, warped and mutated through special poisons and elixirs to take on the characteristics of a giant spider, the drider is a dangerous creature.

Driders are sexually dimorphic. A female drider's lower spider body is sleek and graceful, often similar to a black widow's body, while its upper drow torso retains its alluring curves and beautiful face (with the exception of sharp, poisonous fangs). A male drider's lower body is bulky like a tarantula, while its upper body is wiry and bears a hideous face more spider than drow, complete with fanged mandibles.

INTELLECT DEVOURER**CR 8****XP 4,800**

CE Small aberration

Init +10; **Senses** blindsight 60 ft., *detect magic*; Perception +19**DEFENSE****AC** 22, touch 17, flat-footed 16 (+6 Dex, +5 natural, +1 size)**hp** 84 (8d8+48)**Fort** +7, **Ref** +8, **Will** +8**DR** 10/adamantine and magic; **Immune** fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **SR** 23**Weaknesses** vulnerability to *protection from evil***OFFENSE****Speed** 40 ft.**Melee** 4 claws +13 (1d4+1)**Special Attacks** body thief, sneak attack +3d6**Spell-Like Abilities** (CL 8th)Constant—*detect magic*At will—*confusion* (DC 17, single target only), *daze monster* (DC 15, no HD limit), *inflict serious wounds* (DC 16), *invisibility*, *reduce size* (as *reduce person* but self only)3/day—*cure moderate wounds*, *globe of invulnerability***STATISTICS****Str** 12, **Dex** 23, **Con** 21, **Int** 16, **Wis** 10, **Cha** 17**Base Atk** +6; **CMB** +6; **CMD** 22 (26 vs. trip)**Feats** Improved Initiative, Iron Will, Toughness, Weapon Finesse**Skills** Bluff +19, Disguise +11, Knowledge (local) +14, Perception +19, Sense Motive +8, Stealth +29, Use Magic Device +11; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Stealth**Languages** Undercommon (cannot speak); telepathy 100 ft.**ECOLOGY****Environment** any underground**Organization** solitary, brood (2–6), or tribe (7–16)**Treasure** double**SPECIAL ABILITIES**

Body Thief (Su) As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a *dominate monster* spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via *gentle repose*). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can.

Vulnerable to Protection from Evil (Ex) An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

Thought by some to be invaders from another dimension or planet, the sinister intellect devourers are certainly one of the world's cruelest races. Incapable of experiencing emotions or wallowing in the sins of physical pleasure on their own, intellect devourers are forced to steal bodies in order to indulge their gluttony, lust, and cruelty. Stories tell of entire cities of these creatures deep underground, where host bodies are worn like clothes to hideous orgies and vile feasts. Lone intellect devourers often dwell in ruins or caves on the edge of a civilized region so they can make periodic forays into town to "shop" for an attractive new body.

An intellect devourer is 3 feet long and weighs about 60 pounds.

PURPLE WORM**CR 12****XP 19,200**

N Gargantuan magical beast

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** 200 (16d10+112)**Fort** +17, **Ref** +8, **Will** +4**OFFENSE****Speed** 20 ft., burrow 20 ft., swim 10 ft.**Melee** bite +25 (4d8+12/19-20 plus grab), sting +25 (2d8+12 plus poison)**Space** 20 ft.; **Reach** 15 ft.**Special Attacks** swallow whole (4d8+18 bludgeoning damage, AC 21, 20 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, Weapon Focus (bite, sting)**Skills** Perception +18, Swim +20**ECOLOGY****Environment** any underground**Organization** solitary**Treasure** incidental**SPECIAL ABILITIES****Poison (Ex)** Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Purple worms are giant scavengers that inhabit the deepest regions of the world, consuming any organic material that they encounter. They are notorious for swallowing their prey whole. It is not uncommon to hear of a group of adventurers vanishing down the ravenous maw of a purple worm, screaming as they disappear one by one.

Although they seek to consume living creatures, purple worms also consume vast amounts of dirt and minerals as they burrow underground. The insides of a purple worm may contain a considerable number of gemstones and other items able to withstand the corrosive acid inside its gullet. In areas filled with valuable minerals, such as those near dwarven mines, the natural tunnels created by burrowing purple worms are often filled with vast amounts of unrefined ores.

ROPER**CR 12****XP 19,200**

CE Large aberration

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +24**DEFENSE****AC** 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)**hp** 162 (12d8+108)**Fort** +13, **Ref** +5, **Will** +13**Immune** electricity; **Resist** cold 10; **SR** 27**Weaknesses** vulnerability to fire**OFFENSE****Speed** 10 ft.**Melee** bite +20 (4d8+18/19-20)**Ranged** 6 strands +10 touch (1d6 Strength)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** pull (strand, 5 feet), strands**STATISTICS****Str** 34, **Dex** 13, **Con** 29, **Int** 13, **Wis** 16, **Cha** 12**Base Atk** +9; **CMB** +22; **CMD** 33 (can't be tripped)**Feats** Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception, Stealth), Weapon Focus (strand)**Skills** Climb +27, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas); **Racial Modifiers** +8 Stealth in stony or icy areas**Languages** Aklo, Undercommon**ECOLOGY****Environment** any underground**Organization** solitary, pair, or cluster (3-6)**Treasure** standard**SPECIAL ABILITIES**

Strands (Ex) A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

The roper is an ambush hunter. Capable of altering the coloration and shape of its body, a roper in hiding looks remarkably like a stalagmite of stone or ice (or in low-ceilinged chambers, a stony or icy pillar). In areas without such features to hide among, a roper can compress its body into a much more squat, boulder-like shape. The strands it extrudes are not flesh but a thick, semiliquid material similar to partially melted wax but with the strength of an iron chain and the ability to numb flesh and sap strength. The roper can manipulate these strands with great finesse, and can fling them as far as 50 feet to snatch objects that attract its attention.

NEOTHELID**CR 15****XP 51,200**

CE Gargantuan aberration

Init +2; **Senses** blindsight 100 ft., trace teleport 60 ft.; Perception +25**DEFENSE****AC** 30, touch 4, flat-footed 30 (-2 Dex, +26 natural, -4 size)**hp** 230 (20d8+140)**Fort** +15, **Ref** +4, **Will** +16**DR** 10/cold iron; **SR** 26**OFFENSE****Speed** 30 ft., fly 60 ft. (good)**Melee** 4 tongues +21 (3d6+10/19-20 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** breath weapon (50-ft. cone, 14d10 acid, Reflex DC 27 half, once every 1d4 rounds), mind thrust, psychic crush, swallow whole (2d6+10 plus 2d6 acid, AC 23, hp 23)**Spell-Like Abilities** (CL 20th)Constant—*fly*At will—*detect thoughts* (DC 17), *charm monster* (DC 19), *clairvoyance/clairaudience*, *suggestion* (DC 18), *telekinesis* (DC 20), *teleport*, *poison* (DC 19)3/day—quicken *suggestion* (DC 18)**STATISTICS****Str** 30, **Dex** 7, **Con** 24, **Int** 16, **Wis** 15, **Cha** 21**Base Atk** +15; **CMB** +29 (+33 grapple); **CMD** 37 (can't be tripped)**Feats** Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (tongue), Improved Initiative, Improved Overrun, Iron Will, Power Attack, Quicken Spell-Like Ability (*suggestion*)**Skills** Bluff +25, Climb +33, Diplomacy +25, Fly -4, Intimidate +28, Knowledge (arcana) +26, Perception +25, Spellcraft +26**Languages** Aklo, Terran, Undercommon; telepathy 100 ft.**ECOLOGY****Environment** any underground**Organization** solitary, pair, or cult (3-5 plus 4-12 charmed slaves of various races)**Treasure** standard**SPECIAL ABILITIES****Mind Thrust (Su)** As a standard action up to three times a day, a neothelid can deliver a massive blast of mental energy at any one target within 60 feet, inflicting 15d10 points of damage. A successful DC 25 Will save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect. The save DC is Charisma-based.**Psychic Crush (Su)** As a standard action up to three times a day, a neothelid can attempt to crush the mind of a single creature within 60 feet. The target must make a DC 25 Will save or collapse, becoming unconscious and dying at -1 hit points. If the target succeeds on the save, it takes 6d6 points of damage and is sickened for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.**Trace Teleport (Ex)** A neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to "seen casually." This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.**SHOGGOTH****CR 19****XP 204,800**

CN Huge ooze (aquatic)

Init +11; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, tremorsense 60 ft.; Perception +33**DEFENSE****AC** 33, touch 15, flat-footed 26 (+7 Dex, +18 natural, -2 size)**hp** 333 (23d8+230); fast healing 10**Fort** +19, **Ref** +14, **Will** +15**DR** 10/-; **Immune** blindness, charm effects, cold, deafness, ooze traits, sonic; **Resist** acid 20, electricity 20, fire 20; **SR** 30**OFFENSE****Speed** 50 ft., climb 30 ft., swim 50 ft.**Melee** 4 slams +30 (3d6+15/19-20 plus grab)**Space** 15 ft.; **Reach** 30 ft.**Special Attacks** constrict (3d6+15), maddening cacophony, engulf (4d6+22 bludgeoning damage plus 8d6 acid damage, AC 19, hp 33), trample (4d8+15, DC 36)**STATISTICS****Str** 40, **Dex** 24, **Con** 31, **Int** 5, **Wis** 22, **Cha** 13**Base Atk** +17; **CMB** +34 (+39 grapple); **CMD** 51 (cannot be tripped)**Feats** Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Staggering Critical**Skills** Climb +23, Perception +33, Swim +23; **Racial Modifiers** +4 Perception**Languages** Aklo**SQ** amphibious**ECOLOGY****Environment** cold aquatic or underground**Organization** solitary or tide (2-6)**Treasure** standard**SPECIAL ABILITIES****All-Around Vision (Ex)** A shoggoth's many sense organs grant a +4 racial bonus on Perception and immunity to flanking.**Maddening Cacophony (Su)** As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a DC 22 Will save or be confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.**Engulf (Ex)** To use this ability, the shoggoth must begin its turn grappling a creature or must trample. A shoggoth may attempt to engulf as many creatures as it grapples or tramples in a round. This ability otherwise functions as swallow whole, save that a creature that cut its way out of a shoggoth leaves no hole in the protoplasmic creature's body.