




ACHAIERAI

This bird-like beast is mostly head, lunging forward on four scaly legs. Wisps of noxious black vapor trail from its hooked beak.

ACHAIERAI		CR 5			
XP 1,600					
LE Large outsider (evil, extraplanar, lawful)					
Init +1; Senses darkvision 60 ft.; Perception +12					
DEFENSE					
AC 20, touch 11, flat-footed 18 (+1 Dex, +1 dodge, +9 natural, –1 size)					
hp 52 (7d10+14)					
Fort +7, Ref +6, Will +4					
SR 20					
OFFENSE					
Speed 50 ft.					
Melee bite +10 (2d6+4), 2 claws +10 (1d6+4)					
Space 10 ft.; Reach 10 ft. with claw					
Special Attacks black cloud					
STATISTICS					
Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16					
Base Atk +7; CMB +12; CMD 24 (28 vs. trip)					
Feats Combat Reflexes, Dodge, Mobility, Spring Attack					
Skills Acrobatics +11 (+19 jump), Climb +14, Perception +12, Sense Motive +12, Stealth +7, Swim +14					
Language Infernal					
ECOLOGY					
Environment any land (Hell)					
Organization solitary or flock (5–8)					
Treasure standard					
SPECIAL ABILITIES					

Black Cloud (Su) An achaierai can exhale a cloud of choking, toxic smoke three times per day. All creatures within 10 feet of the achaierai immediately take 2d6 points of damage as their flesh melts and rots away. The cloud erodes sanity as well as flesh, and anyone who takes damage from the black cloud must also make a DC 15 Fortitude save or become confused. Every round, the victim may attempt another DC 15 Fortitude save to recover from the confusion; otherwise it persists, lasting indefinitely until the condition is removed or the victim eventually makes her saving throw. The confusion element of a black cloud is a mind-affecting effect. The save DC is Constitution-based. This is a poison effect. Achaierais are immune to this ability.

An achaierai is a predator and scavenger of the lower planes that looks like a 15-foot-tall flightless bird, though its head and body are fused into one large unit, with four legs and atrophied wings. The thick, oily plumage covering its body all but conceals these tiny wings. An adult achaierai weighs roughly 750 pounds.

Though not devils themselves, achaierais live and hunt on the scorched and blasted plains of Hell, where they make excellent use of their long, stilt-like legs in running down any lost souls or lesser devils who stumble into their feeding grounds. Once it has closed with its target, an achaierai attacks with its two front legs, punching or slashing, as well as biting with its powerful beak. Far smarter than their animalistic form might suggest, achaierais prefer to hunt in shrieking packs and use their prey's confusion and their own reach to their advantage, circling their quarry and darting in to attack as soon as the victim becomes distracted, then retreating again before the prey has a chance to retaliate. They have been known to wander through battlefields in the lower planes, picking over dying and regenerating creatures and souls, which has earned them the nickname "Hell's vultures." As achaierais are immune to the toxic clouds of others of their kind, they often work in conjunction to use these clouds to herd or scatter enemies, form long lines of black clouds to protect their retreat, or merely panic opponents in large melees. Achaierais are fond of disemboweling their targets and feasting on the hot entrails while their mortally wounded prey screams itself to death. Of course, as outsiders, achaierais have no need to eat, and their elaborate hunting routines are simply the bird-beasts' sick form of entertainment.



Illustration by Tyler Walpole

AEON

Beyond passion, beyond mercy, beyond reason, the faceless caretakers of reality toil without end, silently struggling to preserve the tenuous balance upon which all existence depends. These voiceless forces are the aeons, inscrutable shapers and eliminators of the multiverse. They exist beyond the understanding of most mortals, endlessly striving toward goals unfathomable even to many of the planes' eldest inhabitants. Aeons build order from the chaos of the Maelstrom, seed new life upon barren worlds, and halt the rampages of forces grown overbold. They rend nations to vapor, dismantle planets into cosmic dust, and pave the way for calamities. Their ways are at one moment beneficent and in the next utterly devastating, but always without ardor, compassion, or malice. Every aeon dispassionately but determinedly strives toward the same objective—an ever changing, amending, and readjusting pursuit of multiplanar equilibrium. United in this eternal and perhaps impossible pursuit, aeons embody the planes-spanning hand of a metaphorical omnipotent clockmaker, endlessly tuning and adjusting the myriad gears of reality in pursuit of ultimate perfection.

The balance aeons seek in all things begins with themselves. Most aeons embody a powerful dichotomy sustained in equilibrium. From the potency of birth and death meeting in akhanas to the philosophies of fate and freedom embodied by theleitos, the workings of existence take on form and will within their living manifestations. Even the lesser paracletus unite diverse elements of creation in their intricate orbits. Such stability reaches beyond the shapes of aeons to inspire and direct their minds, imbuing each with a singular purpose and area of control. Thus, each embodies the realm of reality it would seek to balance, attempting to enforce a harmony as perfect as that of its physical form upon all things. The forms of various types directly suggest their abilities and objectives, with pleroma aeons, for example, exhibiting the power to create or annihilate, and using such influence to alter that which has grown either too abundant or sterile.

While aeons are not malicious creatures, they care nothing for individual beings or the struggles and emotions central to most life. The ruin of an entire city or burning of a vast forest means equally little in their manipulation of symmetry. By the same right, creating new life or constructing defenses against impending calamities are equally characteristic acts. For aeons, only the final tally matters, and a land overpopulated by humanoids is just as much in need of culling as a land overrun by ravenous fungi. Just as a body's natural defenses have neither mercy nor malice for invading parasites, aeons don't muddy their objectives with emotion. Such impartiality

extends to the interactions between aeons as well. Without culture, society, or even memory beyond the immediate needs of the multiverse, they build no relationships and, in general, have no personalities beyond an automaton-like directness. A vague caste system exists, with aeons that hold influence over greater multiversal principles acknowledged as superior by their lesser brethren. This caste system rarely translates to actual direction and obedience, though. Should the acts of a greater aeon jeopardize the works or even lives of a multitude of lesser aeons, the efforts of the more potent aeon proceed without hesitation. Only in matters of great existential concern do multiple aeons cooperate, directed into doing so by the united consciousness of their race and the multiverse itself, and even then rarely for long.

Many mistake aeons for friends or allies of nature and its creatures. While this might be true at times—and is definitely true if reality as a whole is considered a vast, united organism—aeons care no more for the trees of the forest than for the towers of civilization. For them, all life is life and all death is death, to be preserved or scourged regardless of its arbitrary shape.




In rare cases, aeons have been known to deviate from the whims of the multiverse. Such rogue aeons typically arise from interacting with other races excessively, living beyond their intended times, being exposed to unusual ideas, or being forced to perform acts they otherwise wouldn't contemplate. These aeons typically take on extreme personalities, coming to favor one aspect of their being over the other—an akhana is just as likely to become an artist of life as a mass murderer. Normal aeons perceive their rogue brethren as high-priority disturbances in the balance of the multiverse and seek the destruction of such rarities with all haste.

MONAD, THE CONDITION OF ALL

All aeons are bound in a state they know as “the condition of all” or “monad,” a supreme oneness with all members of their race and the multiverse itself. Therefore, aeons exist as an extension of the multiverse; in a fashion similar to the way bones, muscle, and the various humors create a mortal, they exist as part of a greater being. When destroyed or upon accomplishing specific goals, their energies simply dissipate and become reabsorbed into the monad. They do not die, but are instead recycled. They have no discernible memories and seem to exist only in the present, arriving to repair balance. Relationships with non-aeons are generally nonexistent, and they feel no sense of affection, remorse, vengeance, or similar emotions. Aeons deal with each task as its own action, independent from all other tasks. Thus, an individual once at violent odds with an aeon may, upon their next encounter, have the aeon's full and undaunted support.

AEON, AKHANA

Four gray arms project from a swirling mass resembling a giant eye, from which a tail-like appendage dangles.

AKHANA	CR 12	  
XP 19,200		
N Medium outsider (aeon, extraplanar)		
Init +10; Senses darkvision 60 ft., <i>deathwatch</i> ; Perception +19		
DEFENSE		
AC 27, touch 18, flat-footed 21 (+2 deflection, +6 Dex, +9 natural)		
hp 148 (11d10+88); fast healing 5		
Fort +17, Ref +11, Will +14		
Immune cold, critical hits, poison; Resist electricity 10, fire 10;		
SR 23		
OFFENSE		
Speed 30 ft., fly 40 ft. (poor)		
Melee 4 claws +16 (1d4+5 plus grab)		
Special Attacks soul siphoning		
Spell-Like Abilities (CL 11th; concentration +15)		
Constant— <i>deathwatch</i>		
At will— <i>cure serious wounds</i> , <i>gentle repose</i> , <i>inflict serious wounds</i> (DC 17), <i>sanctuary</i> (DC 15)		
3/day— <i>restoration</i> , <i>slay living</i> (DC 19)		
1/day— <i>raise dead</i>		
STATISTICS		
Str 21, Dex 23, Con 26, Int 16, Wis 21, Cha 18		
Base Atk +11; CMB +16 (+20 grapple); CMD 34 (38 vs. trip)		
Feats Combat Reflexes, Great Fortitude, Hover, Improved Initiative, Iron Will, Lightning Reflexes		
Skills Bluff +18, Fly +2, Heal +19, Intimidate +18, Knowledge (planes) +22, Knowledge (religion) +22, Perception +19, Sense Motive +19, Spellcraft +17, Stealth +20		
Languages envisaging		
SQ extension of all, void form		
ECOLOGY		
Environment any (Outer Planes)		
Organization solitary, pair, or collective (3–6)		
Treasure none		
SPECIAL ABILITIES		
Soul Siphoning (Su) As a swift action, an akhana can use its tail to siphon life essence from a grappled foe. At the start of the aeon's turn, the victim gains 1d4 negative levels (a DC 23 Fortitude save negates and grants immunity to this akhana's soul siphoning ability for 24 hours). When the number of negative levels equals the target's Hit Dice, the target's soul tears free from its mortal body and gets stored within the body of the akhana as a <i>trap the soul</i> spell. The victim's body remains preserved as if via a <i>gentle repose</i> spell for as long as the soul is held by the akhana. The akhana can keep		

the soul indefinitely, or can release it as a full-round action. Upon doing so, the released soul immediately returns to its body if the body is within 300 feet, at which point the body returns to life and any negative levels imparted to it by the akhana are removed. If the body is not within 300 feet (or if it has been destroyed), then the creature dies when its soul is released. A *miracle*, *limited wish*, or *wish* can force a displaced soul to return to its proper body. If an akhana is slain, any soul it contains is released automatically. An akhana can only hold one soul at a time. The save DC is Constitution-based.

Akhanas bear charge over the duality of birth and death. They perceive the existence of living things as crucial to maintaining cosmic balance. They also understand the profound influence living things have on the cosmos, and if left untended, its ability to create terrible consequences. In this circumstance, life must give way to death.

Akhanas wander the byways of the multiverse, constantly on the hunt for imbalances in life. How they judge these imbalances is not well-understood by non-aeons, and the aeons are singularly unmotivated to justify akhanas' decisions when inquired about them. As a result, the focus of akhanas' attacks and attentions usually seems arbitrary or even random to most creatures—they do not always focus their attentions on the strongest or the weakest members of a group.

An akhana stands 5 feet in height and weighs 120 pounds. Its strange central body seems vaporous, but is weirdly solid (and slimy) to the touch.



Illustration by Alberto Dal Lago

AEON, BYTHOS

A shimmering, colorless mass congeals to form a four-armed humanoid shape with an eye-like pattern in its torso.

BYTHOS

CR 16



XP 76,800

N Large outsider (aeon, extraplanar)

Init +8; **Senses** blindsense 60 ft., darkvision 90 ft., low-light vision; Perception +30

DEFENSE

AC 31, touch 18, flat-footed 26 (+4 deflection, +4 Dex, +1 dodge, +13 natural, -1 size)

hp 207 (18d10+108); fast healing 10

Fort +18, **Ref** +12, **Will** +20

Immune cold, critical hits, poison; **Resist** electricity 10, fire 10; **SR** 27

OFFENSE

Speed fly 40 ft. (good)

Melee 4 slams +23 (1d6+6 plus 1d6 cold and aging strike)

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

Special Attacks confusion gaze, temporal strike

Spell-Like Abilities (CL 18th; concentration +23)

At will—

augury,
greater
teleport,
slow (DC 18)

3/day—

dimensional
anchor,
haste, plane
shift (DC 20)

1/day—dimensional

lock, moment of prescience,
temporal stasis (DC 23)

STATISTICS

Str 22, **Dex** 19, **Con** 21, **Int** 24, **Wis** 28, **Cha** 21

Base Atk +18; **CMB** +25; **CMD** 44 (can't be tripped)

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Hover, Improved Initiative, Lightning Reflexes, Mobility, Toughness

Skills Bluff +26, Fly +6, Heal +30, Intimidate +26, Knowledge (arcana, nature, religion) +33, Knowledge (history, planes) +36, Perception +30, Sense Motive +30, Spellcraft +28, Stealth +21, Use Magic Device +23

Languages envisaging

SQ extension of all, void form

ECOLOGY

Environment any (Outer Planes)

Organization solitary, pair, or tribunal (3 bythos)

Treasure none

SPECIAL ABILITIES

Aging Strike (Su) If a bythos strikes a living target with two slam attacks in a single round, the bythos ages the creature, causing it to advance to the next age category (*Pathfinder RPG Core Rulebook* 169) if it fails a DC 24 Fortitude save. The victim gains all of the penalties from this aging and none of the bonuses. A venerable victim targeted by this ability dies if it fails a DC 24 Fortitude save. This process is reversible with *greater restoration*, *limited wish*, *miracle*, or *wish*. The save DC is Constitution-based.

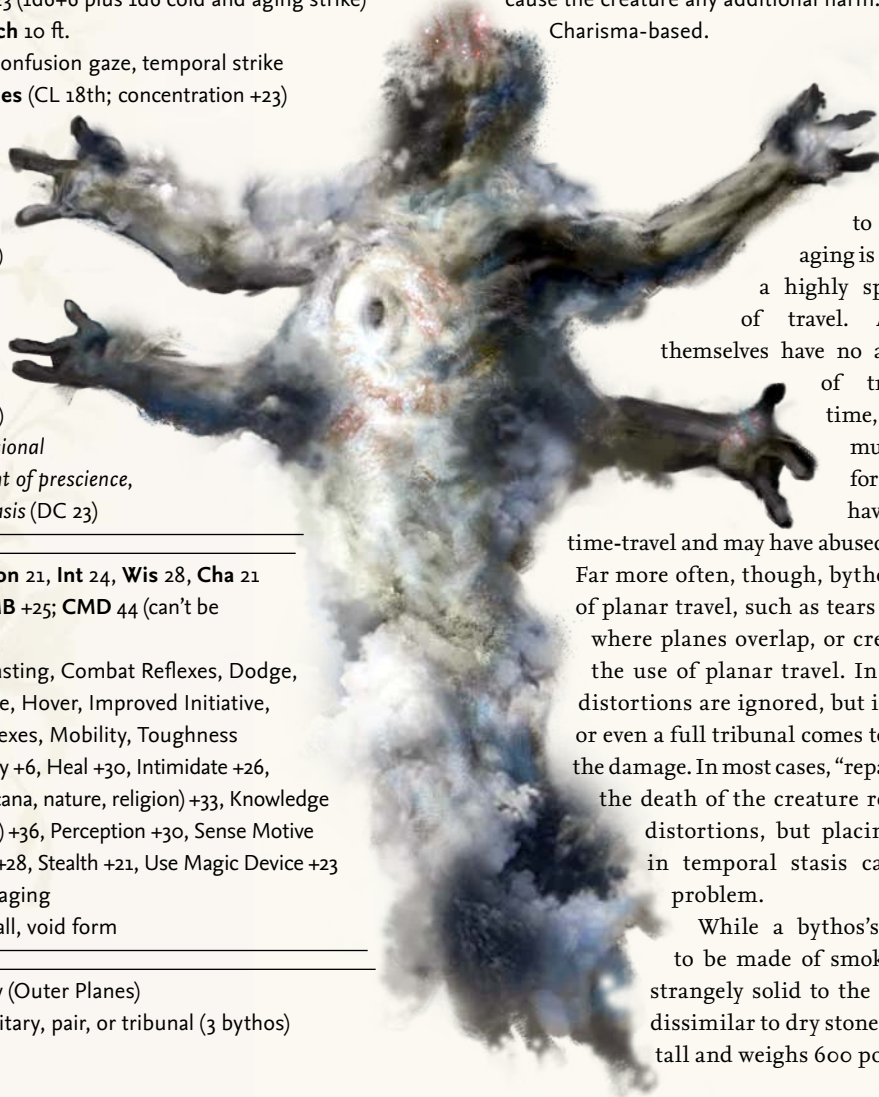
Confusion Gaze (Su) Confusion for 1d4 rounds, 30 feet, Fortitude DC 24 negates. The save DC is Charisma-based.

Temporal Strike (Su) As a standard action, a bythos can touch a creature or object to displace it from time. If the target fails a DC 24 Fortitude save, it disappears from the present moment and reappears in the same location 1d4 rounds later as if no time had passed. If an object occupies that space, the creature appears in the closest available space to its original location—this displacement does not cause the creature any additional harm. The save DC is Charisma-based.

The bythos are guardians of time and planar travel—indeed, to bythos, the act of aging is nothing more than a highly specialized method of travel. Although bythos themselves have no additional method of traveling through time, they scour the multiverse, hunting for creatures that do have the ability to

time-travel and may have abused this ability. Far more often, though, bythos seek out abuses of planar travel, such as tears in reality, regions where planes overlap, or creatures that abuse the use of planar travel. In some cases, such distortions are ignored, but in others, a bythos or even a full tribunal comes to assess and repair the damage. In most cases, “repair” is analogous to the death of the creature responsible for the distortions, but placing such creatures in temporal stasis can also solve the problem.

While a bythos’s body may seem to be made of smoke and vapor, it is strangely solid to the touch, feeling not dissimilar to dry stone. A bythos is 13 feet tall and weighs 600 pounds.



AEON, PARACLETUS

A small cluster of shimmering lights floats in the air, orbited by multiple vibrant crystals and gemstones.

PARACLETUS

CR 2



XP 600

N Small outsider (aeon, extraplanar)

Init +2; **Senses** darkvision 60 ft.; Perception +7

Aura emotion aura (DC 12, 30 ft.)

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 13 (3d10-3)

Fort +4, **Ref** +3, **Will** +6

Immune cold, critical hits, poison; **Resist** electricity 10, fire 10; **SR** 7

OFFENSE

Speed fly 40 ft. (good)

Melee slam +3 (1d3-1 plus 1d6 electricity)

Spell-Like Abilities (CL 3rd; concentration +4)

At will—*sanctuary* (DC 12)

3/day—*calm emotions* (DC 13)

1/week—*commune* (6 questions, CL 12th)

STATISTICS

Str 8, **Dex** 14, **Con** 9, **Int** 11, **Wis** 13,

Cha 12

Base Atk +3; **CMB** +1; **CMD** 13 (can't be tripped)

Feats Great Fortitude, Iron Will

Skills Fly +8, Intimidate +7, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Sense Motive +7, Stealth +12

Languages envisaging

SQ extension of all, void form

ECOLOGY

Environment any (Outer Planes)

Organization solitary, pair, or commune (3-12)

Treasure none

SPECIAL ABILITIES

Emotion Aura (Sp) Each paracletus exists as the embodiment of a specific emotive duality. Three times per day, a paracletus can create an aura representing one of its two programmed emotions. Creatures in the area must make a DC 12 Will save to resist the aura. A creature that makes its save against the aura is unaffected by that aeon's aura for the next 24 hours. The paracletus can choose one creature in the area to ignore its effects. The effect of the aura lasts for 10 minutes, and ends if a creature moves more than 30 feet from the aeon. The aura is a mind-affecting compulsion effect. The save DC is Charisma-based. Specific emotive dualities and their powers follow—any single

paracletus can only use one of these three dualistic options and cannot change to a different one.

Courage/Fear: The aura acts as *bless* or *bane*.

Empathy/Apathy: The aura gives creatures a +2 bonus or a -2 penalty on Bluff, Diplomacy, and Intimidate checks.

Hope/Despair: The aura gives creatures a +2 morale bonus on Will saving throws or a -2 penalty on Will saving throws.

While mortals possess the gift of free will, both logic and emotion influence their decisions. The paracletus serve the aeons as agents who connect with mortals and study the influence of emotions (particularly the dualistic nature of raw emotion) upon mortal behavior. They wander the planes seeking mortals with particularly strong emotional or logical capabilities (characters with high Charisma or Intelligence scores). Once a paracletus locates such a creature, the paracletus remains nearby, studying the target's relationship with emotional and logical input and choices. Often, the paracletus will use its emotion aura on the target in order to study how outside influences affect the subject. Unfortunately for the target creature, whether or not the paracletus uses a helpful or harmful effect is, for all intents and purposes, a matter of random chance—even though to the paracletus's complex reasoning, nothing is left to actual random chance.

If presented the option, a paracletus avoids direct combat, and uses its emotion aura to influence situations. If pressed to defend itself, it flies at opponents, slamming into them and discharging an electrical jolt of energy in addition to buffeting with its crystalline components. The crystals that orbit a paracletus are solidified aspects of logic, while the swirling vapors and lights that make up its central mass are manifestations of raw emotion—when a paracletus is slain, both the crystals and vapors fade away into nothingness.

A paracletus can be chosen as a familiar by a 7th-level neutral spellcaster who has the Improved Familiar feat. A paracletus familiar does not abandon its mission to observe emotions and logic at play, but it does follow its master's orders—this is one situation where the application of a paracletus's emotion aura need not be random.

Although the central mass of a paracletus's body appears to be made of light and energy, it is in fact solid, and feels strangely like electrified flesh to the touch.



AEON, PLEROMA

Within the shadows of this vaguely humanoid figure stir swirling colors and spheres, as if it encompassed all the night sky.

PLEROMA

CR 20



XP 307,200

N Large outsider (aeon, extraplanar)

Init +12; **Senses** blindsight 120 ft., darkvision 120 ft., true seeing; Perception +41

DEFENSE

AC 36, touch 24, flat-footed 27 (+6 deflection, +8 Dex, +1 dodge, +12 natural, -1 size)

hp 324 (24d10+192); fast healing 10

Fort +24, **Ref** +18, **Will** +26

Immune cold, critical hits, poison; **Resist** electricity 10, fire 10; **SR** 31

OFFENSE

Speed 0 ft., fly 60 ft. (perfect)

Melee touch +30 (20d8 energy)

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

Special Attacks sphere of creation, sphere of oblivion

Spell-Like Abilities (CL 20th; concentration +27)

At will—*create food and water, mending, rusting grasp* (DC 21), *stone shape, wood shape* (DC 19)

7/day—*fabricate, plant growth, sculpt sound, shout* (DC 21)

5/day—*break enchantment, daylight, deeper darkness, freedom of movement, major creation*

3/day—*disintegrate* (DC 23), *horrid wilting* (DC 25)

1/day—*mage's disjunction* (DC 26), *wish* (DC 26)

Cleric Spells Prepared (CL 20th; concentration +30)

9th—*astral projection, gate, implosion* (3, DC 29)

8th—*cloak of chaos* (DC 28), *holy aura* (DC 28), *shield of law* (DC 28), *summon monster VII, unholy aura* (DC 28)

7th—*blasphemy* (DC 27), *destruction* (DC 27), *dictum* (DC 27), *holy word* (DC 27), *word of chaos* (DC 27)

6th—*banishment* (DC 26), *forbiddance* (DC 26), *geas, legend lore, repulsion* (DC 26), *veil* (DC 26)

5th—*contact other plane, dispel chaos* (DC 25), *dispel evil* (DC 25), *dispel good* (DC 25), *dispel law* (DC 25), *teleport*

4th—*chaos hammer* (DC 24), *holy smite* (DC 24), *order's wraith* (DC 24), *restoration, scrying* (DC 24), *unholy blight* (DC 24)

3rd—*clairaudience/clairvoyance, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, suggestion* (DC 23)

2nd—*align weapon, detect thoughts* (DC 22), *enthrall* (DC 22), *make whole, see invisibility, undetectable alignment, zone of truth* (DC 22)

1st—*detect chaos, detect evil, detect good, detect law, identify, magic aura, true strike*

0—*create water, detect magic, guidance, read magic*

STATISTICS

Str 24, **Dex** 27, **Con** 26, **Int** 26, **Wis** 31, **Cha** 25

Base Atk +24; **CMB** +32; **CMD** 57 (can't be tripped)

Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Lightning Stance, Mobility, Wind Stance

Skills Appraise +30, Bluff +32, Fly +16, Heal +30, Intimidate +27, Knowledge (arcana) +47, Knowledge (dungeoneering) +44, Knowledge (engineering) +44, Knowledge (nature) +47, Knowledge (planes) +47, Knowledge (religion) +47, Perception +41, Sense Motive +39, Spellcraft +30, Stealth +27, Use Magic Device +27

Languages envisaging

SQ extension of all, void form

ECOLOGY

Environment any (Outer Planes)

Organization solitary or tribunal (1 pleroma, 3 akhanas, and 2–5 theletos)

Treasure none

SPECIAL ABILITIES

Energy Touch (Su) A pleroma's touch deals 20d8 points of damage from positive or negative energy, depending upon which type of energy would harm the creature touched. A pleroma's touch never heals damage.

Spells A pleroma casts spells as a 20th-level cleric, but does not have access to domains. A pleroma can cast certain sorcerer/wizard spells as divine spells.

Sphere of Creation (Su) Three times per day, the pleroma can manifest a 2-foot-diameter sphere of white energy that hovers above its left hand. By concentrating, the pleroma can control this sphere, causing it to fly slowly at a speed of 10 feet per round. The sphere can travel in any direction, but must remain within 300 feet of the pleroma or it immediately dissipates. Wherever the sphere travels, it leaves behind a 5-foot-wide path of new matter, creating either new terrain (such as swamp, tundra, desert, or forest) or a 10-foot-square wall composed of a single natural substance (such as clay, wood, or stone). Any existing matter, either living or nonliving that comes in contact with the sphere must make a DC 30 Fortitude save or be absorbed and incorporated into the new substance (only *freedom, miracle, or wish* can rescue creatures so trapped). Creatures that save are pushed to the nearest unoccupied location adjacent to the newly created substance. The sphere is highly unstable and only lasts 1d4 minutes before exploding with a blinding flash. All creatures within 30 feet of the flash must make a DC 30 Fortitude save or be permanently blinded. The save DCs are Constitution-based.

Sphere of Oblivion (Su) Three times per day, the pleroma can manifest a 2-foot-diameter sphere of complete and utter darkness that hovers above its right hand. The sphere is an empty void similar to a *sphere of annihilation*. Any matter (living or nonliving) that touches the sphere must succeed on a DC 30 Fortitude save or be sucked into the sphere and destroyed. Larger objects (such as ships or

buildings) are destroyed at a rate of one 10-foot cube per round of contact with the sphere. By concentrating, the pleroma can control this sphere, causing it to fly slowly at a speed of 10 feet per round. The sphere can travel in any direction, but must remain within 300 feet of the pleroma or it immediately dissipates. The sphere is highly unstable and only lasts 1d4 minutes before harmlessly imploding upon itself. Alternatively, the pleroma may hurl the sphere as a ranged touch attack (with a 10-foot range increment) against a single creature. When thrown in this manner, the sphere implodes immediately after the attack is resolved. The save DCs are Constitution-based.

The pleroma is the most powerful of all the aeons. As a manifestation of the opposing acts of creation and destruction, a pleroma exists in a state of flux, its very form shifting between creation and oblivion within the ebon folds of its vaporous cloak. One who gazes upon a pleroma could spend days studying the continual changes of its form, which most resemble the shifting of celestial bodies within the universe sped up to a pace at which the swirling of galaxies and the tumble of planets form a strange dance.

Pleromas view the concepts of creation and oblivion not so much as separate processes, but rather as two parts of a cyclical passage that everything in existence must explore. Pleromas guide this progression, ensuring everything remains balanced, such that whatever is created can be destroyed, and that nothing becomes so static that these two processes slow to a halt. For everything that attains a state of semi-permanence, there must be many more things that do not, or rather that cannot ever be reformed into a state of permanence. While pleromas believe in eternity, they understand that eternity is cyclical and infinity is something that repeats itself. Therefore, eternity and infinity are states that can be changed, or altered, if only slightly. Pleromas maintain such changes are necessary to keep the cosmos from becoming static and unbalanced, a state they refer to as apocalypse, or the end of everything.

Of all the aeons, pleromas possess the strongest connection to the entity or concept they refer to as Monad. All aeons believe themselves to be extensions of this entity, and while they act freely and independently of the entity, they always act within the constricts of its will or needs. This behavior is not so much a state of servitude as a symbiosis in which the actions of the pleromas are universally beneficial to both themselves and the entity they are part of. Pleromas describe Monad as the sentience of the multiverse, from which all things are created through the recycling of everything that ever existed.

Pleromas typically travel alone. Their arrival in a region almost always heralds some sort of dramatic change. They pay little mind to the wants and needs of other creatures, and remain entirely focused upon their primary task. They avoid conflicts of ethics, wars, and similar pursuits, save when manipulating such events would help to restore the balance between creation and oblivion. Should any be so foolish as to attempt to interfere with or sway their work, pleromas immediately retaliate by bringing all of their significant powers and devastating abilities to bear until the intervention is destroyed.



AEON, THELETOS

Four bandy limbs, each splitting at the elbow into two three-fingered forearms, emerge from this creature's crystalline body.

THELETOS

CR 7



XP 3,200

N Medium outsider (aeon, extraplanar)

Init +6; Senses darkvision 60 ft.; Perception +16

DEFENSE

AC 20, touch 15, flat-footed 17 (+2 deflection, +2 Dex, +1 dodge, +5 natural)

hp 76 (9d10+27); fast healing 5

Fort +9, Ref +5, Will +12

Immune cold, critical hits, poison; Resist electricity 10, fire 10;

SR 18

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee 2 slams +13 (1d6+4), 2 tentacles +8 (1d4+2 plus fate drain)

Space 5 ft.; Reach 5 ft.

Special Attacks wreath of fate

Spell-Like Abilities (CL 9th; concentration +10)

At will—*augury*, *command* (DC 12), *doom* (DC 12), *sanctuary* (DC 12)

3/day—*bestow curse*

(DC 14), *enthrall*

(DC 13), *touch of*

idiocy (DC 13), *dispel*

magic, *remove curse*,

suggestion (DC 14)

1/day—*charm monster* (DC 15),

lesser geas (DC 15)

STATISTICS

Str 18, Dex 14, Con 17, Int 11, Wis 19,

Cha 12

Base Atk +9; CMB +13; CMD 28 (can't be tripped)

Feats Dodge, Hover, Improved

Initiative, Improved Iron Will,

Iron Will

Skills Fly -2, Intimidate +13, Knowledge

(planes) +16, Perception +16, Sense

Motive +16, Spellcraft +12, Stealth +14

Languages envisaging

SQ extension of all, void form

ECOLOGY

Environment any (Outer Planes)

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

Treasure none

SPECIAL ABILITIES

Fate Drain (Su) A

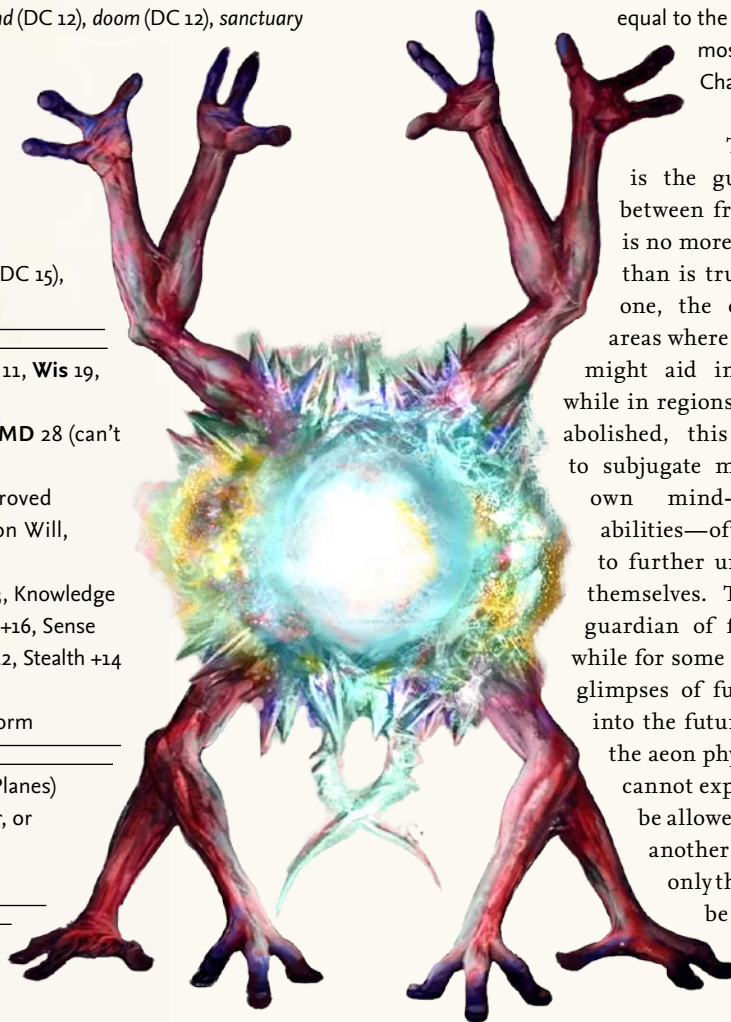
theletos possesses a

pair of flexible crystalline tentacles with which it can drain a creature's sense of fate and destiny. Whenever it strikes a foe with these tentacles, the creature struck must make a DC 17 Will save or take 1d4 points of Charisma damage. Until a creature's Charisma damage from this ability is healed, the victim takes a -2 penalty on all saving throws (regardless of the actual total amount of Charisma damage it takes). The save DC is Constitution-based.

Wreath of Fate (Su) As a full-round-action every 1d4 rounds, a theletos can release a 60-foot cone of energy from its chest. Any intelligent creature struck by this cone must make a DC 15 Will save or become nearly overwhelmed with the knowledge of various fates that destiny has in store for him—there is no way to make sense of these myriad dooms and boons, and as a result, the victim is staggered. As long as this condition persists, the victim may choose to make two rolls when attempting an attack roll, a saving throw, or a skill check—he must accept the worse of the two rolls, but in so doing the wreath of fate passes from his soul and he is no longer staggered by this ability. Wreath of fate is a curse effect, and as such can be affected by *remove curse* or *break enchantment*—the effective caster level of this curse is equal to the theletos's HD (CL 9th in most cases). The save DC is Charisma-based.

The strange theletos is the guardian of the duality between freedom and fate. Slavery is no more of an issue to a theletos than is true freedom, but without one, the other cannot exist. In areas where slavery is rife, a theletos might aid in freeing some slaves, while in regions where slavery has been abolished, this strange being works to subjugate many creatures with its own mind-controlling spell-like abilities—often encouraging them to further undertake acts of slavery themselves. The theletos is also a guardian of fate and prophecy, and while for some creatures it might allow glimpses of futures, others who peer into the future almost seem to cause the aeon physical pain. The theletos cannot explain why one seer might be allowed to divine futures while another should not—it knows only that some prophets should be denied this pursuit.

A theletos is 5 feet tall and weighs 100 pounds.



AGATHION

Agathions are a race of beast-aspect outsiders native to the plane of Nirvana, a realm of pure good unconcerned with the dogma of law (represented by Heaven) or chaos (represented by Elysium). Though Nirvana is a place of rest where blessed souls seek enlightenment, agathions are aggressive and interventionist in the mortal world when it comes to dealing with evil. Created from the souls of good mortals who have managed to achieve the enlightenment they sought in life (or in some cases, after death), agathions embody the principles of a peaceable kingdom while marshaling their strength to defend that kingdom from any who would despoil it. Because they strike an ethical balance between the chaotic, fey-like azatas and the lawful, rigid process of the archons, agathions are often liaisons between the celestial races, soothing hot tempers and working toward mutual goals of vanquishing evil and protecting good.

All agathions have an animal-like aspect. Some are more humanoid in appearance, while others spend their entire existence in a form nearly identical to that of a true animal. Each type of agathion serves a particular role in Nirvana, and their duties on other planes echo these responsibilities: leonals watch over Nirvana's portals and have a guardian-like aspect in other worlds, draconals carry the wisdom of the ages and observe and guide exceptional mortals, vulpinals are bards and messengers and bear important news to celestial generals and mortal heroes, and so on. Agathions are proud of their feral aspects and don't take kindly to the suggestion that they are cursed folk like lycanthropes or nothing more than magical talking beasts. Every agathion was once a mortal who aspired to goodness and was rewarded in the afterlife with a form suiting her talents and personality; suggesting that an agathion's form is a kind of punishment is a terrible insult.

The following pages describe only a few of the best-known kinds of agathions, but other types exist, corresponding to other conventional animals (bears, dinosaurs, fish, wolves, and so on), with a few having shapes that resemble insects (particularly beetles, butterflies, and mantises); a handful resemble stranger creatures (such as basilisks and owlbears) or unique "animals" native to extreme environments on distant worlds. Certain animals, particularly those associated with scavenging activities (such as hyenas, buzzards, or jackals) or parasitism (like lampreys or ticks) specifically do not have agathions associated with them—these animals are not intrinsically evil, but their habits and ecological niches are far from the noble and proud traditions that most of the souls who seek enlightenment upon Nirvana would associate with themselves.

Individual agathions may be male or female, but they do not reproduce among their own kind—every agathion is a unique individual made from the soul of a good mortal. This does not prevent them from falling in love or having affairs with mortals, and a few aasimar and celestial sorcerer bloodlines derive from past contact with agathions, particularly among communities not averse to anthropomorphic humanoids. Indeed, many mythologies tie numerous races of this kind to the inevitable result of human tribes forming strong emotional attachments to visiting agathions.

Agathions speak Celestial, Draconic, and Infernal, though they can communicate with any intelligent creature because of their truespeech ability. They can also communicate with animals using a similar, silent ability. Even the weakest agathion is able to heal itself or others using a power similar to a paladin's ability to lay on hands. All agathions have a number of similar traits, as detailed in Appendix 3 of this book.

Agathions serving a particular deity or empyreal lord may have additional abilities depending on the role their deity assigns them. For example, a cetaceal serving a goddess of volcanic islands may be able to change shape into a more human-like form to walk on land, and may be immune to fire to tolerate and tend to the life-rich thermal vents at the ocean floor.

AGATHION LEADERS

Though agathions lack an organized hierarchy, each type of agathion has a few individuals invested with power by the gods of Nirvana or the plane itself. Common agathions look to these exceptional examples for leadership, wisdom, and inspiration; these enlightened folk do not openly claim any responsibilities or rank over their fellows, but welcome the obligations this added power places upon them and do not deny their status or shirk their duties. Part of a category of powerful outsiders known collectively as empyreal lords, these leaders are often significantly larger than common agathions (up to double the normal size, in some cases), and have unusual coloration (such as iron-gray fur) or unique sensory manifestations associated with their presence (such as illusory birds, a constant melody, the scent of oranges, or a calming aura). No agathion fails to recognize their presence when not disguised. Agathion leaders can serve as heralds for deities, although they tend not to encourage religions based on their teachings. The following is but a selection of notable agathion leaders.

Chavod Broken-Spear (cetaceal)
 Kelumarion the King Over the Mountain (leonal)
 Korada of the Dream Lotus (avoral)
 Lady Taramyth the Singing Flame (vulpinal)
 Sixlife the Violet Fury (silvanshee)
 Walks with Golden Stars (draconal)

AGATHION, AVORAL

Great feathers sweep back from this fierce bird-man's brow, and long, clawed hands grow from the end of his wings.

AVORAL

CR 9



XP 6,400

NG Medium outsider (agathion, extraplanar, good)

Init +6; **Senses** darkvision 60 ft., *detect magic*, low-light vision, *see invisibility*, *true seeing*; **Perception** +23

Aura fear aura (20 ft., DC 17)

DEFENSE

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)

hp 94 (9d10+45)

Fort +11, **Ref** +12, **Will** +6; +4 vs. poison

DR 10/evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 20

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee 2 claws +16 (2d6+3), 2 wings +10 (2d6+1)

Spell-Like Abilities (CL 9th; concentration +12)

Constant—*detect magic*, *see invisibility*, *speak with animals*

At will—*aid*, *blur* (self only), *command* (DC 14), *detect magic*,

dimension door, *dispel magic*, *gust of wind* (DC 15), *hold*

person (DC 16), *light*, *magic circle against evil* (self only)

3/day—*lightning bolt* (DC 16), *empowered magic missile*

STATISTICS

Str 17, **Dex** 23, **Con** 20, **Int** 15, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +12; **CMD** 29

Feats Dodge, Empower Spell-Like Ability

(*magic missile*), Flyby Attack, Weapon

Finesse, Weapon Focus (claw)

Skills Bluff +10, Diplomacy +7, Fly +22,

Handle Animal +9, Intimidate +15,

Knowledge (any one) +14, Perception

+23, Ride +7, Sense Motive +15,

Spellcraft +11, Stealth +18; **Racial Modifiers**

Perception +8

Languages Celestial, Draconic, Infernal; *speak with animals*, *truespeech*

SQ lay on hands (4d6, 7/day, as a 9th-level paladin)

ECOLOGY

Environment any air (Nirvana)

Organization solitary, pair, or squad (3–6)

Treasure standard

SPECIAL ABILITIES

True Seeing (Su) This ability works like the spell (caster level 14th), except it only affects the avoral, the avoral must concentrate for 1 full round before it takes effect, and it remains as long as the avoral concentrates.

Avorals are generally human-shaped, but their upper limbs are great wings with a human-like hand at the

end of each, allowing avorals to use tools and weapons, though in battle they prefer to attack from the air and slash with the large claws on their feet and buffets from their great wings. An avoral's head has a feathery cowl instead of hair, typically brown, white, gray, or golden, and its facial features are bird-like, with a large nose and piercing eyes. Its bones are hollow but strong, making it ideal for flying. Like eagles, avorals have phenomenal vision, and can see fine details even at great distances.

Though on their home plane they are content to soar among the clouds and challenge each other to diving contests among the mountain peaks, in war avorals are the scouts, spies, and messengers of the agathions. With their incredible speed, phenomenal eyesight, and magical powers, they can sneak into an area, spy on whatever lives there, silently converse with the local fauna for additional information, and fly or teleport out again with a comprehensive report. They are experts at hit-and-run attacks and are often responsible for ferrying other celestial soldiers to battle.

A typical avoral is 7 feet tall but weighs only 120 pounds.



AGATHION, AUORAL-AGATHION, CETACEAL

AGATHION, CETACEAL

This mermaid-like creature has the torso and head of a long-haired woman and the lower half of a sleek killer whale.

CETACEAL

CR 15



XP 51,200

NG Medium outsider (agathion, aquatic, extraplanar, good)

Init +8; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +28

Aura protective aura (20 ft.)

DEFENSE

AC 30, touch 15, flat-footed 25 (+4 Dex, +1 dodge, +15 natural; +4 deflection vs. evil)

hp 212 (17d10+119); regeneration 5 (evil weapons and spells)

Fort +17, **Ref** +16, **Will** +9; +4 vs. poison, +4 resistance vs. evil

DR 10/evil and silver; **Immune** cold, electricity, petrification; **Resist** sonic 10; **SR** 26

OFFENSE

Speed 10 ft., swim 80 ft.

Melee +1 shocking burst shortspear +28/+23/+18/+13 (1d6+14 plus 1d6 electricity), tail slap +22 (1d6+4 plus push and stun)

Special Attacks shockwave, push (tail slap, 10 ft.)

Spell-Like Abilities (CL 15th; concentration +18)

Constant—*Speak with animals*

At will—*detect thoughts* (DC 15), *light*, *lightning bolt*

(DC 16), *hold monster* (DC 18), *message*, *greater teleport* (self plus 50 lbs. of objects only)

7/day—*break enchantment*, *cure serious wounds*, *neutralize poison*, *remove disease*

3/day—*cone of cold* (DC 18), *cure critical wounds*, *greater restoration*, *heal*

1/day—*awaken*, *summon monster VIII* (water elementals only)

STATISTICS

Str 29, **Dex** 19, **Con** 24, **Int** 14, **Wis** 18, **Cha** 17

Base Atk +17; **CMB** +26; **CMD** 41 (can't be tripped)

Feats Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spell Penetration,

Weapon Focus (shortspear, tail slap), Wind Stance

Skills Diplomacy +12, Handle Animal +14, Heal +21, Knowledge (arcana) +22, Knowledge (nature) +19, Knowledge (planes) +22, Perception +28, Sense Motive +24, Stealth +24, Swim +17; **Racial Modifiers** +4 Perception

Languages Celestial, Draconic, Infernal; *Speak with animals*, truespeech

SQ amphibious, lay on hands (8d6, 11/day, as a 17th-level paladin)

ECOLOGY

Environment any water (Nirvana)

Organization solitary, pair, or pod (3–6)

Treasure double (+1 shocking burst shortspear, other treasure)

SPECIAL ABILITIES

Protective Aura (Su) Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to

AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the cetaceal. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals cetaceal's HD). The defensive benefits from the circle are not included in the above stat block.

Shockwave (Su) Once per day, a cetaceal can release a 100-foot-radius burst of energy.

All creatures in the area take 17d6 damage; half of this damage is cold, and half is electricity (DC 25 Reflex save halves). The save DC is Constitution-based.

Stun (Ex) Any creature moved by a cetaceal's push attack must make a DC 25 Fortitude saving throw or be stunned for 1 round. The DC is Constitution-based.

Cetaceals are great water-dwelling agathions who swim the planar seas and commune with the creatures of the deeps.

Rarely seen by landwalkers, they defend the waters against aquatic evils such as aboleths. Their spirits usually were those of great mortal leaders of aquatic or coastal tribes, or good folk who died underwater serving some great cause, reborn in a celestial form that is part humanoid, part orca. They are social beings and develop close friendships with other celestials and marine creatures.

A cetaceal is 8 feet long and weighs 400 pounds, although some grow quite a bit larger than that.



AGATHION, DRACONAL

This noble creature seems to be part serpent, part humanoid, and part dragon, with great wings and a crown of horns.

DRACONAL

CR 20



XP 307,200

NG Large outsider (agathion, extraplanar, good)

Init +6; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Perception +48

Aura protective aura (20 ft.)

DEFENSE

AC 36, touch 18, flat-footed 33 (+2 Dex, +1 dodge, +6 insight, +18 natural, -1 size) (+4 deflection vs. evil)

hp 324 (24d10+192); regeneration 10 (evil weapons and spells)

Fort +22, **Ref** +16, **Will** +17; +4 vs. poison, +4 resistance vs. evil,

DR 15/evil and silver; **Immune** one energy type (see Celestial Focus), electricity, petrification; **Resist** cold 10, sonic 10; **SR** 31

OFFENSE

Speed 40 ft., fly 120 ft. (average)

Melee bite +36 (2d6+13 plus 1d6 energy), 2 claws +31 (1d8+6 plus 1d6 energy)

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

Special Attacks breath weapon (120-ft. line, 20d6 energy damage, Reflex DC 30 half, usable once every 1d4 rounds)

Cleric Spells Prepared (CL 17th; concentration +23)

9th—*implosion* (DC 26), *storm of vengeance*^D (DC 26)

8th—*demand*^D, *earthquake*, quickened *holy smite* (DC 21)

7th—empowered *breath of life*, empowered *flame strike* (DC 22), *holy word* (DC 24), quickened *invisibility purge*, *repulsion*^D (DC 24)

6th—*animate objects*, *blade barrier*^D (DC 23), *find the path*, *heal*, *heroes' feast*, quickened *remove paralysis*

5th—*breath of life*, *dispel evil*^D, *flame strike* (DC 22), *greater command* (DC 22), *spell resistance*, *true seeing*

4th—*cure critical wounds* (3), *freedom of movement*, *holy smite*^D (DC 21), *repel vermin* (DC 21)

3rd—*bestow curse* (DC 20), *daylight*, *dispel magic*, *helping hand*, *magic vestment*^D, *prayer*, *protection from energy*

2nd—*align weapon*^D (good only), *calm emotions* (DC 19),

enthrall, *hold person* (DC 19), *lesser restoration* (2), *shield other*

1st—*bless*, *detect undead*, *divine favor*^D, *obscuring mist*, *remove fear*, *sanctuary* (DC 18), *shield of faith*

0—*detect poison*, *guidance*, *purify food and drink*, *stabilize*

D domain spell; **Domains** Good, Nobility

Spell-Like Abilities (CL 24th; concentration +30)

Constant—*speak with animals*

At will—*beast shape II*, *command* (DC 17), *detect thoughts*, *elemental body III* (air or water elementals only), *greater teleport* (self plus 50 lbs. of objects only), *gust of wind*, *hold monster* (DC 20), *identify*, *light*, *lightning bolt* (DC 19), *mage hand*, *message*

7/day—*break enchantment*, *cure serious wounds*, *neutralize*

poison, *remove disease*

3/day—*control water*, *control weather*, *control winds*, *heal*, *plane shift* (DC 23)

STATISTICS

Str 36, **Dex** 15, **Con** 27, **Int** 24, **Wis** 24, **Cha** 23

Base Atk +24; **CMB** +38; **CMD** 57 (can't be tripped)

Feats Alertness, Combat Casting, Dodge, Empower Spell, Greater Spell Penetration, Improved Initiative, Iron Will, Mobility, Power Attack, Quicken Spell, Skill Focus (Perception), Spell Penetration

Skills Acrobatics +25, Bluff +29, Diplomacy +26, Escape Artist +22, Heal +27, Intimidate +29, Knowledge (arcana) +30, Knowledge (nature) +27, Knowledge (planes) +34, Knowledge (religion) +31, Perception +48, Sense Motive +34, Spellcraft +27, Stealth +21, Use Magic Device +26; **Racial Modifiers** +4 Perception

Languages Celestial, Draconic, Infernal; *speak with animals*, truespeech

SQ celestial focus, divine insight, lay on hands (10d6, 16/day, as a 20th-level paladin)

ECOLOGY

Environment any air (Nirvana)

Organization solitary, pair, or flight (3–6)

Treasure double

SPECIAL ABILITIES

Celestial Focus (Ex) A draconal's color indicates aspects of its power and attunement to the powers of the good planes. These determine the draconal's breath weapon, the additional energy damage of its claw and bite attacks, additional resistances and immunities, and its additional domain choices (see Spells, below).

Divine Insight (Su) A draconal adds its Charisma bonus as an insight bonus to Armor Class.

Protective Aura (Su) Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the draconal. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals draconal's HD). (The defensive benefits from the circle are not included in a draconal's stat block.)

Spells Draconals cast spells as 17th-level clerics. Like clerics, they have access to two domains, selecting from the following list: Air, Good, Nobility, Weather, and two additional domain options based on their color (see facing page). The majority of draconals choose Good and Nobility as their domains (as represented by this stat block). Draconals have a domain spell slot at each spell level but do not gain the granted powers of their chosen domains, nor do they gain access to other cleric abilities.

Draconals are mighty agathion lords, few in number and greatly removed from mortal affairs. They watch over powerful magic and are direct agents of the gods and

the needs of the good planes. Patient and ageless, they plan for the long term, which often frustrates mortal creatures who seek to gain their assistance with a threat in the here and now. A draconal would rather support or enhance a group of heroes than tackle a problem directly, maintaining its focus on planar matters.

Draconals are attuned to nature and believe in cycles of life and death. Though they are good, they understand that the presence of evil gives good creatures something to strive against, preventing stagnation and complacency. This means their outlook sometimes appears almost neutral, though they hate suffering and needless death.

DRACONAL COLORS

A draconal's coloration represents mystical elements relating to energy, life, and the natural world. These colors are normally chromatic rather than metallic, and an ignorant person seeing a draconal's colors may mistake her for an evil half-dragon. However, some draconals have metallic or gem-like coloration; for example, a yellow draconal may appear mustard yellow or metallic gold, while a white draconal may be chalk white, pearlescent white, or metallic silver. Draconals can change their coloration after a lengthy period of meditation, but normally only do this in response to some horrible evil that requires their direct intervention. This change affects the draconals' personality, and may alter their physical shape or apparent gender.

Black: Black is a balance between male and female energy, and represents the sky, stars, immortality, and leadership. Black draconals are immune to fire damage, and their breath weapon is fire. A black draconal adds Fire, Glory, and Luck to its list of possible domains.

Green: Green is slightly skewed toward masculinity. It represents wood, plants, and flowers. Green draconals are immune to cold damage, and their breath weapon is cold. A green draconal adds Animal, Plant, and Water to its list of possible domains.

Red: Red is a strongly masculine color, and most red draconals are male or have aggressive or gregarious personalities. Red represents fire,

light, and warding against bad luck. Red draconals are immune to fire damage, and their breath weapon is fire. A red draconal adds Fire, Protection, and Sun to its list of possible domains.

White: White is slightly skewed toward femininity, and most white draconals are female or have protective or serene personalities. White represents brightness, fulfillment, metal, mourning, and purity. White draconals are immune to cold damage, and their breath weapon is cold. A white draconal adds Artifice, Liberation, and Repose to its list of possible domains.

Yellow: Like black, yellow is a balance between male and female energy. Yellow represents earth, oracles, stone, and luck. Yellow draconals are immune to acid, and their breath weapon is acid. A yellow draconal adds Earth, Glory, and Luck to its list of possible domains.



AGATHION, LEONAL

This lion-headed humanoid has golden fur, sharp teeth, and long cat-like claws on its hands and feet.

LEONAL

CR 12



XP 19,200

NG Medium outsider (agathion, extraplanar, good)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +19

Aura protective aura (20 ft.)

DEFENSE

AC 27, touch 14, flat-footed 23 (+3 Dex, +1 dodge, +13 natural)
(+4 deflection vs. evil)

hp 147 (14d10+70)

Fort +14, **Ref** +12, **Will** +6; +4 vs. poison, +4 resistance vs. evil

DR 10/evil and silver; **Immune** electricity, petrification; **Resist**
cold 10, sonic 10; **SR** 23

OFFENSE

Speed 60 ft.

Melee bite +23 (1d8+8 plus grab), 2 claws +23 (1d6+8)

Special Attacks roar, pounce, rake (2 claws
+23, 1d6+8)

Spell-Like Abilities (CL 14th; concentration +16)

Constant—*Speak with animals*

At will—*detect thoughts*, *fireball* (DC 15),
hold monster (DC 17)

3/day—*cure critical wounds*,
neutralize poison, *remove disease*,
wall of force

1/day—*heal*

STATISTICS

Str 27, **Dex** 17, **Con** 20, **Int** 14,
Wis 14, **Cha** 15

Base Atk +14; **CMB** +22 (+26
grapple); **CMD** 36

Feats Ability Focus (roar),
Dodge, Improved Initiative,
Mobility, Spring Attack,
Weapon Focus (bite, claw)

Skills Acrobatics +24 (+36
jump), Handle Animal +19, Intimidate
+19, Knowledge (any one) +19,
Perception +19, Sense Motive +19,
Spellcraft +16, Stealth +24; **Racial**
Modifiers +4 Acrobatics, +4 Stealth

Languages Celestial, Draconic, Infernal;
Speak with animals, truespeech

SQ lay on hands (7d6, 9/day, as a 14th-
level paladin)

ECOLOGY

Environment any land (Nirvana)

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

Treasure standard

SPECIAL ABILITIES

Protective Aura (Su) Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the leonal. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals leonal's HD). The defensive benefits from the circle are not included in a leonal's stat block.

Roar (Su) Up to three times per day, a leonal can emit a powerful roar as a standard action. Each roar affects a 60-foot cone with the effects of a *holy word* spell and also deals 2d6 points of sonic damage to all creatures in the area (DC 21 Fortitude negates). This is a sonic effect. The save DC is Charisma-based.

A leonal is a lion-like agathion, noble and fierce. Though gentle with their families and patient with strangers on their home plane, in battle leonals are deadly foes of evil and cruelty. They hunt fiends and other evil monsters, silently tailing their prey until they find the right time to leap and slash. Leonals pride themselves on their hunting prowess, and few land creatures can match their speed. Although capable of using weapons, the majority of leonals prefer to battle evil with tooth and claw.

Leonals like their battles to be straightforward affairs. They begin with a roar to put their foes off balance, then follow up with claw and bite attacks. They closely coordinate with others in their pride, watching one another's flanks and setting up devastating attacks. They mainly use their magical abilities against large numbers of weaker foes and against those they need to capture or incapacitate without dealing harm to them.

Leonals stand 6 feet tall and weigh 270 pounds on average. Males usually have manes of either dark gold or black hair, which may only surround the head or may extend onto the shoulders and chest. Female leonals do not have manes, but may have longer hair on the back of the neck.



AGATHION, SILVANSHEE

This black cat has gray stripes, violet eyes, and an unusual white blaze on its chest.

SILVANSHEE

CR 2



XP 600

NG Tiny outsider (agathion, extraplanar, good)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 13 (2d10+2)

Fort +5, **Ref** +6, **Will** +2; +4 vs. poison

DR 5/evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 13

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee bite +6 (1d3–4), 2 claws +6 (1d2–4)

Special Attacks heroic strength, pounce

Spell-Like Abilities (CL 2nd; concentration +3)

Constant—*know direction, speak with animals*

At will—*dancing lights, prestidigitation, stabilize*

1/day—*dimension door* (self plus 5 lbs. of objects only)

1/week—*commune* (6 questions, CL 12th)

STATISTICS

Str 3, **Dex** 15, **Con** 12, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +2; **CMB** +2; **CMD** 8 (12 vs. trip)

Feats Improved Initiative, Weapon Finesse^B

Skills Acrobatics +11, Climb +7, Fly +6, Knowledge (arcana) +5, Knowledge (planes) +5, Perception +10, Stealth +19; **Racial Modifiers** +4 Acrobatics, +4 Perception, +4 Stealth

Languages Celestial, Draconic, Infernal; *speak with animals*, truespeech

SQ cat's luck, flight, lay on hands (1d6, 1/day, always as a 2nd-level paladin), spectral mist

ECOLOGY

Environment any land (Nirvana)

Organization solitary, pair, or clowder (3–10)

Treasure standard

SPECIAL ABILITIES

Cat's Luck (Su) A silvanshee adds its Charisma modifier as a luck bonus on all its saving throws. Once per day as a standard action, it can also grant this bonus to one ally within 30 feet for 10 minutes.

Heroic Strength (Su) Once per day, a silvanshee can grant itself a +8 enhancement bonus to Strength for 1 minute.

Spectral Mist (Su) A silvanshee can assume an eerie, mist-like form roughly the size and shape of a cat. This ability has the same effect as a *gaseous form* spell, except the silvanshee retains its own DR and supernatural abilities and can move at its normal speed. It can remain in mist form up to 5 minutes per day. This duration does not have to be consecutive, but it must be used in 1-minute increments.

Silvanshees are curious but reclusive cat agathions. Unobtrusive and able to blend in among normal animals (unlike the more anthropomorphic agathions), they are the eyes and ears of the good planes in the mortal world. Most roam hills, forests, and plains, keeping an eye out for evil influences. They can be taken as familiars by 7th-level good spellcasters with the Improved Familiar feat who meet the proper prerequisites. As familiars, silvanshees act as moral guides and steer their mortal allies toward corruptive forces that must be eliminated. In some mortal lands, they are called cat sith or cath sidhe, and are believed to be disguised witches or fairies—and not necessarily benign creatures, which only encourages silvanshees to avoid strangers.

Silvanshees are not fond of open combat, even against demons, devils, or other fiendish threats, and they're likely to run away if confronted. When they must fight, they prefer greater numbers and the element of surprise, using their magic to temporarily overcome their physical weaknesses, and melting away into mist if the battle turns against them.

A silvanshee is the size of a large domestic cat, though almost always sleek rather than fat, and weighs 20 pounds on average.



AGATHION, VULPINAL

This bright-eyed, anthropomorphic fox is dressed in simple traveling clothes and carries a musical instrument in one hand.

VULPINAL	CR 6
XP 2,400	
NG Small outsider (agathion, extraplanar, good)	
Init +7; Senses darkvision 60 ft., detect evil, low-light vision; Perception +12	
Aura calm emotions (30 ft.)	
DEFENSE	
AC 22, touch 14, flat-footed 19 (+4 armor, +3 Dex, +4 natural, +1 size)	
hp 59 (7d10+21)	
Fort +5, Ref +10, Will +7; +4 vs. poison	
DR 10/evil or silver; Immune electricity, petrification; Resist cold 10, sonic 10; SR 17	
OFFENSE	
Speed 30 ft.	
Melee bite +11 (1d4+1), 2 claws +11 (1d3+1)	
Special Attacks pounce	
Spell-Like Abilities (CL 7th; concentration +10)	
Constant—detect evil, mage armor, speak with animals	
At will—invisibility (self only)	
3/day—charm monster (DC 17), dispel evil (DC 18), flame arrow, holy smite (DC 17), dimension door (self plus 50 lbs. of objects only), remove disease	
1/day—major image (DC 16)	
STATISTICS	
Str 12, Dex 16, Con 17, Int 19, Wis 15, Cha 16	
Base Atk +7; CMB +7; CMD 20	
Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Finesse	
Skills Acrobatics +10 (+18 jump), Bluff +13, Knowledge (any one) +21, Knowledge (arcana) +21, Knowledge (planes) +21, Perception +12, Perform (any one) +13, Spellcraft +14, Stealth +17, Use Magic Device +10; Racial Modifiers +8 Acrobatics when jumping	
Languages Celestial, Common, Draconic, Infernal; speak with animals, truespeech	
SQ bardic knowledge +7, lay on hands (3d6, 6/day, as a 7th-level paladin)	

ECOLOGY

Environment any land (Nirvana)

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

Treasure standard (masterwork musical instrument, other treasure)

SPECIAL ABILITIES

Calm Emotions Aura (Su) A vulpinal's aura acts like a *calm emotions* spell with a radius of 30 feet. Any creature entering this area must make a Will save (DC 16) to resist the effect. A creature that makes its save is immune to that vulpinal's aura for 24 hours. The save DC is Charisma-based.

Among the smallest of the agathions, vulpinals tend to be the most outspoken and friendly of their kind, and also the most far-ranging across the planes. A vulpinal looks like a humanoid fox, often with brilliantly colored fur (usually red or red-brown, though silver is not uncommon) and a tail as long as its height. As the bards and sages of the agathions, they dress in functional clothing, typically embellishing a single article to show their creativity and personality. Most appear to be adults, though others look more like fox kits (with shorter stature and larger eyes)

while some look much older (leaner, with gray fur on the muzzle, chest, and tail). Their hands are humanoid in shape, with tiny clawed fingers.

A typical vulpinal prefers a life of solitary travel, though they have been known to pair up or travel in groups if they find like-minded individuals who have much to teach and share. They are particularly fond of lillends, and these winged azatas can easily carry the child-sized vulpinals, giving vulpinals many opportunities to share stories. Indeed, for a vulpinal, there are few greater pleasures than sharing their knowledge—acting as sages of the planes, teaching songs and dances from exotic places, and composing poems about beautiful places in the natural world. Though they are gentle by nature, they fight to defend beauty, especially if their magic can bolster the more martial celestial races.

A vulpinal stands about 3 feet in height and weighs 50 pounds.



Illustration by Sarah Stone



AKATA

This hairless blue lion has twin tentacular tails. Dozens more thick tentacles quiver and twitch where its mane should be.

AKATA

CR 1



XP 400

N Medium aberration

Init +6; Senses darkvision 120 ft., scent; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 15 (2d8+6)

Fort +3, Ref +2, Will +4

Defensive Abilities no breath; Immune cold, disease, poison;

Resist fire 30

Weaknesses deaf, vulnerable to salt water

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +2 (1d6+1 plus void bite), 2 tentacles –3 (1d3)

STATISTICS

Str 12, Dex 15, Con 16, Int 3, Wis 12, Cha 11

Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

Feats Improved Initiative

Skills Acrobatics +6 (+10 jump), Climb +9, Stealth +10; Racial

Modifiers +4 Stealth

SQ hibernation

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–30)

Treasure standard

SPECIAL ABILITIES

Deaf (Ex) Akatas cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make Perception checks to listen.

Hibernation (Ex) Akatas can enter a state of hibernation for an indefinite period of time when food is scarce. When an akata wishes to enter hibernation, it seeks out a den and surrounds itself in a layer of fibrous material excreted from its mouth—these fibers quickly harden into a dense, almost metallic cocoon. While hibernating, an akata does not need to drink or eat. The cocoon has hardness 10 and 60 hit points, and is immune to fire and bludgeoning (including falling) damage. As long as the cocoon remains intact, the akata within remains unharmed. The akata remains in a state of hibernation until it senses another living creature within 10 feet or is exposed to extreme heat, at which point it claws its way to freedom in 1d4 minutes as its cocoon degrades to fragments of strange metal.

Salt Water Vulnerability (Ex) Salt water acts as an extremely strong acid to akatas. A splash of salt water deals 1d6 points of damage to an akata, and full immersion in salt water deals 4d6 points of damage per round.

Void Bite (Ex) Akatas hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoids make suitable hosts for akata young—all other creature types are immune to this parasitic infection. The disease itself is known as void death.

Disease (Ex) *Void Death:* Bite—injury; save Fort DC 12; onset 1 hour; frequency 1/day; effect 1d2 Dex and 1d2 Con damage; an infected creature who dies rises as a void zombie 2d4 hours later (see below); cure 2 consecutive saves.

Akatas hail from a strange, distant planet that long ago succumbed to a cataclysmic end. Countless akatas clung to fragments of the dead planet, entering hibernation and riding these asteroids until they eventually crashed upon a new planet—akatas' cocoons protected them from the impact, and they soon awoke to seek out suitable hosts to spawn their young. Left untended, an akata scourge can quickly grow into a significant threat. A typical akata stands 3-1/2 feet tall and weighs 400 pounds.

VOID ZOMBIE (CR +1)

A humanoid killed by void death becomes a void zombie. A void zombie is a fast zombie (*Pathfinder RPG Bestiary* page 289) that gains a secondary “tongue” attack (actually the larval akata's feeding tendril), dealing 1d6 points of damage. A void zombie also gains the following special attack.

Blood Drain (Ex) If a void zombie hits a living creature with its tongue attack, it drains blood, dealing 2 points of Strength damage before the tongue detaches.



Illustration by Andrew Hou