

NIGHTSHADE, NIGHTCRAWLER

This immense worm is covered with plates of dead-black, chitinous armor. Its toothy maw yawns like a cave.

NIGHTCRAWLER

CR 18



XP 153,600

CE Gargantuan undead (extraplanar, nightshade)

Init +4; **Senses** darksense, darkvision 120 ft., *detect magic*, tremorsense 120 ft.; **Perception** +33

Aura desecrating aura (30 ft.)

DEFENSE

AC 33, touch 6, flat-footed 33 (+27 natural, -4 size)

hp 312 (25d8+200)

Fort +16, **Ref** +10, **Will** +23

DR 15/good and silver; **Immune** cold, undead traits; **SR** 29

Weaknesses light aversion

OFFENSE

Speed 30 ft., burrow 60 ft.

Melee bite +32 (4d10+20/19-20 plus 4d6 cold and grab), sting +32 (4d6+20/19-20 plus 4d6 cold and poison)

Space 20 ft.; **Reach** 20 ft.

Special Attacks channel negative energy (9d6, DC 31, 9/day), energy drain (1 level, DC 28), swallow whole (4d10+22 bludgeoning plus energy drain, AC 23, 31 hp)

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 20), *deeper darkness*, *greater dispel magic*, *invisibility*, *unholy blight* (DC 20)

3/day—*quicken* *cone of cold* (DC 21), *confusion* (DC 20), *haste*, *hold monster* (DC 21)

1/day—*finger of death* (DC 23), *mass hold monster* (DC 25), *plane shift* (DC 23), *summon* (level 8, 6 greater shadows)

STATISTICS

Str 41, **Dex** 10, **Con** —, **Int** 20, **Wis** 21, **Cha** 23

Base Atk +18; **CMB** +37 (+41 grapple); **CMD** 47 (can't be tripped)

Feats Combat Expertise, Command

Undead, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Quicken Spell-Like Ability (*cone of cold*), Staggering Critical, Vital Strike

Skills Intimidate +34,

Knowledge (arcana) +33, Knowledge (planes) +30, Knowledge (religion) +33, Perception +33, Sense Motive +33, Spellcraft +33,

Stealth +16 (+24 in darkness), Swim +40; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Negative Energy Plane)

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Energy Drain (Su) A creature that has been swallowed whole by a nightcrawler gains 1 negative level each round.

Poison (Su) Sting—injury; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution drain and 1 negative level; *cure* 3 consecutive saves. The save DC is Charisma-based.

Although the nightcrawler might appear to be little more than an immense and frightening vermin, with its centipede-like body and numerous glowing eyes, it is actually incredibly intelligent. When not cleansing the deep caverns of life, the nightcrawler spends its time plotting how best to carry out its own private stages of the overall nightshade plan to expunge life from all worlds, conferring with its undead minions and, when necessary, observing living creatures from afar while invisible to learn about hidden enclaves that its depredations might otherwise have missed.

It would be one thing if the nightcrawlers remained in the deep caverns, for these regions are rife with foul life the world is better off without. Yet unfortunately for those who dwell upon the surface, nightcrawlers often crawl up through the tunnels to bring their devastation to the night above. Although they always retreat underground before the first tentative rays of dawn color the eastern skies, they can spread an incredible amount of ruin in the span of a few short hours each night.

A nightcrawler is 60 feet long and weighs 10,000 pounds.



NIGHTSHADE, NIGHTCRAWLER-NIGHTSHADE, NIGHTWALKER

NIGHTSHADE, NIGHTWALKER

This towering, night-black giant has demonic features, including a huge pair of ram-like horns. Its arms end in massive blades.

NIGHTWALKER

CR 16



XP 76,800

CE Huge undead (extraplanar, nightshade)

Init +2; **Senses** darksense, darkvision 60 ft., *detect magic*;

Perception +29

Aura desecrating aura (30 ft.)

DEFENSE

AC 31, touch 10, flat-footed 29 (+2 Dex, +21 natural, -2 size)

hp 241 (21d8+147)

Fort +14, **Ref** +11, **Will** +19

DR 15/good and silver; **Immune** cold, undead traits; **SR** 27

Weaknesses light aversion

OFFENSE

Speed 40 ft.

Melee 2 claws +28 (3d6+15/19-20 plus 4d6 cold)

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

Special Attacks channel energy (8d6, DC 29, 8/day), fear gaze, swift sundering

Spell-Like Abilities (CL 16th; concentration +21)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 19), *deeper darkness*, *greater dispel magic*, *unholy blight* (DC 19)

3/day—*confusion* (DC 19), *haste*, *hold monster* (DC 20), *invisibility*, *quicken unholy blight* (DC 19)

1/day—*cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22), *summon* (level 7, 4 greater shadows)

STATISTICS

Str 35, **Dex** 14, **Con** —, **Int** 20, **Wis** 21, **Cha** 21

Base Atk +15; **CMB** +29; **CMD** 41

Feats Combat Expertise, Command Undead, Greater Sunder, Greater Vital Strike, Improved Critical (claws), Improved Disarm, Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*unholy blight*), Vital Strike

Skills Intimidate +29, Knowledge (arcana) +29, Knowledge (planes) +26, Knowledge (religion) +29, Perception +29, Sense Motive +29, Spellcraft +29, Stealth +18 (+26 in darkness), Swim +33; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Negative Energy Plane)

Organization solitary, pair, or gang (3-4)

Treasure standard

SPECIAL ABILITIES

Fear Gaze (Su) Cower in fear for 1 round, 30 feet, Will DC 25 negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

Swift Sundering (Su) A nightwalker can make a sunder attempt as a swift action with one of its claws.

The most commonly encountered nightshade is the giant-like nightwalker. This powerful foe leads armies of undead against the living, but unlike most mortal generals the nightwalker is not content to stand back and observe the battles from safety. The undead creature is ever eager to put its tactics and plans to the test itself, and takes part in battles in every possible occurrence save for those that the creature has determined are self-destructive. This is not to say that the nightwalker never sacrifices its troops to gain a tactical advantage—just that these attacks are the only ones the monster feels no urge to participate in directly.

Nightwalkers enjoy inflicting despair before death, particularly by destroying valued objects or murdering loved ones before delivering the final blow to a foe.

A nightwalker is 20 feet tall and weighs 5,000 pounds.



NIGHTSHADE, NIGHTWAVE

Immense almost beyond belief, this sleek, midnight-black shark rises from the sea like an unholy island heaved up from below.

NIGHTWAVE

CR 20



XP 307,200

CE Colossal undead (aquatic, extraplanar, nightshade)

Init +7; **Senses** darksense, darkvision 120 ft., *detect magic*, low-light vision; **Perception** +37

Aura blackest depths (60 ft.), desecrating aura (30 ft.)

DEFENSE

AC 36, touch 5, flat-footed 33 (+3 Dex, +31 natural, –8 size)

hp 391 (29d8+261)

Fort +18, **Ref** +16, **Will** +25

DR 15/good and silver; **Immune** cold, undead traits; **SR** 29

Weaknesses light aversion

OFFENSE

Speed fly 60 ft. (good), swim 60 ft.

Melee bite +35 (5d10+22/19–20 plus 4d6 cold, energy drain, and grab), tail slap +30 (4d8+12/19–20 plus 4d6 cold)

Space 30 ft.; **Reach** 30 ft.

Special Attacks channel energy (10d6, DC 33, 10/day), energy drain (2 levels, DC 31), swallow whole (5d10+28 bludgeoning plus energy drain, AC 25, 39 hp)

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

Constant—*detect magic*, *fly*, *magic fang*, *see invisibility*

At will—*confusion* (DC 21), *contagion* (DC 21), *deeper darkness*, *greater dispel magic*, *invisibility*, *unholy blight* (DC 21)

3/day—quicken *cone of cold* (DC 22), *finger of death* (DC 24), *haste*, *hold monster* (DC 22)

1/day—*mass hold monster* (DC 26), *plane shift* (DC 24), *summon* (level 9, 1 nightwing), *wail of the banshee* (DC 26)

STATISTICS

Str 49, **Dex** 16, **Con** —, **Int** 22, **Wis** 21, **Cha** 25

Base Atk +21; **CMB** +48 (+52 grapple); **CMD** 61 (can't be tripped)

Feats Combat Reflexes, Command Undead, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite, tail slap), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*cone of cold*), Staggering Critical, Vital Strike

Skills Fly +37, Intimidate +39, Knowledge (arcana) +38, Knowledge (planes) +35, Knowledge (religion) +38, Perception +37, Sense Motive +37, Spellcraft +38, Stealth +19 (+27 in darkness), Swim +56; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Negative Energy Plane)

Organization solitary

Treasure standard

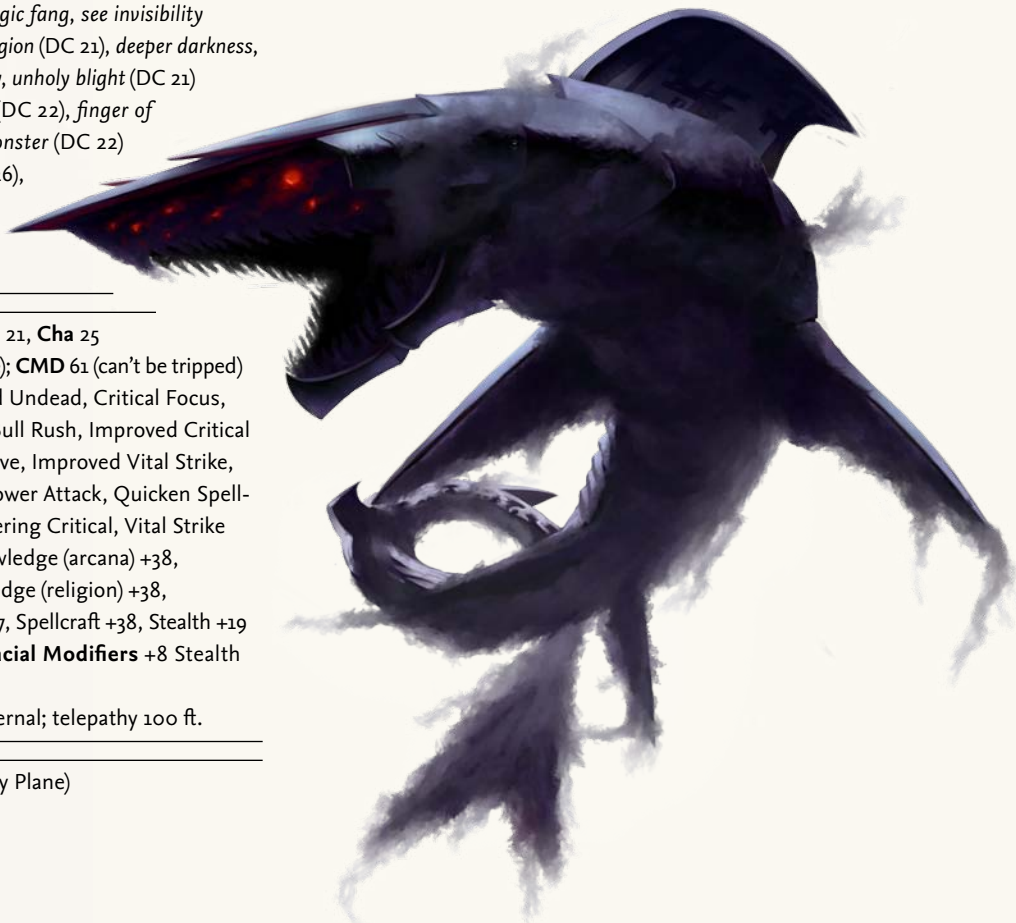
SPECIAL ABILITIES

Blackest Depths (Su) The waters in which a nightwave swims become as chill, dark, and heavy as those in the ocean's deepest reaches. All waters within 60 feet are completely dark (as *deeper darkness*), and creatures within this radius take 6d6 points of damage (half cold, half bludgeoning) at the end of their turn each round if they remain in the area at this time. A DC 31 Fortitude save negates the crushing damage. Incorporeal creatures and creatures with the aquatic or water subtypes native to deep waters do not take this damage, and *freedom of movement* protects completely against the damage. Any magical light effect within this radius at the beginning of the nightwave's turn is dispelled (treat as *greater dispel magic*). This effect does not extend out of the water. The save DC is Charisma-based.

Energy Drain (Su) A creature that has been swallowed whole by a nightwave gains 2 negative levels each round.

The most powerful of the known types of nightshade is the ravenous nightwave, an unholy personification of the remorseless gluttony of death given the form of a shark the size of the largest whales. Although the nightwave is most at home in the ocean's depths, it has no need to breathe, and its constant *fly* spell-like ability allows it to bring ruin above the waves as the need presents itself.

A nightwave is 100 feet long and weighs 200 tons.



NIGHTSHADE, NIGHTWAVE-NIGHTSHADE, NIGHTWING

NIGHTSHADE, NIGHTWING

This enormous, bat-like creature is shaped from utter darkness, its eyes tiny red stars in the blackest night.

NIGHTWING **CR 14**

XP 38,400

CE Huge undead (extraplanar, nightshade)

Init +8; **Senses** darksense, darkvision 60 ft., detect magic; Perception +25

Aura desecrating aura (30 ft.)

DEFENSE

AC 29, touch 12, flat-footed 25 (+4 Dex, +17 natural, -2 size)

hp 195 (17d8+119)

Fort +12, **Ref** +11, **Will** +17

DR 15/good and silver; **Immune** cold, undead traits; **SR** 25

Weaknesses light aversion

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee bite +23 (4d10+18/19-20 plus 4d6 cold and magic drain)

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

Special Attacks channel energy (7d6, DC 28, 8/day)

Spell-Like Abilities (CL 14th; concentration +19)

Constant—detect magic, magic fang

At will—contagion (DC 19), deeper darkness, unholy blight (DC 19)

3/day—confusion (DC 19), greater dispel magic, haste, hold monster (DC 20), invisibility

1/day—cone of cold (DC 20), finger of death (DC 22), plane shift (DC 22), summon (level 6, 2 greater shadows)

STATISTICS

Str 31, **Dex** 18, **Con** —, **Int** 18, **Wis** 21, **Cha** 21

Base Atk +12; **CMB** +24; **CMD** 38

Feats Cleave, Combat Reflexes, Command Undead, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Sunder, Power Attack, Snatch

Skills Fly +24, Knowledge (arcana) +24, Knowledge (religion) +24, Perception +25, Sense Motive +25, Spellcraft +24, Stealth +16 (+24 in darkness), Swim +27;

Racial Modifiers +8 Stealth in dim light and darkness

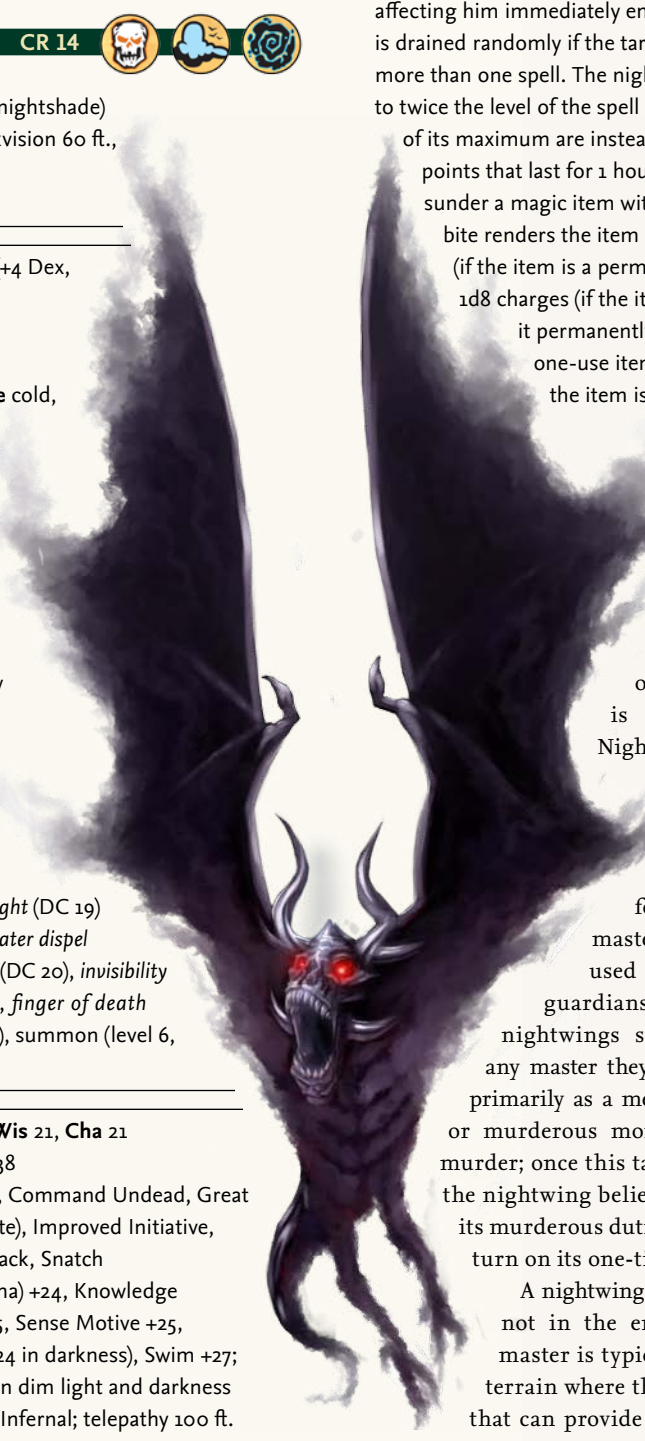
Languages Abyssal, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Negative Energy Plane)

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

Treasure standard



SPECIAL ABILITIES

Magic Drain (Su) The bite of a nightwing drains magical power and energy. When a nightwing bites a foe, the victim must make a DC 23 Will save or one spell effect currently affecting him immediately ends—determine which spell is drained randomly if the target is under the effects of more than one spell. The nightwing heals damage equal to twice the level of the spell drained—hit points in excess of its maximum are instead gained as temporary hit points that last for 1 hour. If a nightwing attempts to sunder a magic item with its bite, its magic-draining bite renders the item nonmagical for 1d4 rounds (if the item is a permanent magic item), drains 1d8 charges (if the item has charges), or renders it permanently nonmagical (if the item is a one-use item). The item (or its wielder, if the item is attended) can resist this effect with a DC 23 Will save. Damage dealt to an item is applied after the effects of magic drain are applied. The save DC is Charisma-based.

The least of the known types of nightshade, the nightwing is nevertheless a deadly foe. Nightwings often serve more powerful nightshades as aerial support. These nightshades are also the most likely to be found serving a non-undead master—nightwings are often used by powerful mortals as guardians or sentinels. Despite this, nightwings still hope to someday slay any master they serve. They enter servitude primarily as a method of aiding a destructive or murderous mortal in their task of mass murder; once this task is over, or if at any point the nightwing believes its master is slacking in its murderous duties, the nightwing is swift to turn on its one-time ally.

A nightwing found on the Material Plane not in the employ of a more powerful master is typically encountered in rugged terrain where there are numerous locations that can provide shelter when the sun rises. The monsters prefer caves and abandoned buildings for this purpose.

A nightwing's body is 20 feet long, but its wingspan is 80 feet. It weighs 4,500 pounds.

OGREKIN

Its body twisted and deformed, this lumbering giant has tiny eyes and a mouth of jagged teeth presented in a furious roar.

OGREKIN (HALF-OGRE)

CR 2



XP 600

Male human ogrekin fighter 2

CE Medium humanoid (giant)

Int +5; Senses low-light vision; Perception +1

DEFENSE

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

hp 25 (2d10+10)

Fort +7, Ref +1, Will +1

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee shortspear +7 (1d6+5), bite +2 (1d4+2)

STATISTICS

Str 21, Dex 13, Con 18, Int 8, Wis 12, Cha 6

Base Atk +2; CMB +7; CMD 18

Feats Cleave, Improved Initiative, Iron Will, Power Attack

Skills Climb +7, Swim +7

Languages Giant

SQ deformities (oversized maw, weak mind)

ECOLOGY

Environment any

Organization solitary or family (2–6)

Treasure NPC gear (spear, other treasure)

The result of an unfortunate union between an ogre and a humanoid, the ogrekin (or half-ogre) is cursed with horrific malformations due to its tragic ancestry. Shunned by both parents, ogrekin tend to form unstable clans of their own, often resorting to inbreeding to sustain the collective. While good-natured ogrekin are not entirely unheard of, they are far and few between.

CREATING AN OGREKIN

“Ogrekin” is an inherited template that can be added to any Medium humanoid (referred to hereafter as the base creature). An ogrekin retains all the base creature’s statistics and special abilities except as noted here.

CR: Same as base creature +1 (minimum 2).

Alignment: Usually evil.

Type: The creature’s subtype changes to giant.

Armor Class: Natural armor improves by +3.

Ability Scores: Str +6, Con +4, Int –2, Cha –2.

Special Qualities and Defenses: An ogrekin gains low-light vision. In addition, ogrekin receive two random deformities—one beneficial and one disadvantageous.

Beneficial Deformities: The ogrekin gains one of these, chosen randomly.

1: **Oversized Limb:** The ogrekin can wield weapons one size category larger than normal without any penalty and gains a +2 bonus to its Strength.

2: **Oversized Maw:** The ogrekin gains a bite attack (1d4).

5: **Quick Metabolism:** The ogrekin gains a +2 racial bonus on Fortitude saves.

4: **Thick Skin:** Improve natural armor bonus by +2.

5: **Vestigial Limb:** Vestigial third arm (can’t be used to use items) grants a +4 racial bonus on grapple checks.

6: **Vestigial Twin:** A malformed twin’s head juts out from the ogrekin, providing the ogrekin with all-around vision.

Disadvantageous Deformities:

The ogrekin gains one of these, chosen randomly.

1: **Deformed Hand:** One hand can’t wield weapons; –2 penalty on attack rolls with two-handed weapons.

2: **Fragile:** The ogrekin is particularly frail and gaunt. It loses its +4 racial bonus to Con.

3: **Light Sensitive:** The ogrekin gains light sensitivity.

4: **Obese:** The ogrekin takes a –2 penalty to Dexterity (minimum score of 1).

5: **Stunted Legs:** The ogrekin’s base speed is reduced by 10 feet (minimum base speed of 5 feet).

6: **Weak Mind:** The ogrekin’s head is huge and misshapen. It gains a –2 penalty on Will saving throws.

Illustration by Ben Wootten



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OREAD

This large warrior appears heavy and solid, with chiseled, angular features that make her look almost like a statue brought to life.

OREAD	CR 1/2			
XP 200				
Oread fighter 1				
N Medium outsider (native)				
Init +2; Senses darkvision 60 ft.; Perception +2				
DEFENSE				
AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)				
hp 12 (1d10+2)				
Fort +4, Ref +2, Will +2				
Resist acid 5				
OFFENSE				
Speed 20 ft.				
Melee longsword +3 (1d8+3/19–20)				
Ranged composite longbow +4 (1d8+2/x3)				
Spell-Like Abilities (CL 1st; concentration +0)				
1/day— <i>magic stone</i>				
STATISTICS				
Str 15, Dex 15, Con 14, Int 8, Wis 14, Cha 8				
Base Atk +1; CMB +3; CMD 15				
Feats Iron Will, Weapon Focus (longbow)				
Skills Intimidate +3				
Languages Common, Terran				
SQ elemental affinity				
ECOLOGY				
Environment any land				
Organization solitary, pair, or team (3–5)				
Treasure NPC Gear (leather armor, longsword, composite longbow with 20 arrows, other treasure)				
SPECIAL ABILITIES				

Elemental Affinity (Ex) Oread sorcerers with the Elemental (earth) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Oread clerics with the Earth domain cast their domain powers and spells at +1 caster level.

Oreads are humans whose ancestry includes the touch of an elemental being of earth somewhere along its line, often that of a shaitan genie. Oreads are strong and solidly built, and prefer wearing earth tones that match the coloration of their flesh and hair—shades of gray, brown, black, or white. In rare cases, oreads' stone-like traits are so strong as to leave no question as to their nature, with growths like rocky outcroppings protruding from their skin or hair like crystalline spikes.

Oreads tend to be stoic and contemplative, slow to anger but terrible when roused. Outside of combat, they tend to be quiet, dependable, and protective of their friends.

OREAD CHARACTERS

Oreads are defined by class levels—they do not possess racial Hit Dice. Oreads have the following racial traits.

+2 Strength, +2 Wisdom, –2 Charisma: Oreads are strong, solid, stable, and stoic.

Darkvision: Oreads can see in the dark up to 60 feet.

Spell-Like Ability: *Magic stone* 1/day (caster level equals the oread's total Hit Dice).

Elemental Resistance: Oreads have acid resistance 5.

Elemental Affinity: See above.

Languages: Oreads begin play speaking Common and Terran. Oreads with high Intelligence scores can choose any of the following bonus languages: Aquan, Auran, Dwarven, Elven, Gnome, Halfling, Ignan, and Undercommon.

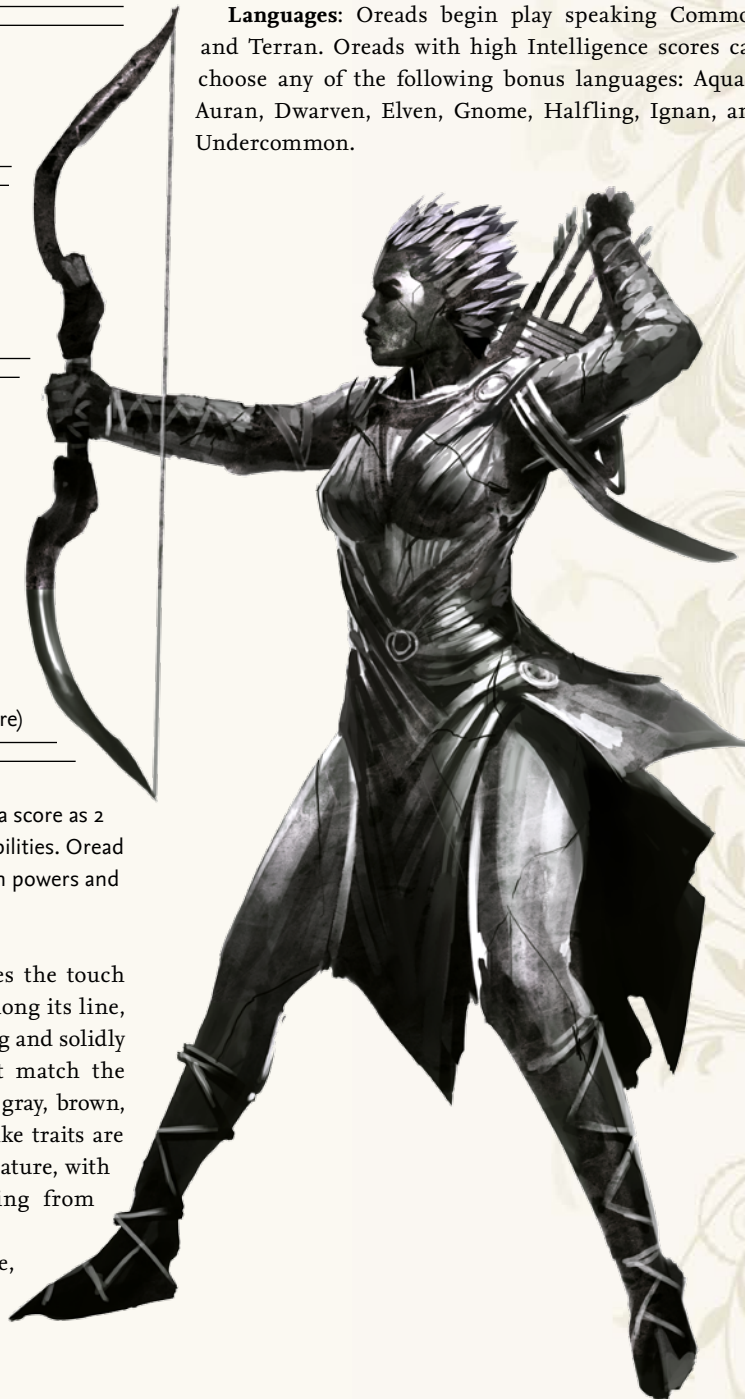


Illustration by Kekai Kotaki

PECH

This pale yellow humanoid has blank, bulging white eyes and gangly arms and legs. It clutches a pickaxe in its knobby hands.

PECH

CR 3



XP 800

N Small fey (earth)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 27 (6d6+6)

Fort +5, **Ref** +6, **Will** +6

DR 5/cold iron; **Immune** petrification; **SR** 14

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee mwk heavy pick +9 (1d4+6/×4)

Special Attacks earth mastery, pech magic, stone knowledge

Spell-Like Abilities (CL 10th; concentration +11)

3/day—stone shape, stone tell

STATISTICS

Str 19, **Dex** 12, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Great Fortitude, Power Attack

Skills Climb +13, Craft (stonemasonry) +14, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Perception +10, Profession (miner) +11, Stealth +14; **Racial Modifiers** +4 Craft (stonemasonry), +4 Profession (miner)

Languages Terran, Undercommon

ECOLOGY

Environment any underground (Plane of Earth)

Organization solitary, pair, gang (3–4), pack (5–10), or tribe (11–40 plus 50% noncombatants, 1–4 fighters of 2nd–4th level, and 1–2 druids of 2nd–4th level)

Treasure standard (masterwork heavy pick, other treasure)

SPECIAL ABILITIES

Earth Mastery (Ex)

A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an

opponent is airborne or waterborne, the pech takes a –4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.

Pech Magic (Sp) Four pechs working together can cast *wall of stone* once per day. Eight pechs working together can cast *stone to flesh* (DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting. The save DCs are modified by the highest Charisma modifier in the group.

Stone Knowledge (Ex) A pech's knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering) and Profession (miner) are always class skills for a pech.

Untold ages ago, the pechs served forgotten masters in the deepest caverns of the world. In time, their masters moved on, leaving the pechs bereft of guidance. Some sought refuge in seemingly safer tunnels nearer the surface. The unspeakable horrors they encountered there transformed them into derros over the course of several generations. Those pechs that stayed close to their ancestral caverns survive to this day, though in such small numbers and in such isolation that few of the surface world know of their existence.

Pechs are skilled miners and stonemasons, and are at times employed or enslaved as such by other subterranean races. They have learned to hide the entrances to their lairs most carefully, blending their narrow entranceways into the living rock such that they can only be seen from exactly the right angle. When interlopers do find a pech's lair, they are met with open arms, friendly advice, and a firm insistence that the pech is to be left alone.

The typical pech stands only 3-1/2 feet tall, but its dense flesh gives it a weight of 100 pounds.



PERYTON

This creature has a stag's body, a hawk's wings and talons, and the head of a slavering wolf with a rack of sharp antlers on its brow.

PERYTON

CR 4



XP 1,200

CE Medium magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 42 (5d10+15)

Fort +7, **Ref** +7, **Will** +3

DR 5/magic

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee gore +9 (1d6+3/18–20), 2 hooves +3 (1d4+1)

Special Attacks horrific critical, shadow mark

STATISTICS

Str 17, **Dex** 16, **Con** 17, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Flyby Attack, Improved Initiative, Weapon Focus (gore)

Skills Fly +12, Perception +10, Stealth +9

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, or flock (3–9)

Treasure standard

SPECIAL ABILITIES

Horrific Critical (Ex) A peryton's gore attack threatens a critical hit on an 18–20. If a peryton kills a humanoid foe with a critical hit, it can tear out the victim's heart with its wolf-like teeth as a free action. Any creature that witnesses this savage event must make a DC 13 Fortitude save or be shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Shadow Mark (Su) As a free action, a peryton can make a ranged touch attack by flying over a humanoid target—the maximum range of this attack is 300 feet. If the peryton hits, its shadow transforms to match the shadow of the creature struck. Once a peryton has established this link, it gains a +2 morale bonus on attack rolls and damage rolls made against that target, and every time the peryton hits that target with an attack, the creature must make a DC 13 Will save or become frightened for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Savage creatures of nightmare, perytons combine the features of stags, wolves, and great birds of prey. Though vicious beasts, perytons possess all the intelligence of a human. Perytons

hunt any creature weaker than themselves, but prefer humanoid prey, as they particularly relish the taste of such creatures' still-beating hearts.

Perytons loathe all other creatures, even their own kind, and adult male perytons often attack one another on sight. However, strong females sometimes lead small family flocks composed of the alpha female, two or three weaker females, and up to six fledglings. The flock drives off males when they come of age, but females are allowed to join the pack when they mature, provided they swear allegiance to the alpha female. Unpaired males frequently attack such flocks in the hope of making off with a mate; failing that, they approach more peacefully, with offers of warm humanoid hearts (or even still-living victims) to attract females.

Perytons mate once per year. The mating ritual is short, brutal, and in the end often fatal for the male. Afterward, the female lays a single, foot-tall black egg, which hatches 7 months later.

A peryton is 4 feet in length with a wingspan of 11 feet. It weighs 250 pounds.



Illustration by Eric Lofgren

PETITIONER

Something seems strange and disturbingly familiar about this wispy, ghostly humanoid shape.

PETITIONER

CR 1



XP 400

Human petitioner

Any alignment Medium outsider (extraplanar)

Init +0; **Senses** darkvision 60 ft., Perception +5

DEFENSE

AC 10, touch 10, flat-footed 10

hp 16 (2d10+5)

Fort +4, **Ref** +3, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft.

Melee slam +2 (1d4)

STATISTICS

Str 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 12

Feats Toughness

Skills Craft (any two) +5, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +5

Languages Common

SQ petitioner traits

ECOLOGY

Environment any (Outer Planes)

Organization solitary, pair, group (3–12), or army (13 or more)

Treasure none

SPECIAL ABILITIES

Petitioner Traits A petitioner has additional abilities and features depending upon its home plane. Its alignment matches the alignment of its home plane.

Petitioners are the souls of mortals brought to the Outer Planes after death in order to experience their ultimate punishment, reward, or fate. A petitioner retains fragments of its memories from life, and its appearance depends not only upon the shape it held in life but also upon the nature of the Outer Plane to which it has come. The stat block detailed above presents a typical petitioner formed from the soul of an average human—it does not include any of the plane-specific abilities or features a petitioner gains, and should be modified as appropriate depending on the plane to which the petitioner is assigned.

Creatures who die, become petitioners, and then return to life retain no memories of the time they spent as petitioners in the afterlife. A petitioner who dies is gone forever—its “life force” has either returned to the Positive Energy Plane or, in some cases, provided the energy to trigger the creation of another outsider. Petitioners who please a deity or another powerful outsider can

be granted rewards—the most common such reward manifests as a transformation into a different outsider, such as an archon, azata, demon, or devil, depending upon the petitioner’s alignment. In rare cases, a creature can retain its personality from life all the way through its existence as a petitioner and into its third “life” as an outsider, although such events are rare indeed.

CREATING A PETITIONER

“Petitioner” is an acquired template that can be added to any creature whose soul migrates to one of the Outer Planes following its death (henceforth referred to as the base creature). The petitioner uses all of the base creature’s statistics and abilities except as noted below.

CR: A petitioner’s CR is 1. In some cases, at the GM’s discretion, particularly large or unusual petitioners with higher than normal ability scores may begin with a higher CR; compare the petitioner’s statistics to the values on Table 1–1 on page 293 to help determine an unusual petitioner’s starting CR.

Alignment: A petitioner’s alignment is identical to that of its home plane.

Size and Type: The creature’s type changes to outsider. It loses all subtypes. Its size does not change.

Senses: Petitioners lose any unusual senses they had, but gain darkvision 60 feet.

Armor Class: The petitioner loses all racial bonuses to its Armor Class.

Hit Dice: Petitioners lose all racial and class-based Hit Dice and gain 2d10 racial Hit Dice as outsiders.

Saves: Petitioners have good Fortitude and Reflex saves; a petitioner’s base saves are Fort +3, Ref +3, Will +0.

Defensive Abilities: Petitioners lose all the defensive abilities of the base creature. Petitioners are immune to mind-affecting effects.

Attacks: The creature’s BAB is +2, subject to modification for size and Strength. It loses all natural attacks and gains a slam attack as appropriate for a creature of its size.

Special Attacks: Petitioners lose all special attacks.

Abilities: Same as the base creature.

Feats: Petitioners lose all feats. As a 2 HD outsider, a petitioner gains one feat—typically Toughness.

Skills: Petitioners lose all skill ranks they possessed as mortals. As a 2 HD outsider, a petitioner has 12 skill ranks it can spend on skills (with a maximum of 2 ranks in any one skill), and gains bonus skill ranks as appropriate for its Intelligence. Unlike most outsiders, petitioners do not gain an additional 4 class skills beyond those available to all outsiders.

Special Qualities: Petitioners lose all special qualities, along with all abilities granted by class levels (including increases on saving throws and to HD and BAB).

PETITIONER TRAITS

A petitioner gains additional traits based on its home plane.

Abaddon (Neutral Evil): The “hunted” have bodies that are identical to what they had in life—these petitioners are doomed to be stalked and eventually consumed by the daemons that lust for souls. A hunted that survives long enough eventually warps and twists into a daemon. The hunted gain DR 5/— and fast healing 1 so that they provide a slightly more robust hunt for their daemon predators.

Abyss (Chaotic Evil): “Larvae” are perhaps the most hideous of petitioners—they appear as pallid, maggot-like creatures with heads similar to those they possessed in life. Larvae that feed long enough on Abyssal filth eventually transform into demons. They have cold, electricity, and fire resistance 10, and instead of a slam attack gain a bite attack as appropriate for their size.

Elysium (Chaotic Good): The “chosen” have idealized versions of their mortal bodies. In time, after experiencing the pleasures Elysium has to offer, the chosen become azatas. The chosen gain resistance to cold and fire 10 and a +2 bonus to Charisma.

Heaven (Lawful Good): The “elect” appear similar to their mortal forms, save that they possess a golden halo and feathered wings. After spending enough time aiding heavenly tasks, the elect become archons. They gain a fly speed equal to their base speed (average mobility).

Hell (Lawful Evil): The “damned” retain their mortal forms, but are heavily scarred by various tortures. Those who endure the torments of Hell long enough may eventually be approved for transformation into devils. The damned gain immunity to fire (but not immunity to the pain caused by fire—whenever one of the damned takes fire damage, it must make a DC 15 Fortitude save to resist being stunned by the pain for 1d4 rounds).

Limbo (Chaotic Neutral): The “shapeless” retain their basic forms, but these forms constantly waver and shimmer, as if they were ghosts in peril of dissolving away. After wallowing in the chaos of Limbo for long enough, they can transform into proteans. The shapeless have the incorporeal subtype, and all advantages granted by that defensive ability.

Nirvana (Neutral Good): The “cleansed” take on the forms of animals that closely approximate their personalities.

Upon achieving true enlightenment, they transform into agathions. The cleansed gain cold and sonic resistance 10 and a +2 bonus to Wisdom.

Purgatory (Neutral): The “dead” appear as animated skeletons but are not undead—in time, they can earn the right to become aeons. They gain DR 10/bludgeoning and immunity to cold.

Utopia (Lawful Neutral): The “remade” retain the same body shape but have milky white skin covered in dense black script, as if some strange scribe had used them for parchment. Upon deciphering the riddles posed by these complex lines of script, one of the remade can enter an axiomite forge to be transformed into an inevitable. The remade are immune to hostile transmutation effects and gain a +2 bonus to Intelligence.



PHYCOMID

This tangle of purple-capped mushrooms growing out of a nasty green sludge shudders and writhes, wafting tendrils of smoke.

PHYCOMID

CR 4



XP 1,200

N Small plant

Init +0; Senses tremorsense 30 ft.; Perception +0

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 39 (6d8+12)

Fort +7, Ref +2, Will +2

Immune acid, plant traits

OFFENSE

Speed 10 ft.

Ranged acid pellet +4 touch (2d6 acid plus spores)

STATISTICS

Str 5, Dex 10, Con 15, Int —, Wis 11, Cha 1

Base Atk +4; CMB +0; CMD 10 (can't be tripped)

ECOLOGY

Environment any underground

Organization solitary or infestation (2–8)

Treasure incidental

SPECIAL ABILITIES

Acid Pellet (Ex) A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet. A phycomid can fire up to six acid pellets per minute—during rounds in which the fungus has no acid pellets, it has no method of attacking at all and must wait until its acid stores replenish in 4 rounds before continuing a battle.

Spores (Ex) Any creature that takes damage from a phycomid's acid pellet (or consumes even a small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores "burn out" after a short period. A creature that is slain by a phycomid spore infestation bursts open in 1d4 rounds as a fully grown new phycomid emerges.

Phycomid Spores: Disease—injury or ingested; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save. The save DC is Constitution-based.

Typically found in damp dungeons, refuse heaps, and forgotten, filthy chambers, phycomids are dangerous fungoid creatures that grow in small, steaming patches among decomposing organic matter. The phycomid's main body is a mass of green-brown mold that can slither and move when necessary to seek out new carrion to feed upon. Numerous mushrooms sprout from the main body—vile green stalks topped with purple or red caps that seem to steam with rank-smelling smoke. This smoke is in fact vapor escaping from the numerous globs of acid the plant produces as a method of both self-defense and reproduction.

This acidic substance is expelled from the phycomid whenever it senses movement nearby, and seasoned adventurers can often trick a phycomid into giving away its true nature by simulating movement within range of the fungus. Less fortunate encounters are typically marked by large infestations of phycomids growing among a scattered collection of dead bodies.

Because of the filthy environment in which this fungus thrives, goblins are one of the few races that have learned to coexist with phycomids. Not content to simply give the fungi a wide berth, these foolish goblins actually harvest the phycomids, prodding them into positions in

their warrens

where they can

serve as guards

and sentinels, utilizing

long poles they call

"slime sticks" or placing

delicious-smelling carrion to

attract the fungus to a desired position.

Although phycomids are deadly to eat, many goblin tribes view those who eat a phycomid mushroom and survive as great heroes. Needless to say, most goblin lairs that attempt to utilize phycomids as guardians eventually become nothing more than phycomid lairs—a goblin tribe's luck can only hold up for so long, after all.



POLTERGEIST

A ghostly, skeletal figure rises up amid a whirling cyclone of tools, plates, utensils, and other loose objects.

POLTERGEIST

CR 2



XP 600

LE Medium undead (incorporeal)

Init +1; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 12, touch 12, flat-footed 11

(+1 deflection, +1 Dex)

hp 16 (3d8+3)

Fort +2, Ref +2, Will +4

Defensive Abilities incorporeal, natural invisibility, rejuvenation;

Immune undead traits

OFFENSE

Speed fly 20 ft. (perfect)

Special Attacks frightener, telekinesis

STATISTICS

Str —, Dex 13, Con —, Int 5, Wis 12, Cha 12

Base Atk +2; CMB —; CMD —

Feats Ability Focus (fear), Alertness

Skills Fly +5, Perception +9

Languages Common

SQ site bound

ECOLOGY

Environment any

Organization

solitary or

haunting (2–7)

Treasure incidental

SPECIAL ABILITIES

Frightener (Su) Once

per minute as a

standard action,

a poltergeist

can temporarily

drop its natural

invisibility, revealing

itself to be a skeletal,

ghost-like humanoid. All

creatures within 30 feet when a

poltergeist uses this ability must make a DC 14 Will save to

avoid becoming frightened for 1d4 rounds. The poltergeist

then resumes its invisibility at the end of its turn as a free

action. A creature that successfully saves is immune to the

fear effect of that poltergeist for 24 hours. If the poltergeist's

natural invisibility is negated via other methods, it cannot use

this ability. Likewise, those that can see invisible creatures are

immune to this special attack. This is a mind-affecting fear

effect. The save DC is Charisma-based.

Rejuvenation (Su) When a poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms where it was destroyed, fully healed. The only way to permanently destroy a poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different poltergeist or group of poltergeists by the GM.

Site Bound (Ex) A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

Telekinesis (Su) A poltergeist has no method of attacking apart from telekinesis.

This ability functions as the spell *telekinesis*, with a CL equal to the poltergeist's Hit Dice (CL 3rd for most poltergeists). A typical poltergeist has a ranged attack roll of +3 when using telekinesis to hurl objects or creatures, and can use the ability on objects

or creatures of up to 75 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist

the effect with a successful DC 12 Will save. The save DC is Charisma-based.

A poltergeist is an angry spirit that forms from the soul of a creature that, for whatever reason, becomes unable to leave

the site of its death. Sometimes,

this might be due to an unfinished task—other times, it might be due to a powerful necromantic effect. Desecrating a grave site by building a structure over the body below is the most common method of accidentally creating a poltergeist. The poltergeist experiences great trauma over its condition; this trauma twists its psyche to evil and fosters an overall hatred of the living expressed in outbursts of rage. A poltergeist is bound to a specific place, usually a building, room, or recognizable area (a section of a cemetery, a stretch of lonely road, and so on). This place typically corresponds to its place of death or the resting place of its mortal remains.



Illustration by Branko Bistronic

PRIMATE, BABOON

A hairy, stout animal with opposable thumbs, this creature has a pronounced muzzle and bright red buttocks.

BABOON	CR 1/2	  
XP 200		
N Small animal		
Init +2; Senses low-light vision; Perception +1		
DEFENSE		
AC 13, touch 13, flat-footed 10 (+2 Dex, +1 size)		
hp 5 (1d8+1)		
Fort +3, Ref +4, Will +1		
OFFENSE		
Speed 30 ft.		
Melee bite +3 (1d4+1)		
STATISTICS		
Str 12, Dex 15, Con 12, Int 2, Wis 12, Cha 5		
Base Atk +0; CMB +0; CMD 12		
Feats Weapon Finesse		
Skills Acrobatics +10, Climb +5; Racial Modifiers +4 Acrobatics, +4 Climb		
ECOLOGY		
Environment warm forests or plains		
Organization solitary, pair, or mission (3–6)		
Treasure none		

Baboons are known for their aggressive nature and distinctive build, including a canine-like maw filled with sharp teeth, strong jaw muscles, a short tail, and prominent calluses on their brightly colored and protruding buttocks. Though they are primarily vegetarians, baboons are known to eat fish, insects, shellfish, and other small creatures. Ferociously territorial, baboons are quick to rise and defend their homes from any sort of intruders.

A baboon is 3 feet tall and weighs 70 pounds.

BABOON COMPANIONS

Starting Statistics: **Size:** Small; **Speed:** 30 ft.; **Attack** bite (1d4); **Ability Scores:** Str 12, Dex 15, Con 12, Int 2, Wis 12, Cha 5; **Special Qualities:** low-light vision.

4th-Level Advancement: **Ability Scores** Str +2, Con +2.

PRIMATE, MONKEY SWARM

Screeches and bestial calls precede this pack of monkeys, each primate propelling itself forward on calloused knuckles.

MONKEY SWARM	CR 2	  
XP 600		
N Tiny animal (swarm)		
Init +3; Senses low-light vision; Perception +5		
DEFENSE		
AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)		
hp 22 (3d8+9)		
Fort +6, Ref +8, Will +2		
Defensive Abilities half damage from weapons, swarm traits		
OFFENSE		
Speed 30 ft., climb 20 ft.		
Melee swarm (2d6 plus distraction)		
Space 10 ft.; Reach 0 ft.		
Special Attacks distraction (DC 14)		
STATISTICS		
Str 7, Dex 16, Con 17, Int 2, Wis 12, Cha 11		
Base Atk +2; CMB —; CMD —		
Feats Lightning Reflexes, Weapon Finesse		
Skills Acrobatics +11, Climb +10, Perception +5; Racial Modifiers +4 Acrobatics, +8 Climb		
SQ coordinated swarm		
ECOLOGY		
Environment warm forests		
Organization solitary, pair, mission (3–6 swarms), or tribe (7–12 swarms plus 1–4 gorillas)		
Treasure none		
SPECIAL ABILITIES		
Coordinated Swarm (Ex) A monkey swarm coordinates its attacks more than a typical swarm, and deals swarm damage one step higher than a swarm of its HD would normally cause.		

Monkeys sometimes travel in huge colonies of hundreds of individuals. In such quantities, these primates can become quite dangerous, capable of overwhelming many foes by their sheer numbers.

Unlike most swarms, monkey swarms work well together. A swarm of monkeys does not possess a true hive mind, but it is capable of working in tandem with other swarms to make basic tactical decisions in combat.

PROTEAN

Beings of pure chaos, the serpentine proteans slither through the anarchic improbabilities of Limbo, remaking reality according to their whims. According to their own history, they were already here when the first gods pulled forth the other planes from raw chaos—and they have been battling against the indignity ever since. Hereditary and ideological enemies of Axis, Heaven, and Hell, and especially of the residents of those planes, all proteans see it as their sacred duty to return the bland, static expanses of mundane reality to the beautiful incongruities of Limbo, for the planes' own good and for the greater glory of their mysterious god, a dualistic deity which may be a living aspect of Limbo itself. They are Limbo's living, breathing immune system, rooting out infections of mundanity and replacing them with beautiful entropy.

Primeval in shape and philosophy, proteans are the race that most perfectly embodies the twin aspects of creation and destruction (although certain aeons might contest this claim). Even their language is mutable, evolving so quickly that few outsiders can understand it without magical aid. Ecological study is nearly impossible, as reproduction can take a wide variety of forms, from sexual union to fission to spontaneous generation. Despite their deceptively similar natural appearances, the two things that truly unify the protean race are slavish devotion to their strange god and a fervent desire for the dissolution of reality as we know it.

Proteans are organized into several sub-races or castes, each with its own individual abilities and roles. Other proteans than the four presented here doubtless exist, but they do not interact with other races nearly to the extent that these four types do.

Voidworms: Disowned by greater proteans, who find these tiny beings shameful, voidworms nevertheless retain all the characteristics of true proteans, and are frequently found swimming through Limbo in vast schools or serving as spellcasters' familiars.

Naunets: Possessing little in the way of culture, the powerful naunets are the most bestial of the true proteans, representing the lowest recognized caste. Naunets are the shock troops of the protean race, and patrol the borderlands between Limbo and other planes, seeking out lawful incursions and making daring, savage raids into the realms of their enemies.

Imenteshes: These cunning proteans seek to subvert the forces of order from within their own systems, whispering information and insinuations where they can do the most damage. Endlessly creative, they adore reforming the landscapes of Limbo to suit their fancies, but enjoy warping the vistas and creatures of other planes even more.

Keketars: Priest-kings and voices of Limbo itself, keketars rule their fellows in the name of their bizarre god. Though their forms are extremely mutable, keketars can always be recognized thanks to eyes that glow amber or violet and floating crowns of swirling and changing symbols that often appear above their heads. Organized into cabals called choruses, keketars seek only to understand and follow the will of entropy.

PROTEAN LORDS

While the keketars are the highest caste of the protean race, there exist a few scattered individuals who put even the mightiest chorus to shame. Equal in power to demon lords or empyreal lords, the beings known as protean lords are an enigma, far older than other proteans and perhaps spawned in a previous iteration of the multiverse or somewhere beyond the depths of Limbo. Disdaining direct leadership, protean lords act according to their own desires, occasionally appearing to advise their lesser kin or keep an inscrutable eye on entities whose powers rival their own.

WARPWAVES

Many proteans, particularly the imenteshes, have the ability to create and manipulate ripples in reality known as warpwaves. Yet even a protean can't predict what effects a warpwave might have. When a creature is affected by a warpwave, roll 1d20 and consult the table below to see what effect the entropic energies have.

d20	Warpwave Effect
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a <i>heal</i> spell (CL = protean's CR).
18	Target is turned to stone.
19	Target is affected by <i>baleful polymorph</i> (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

PROTEAN, IMENTESH

This serpentine creature has the lower body of a snake, a humanoid torso, and a bird-like head and claws.

IMENTESH

CR 10



XP 9,600

CN Large outsider (chaotic, extraplanar, protean, shapechanger)

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

hp 123 (13d10+52); fast healing 5

Fort +12, **Ref** +7, **Will** +14

Defensive Abilities amorphous, freedom of movement; **DR** 10/lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 21

OFFENSE

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.

Melee bite +19 (2d6+7), 2 claws +19 (1d8+7), tail +17 (1d8+3 plus grab)

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

Special Attacks constrict (1d8+7), inflict warpwave, sneak attack +4d6

Spell-Like Abilities (CL 10th; concentration +15)

Constant—*detect law, tongues*

At will—*dimension door* (self plus 50 lbs. of objects only), *make whole, major creation, shatter* (DC 17), *shrink item*

3/day—*chaos hammer* (DC 19), *dispel magic, slow* (DC 18)

1/day—*break enchantment, dispel law* (DC 20), *haste, polymorph any object* (DC 23)

STATISTICS

Str 24, **Dex** 17, **Con** 18, **Int** 23, **Wis** 18, **Cha** 21

Base Atk +13; **CMB** +21 (+25 grapple);

CMD 34 (can't be tripped)

Feats Combat Expertise, Combat

Reflexes, Improved Feint,

Improved Initiative, Iron Will,

Multiattack, Persuasive

Skills Acrobatics +19, Bluff +21, Diplomacy

+25, Disable Device +19, Fly +11,

Intimidate +25, Knowledge (arcana) +22,

Knowledge (planes) +22, Knowledge (any

two) +19, Perception +20, Sense Motive +20,

Stealth +15, Swim +15

Languages Abyssal, Protean; *tongues*

SQ change shape (*greater polymorph*)

ECOLOGY

Environment any (Limbo)

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

Treasure standard

SPECIAL ABILITIES

Inflict Warpwave (Su) As a standard action, an imentesh can inflict a warpwave upon any corporeal creature within

100 feet. The target can resist the warpwave's effects with a DC 20 Fortitude save. If the imentesh wishes, it can use this ability as a swift action, but if it does so, it is affected by the warpwave as well unless it resists the effects with its own Fortitude save. See page 213 for a list of possible effects caused by a warpwave. The save DC is Constitution-based.

Missionaries of chaos and heralds of reality's eventual unraveling, imenteshes are the proteans most likely to be encountered outside of Limbo. Despite their sometimes loquacious and courtly manner, imenteshes' entropic agenda is ever at the front of their minds, and this inherent madness is evident in the soft, telepathic susurrus that constantly surrounds them, threatening to warp the minds of the weak-willed.

An imentesh is 15 feet long and weighs 1,200 pounds.



PROTEAN, KEKETAR

Colors dance over this serpentine creature's scales. A strange crown of energy glows above the thing's reptilian head.

KEKETAR

CR 17



XP 102,400

CN Large outsider (chaotic, extraplanar, protean, shapeshifter)

Init +5; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +33

Aura spatial riptide (30 ft.)

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, -1 size)

hp 287 (23d10+161); fast healing 10

Fort +22, **Ref** +14, **Will** +22

Defensive Abilities amorphous, freedom of movement; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 28

OFFENSE

Speed 40 ft., fly 40 ft. (perfect), swim 40 ft.

Melee bite +31 (4d8+9 plus warpwave), 2 claws +31 (2d6+9 plus warpwave), tail slap +29 (2d8+4 plus grab)

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

Special Attacks constrict 1d8+9

Spell-Like Abilities (CL 17th; concentration +24)

Constant—*detect law*, *tongues*

At will—*chaos hammer* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *major creation*, *move earth*, *shatter* (DC 19)

3/day—*quicken confusion* (DC 21), *dispel law* (DC 22), *empowered chaos hammer* (DC 21), *polymorph any object* (DC 25)

1/day—*disintegrate* (DC 23), *prismatic spray* (DC 24), *prismatic sphere* (DC 26), *reshape reality*

STATISTICS

Str 29, **Dex** 21, **Con** 24, **Int** 20, **Wis** 25, **Cha** 24

Base Atk +23; **CMB** +33 (+35 bull rush, +37 grapple); **CMD** 48 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Empower Spell-like Ability (*chaos hammer*), Great Fortitude, Improved Bull Rush, Improved Vital Strike, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell-like Ability (*confusion*), Vital Strike

Skills Acrobatics +31, Bluff +33, Diplomacy +33, Fly +11, Intimidate +33, Knowledge (arcana, planes) +31, Knowledge (any two) +31, Perception +33, Stealth +27, Swim +40

Languages Abyssal, Protean; telepathy 100 ft.

SQ change shape (*greater polymorph*), flight

ECOLOGY

Environment any (Limbo)

Organization solitary or chorus (2–4)

Treasure standard

SPECIAL ABILITIES

Reshape Reality (Sp) This ability functions as the spell *mirage arcana* heightened to a 9th-level spell, except the changes

created are quasi-real, like those created by *shadow conjuration*.

A creature that interacts with reshaped reality may make a DC 26 Will save to see through the semi-real illusion. Terrain can provide concealment, and against foes who do not make the Will save to see through the facade, reshaped reality can provide cover. For disbelievers, quasi-real objects and terrain have only 20% normal hardness and hit points, and break DCs are 10 lower than normal. Dangerous terrain cannot exceed 5d6 points of damage per round (1d6 per round against disbelievers). This ability cannot damage existing structures, nor does it function in areas where planar travel is prohibited.

Spatial Riptide (Su) Any non-protean teleporting into or out of the protean's aura must make a DC 28 Fortitude save or enter a state of suspended animation (identical to *temporal stasis*) for 1d3 rounds; success means the creature is merely nauseated for 1 round. The save DC is Constitution-based.

Warpwave (Su) A creature struck by a keketar's claw or bite must make a DC 28 Fortitude save or be affected by a warpwave. The save DC is Constitution-based.

Priests and prophets, keketars are the leaders of their race, guiding proteans in their sacred mission to return all existence to primal chaos.



Illustration by Sarah Stone