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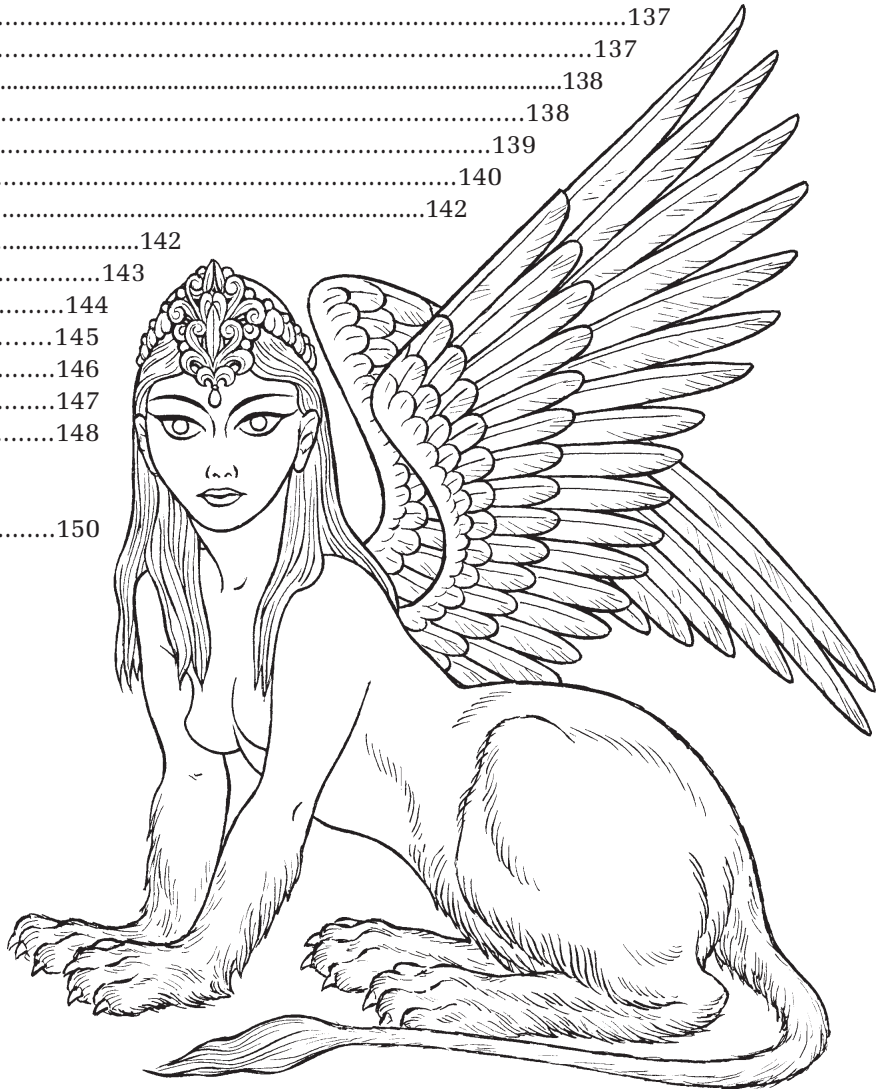
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Introduction

For the benefit of those who have not yet heard of me, my name is John Cooper, and I am an EN World staff reviewer. Each of the staff reviewers brings his own perspective when looking at RPG products; one of my particular strengths has been an eye for detail when it comes to the correct application of the 3.5 SRD rules to creature stat blocks. Over the years, I've made something of a name for myself as the "nit-picky stat block guy," and in fact I usually include an "unofficial errata" section to my reviews of those products that have stats included in them, including my suggestions on how to correct the stat blocks so as to conform to the 3.5 rules. I've always believed that one of the many strengths of the 3.5 rules set is the standardized way the stat block components all work together, and it has always irritated me to no end when the rules are overlooked and a stat block gets published riddled with errors.

Unfortunately, not all products with incorrect SRD creature stats are necessarily the fault of the publisher of that work, as the SRD itself is riddled with errors. Publishers use the SRD in good faith, never suspecting that in many cases they are just promulgating the same errors over and over again.

Well, let's try to put an end to that, shall we?

This product is the third in a series of four PDFs in which I go through each of the monsters in the SRD, finding and correcting any such errors. If you are a publisher of 3.5 material, I trust you will find these corrected monster stats a big help in your quest to put out the best possible product. If you are just a DM interested in making your game run that much more efficiently, then this product should likewise prove to be beneficial.

Throughout the work, I have added "Cooper's Comments" sidebars explaining exactly what it was that I changed in a particular stat block, so you can be aware of the original errors in the stats and the steps I took in correcting them. After all, in some cases — most arguably in skill point allocation — there is not really just one "right" way to fix a given error, and you may very well feel that the solution I have provided is not the one you would have chosen. By pinpointing the changes I've made, it makes it that much easier for you to make your own alterations to the monster stats in the areas where they need to be fixed. I also use these sidebars to point out some areas where the specific choices you make may end up changing a particular stat block. This is most often a situation where a creature has a "generic" skill — like "Knowledge (any)" or "Craft (any)" — that, when the specifics are chosen, might provide synergy bonuses to related skills.

Besides the corrections to the stat blocks in the SRD, I also took the liberty of cleaning up some of the verbiage, correcting the occasional punctuation mistake, and fixing typographical errors. When necessary, I reworded a few sections to make them more user-friendly. Finally, in a couple of instances here and there, I went ahead and built a separate stat block for a variant creature described in a monster's entry, so those of you interested in using these variants have the work all done for you. (Here I'm talking about such things as the Bactrian camel and Indian elephant; sahuagin mutants and malenti; the juvenile bronze dragon mounts serving hound archon heroes; noble djinn; all subraces of dwarves, elves, gnomes, and orcs; stone giant elders; pyrohydras and cryohydras; and the aquatic versions of the gargoyle, ghoul, ogre, and troll. I also took the liberty of splitting all of the monstrous spiders into hunting and web-spinning varieties, and giving separate stat blocks for each.)

I hope you enjoy this series of products. And be on the lookout for possible additional products along the same lines.

John Cooper, April 2009

LAMIA

	Large Magical Beast
Hit Dice:	9d10+9 (58 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+9/+17
Attack:	Touch +12 melee (1d4 Wisdom drain) or dagger +12 melee (1d6+4/19–20) or claw +12 melee (1d4+4)
Full Attack:	Touch +12 melee (1d4 Wisdom drain); or dagger +12/+7 melee (1d6+4/19–20) and 2 claws +7 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Spell-like abilities, Wisdom drain
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 18, Dex 15, Con 12, Int 13, Wis 15, Cha 12
Skills:	Bluff +14, Concentration +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Spot +11
Feats:	Dodge, Iron Will, Mobility, Spring Attack
Environment:	Temperate deserts
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	+4

A typical lamia is about 8 feet long and weighs about 700 pounds.

COMBAT

Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusion abilities to lure heroes into perilous situations, and then uses its Spring Attack feat to bound out of the shadows and drain Wisdom from its opponents. When it has sapped the will of its victim, it uses its enchantment abilities to beguile and ensnare the unfortunate soul. A lamia forced into physical combat attacks with a dagger in one of its human hands and a pair of lionlike claws.

Spell-Like Abilities: 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). Caster level 9th. The save DCs are Charisma-based.

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*.

Skills: Lamias have a +4 racial bonus on Bluff and Hide checks.